

# THE DREAMCAST MAGAZINE

# DC-UK

December 2000



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**REVIEWED!**

STREET FIGHTER III ■ EXTREME SPORTS ■ SEAMAN ■ UFC [www.dailyradar.co.uk](http://www.dailyradar.co.uk)

## Half-Life

he shoot 'em up event of the decade **blasts on to Dreamcast**

**REVIEWED!**

## Silent Scope

DC-UK takes a **pot shot** at Konami's satisfying snipe 'em up

OVER  
**30**  
PAGES OF IN-DEPTH  
REVIEWS!

**EXCLUSIVE REVIEW!**

# Jet Set Radio



**THE COOLEST GAME EVER MADE?**  
We don our skate gear and hit the streets  
for a little spray culture

**PREVIEWED!**

## Quake III: Arena

Online multiplayer violence put  
on trial. **Does it work on DC?**

**INSIDE!**  
**LARA CROFT**

First Dreamcast screens  
of Tomb Raider 5

**PLUS!**  
**TIPS HEAVEN**

Detailed guides to F355  
Challenge and Sega's  
Virtua Tennis **p090**

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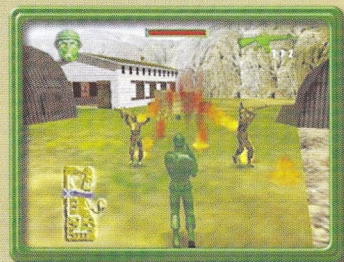


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**REVEALED!** Samba De Amigo 2K. Driver 2. NASCAR. Dino Crisis

**SURE**  
CLUMPS-A-LOT



## IT'S A DIRTY JOB, BUT SOMEBODY'S GOTTA DO IT.

The Army Men™ franchise makes its smash debut on Dreamcast™. As Sarge, you must undertake 16 daredevil missions to rescue your Commandos from the clutches of General Plastro and the evil Tan army. An arsenal of explosive weaponry awaits, including bazookas, sniper rifles and flamethrowers. For a little R&R, play battle mode with up to three friends, choosing from nine different characters. Only you can bring peace to the Plastic World again. Good luck, soldier! Oh, and watch your step.





# ON THE COVER

DC INTRO

## JET SET RADIO

It's cooler than a Soho brasserie (the sort that sells Korean beer for £4.50 a bottle) and it'll keep you glued to your Dreamcast like a yapping terrier, begging for doggy treats. Sega's graffiti skating chase romp gets a good going over in the first ever official review of the UK version. Those Sega exclusives just keep coming!

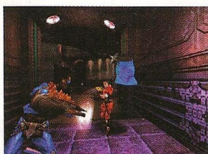
pg052



## QUAKE III: ARENA

We free our primal violent urges in one big frag fest, thanks to the long-awaited Dreamcast version of id's intestine-splattered, firstperson blood bath. It's smooth, it's slick, it's ultra aggressive. Surrender to it!

pg006



## HALF-LIFE

The finest 3D shoot 'em up ever arrives on DC to a rapturous reception. But how good is Blue Shift? And does the control system work? Find out in six pages of our alien slaughtering review

pg058



# Welcome

Open up any videogame magazine and read the Editor's intro bit (not this one, it doesn't count). Let me guess – it went something like this: 'Hey, it's been a crazy month here on (insert mag title). So many great games have come in, we just don't know what to do with ourselves!!' The problem is of course, they'll say that whatever happens – even if the most exciting game they received that month was *Mini Gerald's Unicycle Challenge*.

The key problem with this constant over-excitement is that when a 'crazy

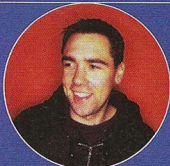
month' really does come along, no one believes you. Hopefully, though, you trust DC-UK enough to know that when we say we've had a crazy month, then we've had a crazy month. Check out what arrived in the last two weeks: *Jet Set Radio*, *Half-Life*, *Silent Scope*, *Capcom vs SNK* and *Le Mans 24*. Our poor Dreamcast is like some sweatshop worker in a trainer factory, expected to put in 20 hours of relentless action a day. We haven't seen our families and friends for weeks, but who cares? Gordon Freeman is my new best friend,

Claire has fallen in love with *UFC's* Frank Shamrock, Beast thinks Hugo from *Street Fighter III* is his father and Jet Set Lee (as he now prefers to be called) has recently been arrested for tagging Bath cathedral. You see, we don't need anyone else.

And of course, there's more on the way. Sega Japan recently announced several huge new titles including *Samba De Amigo 2000*, *Fighting Vipers 2* and a load of cool coin-ops that are bound to receive the Dreamcast conversion treatment. I advise you to read this

issue in a series of short, controlled sittings. Do not exceed the stated dose ■

Keith Stuart  
Editor



**Keith Stuart**

Spent much of the month worrying about Man City's dodgy form. *Silent Scope* has helped with that pent up frustration



**Lee Hart**

Went to see experimental art film 'Timecode' this month and spent the whole time looking at Salma Hayek's boobs



**Claire Howlett**

Her home may be infested with mice, but Bristol Rovers' penalty victory over Everton gave her something to smile about



**Neil Randall**

Took a week off to 'lay down some beats' in his recording studio. Neil longs to be the next Babylon Zoo



**Karl Jaques**

While on holiday in Gran Canaria, Karl's beloved Leeds beat AC Milan. His naked celebrations confused the locals



**Andrew Hind**

Performed a crushingly bad karaoke version of 'Unleash the Dragon' at the local pub. Sisgo is set to sue for lost earnings

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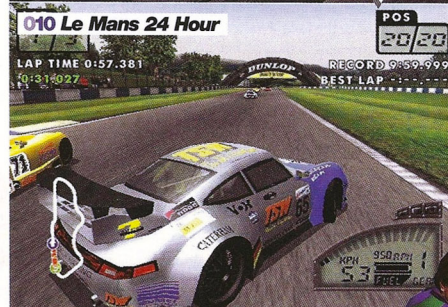
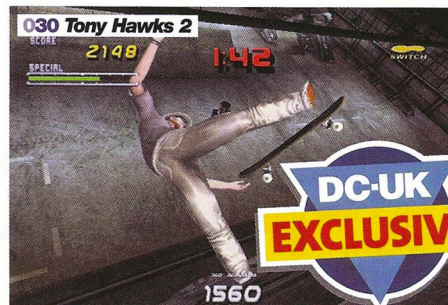


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Because it's not just about playing

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Ex-Edge editor Jason Brookes (see Contributor of the Month, page 005) explores how videogames suddenly became an okay thing to do with your mates, rather than a stigmatised bedroom hobby, beloved of lonely boys. From DI culture, to the cynical world of licensing, Brookes assesses the individual elements with the intellectual rigour of a rocket scientist. If you want to know why it is that you're playing games rather than, say, hanging out at that new wine bar that just opened on the high street, you must read this

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Games to watch out for

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The game voted 'best PC game ever' by readers of PC Gamer is now on Dreamcast. Not only is it a perfect translation, it also adds a whole new mission. But just what is Blue Shift?

### 064 UFC

There are men in spandex out there who demand to be beaten up. Make their wishes come true in the fistcuff competition known simply as the Ultimate Fighting Championship. Turn to page 064, but only if you think you're hard enough

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Take out scum from the rooftops in Konami's invigorating, and ethically dubious, sniper romp. They are terrorists so they deserve it

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## DC-UK RECOMMENDS

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Your favourite games made easy

**090 Virtua Tennis** Are you as useless as most British people when it comes to this sport? Don't fret - unlike our real life tennis hopefuls, like that Henman fella, you can be trained in the art of the racquet. Just turn up on page 090 at 7am sharp

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## DC-UK ESSENTIAL



052 *Jet Set Radio*

Find out why you'll be wanting a pair of skates for Christmas



046 *From Geek to Chic*

Videogames are cool and everybody loves them. But how on earth did this come about? Read on...

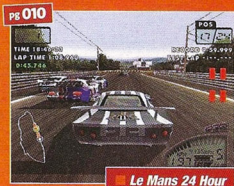
### CONTRIBUTOR OF THE MONTH



**Jason Brookes**  
The writer of our Geek To Chic feature, is a true industry veteran, having edited Edge Magazine for four years, and worked on classic SNES mag SuperPlay before that. He now resides in San Francisco where he spends most of his time sitting on the beach listening to bangin' toons

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Your quick guide to the other previews featured in this month's DC-UK...



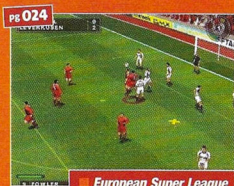
Le Mans 24 Hour



Sega GT



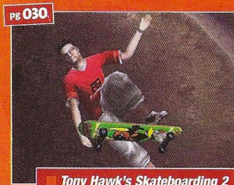
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European Super League



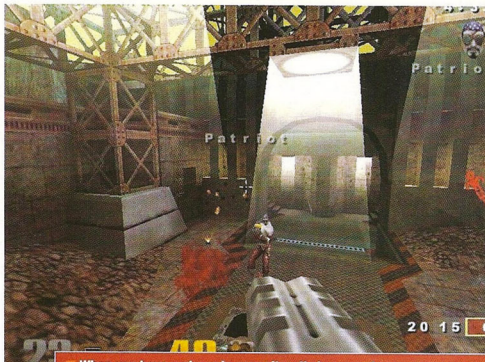
Capcom Vs SNK



Tony Hawk's Skateboarding 2



The stark landscape is designed with killing in mind



When you have a player in your sites, their name shows up onscreen

# QUAKE III: ARENA

The most gory, kickass shooter of them all is here, and we've spilt it's pint!

## IN A NUTSHELL



> The most popular PC game series ever returns, stripped of plot, but injected with cool weapons and hyper violence. The DC version boasts new exclusive levels, plus a fluid online mode. The frag fest begins

### DETAILS

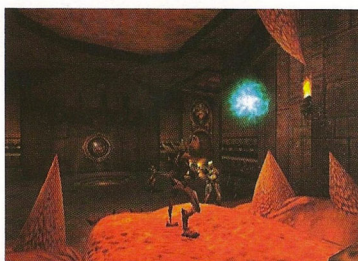
Publisher: Sega  
Developer: id/Raster  
Origin: USA  
Players: One to four  
Release date: 8 Dec

Just before a storm develops, the air gets very still. There are no birds singing. You begin to notice the silence. A tension develops. And then it hits. Something similar is happening at Sega's European Headquarters. There's a determined glint in the eyes of the people you meet. Their answers are brief. You're kept waiting in reception. Important things must be taken care of before the likes of you can be dealt with. There's not much small talk. Something big is about to happen.

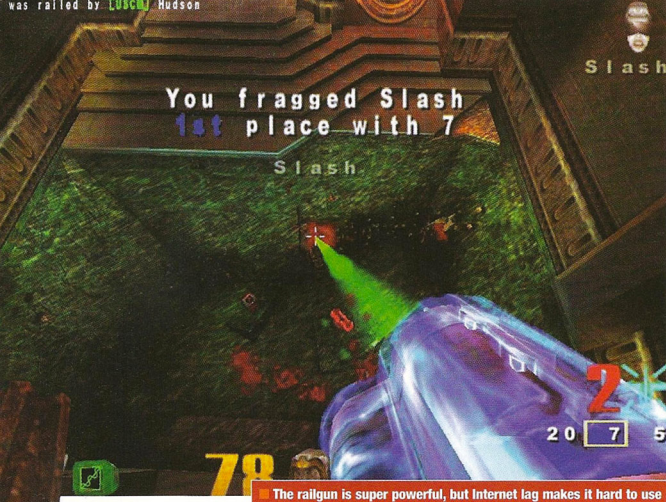
It's been a long time coming but now it's almost here. Despite the early talk of six billion players online, the peculiarities of *ChuChu Rocket!* and the 'will it? won't it?'

shenanigans of *Half-Life's* multiplayer mode, the promise of online console gaming is poised to finally become a reality. The greatest multiplayer game in the world from the greatest game developer in the world is running on the only dedicated online console server network in the world. The ground is about to quake. Those with orders down on the PlayStation 2 waiting list, leave your £25 deposits and walk away. There's a new show in town. The game is *Quake III: Arena*.

The marriage of Dreamcast and *Quake* is one made in game nirvana. *Quake III* is the

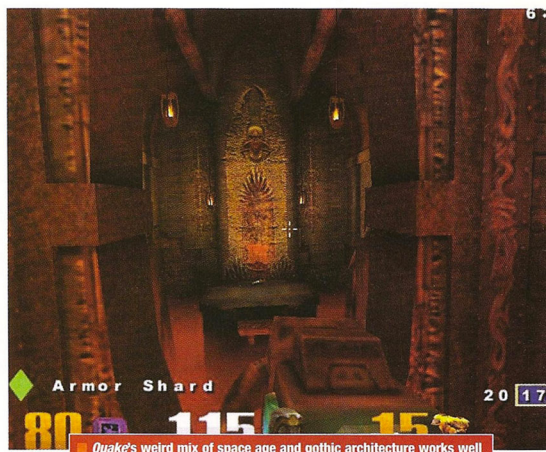


The radiant lighting effects from the PC version have made it across to DC, giving the game an eerie glow



The railgun is super powerful, but Internet lag makes it hard to use

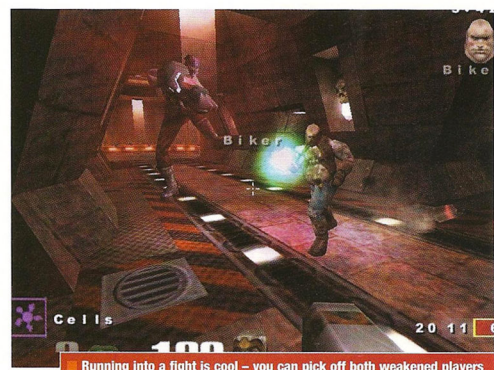
# DC-PREVIEW



Quake's weird mix of space age and gothic architecture works well

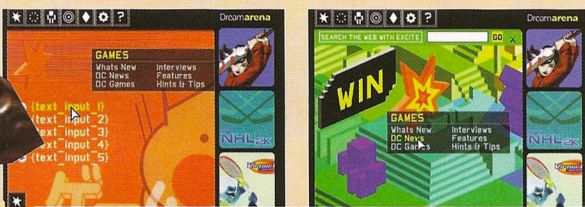


The plasma gun sends out a devastating deathray. Run. Run like the wind!



Running into a fight is cool - you can pick off both weakened players

## LET'S TAKE THIS ONLINE



The re-designed Dreamarena will no doubt be where gamers get together to discuss battle

> To go online, all you do is simply pop the game disc into your Dreamcast, and providing you have registered online with Dreamarena and have plugged into a phone socket, select the Internet option from the game's main menu.

As with *ChuChu Rocket!*, each European country will have its own *Quake* servers which you can play in, but unlike *ChuChu*, because each *Quake III* game is hosted by a server, you will suffer from higher latency or ping rates on non-UK servers, which will reduce the quality of your game. Each server will be able to host around 100 games at any one time: a maximum of 400 players. Initially, the servers will only handle DC vs DC games, although it's hoped that DC Vs PC may be an option in 2001.

As with PC online game portals such as Mplayer, the online menu screen will list all

the current games available, with the titles you can communicate with the fastest (ie the ones with the lowest ping) being at the top of the list. The menu will also tell you what type of game is being played, whether it be Capture the Flag or Team Deathmatch, the number of players and the level being used. Cleverly, if a game is started with fewer than four human players, the remaining places will be filled by bots whose AI characteristics can be set as required. This ensures that you will be able to practice online on your own if you wish. However, if another player joins a game mid-session, all that happens is one of the bots will drop out. Sega will be implementing a system that lets you see the names of everyone logged onto the server as well, so you can check if your friends or arch-enemies are online ■

predominant online shooter, a experience that pushes modems and hardware to their limits. It is pure gameplay. There is no tagged-on plot, no objectives, no keys to ferry from hiding place to locked door, no damsel in distress. The recipe is simple. Take some playing areas, some characters and a whole lot of guns. Put the characters into the playing area, sprinkle with guns and ammo and let them get on with it. Then after a certain amount of carnage, change the area and repeat. No preparation required. Dreamcast is the only

dedicated with built-in modem, a console and stable CPU and graphics card combination for throwing out millions of polygons per second, and loads of RAM for rendering the nightmare textures and gallons of gore a game such as *Quake III* demands. No wonder gaming digits started to twitch last summer when its creator John Carmack started dropping hints that he thought it would be a great idea to port *Quake III*.

And yet the road to fulfilment has been a hard one. As those working on the online aspects of

“Those with orders down on the PS2, leave your deposits and walk away”

## THE ARMOURY — QIII WEAPONS EXPLAINED



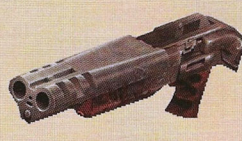
### GAUNTLET

> This is what you're left with if you completely run out of ammo. Just go up and punch your enemy with it. Sounds like a weedy weapon, but it's great for close combat, especially against someone with a slow-loading gun ■



### MACHINE-GUN

> This is the game's default weapon. It has a rapid fire rate, but doesn't do much damage. If you're inaccurate it can be a life saver, but you'd do better graduating to a more powerful beast as soon as you can ■



### SHOTGUN

> Comes 'super' as standard in *Quake III* – which means it fires both barrels for extra damage, but it's double slow to reload. As with the real weapon, it's ineffective over very long distances as the shot spreads out too widely ■



### GRENADE LAUNCHER

> Fires a, yes, grenade which explodes seconds later. Good for shooting round corners, onto ledges, or down on players beneath you. The delay between firing the projectile and the subsequent explosion means it's not good in a close fight ■



### ROCKET LAUNCHER

> Fires a moderately-paced, but explosively-effective projectile. You can also point it at the floor and fire to pull off huge jumps (known, strangely enough, as rocket jumps) – a useful advanced tactic, which can go disastrously wrong ■



### LIGHTNING GUN

> Fires a continuous stream of laser energy at anyone foolish enough to enter the same room as you. This is great for fragging moving targets – especially if you're not yet skillful enough to employ the railgun effectively ■



### RAILGUN

> The 100 per cent damage this baby does is devastating enough, but the zoom option also allows you to pick off targets accurately from long range. However, online lag means your target may have moved by the time you fire ■



### PLASMA GUN

> Spits out plasma balls at a pleasing pace, making room clearance a delight. Great if you happen across two or three opponents at once and want to get rid of them all in three messy seconds of blue fizzing death ■



### BFG 10K

> Sprays balls of plasma death at a frightening rate. You'll run out of ammo fast, but to (mis)quote Samuel Jackson in 'Jackie Brown', this is the choice if you absolutely, positively must kill every last moneyfunster in the room ■

► Dreamcast will attest, the difficulties of setting up a dedicated game server system for the whole of Europe were underestimated. *ChuChu Rocket!* was an introduction to the concept but as a peer-to-peer game, without a central server running each game, the cat and mouse madness was only ever going to be a stepping stone. Instead Sega, together with network partners British Telecom and ICL, has only now built and tested a network which promises to bring the entry level price for a decent online first person frag-out down from the 'a

thousand big ones' required for a decent PC to the more reasonable £150 of a Dreamcast.

And it works. Having tested the *Quake III*/Dreamcast combination at several stages in its development, it's safe to say that Sega has a hell of a game in the bag. Early frame-rate problems appear to have been solved with a steady 30fps and no slowdown apparent even with all four players battling away in the same corner of a level (some optimisation still remains on the DC exclusive levels however). Gunning for a December 8 release date, the only sleight of

## QUAKE SPEAK

**Frag** *vb* to kill another player ("I fragged him with my shotgun!")

**Frag Fest** *n* a killing spree

**Gib** *vb* to kill another player with an explosive weapon so they are literally blown to pieces (or 'giblets')

**LPB** *n* acronym for Low Ping Bastard. A player who excels only because he has a faster modem than his opponents

**Ping** *n* how quickly your computer communicates with the game server – the higher the ping rate, the slower the connection. A ping is roughly a milli-second

**Lag** *n* the delay between each packet of data leaving the game server and arriving at your DC

**Spawn** *vb* term given to when an object or player arrives in the arena ("I shot him as soon as he spawned!")

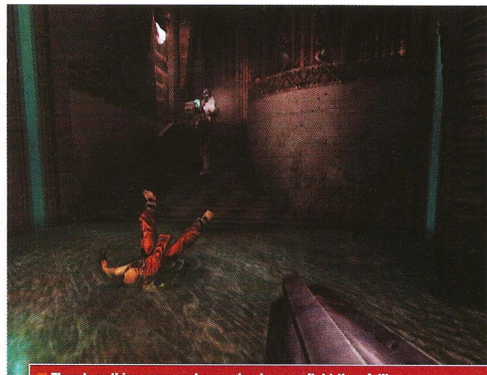
hand remaining is the one that has always been there. If you want to play with games online, you will have to shell out for a mouse and keyboard. Currently available at £20 a-piece, there's bound to be some retail bundling of the game and its crucial peripherals. Obviously you can play with a joystick but it won't be much fun, especially online. The speed of rotating and looking around with the analogue stick is pedestrian compared to mouse speed. And in *Quake*, as in *Carnageddon*, pedestrians are dead meat.

The standard three-button DC mouse, while not particularly trendy, does the job and gives you the option of right clicking to zoom

"The marriage of DC and *Quake* is one made in game nirvana"



The peace talks broke down in an accidental moment of regrettable ultra violence



There's nothing more embarrassing in a gunfight than falling on your arse



With only four players in each online game, threeway battles will be rare but all the more frenzied for it

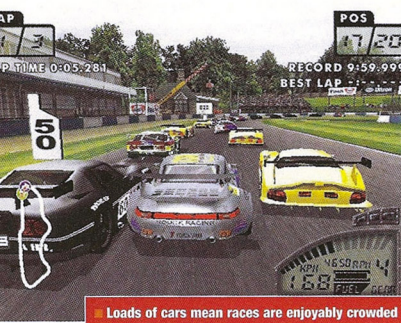
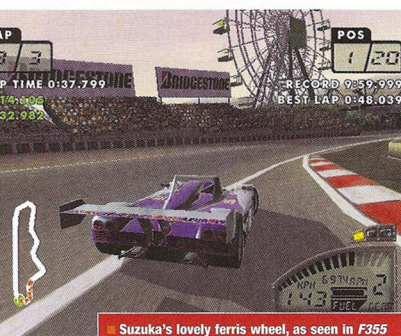
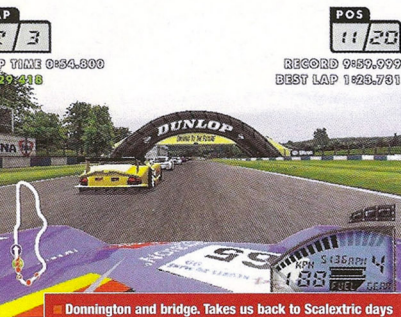
in for railgun sniping, while slaving weapon selection onto the central wheel. Control with the joypad has been much improved compared to its E3 incarnation, but the only time to use it is when you and three mates are going at it *GoldenEye*-style after the pubs close. The fourplayer splitscreen mode, while not a strictly necessary option for an online game, does acquit itself well nevertheless.

As for the game itself, it is *Quake III: Arena*, just like it says on the box. The differences from the PC version are slight. Some 'consolidation' (a Sega technical term by the way) has been carried out. Small details such as increasing the kill radius of the rail gun so it's not quite so hardcore, reducing the cost of

**"It's safe to say that Sega has a hell of a game in the bag"**

falling damage and tweaking the respawn rates of weapons and ammo are all designed to make the game more palatable for the mass market. Many will be pleased to hear that rocket jumping remains in though. Ten DC exclusive levels have been included and because only four players can play on any one level, some arenas have been shrunk to accommodate the reduction in player numbers. The

game interface has also been redesigned. Other than that, *Quake III* online with DC is much like its PC cousin. You can play Capture the Flag, Team Deathmatch and King of the Hill, there is a slight lag as with all online games, which makes the use of weapons such as the Lightning gun more difficult, but generally it's as addictive, brutal and bloody as the real thing. And why ever not. It is the real thing ■



# LE MANS 24 HOUR

**Avez-vous une jeu du Le Mans pour le DC? Oui?! Mon dieu! C'est chaud merde, monsieur!**

**A**fter experiencing the twin turbo-charged thrills of *Metropolis Street Racer* and *F355 Challenge*, it would take a special driving game to make us sit up and take notice. Fortunately, that special driving game has arrived and we're adopting the kind of extreme sitting up, taking notice pose not seen since we witnessed Kylie wiggling her delectable rear in the 'Spinning Around' video. Nurse, the screens!

*Le Mans 24 Hour* isn't as cute as Kylie's bum and probably doesn't handle quite so nicely, but it's much closer than any absurd comparison between an Australian songbird's rear and a Dreamcast

driving game has any right to be. Originally released on PlayStation last year, the DC incarnation of *Le Mans* is an entirely new game that has been developed from the ground up by legendary Aussies, Melbourne House – responsible for the 8bit karate masterpiece *Way of the Exploding Fist* (surely the best game name ever?). After playing the preview version, it seems Melbourne House has turned the DC version of *Le Mans 24 Hour* into a storming drive 'em up that befits this lofty reputation.

Based around the French endurance race of the same name, *Le Mans* notoriously allows insane petrolheads to simulate the contest in real-time – yes, that's

## IN A NUTSHELL

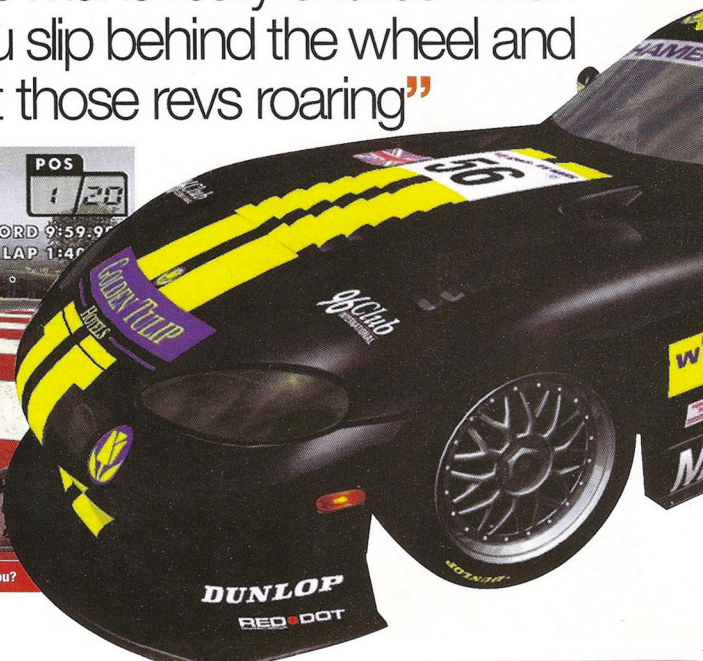
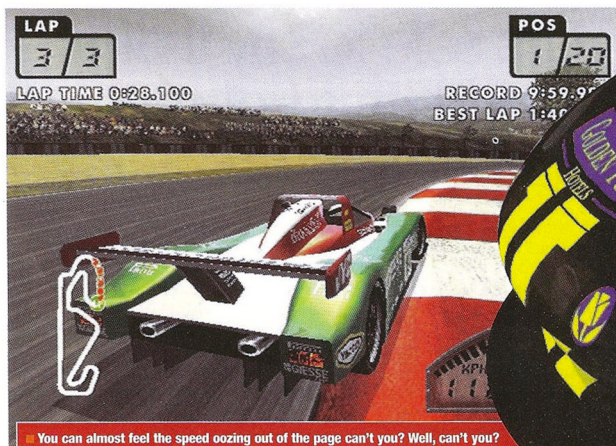
> 24 hour racing is here in an extremely promising game of the legendary *Le Mans* endurance race.

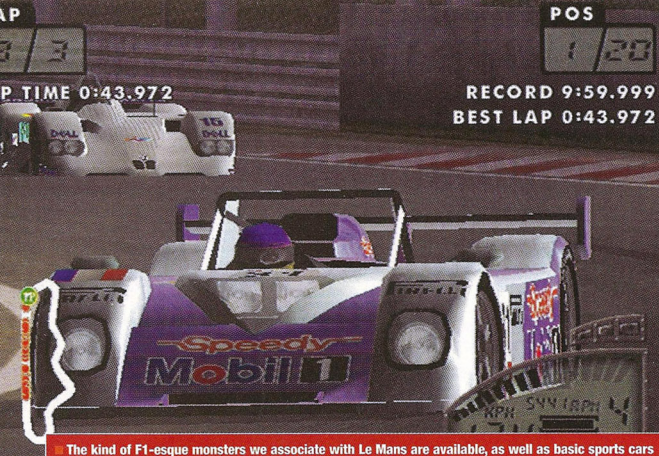
With *MSR* and *F355* on DC competition is fierce, but if any game can take them on, it's this speed freak

## DETAILS

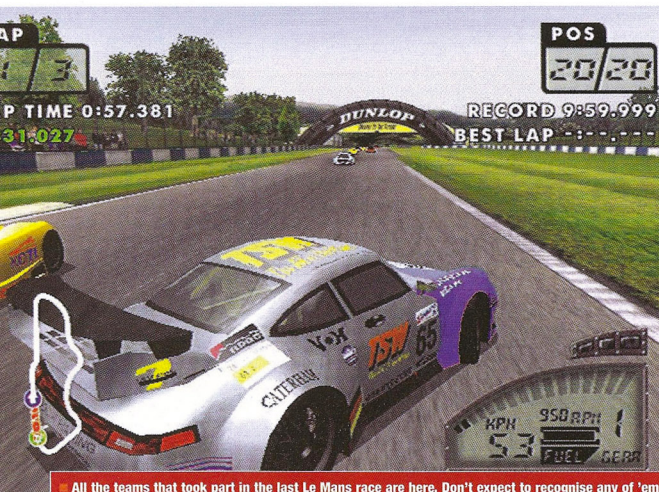
Publisher: Infogrames  
Developer: Melbourne House  
Origin: Australia  
Players: One to four  
Release date: November

**“Le Mans really excites when you slip behind the wheel and get those revs roaring”**

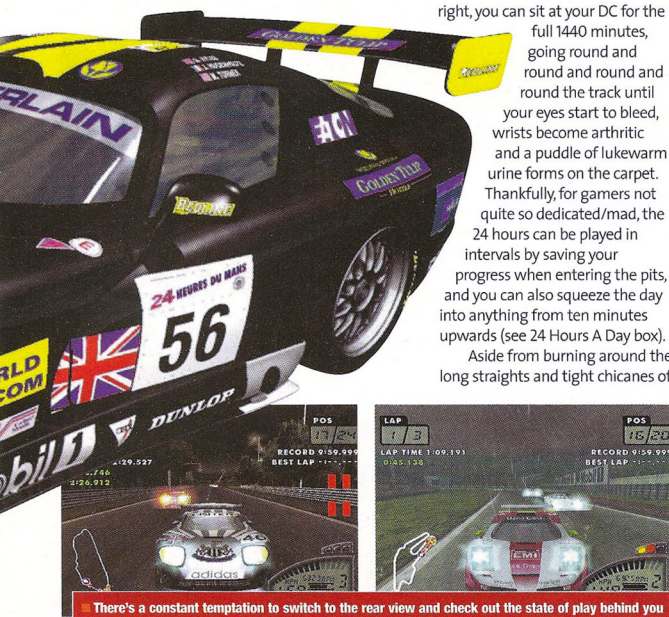




■ The kind of F1-esque monsters we associate with Le Mans are available, as well as basic sports cars



■ All the teams that took part in the last Le Mans race are here. Don't expect to recognise any of 'em



right, you can sit at your DC for the full 1440 minutes, going round and round and round the track until your eyes start to bleed, wrists become arthritic and a puddle of lukewarm urine forms on the carpet. Thankfully, for gamers not quite so dedicated/mad, the 24 hours can be played in intervals by saving your progress when entering the pits, and you can also squeeze the day into anything from ten minutes upwards (see 24 Hours A Day box). Aside from burning around the long straights and tight chicanes of

## DC-PREVIEW



■ Swooping down the inside on bends is dangerous but satisfying

## 24 HOURS A DAY

> To maximise its licence, *Le Mans* actually lets you drive the race exactly as it's driven in reality. That is, an entire day, 24 hours, no breaks – sheesh! If you're not quite up to that level of dedication, you can head into the pits and save your progress (but only after several hours as valuable time is lost if you pit needlessly), or condense the day into a more sensible gaming period – anything from ten minutes upwards.

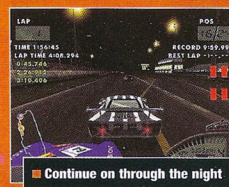
With time condensed, the CPU still allows you to enjoy the full *Le Mans* experience; driving through the night and finishing the morning after. The only difference is, the transition from day to evening to night to dawn and back to daytime is far less gradual. It's light! It's dark! It's light again! ■



■ The race begins in the morning



■ Stars appear as evening arrives



■ Continue on through the night



■ And finish in glorious daylight

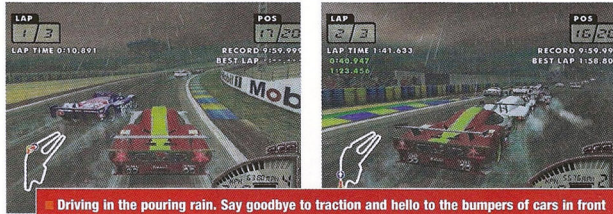
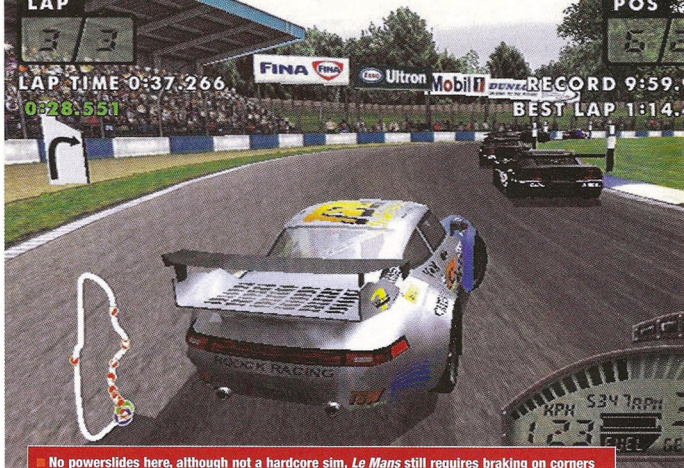
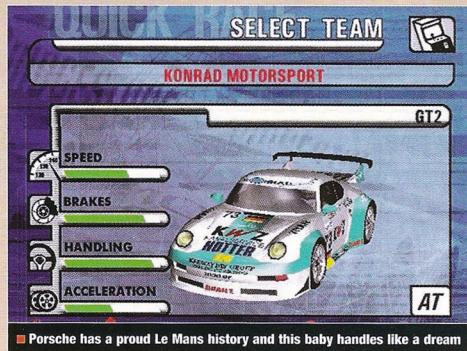
*Le Mans*, the game has plenty of other driving challenges to test your mettle. Quick Race, Time Trial and Championship (offering a season of ten races) are available and you have to compete in each of them to unlock the game's generous range of extras. In all, there are eleven tracks to discover, featuring such famous courses as Donington, Suzuka and Bugatti, and 40 different cars, including the Porsche's and BMW's which so often dominate *Le Mans*. Additionally, there's an extremely welcome fourplayer split-screen mode catering for our multiplayer crashing fun.

Options are all well and good but where *Le Mans 24 Hour* really excites is when you slip behind the wheel and get those revs roaring. Running at a constant 60fps, this is one of the biggest speed rushes we've enjoyed from any driving game, especially when played from the heart-stopping in-car view. With a bunch of tracks consisting of massive straights followed by extremely sharp corners, there's a great balance between outrageous speeds and skillful driving. The overall sensation is less hardcore than *F355 Challenge*, but far more satisfying than the similarly-themed F1 games on the market. ▶

## THE CARS THE STARS

> *Le Mans 24 Hours* features a bumper selection of 40 motors split into two categories: GT class (12 vehicles) and Prototype class (28 vehicles). These include such famous names as Porsche, Audi, Nissan and BMW along with stylish performance cars built especially for the event by traditional *Le Mans* teams, who take on the 24 hour endurance test every year with their outlandish mean machines.

Each vehicle is individually rated for speed, brakes, handling and acceleration and there's a noticeable difference in the way the vehicles perform. For instance, trying to slide into a bend with the bulky Chrysler Viper will see you plowing off track and into the advertising hoardings. So choose wisely if you want to survive the full 24 hour marathon ■



► What really makes *Le Mans* stand out from the driving crowd is that races can feature up to a maximum of 40 cars on track. This makes for incredibly competitive action as, for the first few laps, the

cars are strung together in a big convoy so crashes are plentiful and on the straights you can roar past loads of opponents before suicidally attempting to slow for the bends with only seconds to spare. This

massive number of vehicles also means there is little of the solitary driving that plagues many racing games. You'll barely have a moment without another car to chase or having to hold off one that is swarming all over your bumper – and that's just the way we like it.

There are three difficulty levels – Amateur, Intermediate, Expert – and, although the game generally leans towards arcade-style racing dynamics, as you become more skilled and take on the Expert setting, opposition cars are more intelligent, handling and braking become much trickier and consequently, so does the game as a whole. You can expect to spend a hell of a lot more than 24 hours at the wheel of *Le Mans* before you fully get to grips with it. With the late November release date looming on the horizon, it seems *MSR* and *F355* won't be having it all their own way on the Dreamcast racing circuit ■



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

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

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

# F355 challenge™

## Passione Rossa



**Only available on Dreamcast - October 2000**



**SEGA**

Original Game ©SEGA ENTERPRISES, LTD., 1999 ©SEGA ENTERPRISES LTD./CRI 2000  
Developed By AM2 of CRI.

**Acclaim**

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177 kph into a tunnel – just make sure you're accurate, or you've had it



Skidding all over the shop, the Nissan Skyline seems to have lost its computerised traction control

# SEGA GT

## HOMOLOGATION SPECIAL

Those Dreamcast owners praying for a Sega Grand Tourer take note: divine assistance may just be around the corner...

### IN A NUTSHELL



> Sega's answer to *Gran Turismo*. A tough sim that should keep most racing fans occupied for months.

#### DETAILS

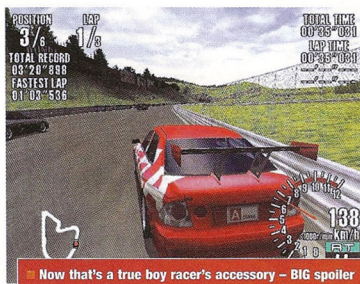
Publisher: Sega  
Developer: In-house  
Origin: Japan  
Players: One to two  
Release date: December 8

Loads of cars and tracks, plus stacks of modes and options to play with, its racing success must be secured

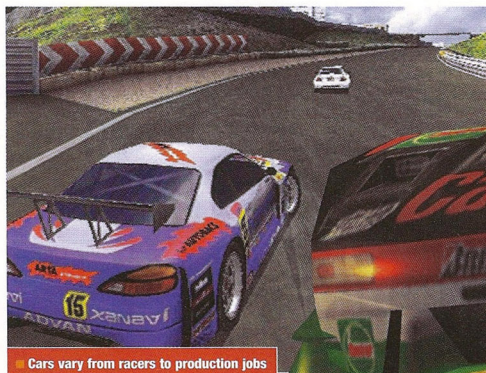
**H**ey, in a perfect world, Dreamcast would have all the best games. But this is no perfect world and you can't have everything. Different platforms have always had flagship titles; *Sonic* for Mega Drive, *Need for Speed* for 3DO and *Viewpoint* for Neo Geo (see Glossary, page 086) all providing a reason to own that particular

system. For PlayStation, *Gran Turismo* has been its biggest seller and no other developer has managed to replicate its success on any other system. Yet. To this end, Sega has been working on a secret weapon that will hopefully redress the balance and deliver an all-encompassing racing sim. Gentlemen, would you start your engines please.

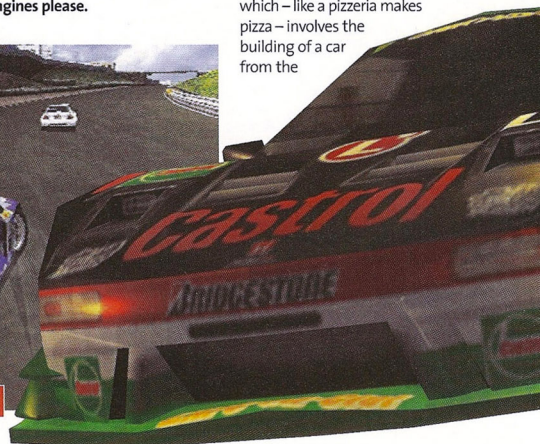
Once strapped in, you'll immediately notice the wide range of options available. You can opt to enter a Single Race, Championship, Time Attack or Dual Race, which covers the basic requirements of any driving game. Look deeper and you'll uncover yet more modes, like the Factory License, Event Race, Replay Booth and Carrozzzeria, which – like a pizzeria makes pizza – involves the building of a car from the

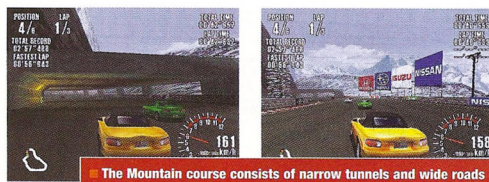
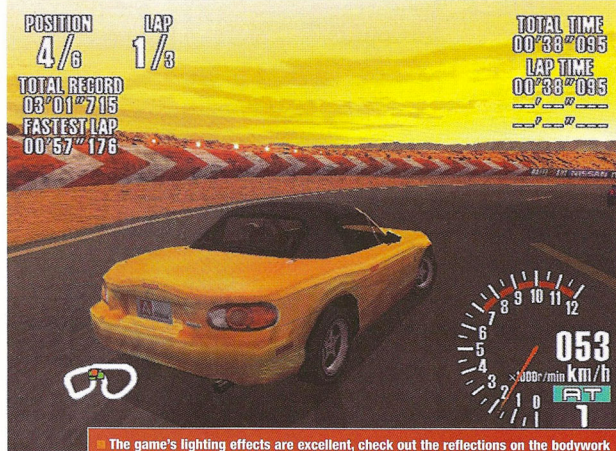


Now that's a true boy racer's accessory – BIG spoiler

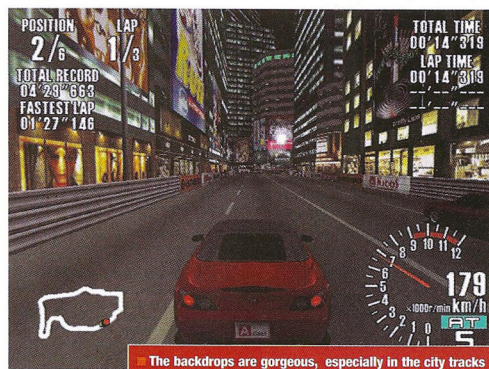


Cars vary from racers to production jobs





“Sega GT certainly seems to have all its bases covered”

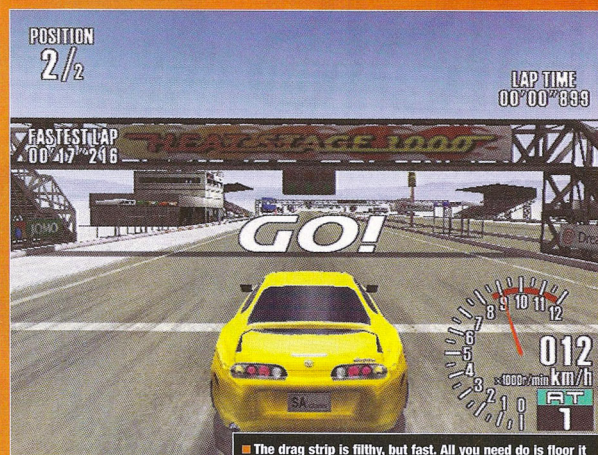


Of course, the meat and bones of any quality driving game will rest very much on its cars and tracks. No disappointments to report then, as *Sega GT* has a wide range of autos, split into four classes, ranging from weeny city cars to heavyweight brutes that will put you in orbit as soon as win you the race. Add to the pot an assortment of circuits that include frozen mountains, a narrow neon-daubed metropolis, worn drag strips and rocky ovals and the

speed freaks among you should be chomping at the bit to have a go at this game.

Has Dreamcast found it's answer to the Sony behemoth? With the qualifying laps over and the race proper about to begin, it's sure to be a noisy, oily and dirty contest, whatever the outcome. In the meantime, *DC-UK* has quite a lot of tweaks to do on our motor before it rolls out of the garage. We'll keep a lookout for you in our rear-view mirror

## OOH! DRAG QUEENS

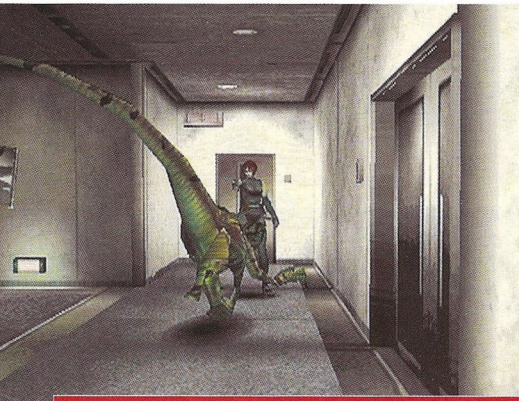


> A rather unusual inclusion in *Sega GT* is the drag racing. A test of pure acceleration and top speed, the 400 or 1,000 metre sprints are broken down into four heats and require a model that is not only powerful, but finely-tuned. Too much turbo lag and you'll get overtaken in an instant. Kick it in too early and you'll deplete the torque before you reach the halfway mark. The first three heats are relatively easy. The fourth, however, will test your engineering prowess to the limits. Bring your Haynes Manual

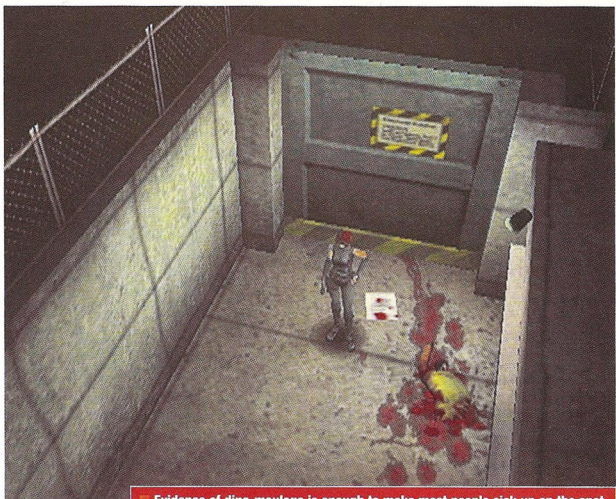
ground up. *Sega GT* certainly seems to have all its bases covered and includes tuning options aplenty, if not quite to the same depth as *Gran Turismo*. Expect to adjust ride height, spring rate, turbo power output as well as gaining access to all kinds of mechanical upgrades.

Tinkering seems to be an integral part of the experience, so the budding race mechanic can have as much fun under the bonnet as the rest of us do behind the wheel.

And if you're anything like us, getting behind the wheel will be top of your list: jump in the fastest ride, pick the first circuit and throttle it. Understandable as this is, consider one thing: you're in simulation country. Approach *Sega GT* with abandon and you'll find yourself running up a huge bill in the game's virtual bodyshop after having spun back to front before ploughing into the chevrons at a ton fifty. Fortunately, you can pay for the damage with Monopoly money, but remember the lesson – this is no *Crazy Taxi*. In fact, there are some serious driving techniques to be learned, all of which will aid you in your quest to claim the coveted gold medal.



Most souls would be on their toes and away. Our heroine is a shade braver



Evidence of dino-maulage is enough to make most people sick up on the spot

# DINO CRISIS

## IN A NUTSHELL



> Survival horror gets the dino treatment, with faster, deadlier enemies, more grisly content and improved enemy AI.

### DETAILS

**Publisher:** Virgin  
**Developer:** Capcom  
**Origin:** Japan  
**Players:** One  
**Release date:** December

Keep your eyes peeled and for God's sake, don't go waving your arms in terror. That'll only make 'em chase you ■

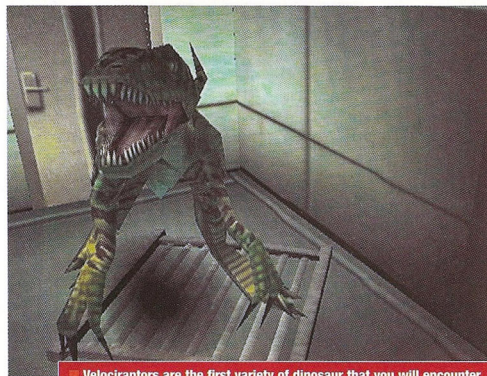
## Survival Horror shows its fangs on Capcom's dinosaur-infested island

**C**apcom's survival horror games have been far more successful than the company could ever have envisaged and it's due in no small terms to the real sense of fear that *Resident Evil*, et al have managed to inflict on the player. Taking a cue from the film industry's recent affection for over-sized lizards, Capcom has ported over its dinotastic PlayStation hit lock, stock and two steaming nostrils, allowing Dreamcast owners to experience the fear for themselves. Which can only be good news.

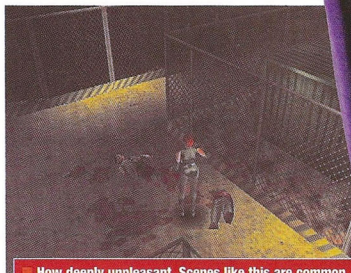
Anyone unfamiliar with last year's Jurassic outing will find it easiest to visualise *Dino Crisis* as *Resident Evil* with dinosaurs. Taking on the role of Regina, a special

forces agent, you find yourself on a mission to discover what happened to a remote research facility deep in the jungle. The proceedings follow the well-worn path of the aforementioned *Resident Evil*: exploration, puzzle-solving, item-collecting and a healthy dose of blood letting.

*Dino Crisis*, though, takes a slight departure from the early survival horror titles with the inclusion of 3D backgrounds that allow the camera to zoom or pan whenever necessary, heightening the cinematic feel of the action considerably. Also, the artificial intelligence of the creatures is enhanced; the dinosaurs being able to track a wounded character, or take varying routes in order to head them off at the pass, as it were. One favourite trick that the scaly monsters often like to pull is bursting through walls unexpectedly, creating some of the

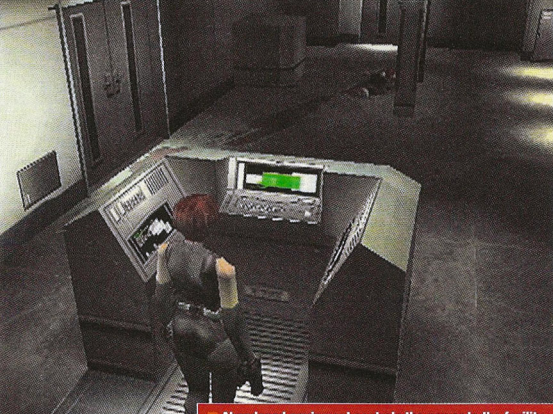


Velociraptors are the first variety of dinosaur that you will encounter



How deeply unpleasant. Scenes like this are common

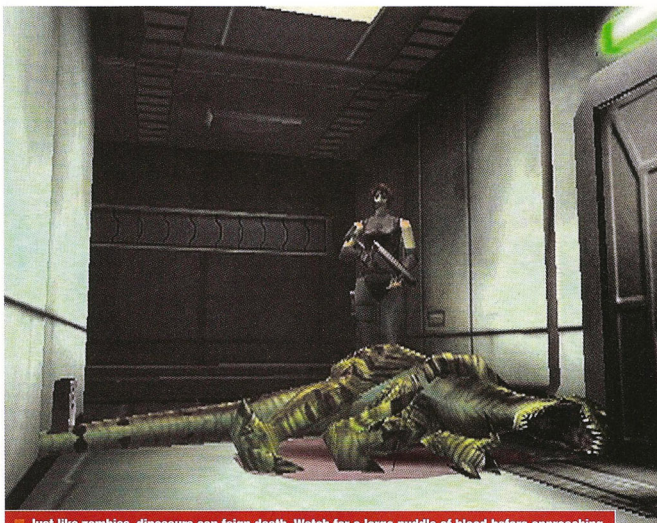




Abandoned equipment controls the power to the facility



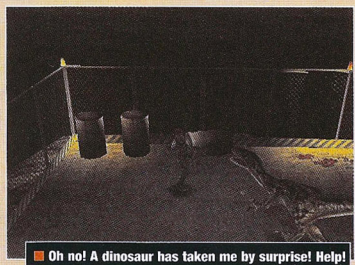
The Tyrant King puts in his first appearance. And a right shock it is too



Just like zombies, dinosaurs can feign death. Watch for a large puddle of blood before approaching

## RUN AWAY! RUN AWAY!

> Monty Python's *King Arthur* put it best and you'll definitely spend a lot of your time retreating from numerous dinosaurs. Handy, then, that Capcom saw fit to innovate with a Quick Turn function that allows you to about face, 180 degrees and flee your aggressor before they can sink their fangs in. This function proves very effective given that dinos are a tad faster than your average cankerous zombie ■



Oh no! A dinosaur has taken me by surprise! Help!



One tap of a button and I'm away. Goodbye, Dino!

game's heart-stopping moments.

Try not to be put off by the superior intelligence of the dinos, though, as you'll be given ample chance for retribution. There's a variety of weapons with which to administer much violence, from hand guns and shotguns to tranquilliser darts and grenade launchers, all having their part to play. However, be aware that there is scarcely enough ammo to go round, so deciding which foes to

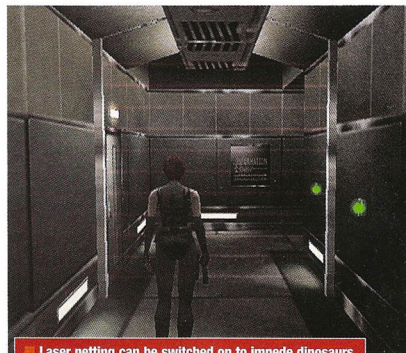
tackle and which to retreat from is a vital part of the gameplay.

Conserve your ammunition and use your tranquillisers wherever possible, but never assume that a wounded dinosaur is out for the count. You can fully expect to see it a few seconds later down the corridor, busting through the ceiling, doubly intent on tearing you limb from limb.

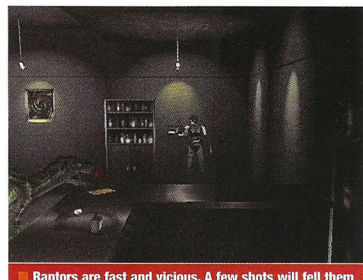
With all the hallmarks of the PlayStation original included, the

Dreamcast preview we played seemed to have few changes – and we mean a few! From the opening film to the character's movements, everything is nigh-on identical, except for an increased resolution of the visuals. It's certainly possible that Capcom has yet to implement some extras, but given the clonealike port of *Resident Evil 2*, we suspect this will be a straight conversion, failing to take full advantage of DC's extra power.

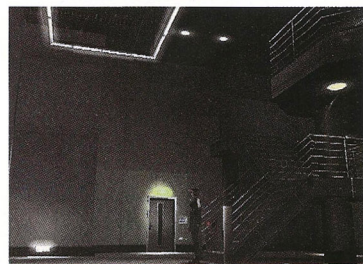
Fortunately, even without any kind of makeover, *Dino Crisis* still remains a premiere horror adventure and will no doubt shock and amaze us as it did its PlayStation audience. One thing's for sure, unlike the zombies these evil residents won't be concerned whether it's your brains or your entire body they're devouring ■



Laser netting can be switched on to impede dinosaurs

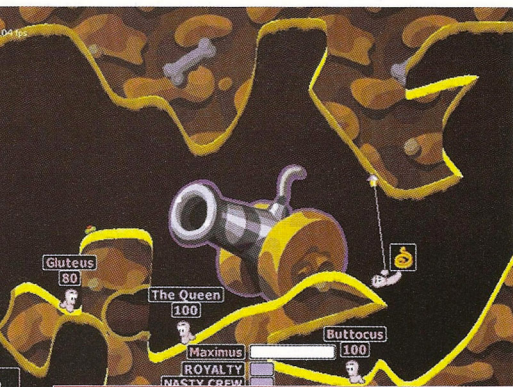


Raptors are fast and vicious. A few shots will fell them



Like *Resi Evil*, Regina has to explore a number of floors

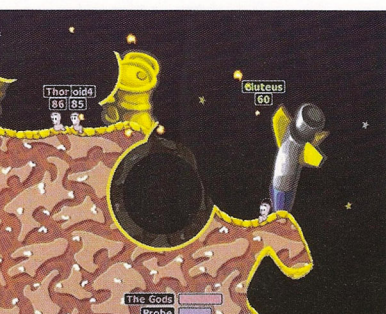
*"Dino Crisis still remains a premiere horror adventure"*



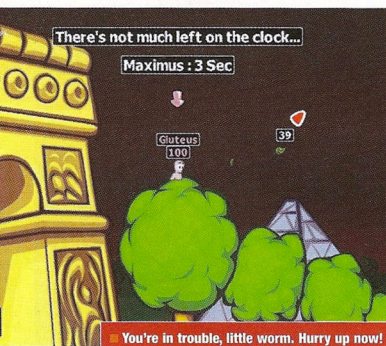
The Ninja Rope allows your worm to travel stealthily along the rock face



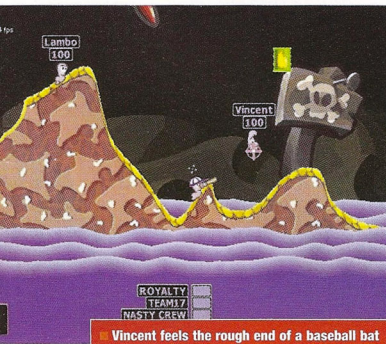
See that sheep on the left? One press of the button and there'll be frazzled mutton for tea



Blowing holes in the landscape is a bag o' fun



You're in trouble, little worm. Hurry up now!



Vincent feels the rough end of a baseball bat

# WORMS WORLD PARTY

The worms that turned are back for revenge. And this time they've gone online

**S**ome of the best games you'll ever play are also the simplest. *Space Invaders*, *Bust-A-Move* and of course, *ChuChu Rocket!* all boast straightforward, yet strangely compelling gameplay, not to mention distinctly flat visuals. Since its inception in 1995 when it appeared on the PC, *Worms* has been a prominent member of the School of the Deceptively Simple But Addictive. Very little has changed in the adjoining five years, except for the rather important inclusion of online compatibility.

Those who have experienced the spineless marauders first hand will be at home with the process. Each player commands four worms dotted around the landscape, the task being to rid the screen of all enemies using a selection of

weaponry both conventional and insane. Shotguns, mortars and guided missiles all have their part to play, but are also joined by exploding sheep, a beam-me-up-style transporter and concrete donkeys. Such freaky artillery is part 'n' parcel of the comedy element that makes *Worms* such fun to play. And now you no longer have to wait for three mates to come round in order to play it.

The online functions are yet to be finalised, but blasting at enemy worms knowing that you are also destroying real-life Internet foes makes the whole experience far more involving. Especially given the instant messaging function that allows you to insult your mates while decimating them. Four players or teams will be able to compete online and thankfully, Team 17 states that there will be

## IN A NUTSHELL



> The invertebrate garden-dwellers go back to the earthy battlefield in their latest wriggly outing.

Still firmly rooted in 2D, there is yet more craziness and more exploding sheep. Oh and it's all online too! ■

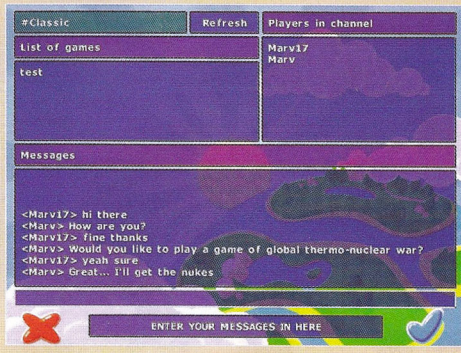
### DETAILS

Publisher: Hasbro  
Developer: Team 17  
Origin: UK  
Players: One to four  
Release date: December

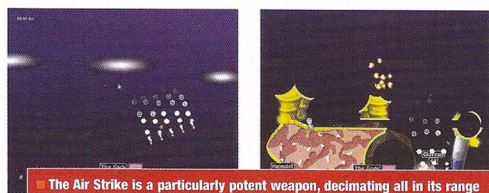
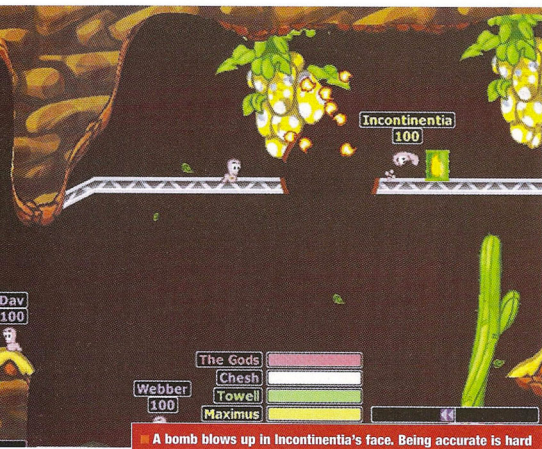
“Destroying real-life Internet foes makes the whole experience far more involving”

# YOU'VE GOT M@IL!

> Not content with sending your opponent's worms into the briny deep, it's also possible to directly chat to any other player in your online game by using a message box and either the soft (ie, onscreen) or hard keyboard. This works beautifully in practice, with insults appearing virtually instantly. Get ready to turn Cyberspace a dark shade of blue ■



“The graphics remain as cute as ever and the sense of humour still runs deep”



virtually no lag, given the game's 2D, turn-based nature. The designers are also aiming to tailor the online functions to suit players' needs. If, for instance, consumer feedback indicates that certain types of weapons or landscapes are more popular than others, it will be possible for Team 17 to tweak the online play in order to match the consumers requests.

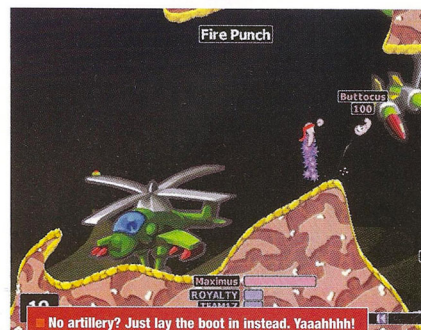
Improvements to the single player are also present with 45 new player missions, 19 expanded training levels, 15 new time attack scenarios plus a Wormopedia, which contains reference

information on all the weaponry and tips on how best to use them.

Whether on or offline, there seems to be plenty of scope for a wide variety of tactics: as basic as the game may seem, each player usually gravitates to certain weapons and certain attack strategies, based on their relative aggression. Those players who want to plunge headlong into a kill frenzy will no doubt deploy the biggest guns first, with varying degrees of success. Others may well decide to be far more calculated and stealthy, instead using the rather more orthodox

parts of their armoury, such as the uzi or shotgun.

In the grand scheme of things, *Worms World Party* is still *Worms*, albeit now a true online multiplayer experience. The basic elements are the same, the graphics remain as cute and stylish as ever and the sense of dry humour still runs deep. Fans of the series, and there are many, will welcome the Internet compatibility and we suspect that other Dreamcast owners may well be seduced to buy, given the dearth of online games. Just don't expect *Quake III* ■





■ Solid Snake in poultry form as Ginger creeps away from a vicious guard dog



■ Trampoline those crazy chickens to safety!

# CHICKEN RUN

Aardman's clucking great chicken escape movie makes a stealthy appearance on DC



■ The scale of the game reflects the chicken's small size

## IN A NUTSHELL



> Madcap action/adventure punctuated with extremely silly mini-games. Oh, and poultry.

### DETAILS

Publisher: **Eidos**  
Developer: **Blitz Games**  
Origin: **Leamington Spa**  
Players: **One**  
Release date: **Late 2000**

Admittedly, it won't be the most epic game you'll play this year, but it looks like being a lot of finger lickin' fun for all the family ■

**C**hicken Run isn't the most obvious movie for videogame adaptation. There are no guns in it and it's full of... well... chickens. But the kids love games based on movies so here it is, plucked and ready for our consumption.

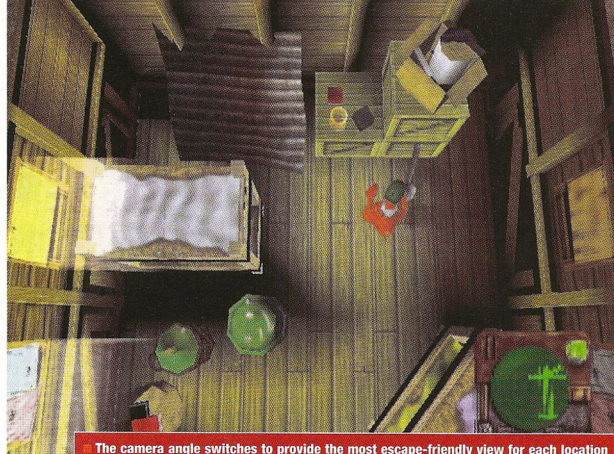
So then, what genre will this poultry-powered game fall into? Platformer, perhaps? Comedy kart racer? Rhythm action game? No stupid – it's *Metal Gear Solid*. With chickens. Seriously, that's what it like. Imagine our man Solid Snake replaced with those toothy Plasticine chickens from the film, and the setting transferred from a high-tech terrorist lair to a 50s

farm and you're on the right track.

The idea sounds ludicrous we know, but when you see your little cock running around the scary moonlit farmyard it all starts to make a strange kind of sense. As our feathery heroes are so tiny all the bad guys (including the perturbed farmer Mr Tweedy and his army of dogs) seem huge and sinister huge in comparison. A line-of-sight alarm system similar to *MSG's* is used to keep you on your toes, and being a small bird you've got something of a limited arsenal. In fact there's only one weapon at your disposal: the humble sprout. Christ knows why, but this foul vegetable has uncanny dog-

distracting capabilities, and in the absence of sniper rifles or rocket launchers it'll have to do. If you're being chased by one of Tweedy's terrifyingly gigantic death-hounds simply throw a sprout vaguely in its direction and with a little luck your pursuer will become so intrigued by the flying vegetable it will run after it instead.

Obviously, with such feeble defensive capabilities it's best to stay well hidden and complete your various objectives as stealthily as possible. These sneaky-roundy bits are interspersed with sub-games that involve the chickens' ill-fated escape attempts. There are loads of these quirky little



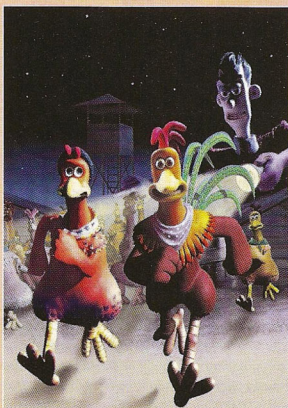
The camera angle switches to provide the most escape-friendly view for each location

## AARDMAN ANIMATIONS

> The claymation masters behind 'Chicken Run' the movie are the legendary Aardman Animations, a small, Bristol-based company that is taking on the film biz big boys armed with nothing more threatening than a few lumps of plasticine. Aardman was founded in 1972 by David Sproxton and Peter Lord and came to nationwide prominence thanks to Lord's character, Morph. Appearing in Tony Hart's BBC1 art show for kids, 'Take Hart', Morph soon became the star of the show thanks to his mischievous, bendy activities and his popularity was rewarded with his own show 'The Amazing Adventures of Morph'.

After conquering Britain, worldwide acclaim was heaped on Aardman thanks to the work of genius animator, Nick Park. His 'Creature Comforts' movie – in which clay animals lip-synched to dialogue from members of the public – won an Academy Award for Best Short Film. He followed that success by winning two more Oscars for 'The Wrong Trousers' and 'A Close Shave', starring Aardman's most famous characters, the cheese loving Wallace and Gromit.

'Chicken Run', Aardman's claymation take on POW masterpiece 'The Great Escape',



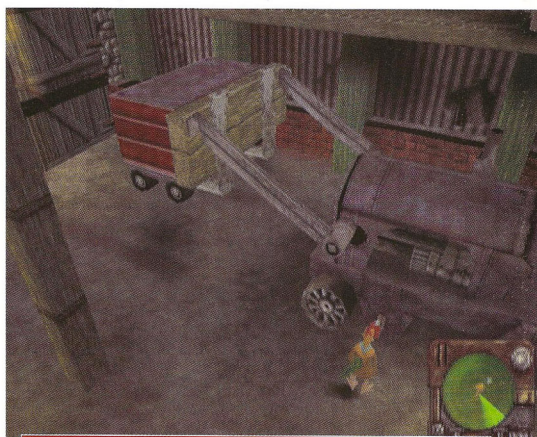
'The Great Escape' – but starring talking chickens!

is their first feature-length movie and their first step on the path to conquering Hollywood. The good news is, the next offering from these Brit pioneers may well be a new Wallace and Gromit film. Hurrah! ■

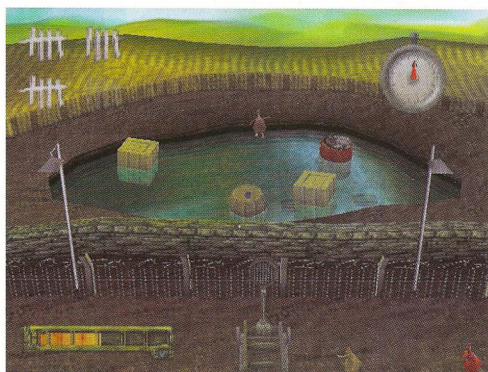
“There's only one weapon at your disposal: the humble sprout”

diversions, and each one sees you attempting to master a different discipline. For example, at one point you've got to make some artificial wings so your buddies can soar to safety. This is achieved by *Track & Field*-style button-bashing, but things are complicated by the presence of three production lines. Which means you must switch between tasks to keep them all going before you run out of time.

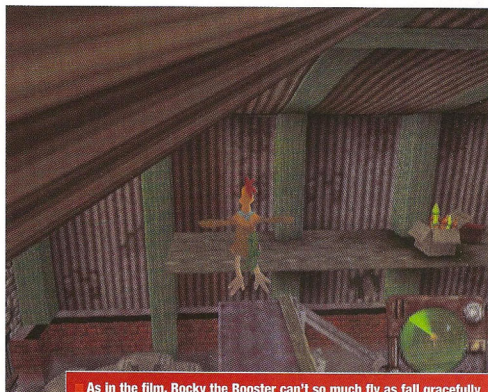
It's simpler than it sounds, and other no-brainer challenges include a section where you launch rocket-powered roosters through open windows, and a bit which involves trampolining your beaky mates over the farm's fence. Hopefully *Chicken Run* will make a nice change of pace from all the super-serious Dreamcast games around at the moment, and if it's half as good as the film we'll be chuffed ■



The fearsome Chicken Pie machine returns to haunt the poultry in the game



One of the great mini-games where you must catapult escapees out of the farm



As in the film, Rocky the Rooster can't so much fly as fall gracefully



Nick: Bimmy! A pair of bimbylers, did you



Chicken: Well Ginger, we can always rely on

The game features some of the movie's dialogue to help in the adventure



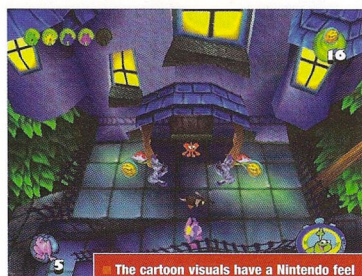
Wet and slimy frogs are not fans of electricity – stay away at all costs



Navigate this peaceful scene, keeping a watchful eye out for Charlie Dimmock's 'Garden Army'



Oh no, he's about to start singing the Frog Chorus!



The cartoon visuals have a Nintendo feel

## IN A NUTSHELL



> Konami's unlikely early-80's coin-op hit gets its second 'next generation' outing.

### DETAILS

**Publisher:** Hasbro Interactive  
**Developer:** Blitz Games  
**Origin:** Leamington Spa  
**Players:** One to four  
**Release date:** Autumn 2000

Unlike the original game though, this one has a plot and more than two things to do. And there's a four-player Frog Match ■

# FROGGER 2 SWAMPY'S REVENGE

**Why did Frogger cross the road? To show his girlfriend he had guts! Groan...**

**F**rogger: what a hero. Willing to risk life and limb to rescue his amphibian armour, he's a certainly a better old skool arcade role-model than that pill-popping Pac Man or the suspiciously cherry-obsessed Mr Do. Sadly the first 3D version of *Frogger* from a couple of years ago was a bit poor (as most modernisations of ye olde arcade games have been), so we weren't expecting much from the sequel. It seems, though, that our rampant cynicism was misplaced. For once, *Frogger 2* appears to combine lovely, 21st century visuals, with pure early 80s gameplay – it's simple, speedy, and largely mindless. A bit like us, then.

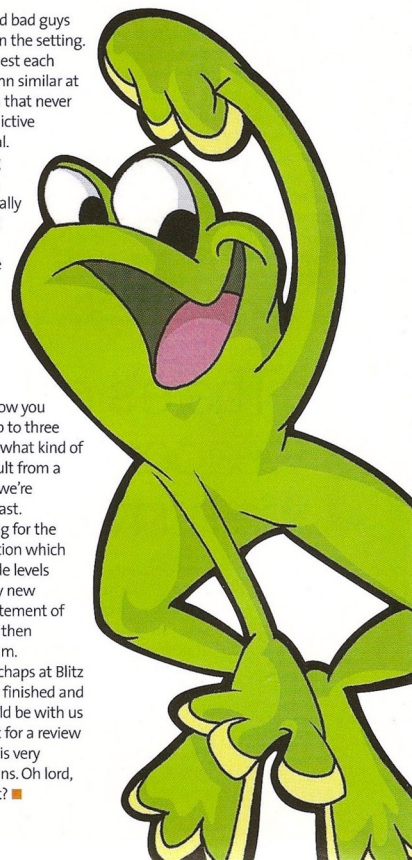
Your task on each level is to rescue a number of baby frogs who have been kidnapped and abandoned by the evil croc, Swampy (not to be confused with that soap-dodging road protester who achieved a brief period of fame a few years back). In order to save them you must avoid all kinds

of deadly obstacles and bad guys that vary depending on the setting.

To be brutally honest each level seems pretty damn similar at the moment, but then that never really affected the addictive qualities of the original. Plus, unlike the ageing coin-op classic (which, incidentally, Sega actually published on the Atari VCS, trivia fans) there does seem to be some long term appeal. Hidden secrets have been littered around each level for you to discover on repeated plays, and various multiplayer modes allow you to compete against up to three mates. We're not sure what kind of slimy carnage will result from a four-way frog off, but we're intrigued to say the least.

Even more exciting for the older player is the section which features original arcade levels updated with the sexy new visuals. Relive the excitement of crossing the road and then crossing the river! Hmm.

According to the chaps at Blitz *Frogger 2* is practically finished and a complete copy should be with us any day now. Look out for a review in the next issue of this very magazine, amphibii-fans. Oh lord, why did we write that? ■

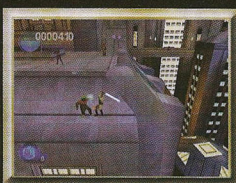


“Each level seems pretty similar, but that never affected the original”

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...



AND REACH FOR YOUR LIGHTSABER.



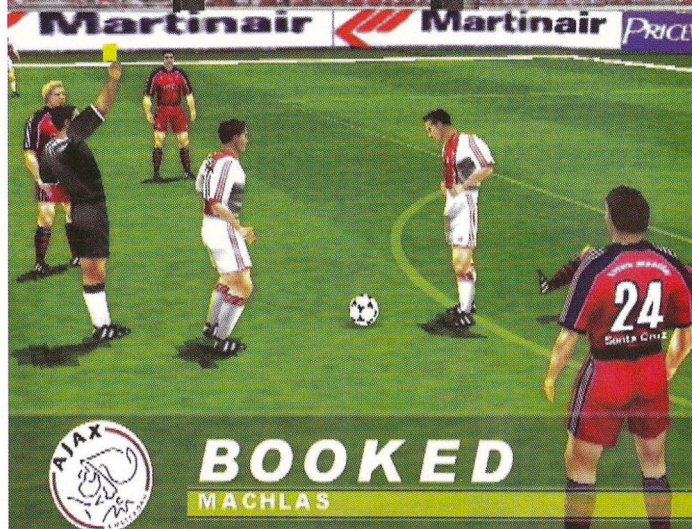
# STAR WARS™

EPISODE I

# JEDI POWER BATTLES™

[jedipowerbattles.lucasarts.com](http://jedipowerbattles.lucasarts.com)  
[starwars.com](http://starwars.com)  
[starwarskids.com](http://starwarskids.com)





■ You're given far more control over the goalies than in most football games

■ Referee leniency can be altered if you fancy a vicious game of 'Deathball' without fear of cards

## IN A NUTSHELL



> Get in there! *SWWS 2K1* has a welcome new challenger for the Dreamcast football title.

### DETAILS

Publisher: Virgin/  
Interplay  
Developer: In-house  
Origin: UK  
Players: One to two  
Release date: November

*European Super League* is a realistic simulation of the beautiful game featuring 16 of the continent's best sides in big match action ■

# EUROPEAN SUPER LEAGUE

Imagine a future where Europe's elite teams played in the same league. The future's here...

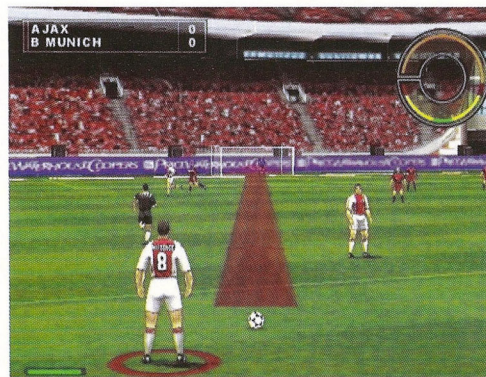
**T**here can never be enough football games as far as we're concerned. Of course, if this was a PlayStation magazine having to put up with an endless supply of EA footie titles released every week, we might not be quite so enthusiastic. But with the DC football crop suffering from something of a drought, our thirst for the beautiful game is akin to a

dehydrated ladybird waiting in desperation for a drop of moisture to fall from a nearby leaf. Therefore, we're absolutely over the moon that quality opposition for *SWWS 2K1* is currently limbering up on the touchline, in the shape of *European Super League*.

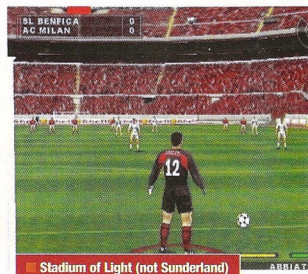
Featuring sixteen fully-licensed teams that are likely to figure in any future Super League – Man Utd, AC Milan, Bayern Munich,

Barcelona, Ajax, Benfica, etc – *ESL* allows us to take part in the European elite championship that might well come to pass if the money men have their way. Although we wouldn't like to see it in real-life (losing local derbies and away trips to Bradford would be too much to bear), this Super League malarkey certainly makes for some exciting 'big match' videogame action.

While it would be way too early (and optimistic) to compare *Super League* to the football daddy, *ISS Evolution*, it definitely adopts more of an *ISS* approach than any other DC football game. This



■ Free kick direction depends on where you stop the cursor in the circle (top right)



■ Stadium of Light (not Sunderland)

# GOT A LICENSE FOR THAT?

European Super League features just 16 teams and while this will be a disappointment to gamers whose club hasn't made the cut, this small number has enabled Virgin/Interplay to fully license the selection. This means that all the sides included have their correct squads with the correct player names and all the strips. Stadiums and player likenesses are absolutely spot-on, providing the kind of anal realism football anoraks like us demand ■

## Kit Design - Manchester United (Home)



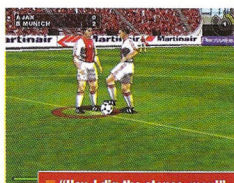
■ Players' faces and team strips are extremely accurate



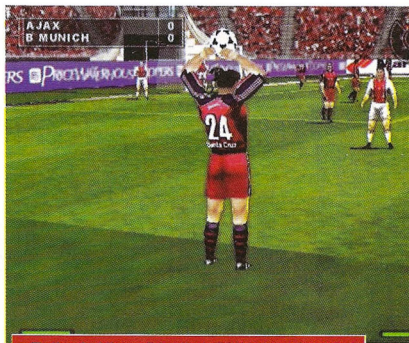
■ All 16 stadiums have been replicated to the finest detail



■ Replay those cheeky lobbs endlessly, just to rub it in. You know you want to



■ "Hey, I dig the stance, man!"



■ That's a foul throw. Bring the ball behind your head, fool



■ Gooaaal! It's in the onion bag! Pick that out you monkey!



■ Full control of goal celebrations is available, enabling you to large it big time in front of your opponent

means that fast-paced, kick and rush footie has been booted out of the window in favour of a more measured, simulated style. To compliment the game's continental title you'll also have to play a continental game of footie for a successful European Super League campaign.

Smacking the ball up the field and hoping someone'll latch on to it won't get you very far here, as dear old Cloughie once said: "If God had meant us to play football in the air, he would have put grass up there. Young man." So listen to Brian, keep the ball on the deck, pass it around patiently and wait

for a gap to appear before playing the killer pass – that's the way to play this baby. To add to this simulated feel, a number of skill moves are available (flicks, dummies and the like) for one-on-one situations and the killer power bar/aftertouch combo provides pinpoint controls for passing and shooting. Additionally, a circle under the player you're controlling forms into an arrow that points to a team-mate in support, and it also changes colour to let you know how likely it is that the pass will come off. Most helpful!

While football purists will revel in the chance to knock the

ball around patiently and play a tactical game, those who enjoy unrealistic, end-to-end action are also catered for with an Arcade option where the footie is stripped down to its basics, making twelve goal thrillers much more likely. But it'll definitely be the Simulation mode for us when the game kicks off in late November. We want to play the beautiful game in the manner it's meant to be played, let's hope the boy *European Super League* will be good enough for us to do just that ■

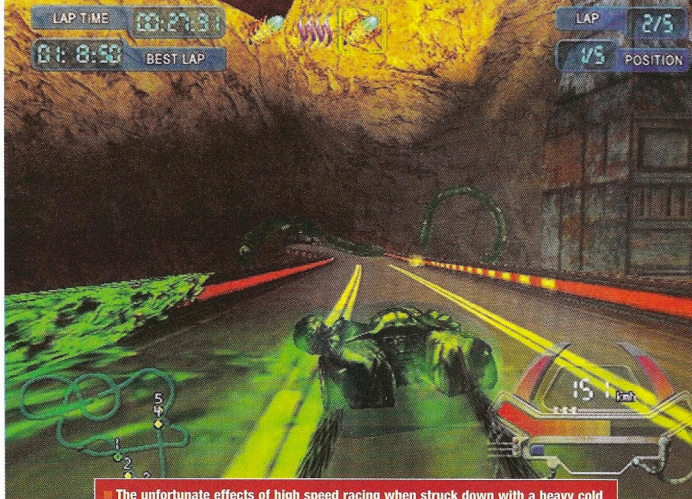


■ As usual, headers/volleys are assigned to the same buttons

**"You'll have to play a continental game of footie"**



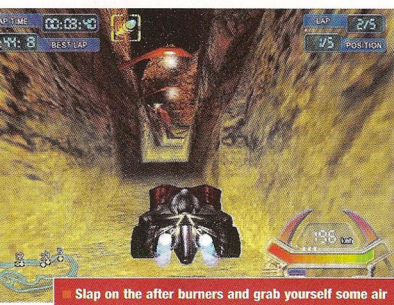
Fortunately the fuel crisis had little effect on videogame vehicles



The unfortunate effects of high speed racing when struck down with a heavy cold



The M32 seemed unusually quiet for some reason



Slap on the after burners and grab yourself some air

# POD II

If it's high-octane racing thrills you're after then you've come to the right place

**O**ur beloved white box may have top class driving sims pouring in from every direction, but it's not exactly over endowed in the futuristic racing department. However, hoping to rectify this unfathomable oversight is Ubisoft's *POD II*.

Taking several leaves out of several books, *POD II* looks and plays like a blend of *San Francisco*

*Rush 2049*, *MagForce Racing* and *WipeOut*, but unlike the latter title, the high speed racing on offer here has its wheels placed firmly on terra firma. The competition takes place over ten courses, each with its own individual terrain. Active volcanos, abandoned mines, futuristic cities and fantastic alien planets are just some of the tracks that we've seen so far. Courses feature all the usual short-cuts and obstructions that we've come to expect, but in addition to these familiar elements the raceways of *POD II* are also home to their own unique denizens. Robotic dinosaurs, huge insects and strange alien creatures litter the tracks; some destined to become road kill, others not quite so passive.

The game features eight different futuristic vehicles with which to test your metal. Each car apparently has its own strengths, weaknesses and individual

## IN A NUTSHELL



> Hi-octane racing in a futuristic stylee. Pant-wetting speeds are somewhat let down by a lack of power-ups, however the title could be plucked from obscurity by the promise an online multiplayer mode

### DETAILS

Publisher: **Ubisoft**  
Developer: **In-house**  
Origin: **France**  
Players: **One to six**  
Release date: **November**

specifications, although when we got our hands on the preview version they all appeared to handle in a similar manner.

Power-up wise the title is minimal with only three very rudimentary types: speed boost, shockwave and an oil slick-type thing. By way of contrast to this power-up disappointment, the



Minimal power-ups might make for unexciting racing

**"Pod II's coup de grâce must be its multiplayer mode"**

# ALIENS AT THREE O'CLOCK!

> In addition to avoiding the barrage of attacks from fellow racers, *POD II* also has plenty of extra-terrestrial life lounging around its tracks to contend with. Some aliens merely pootle about waiting for you to smash into them, while other more destructive types attack racers directly. Either way, it's not nice or clever, but it is very messy. Friendly natives indeed... ■



■ That reminds me, the lawn definitely needs a mow



■ Races against computer controlled opponents are always incredibly tight

races themselves are impressively fast; whipping along at a cracking frame-rate that gives the proceedings a real sense of breakneck speed.

In addition to the regular Arcade Mode, racers can partake in several other types of event. Ghost Mode (as you may expect) pits racers against themselves as they

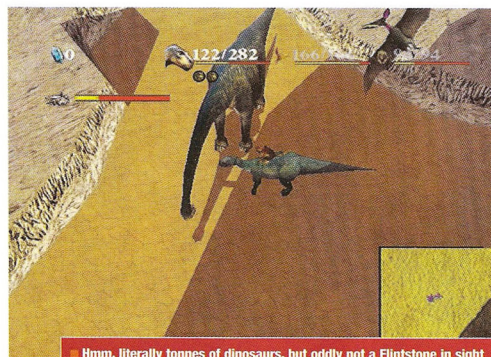
attempt to shave microseconds off their personal best. Thriller race is weapon and power-up free – consequently some may say, thrill free – forcing racers to concentrate on a purely speed-driven contest. *POD II*'s coup de grâce however, must surely be its promising multiplayer mode. Up to six players will be able to compete in online competitions, including Tournament, Team and Deathmatch play.

As it stands at the moment *POD II* is shaping up to be a fairly decent futuristic racer, but if the title's extensive online facilities are up to scratch the game could yet be propelled to a higher level of adrenaline-pumping fun ■



■ "What the bloody hell's that?"

# DC-PREVIEW



■ Hmm, literally tonnes of dinosaurs, but oddly not a Flintstone in sight

## DINOSAUR

The movie supposedly stinks. Will the game fare any better?

None is surprised by the latest film/videogame crossover that's thundering towards us like a Brontosaurus with a sore bottom – it's the DC incarnation of Disney's 'Dinosaur'. In the game of this animated epic, players control two characters from the film: Aladar the dinosaur of the title and Zini the Lemur, additionally there's Flia the flying Pteranodon – an all new chum brought to life by the developer Sandbox. Following the movie's plot, this unlikely trio's goal is to save their entire species from extinction, by escaping the meteor bombardment that is raining down on Earth and discovering a safe dinosaur haven.

Each character has its own strengths and weaknesses: Aladar is pretty tough, so is particularly useful during a ruck; Zini is nimble and excels at chucking stones; while the airborne Flia is ideal for scouting ahead, her bat-like wings keeping her out of harms way. During the game you must utilise each character's skills individually for certain tasks, or combine all three

### IN A NUTSHELL

> Despite its appearance this is a definitely a puzzle based title.

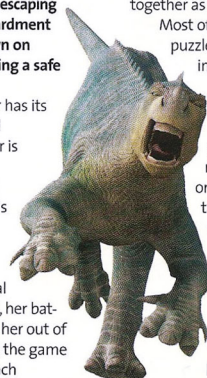
Players control a trio of characters each with their own strengths and weaknesses, trying to save their species from extinction ■

#### DETAILS

Publisher: Ubisoft  
Developer: Sandbox  
Origin: US  
Players: One  
Release date: November

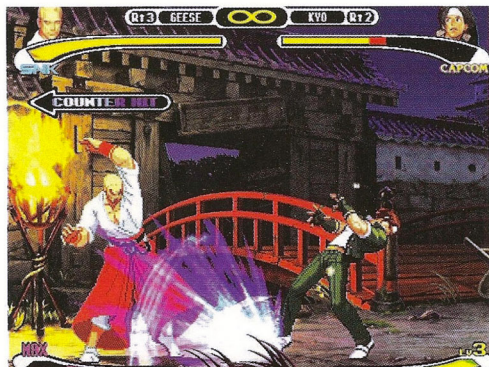
together as the play dictates.

Most of the game's levels are puzzle based, playing much in the same manner as the aged classic *Lost Vikings*; players having to use our prehistoric protagonists in the right combination in order to complete the tasks at hand. The version of *Dinosaur* we've played is still far from complete, but this work in progress hints at promising things – hopefully turning out to be far less pungent than the dino turd that the film has apparently produced ■



■ Fancy a threesome? Use each dino separately or play as a single unit





Geese Howard, the boss from *Fatal Fury* dispenses a spectacular power wave



There's no denying the quality of the backdrops and Capcom always gets some self-references in

# CAPCOM VS SNK

The two warriors meet. It's what hardcore fighting fans have been waiting for. Prepare to discover the true King of Fighters

## IN A NUTSHELL



> After years of living separate lives, SNK and Capcom finally meet to test their skills in the ring.

### DETAILS

Publisher: **Virgin**  
Developer: **Capcom**  
Origin: **Japan**  
Players: **One to two**  
Release date: **December**

The two greatest names in beat 'em up history began. And of course those fans come in two distinct groups. In the blue corner, stand those gamers clued up and rich enough to have owned the Neo Geo cartridge system – they'll have been training with SNK's *Fatal Fury* (See Glossary page 086) along with *The Art of Fighting*, *Samurai Showdown* and most recently, *The King of Fighters* series. Over in the red corner lurk the Capcom kids, practising their fireballs to the tune of *Street Fighter 2*, the *Street Fighter Zero* series and finally *Street Fighter 3*. Between them, Capcom and SNK had the 2D beat 'em up genre sewn up and no matter how much

each of these two camps crossed over, at heart you were either a Capcom or SNK loyalist.

Indeed, when SNK closed its American and European doors, a supposed eighty programmers jumped ship and were swallowed up by Capcom, who promptly formed a new department dedicated solely to 2D games. And now that we've played the Japanese version of the game, it's obvious that both companies have had equal input on this title, from the gameplay to the graphics.



Classic! Yoga Flame returns in all its fiery glory, courtesy of bendy Indian chap, Dhalsim

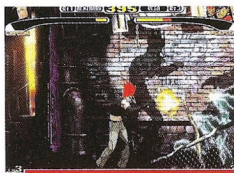
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Fire up your Dreamcast and it's the visuals you'll notice first. SNK always had a slight edge in graphical abilities and it shows. The

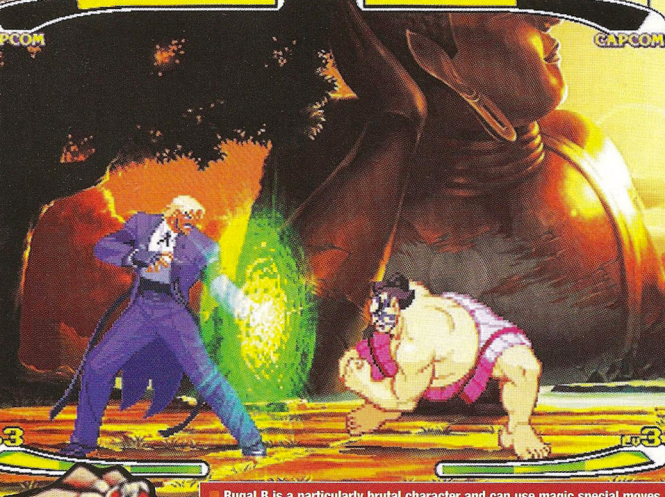
crashed truck backdrop is alive with a mesmerising fire and changing light patterns drawn into the animation routine. Or check the Buddha stage, which sees a fierce sun streaming down from behind a temple spire, realtime lens flare moving with the positions of the fighters.

Having negotiated the *Marvel Vs Capcom 2*-style front end, 28 characters present themselves, a mixture of key figures from both fighting worlds: Ryu, Vega and Dhalsim for example representing Capcom; Mai, Rugal and Terry Bogard emerging for SNK. There are a few glaring omissions – Terry's brother Andy and their



Benimaru goes shadow boxing

"Fire up your DC and it's the visuals you'll notice first"

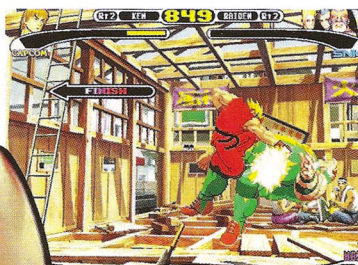


R. Mika is a particularly brutal character and can use magic special moves

# DC-PREVIEW



This shot perfectly shows off the excellent graphics and effects



Ken is one of the most balanced characters



Bosses like Sagat are slow, but brutally strong

mutual friend, Joe Higashi are suspiciously absent, but with the return of the Secret Points system, hopefully more recognisable characters are waiting to be earned.

The usual modes are all present, Arcade, Vs and Training, except that Capcom has introduced a variable Ratio that apportions between one and three blocks to each character, depending on their combat abilities. With a total of four blocks to spend, it's possible to pick anything from four girls, to one big boss who takes up three blocks along with another lesser character. This inclusion is certainly a good idea, as it handicaps more seasoned players, but ultimately won't stop a Capcom/SNK newbie from receiving a sound thrashing at the hands of a 2D master. Once again, Repetitive Strain Injury

## IN THE GROOVE

> In order to keep each set of fans happy, the developers have included a Groove system which alters the charge bars, such that the Capcom Groove allows it to fill three times, a la *Street Fighter 3*, while the SNK Groove only fills the bar once. *The King of Fighters* majors. Additionally, each Groove has the relevant mayors at the end of the Arcade Mode; Geese Howard for the SNK crew; M Bison for the Capcom bunch. All you need to do is decide your allegiance – SNK or Capcom



Here you pick your power bar status, or Groove



Finally, we see the return of Zangief. Welcome home

beckons if you want to unearth the finer aspects of the game's Specials and Supers.

Gamers unfamiliar with the long histories and idiosyncrasies that the two companies have shared may find *Capcom Vs SNK*

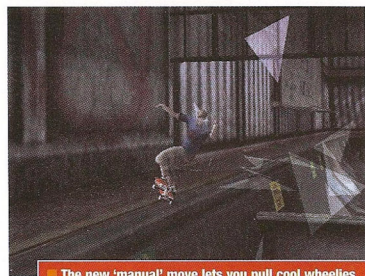
holds little attraction, but hardcore beat 'em up fans seeking the outcome to such a tantalising proposition will positively revel in this true Clash Of The Titans. And for once, you can expect violence to solve everything



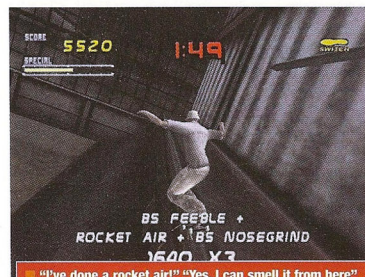
It could get very messy if he doesn't make this jump. Mashed skater, anyone?



There are many new tricks and three new characters to try out. And that (above) is going to hurt



The new 'manual' move lets you pull cool wheelies



"I've done a rocket air!" "Yes, I can smell it from here"

## TONY HAWK'S SKATEBOARDING 2

The dude with the four-wheeled plank of glory is back! Hop onboard

For a while back there, *Tony Hawk's Skateboarding* transformed us all from the pale, self-conscious Brits that we are, into a race of baggy trousered skatebrats, terrorising our TVs with tricks so bitchin' they almost made us want to listen to Green Day. Well, soon the skate virus will be rushing through our systems once again. *Tony Hawk's 2* is on it's way.

The most significant edition to this fine game is the great new

customisation mode. This allows you to create your own skate parks out of over 200 different bits and pieces, including ramps, pipes and rails. Even better, you can then trick all over your radical new course with moves and skaters you've edited yourself, or designed from scratch. We have it on good authority that there's even a selection of mullets and moustaches with which you can curse your character. Neversoft is obviously hoping to attract the all important 'fans of 70's porn' market.

More predictably, *Tony Hawk's Skateboarding 2* employs all of the game mechanics and technology that made the original Dreamcast title such a half-pipe hummin' classic – except, of course, it's all been vamped up so that the original now looks a bit scabby by comparison. Every 2D and 3D object in the game is being re-drawn and touched-up, while the skaters themselves are now made up of 2,500 polygons each – 1,000 more than the originals. The development team is even planning to add little extras like T-shirt cloth that

### IN A NUTSHELL

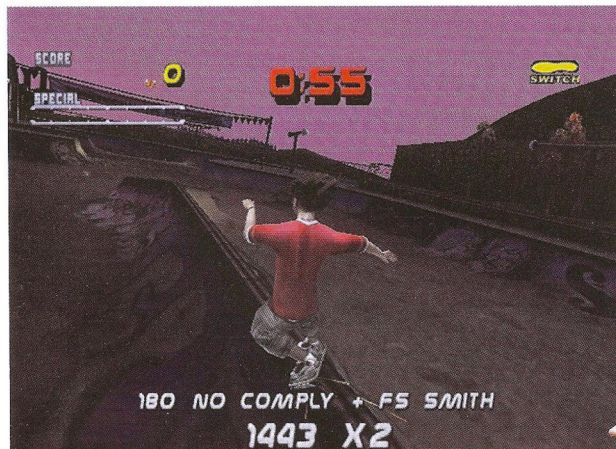


> More skating fun from the developer of the original *Tony Hawk's* game.

New moves, new animation, new characters and a great new customisation option make this promising sequel much more than a quick, heartless cash-in

### DETAILS

Publisher: **Activision**  
Developer: **Neversoft**  
Origin: **USA**  
Players: **One to eight**  
Release date: **December**



The 'No Comply' move is a fave with teen skaters who challenge the system with their baggy shorts



## DC-INTERVIEW

# TONY HAWK

We take five with the man himself!

**DC-UK:** Given the success of the original *Tony Hawk's Skateboarding*, have you considered quitting your current job and becoming a full time game designer?

**TH:** No! Not even close. I've always been into games, though. I played 720° all the time when it came out, and I bought a Commodore 64 just so I could play *Skate or Die*. So, yeah, games are cool.

**DC-UK:** So how does it feel to be involved in the making of one of the best DC games?

**TH:** I didn't really make the game. I made suggestions as far as how to make the game true to skating, but it was Neversoft who made it fun to play. We provided all the references, tips and the skating motion capture, but Neversoft just took it and ran. They dived into skate culture; it wasn't like they were just trying to interpret it. Those guys know what a hardflip-to-nosegrind is.

**DC-UK:** How can they possibly improve on the first game?

**TH:** I know what you mean. But the first game was just sort of a foundation for this one. There's much more to do and so many more tricks; people are gonna be blown away by it. And the 'manual' thing opens up a whole new door for crazy combinations.

**DC-UK:** What's your favourite part of the sequel?

**TH:** I'd have to say it's the abundance of tricks. The skatepark editor is great, but I'm not looking forward to building my own



"Hi folks... oh here comes the ground!"

skateparks as much as skating the parks that others build – that's what I wanna see.

**DC-UK:** How many tricks can you do in real life?

**TH:** I've no idea. I've invented 80 or 90...

**DC-UK:** So, where did your skating skills come from? Was it nature or nurture?

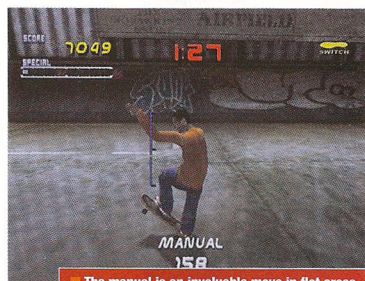
**TH:** Nurture, definitely. My brother just gave me his old board, and I worked super hard at it. When I first started skating, I don't think anybody would have said, "Wow he's got natural ability!" It wasn't until I was 13 that people took notice – mainly because I was doing all these different tricks.

**DC-UK:** Is it frustrating doing things in the game that you can't do in real life?

**TH:** No, it's fun. That's the ultimate skater fantasy – to be able to do all those insane combinations with no limitations. That's what makes it so fun for skaters: you can surpass reality, hitting huge gaps, and never having to worry about breaking your knees ■

As you'd expect, there's a host of fresh tricks in there too. Along with various new slides, grabs and flips, you can now perform manuals – the skateboarding equivalent of the humble wheelie – an addition that allows you to pull off tricks even when there are no ramps or rails nearby. It is, in short, going to be a veritable non-stop trick fest. Fans of the original two-player modes will also be pleased to note that an eight-player tournament mode is being introduced, so you can take it in turns to try and sneakily out-trick each other.

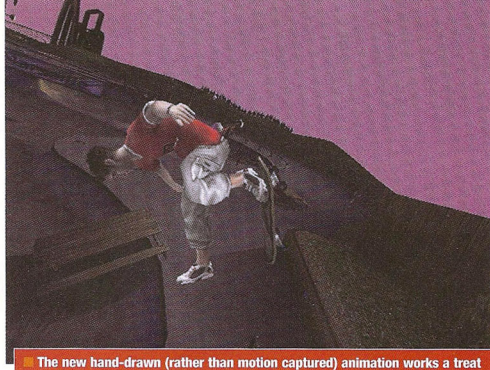
So then, with new, far more interactive courses (complete with tons of short cuts and secret areas), better moves, and nicer visuals, as well as three new skaters and too many other additions to mention here, it's not unrealistic to say we're getting quite excited about *Tony Hawk's 2*. Until its UK release in December you'll find us practising outside McDonalds in Bath town centre. Until the police move us on ■



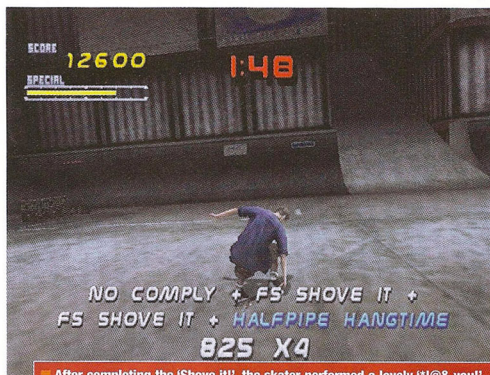
"The manual is an invaluable move in flat areas"



"I'm not gonna hit that post, I'm gonna fly like a bird!"



"The new hand-drawn (rather than motion captured) animation works a treat"



"After completing the 'Shove it!', the skater performed a lovely 'I@& you!'"



"The art of 'camp skating' is becoming more popular"

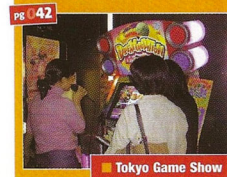
ripples in the wind and faces that grimace with pain when a move goes hideously wrong.

Funnily enough, it was superficial details like these that had us glued to the screen.

Consider Tony himself, who now looks like the real Tony Hawk instead of some pasty bloke who'd been overdoin' it in Ibiza. We even noticed that the skaters now have realistic sneakers, sorry, trainers – complete with well-known logos. (But at that point we realised we should be getting out more and stopped).

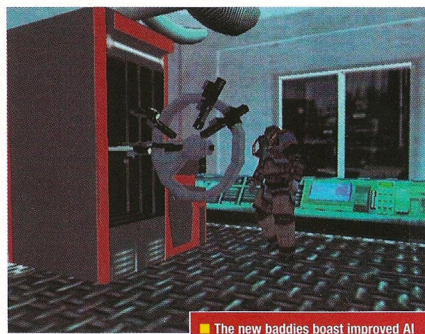
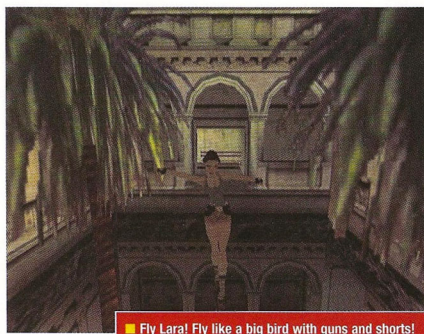


**INDEX**  
**December 2000**  
 A quick guide to  
 this month's  
 news nuggets...



# News

Essential info from the wild world of Dreamcast



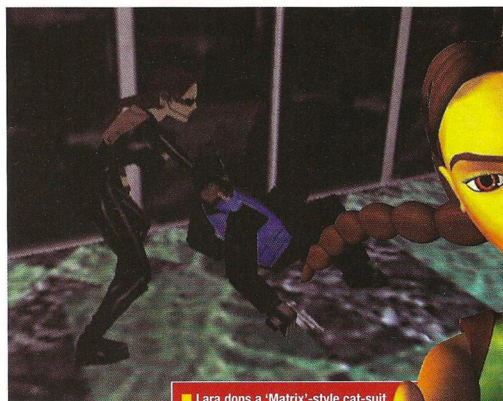
## Lara Returns!

**The videogame icon is resurrected again. Every teenage boy in the land breathes a sigh of relief**

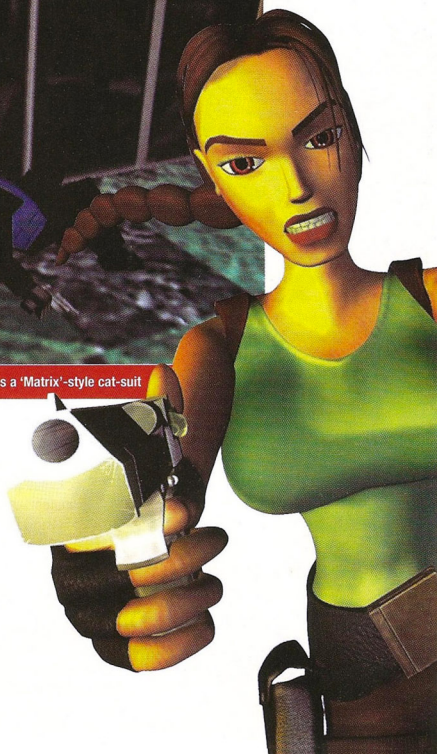
**Y**es, she's back. Being buried alive under tons of rubble in a subterranean tomb was never going to be enough to kill off Ms Croft. Why? Because she's strong, she's intelligent, she's resourceful. Oh and she's worth many millions of pounds to Eidos, but we're sure that had nothing to do with it.

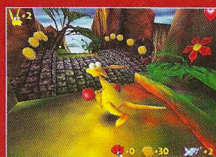
The first thing developer Core Design wants to point out about this latest title in the long-running saga is that it's not really a sequel. *Tomb Raider Chronicles* is made up of four separate adventures, each taking part in a different era of Lara's life, and each featuring a slightly different style of gameplay.

The Irish Levels star the 16 year old Lara who carries no weapons and therefore must solve gameplay puzzles with a mixture of cunning and guile (not qualities usually associated with 16 year old girls). The German U Boat Levels are apparently modelled around 'X-Files', with a greater emphasis on action. The Rome Levels are classic *Tomb Raider*-style adventuring. And finally, the New York Levels provide an 'Entrapment'-style scenario where Lara must by-pass a skyscraper's hi-tech security system using stealth and strategy.



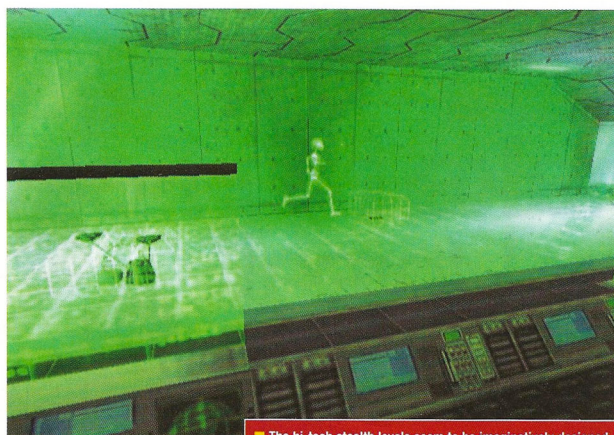
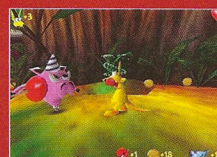
Clearly core has been influenced by a certain *Metal Gear Solid* while brainstorming for *Chronicles*. Enemies now react to sound, so Lara must creep about quietly – she can also use a stealth attack manoeuvre (we made that term up) to grab enemies from behind and chloroform them. Continuing the Entrapment/*Matrix* theme one of Lara's new outfits is a skin tight catsuit complete with shades and headset. Stop panting, she doesn't really exist.



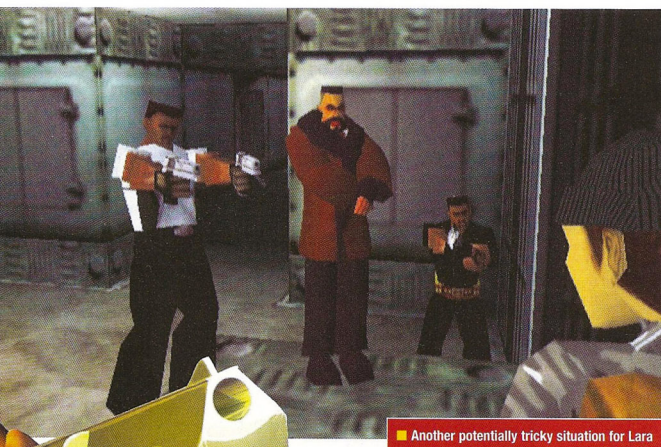


## KAO THE KANGAROO

Kao the Kangaroo came bouncing in to the office this month, arriving slightly too late for us to fathom much about him. Looking similar to *Crash Bandicoot* for PlayStation, the big-eared hero's adventures resemble a corridor platformer, each level populated by weird, cartoony enemies and Indy Jones-style pits 'n' boulders. Check back next issue for more on the boxing Aussie.



■ The hi-tech stealth levels seem to be imaginatively designed



■ Another potentially tricky situation for Lara

So what else is new? Well the 3D engine has been fluffed up a bit, and there are new moves including tightrope walking and swinging from bars (does Lara join the circus at some point in the game?). Lara will also be able to search cupboards and chests (stop it) for hidden items, and she'll have access to a range of brand new weapons. Core is also promising a more cinematic style to the game, with more FMV cut scenes – possibly to bring it in line with the film, due out next summer.

The team has also mentioned

that this will be the last game in the *Tomb Raider* series. The next title – currently in development for PC and PS2 (although Eidos is not ruling out a DC conversion) – has been labelled *Lara Croft: The Next Generation*, and is set to feature an entirely new style of gameplay, and a grittier more adult feel. From clues currently filtering out of the development studio, we reckon Lara is set to lose all her money and her big mansion, and may have to eke out a living as some kind of freelance adventurer, body guard or hi-tech thief. Unless we have misunderstood the phrase 'mature gameplay for an adult audience' ■

## TOO HOT TO HANDLE?



### COMING

### NOVEMBER/DECEMBER

### HOW FIRED UP SHOULD YOU BE?

|   |         |
|---|---------|
| 4x4 Evolution                           | 🔥 🔥 🔥   |
| Army Men: Sarge's Heroes                | 🔥       |
| Capcom Vs SNK                           | 🔥 🔥 🔥 🔥 |
| Chicken Run                             | 🔥 🔥 🔥   |
| Dave Mirra Freestyle BMX                | 🔥 🔥 🔥   |
| Dino Crisis                             | 🔥       |
| Dinosaur                                | 🔥       |
| Donald Duck: Quack Attack               | 🔥 🔥 🔥   |
| Ducati World                            | 🔥 🔥 🔥   |
| ECW Anarchy Ruiz                        | 🔥       |
| European Super League                   | 🔥 🔥 🔥   |
| F1 Racing Championship                  | 🔥 🔥 🔥   |
| Frogger 2                               | 🔥 🔥     |
| The Grinch                              | 🔥       |
| Heroes of Might and Magic III           | 🔥 🔥 🔥 🔥 |
| Kao the Kangaroo                        | 🔥       |
| Kiss Psycho Circus                      | 🔥 🔥 🔥   |
| Le Mans 24 Hours                        | 🔥 🔥 🔥 🔥 |
| Matt Hoffman Pro BMX                    | 🔥 🔥 🔥   |
| MoHo                                    | 🔥 🔥 🔥   |
| Mr Driller                              | 🔥 🔥 🔥 🔥 |
| MTV Sports: Skateboarding               | 🔥 🔥 🔥 🔥 |
| The Next Tetris                         | 🔥 🔥 🔥 🔥 |
| POD II                                  | 🔥       |
| Quake III: Arena                        | 🔥 🔥 🔥 🔥 |
| Ready 2 Rumble Round 2                  | 🔥 🔥 🔥 🔥 |
| Record of Lodoss War                    | 🔥 🔥 🔥   |
| Samba De Amigo                          | 🔥 🔥 🔥 🔥 |
| SWWS 2K1                                | 🔥 🔥 🔥   |
| Shenmue                                 | 🔥 🔥 🔥 🔥 |
| Sno-Cross Championship                  | 🔥 🔥     |
| Speed Devils Online                     | 🔥 🔥 🔥 🔥 |
| Star Wars Episode 1: Jedi Power Battles | 🔥 🔥 🔥   |
| Starlancer                              | 🔥 🔥 🔥 🔥 |
| Stunt GP                                | 🔥 🔥 🔥 🔥 |
| Stupid Invaders                         | 🔥 🔥 🔥 🔥 |
| Super Runabout                          | 🔥 🔥 🔥 🔥 |
| Tokyo Highway Challenge 2               | 🔥 🔥 🔥 🔥 |
| Tomb Raider Chronicles                  | 🔥 🔥 🔥 🔥 |
| Tony Hawk's Skateboarding 2             | 🔥 🔥 🔥 🔥 |
| Vanishing Point                         | 🔥 🔥 🔥 🔥 |
| Worms World Party                       | 🔥 🔥 🔥   |

## LITE NEWS



### Sega manages

Smilebit, Sega's genius in-house team who gave *Jet Set Radio* to a grateful world, is currently working on *Soccer Special*, a football management title due to be released by the end of the year in Japan.

The game will boast some cool online features, such as network leagues and, best of all, a transfer market for swapping and buying players with other sheepskin-coated managers across the globe. Without a single example of the genre, Dreamcast is crying out for a footie management sim, so fingers-crossed this one will be an absolute belter. Hopefully it'll eventually make it over to the home of football too ■

### Daytona USA

More news has come to light on the Dreamcast incarnation of Sega's fantastic *Daytona* racing series. We've heard that the game will be an enhanced version of the original coin-op *Daytona USA*, rather than an entirely new game. It contains all of the much-loved tracks from the arcade version as well as the Saturn port update. Unfortunately rumours that the game will also include circuits from *Daytona 2* appear to be unfounded, according to our Jap source.

The good news though, is that the game's online capabilities will support eightplayer races on the Internet and, for multiplayer action without the phone bills, a twoplayer split-screen mode is also in the works. Other news is that, although the franchise is the brainchild of Yu Suzuki, the great man isn't involved in this DC version. However, there's no need for concern because the game is under the stewardship of Toshihiro Nagoshi who worked with Suzuki on all the previous games in the series, so there shouldn't be any danger of the Dreamcast *Daytona USA* crashing in an embarrassing heap ■



Rank: 1 / 3  
Spread: -1

■ Improved textures and animation feature in the DC version



Rank: 2 / 3  
Spread: -1

■ "No!!!! You've shot my best gold vase out of my hands!"

# You make me Feel mighty Unreal

## Epic's classic first person shooter gets Dreamcast exclusive extras

**W**e've received a few new scraps of information about the forthcoming Dreamcast incarnation of Epic's *Unreal Tournament* – and it's all good news! Aside from the obligatory online play, Secret Level (which is converting the game) will be including extra maps from the freeware downloads that exist on the Internet for the PC version. These promise to be Dreamcast-exclusive, so there's no chance of PS2 heathens getting their mucky paws on them. With this extra stuff, *Unreal Tournament* is apparently coming along quite nicely, the programmers making use of Dreamcast's enhanced calculation features, as well as its powerful compression routines for both textures and animation. Aside from being unable to replicate the PC's 1024 X 768 resolution, the Dreamcast version of *Unreal Tournament* should be every bit as good as its PC counterpart.

For those of you yet to catch up with the whole *Unreal Tournament* phenomenon, the story goes like this: shortly before *Quake III* debuted last year, Epic games managed to slip its low-key sequel onto the shelves a few weeks earlier and with better level design and more game modes, it stole ID's thunder right from under it. As any PC FPS fan will tell you, *Quake III* is certainly no slouch, but *Unreal Tournament* has the edge with an overall superior quality, if only marginally so. More imaginative weapons, more levels and more strategic gameplay all contribute to one of the

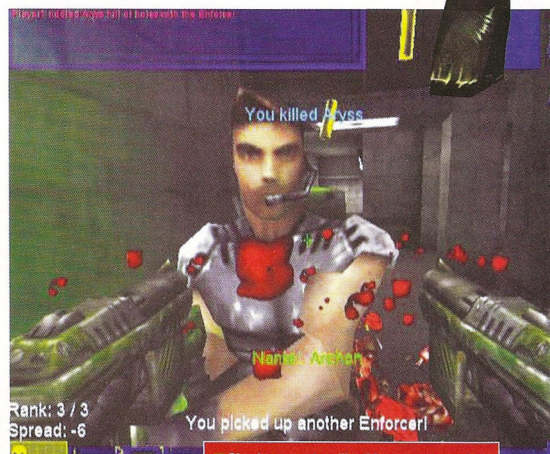
greatest gibb-fests ever.

The upshot of this battle to become the über-fragger is that Dreamcast owners will be able to play both these games in the very near future. Which will be better? Impossible to tell, at this juncture, but one thing's for sure: we're going to have a hell of a time finding out! Our recommendation? Buy them both! ■



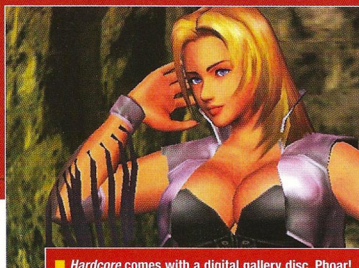
Rank: 1 / 3  
Spread: -1

■ Unreal vs Quake III should be interesting

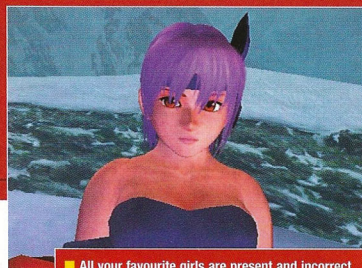


Rank: 3 / 3  
Spread: -6

■ Bloody encounters like this are commonplace



■ Hardcore comes with a digital gallery disc. Phoebe!



■ All your favourite girls are present and incorrect

## DOA2 In Hardcore Shocker!

**It's DOA2, but not as we know it. Tecmo's fighting classic gets a Japanese makeover**

**W**hoa! *Dead or Alive 2* has shot straight to the top of the Japanese multi-format charts, a fact which we're not surprised by in the slightest considering it features young ladies flashing their knickers (the Japanese love that kind of thing, but then, so do we all). The busty brawler has been released in the land of the Rising Sun in what has been dubbed the 'definitive version' of the game entitled *Dead or Alive 2: Hardcore*. Like its PS2 counterpart, the Oriental port of Tecmo's stunning beat 'em up contains new characters (like Bayman from the original game) new costumes (more school uniforms, anyone?) and new levels, like the sprawling

Dragon Hills. Other new inclusions are a revamped CG intro, with extra nipple-protrusion and an unlockable image gallery containing shots of everyone's favourite combatants – the girls, obviously.

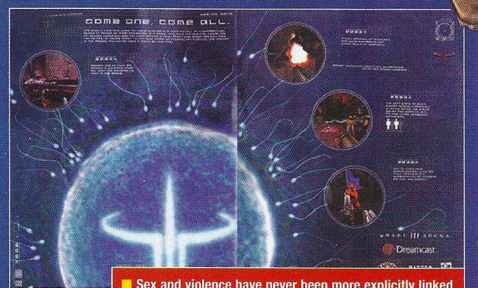
All of these hidden features were destined for the PAL release, but sadly never made it for reasons known only to Team Ninja. The usual chain of events sees the Japanese getting the games first, while Europe waits for a port six months later. This time round, however, the situation has been reversed but the Japanese have actually benefited from the extra wait. It's extremely doubtful that we'll see this *Hardcore* action released in Europe, even if it is legal ■

## AD OF THE MONTH

**We search the world for cool game ads**

Recently seen in the new issue of *Next Gen* (one of our sister mags from over the water) was a quality (if rather unsubtle) advert for *Quake III: Arena* on good old Dreamcast. Featuring the blown-up image of a human egg under fire from numerous spermatozoa, the headline reads, 'Come one, come all'. Okay, it's a rather inane attempt at double entendre, but it nevertheless gets to the nub of the matter, namely *Quake*'s online rebirth for the blue swirl.

We'd love to see Sega Europe applying some of this shameless promotion over here, to equip potential punters with a sound knowledge of all that's great with DC. Then more people may actually buy one ■



■ Sex and violence have never been more explicitly linked

**Driven mad by Crazy Taxi?  
KO'd by Soul Calibur?**

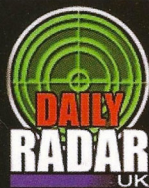


**You need to consult the  
DC-UK GAME LINE  
0906 466 4445**

**7 days a week, from 8am to 11pm**  
**For tips and cheats on all your  
favourite Dreamcast games**

Customer Services 0870 800 6155

Calls costs £1.50 a minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person that pays the bill before calling.



The latest gaming news courtesy of [dailyradar.co.uk](http://dailyradar.co.uk)

## SONIC ON X-BOX

Rumours abound on the Net that a relationship is blossoming between Sega and Microsoft. After splitting its former divisions (the AM's) into separate companies and announcing probable future support for other platforms, Sega looks set to break the taboo of traditional format exclusivity and Microsoft's machine looks like a firm favourite. Such an alliance would certainly give both companies a head start in the race for market share in the coming years, with both Sony and Nintendo sticking by their own platforms. With Microsoft's financial muscle and Sega's unparalleled expertise in videogames, this could be the future of videogaming ■

## DREAMCAST DISCOUNTS FOR JAPANESE SATURN OWNERS

Sega is offering Japanese punters the chance to cash in on their Saturns by giving out-price DC packages to those providing serial numbers of their old console. For roughly £205, they get the machine, *House Of The Dead 2* (with two lightguns), *Jet Set Radio*, *Space Channel 5*, a VMU and vibration pack. A similar deal over here would go down a treat ■

## DREAM CREATOR

Sega is releasing a 3D adventure creation program called *Dream Studio* in Japan on November 9. This will enable gamers to create an entire adventure game filled with their own characters, stories, dialogue, monsters, environments, music and sound. A large resource database is also included in the program, containing pre-created data for all the features required for an adventure game, so you can just make your selection, slap them in and get stuck right into the action. These game creation programs have never really gone down too well with UK punters but *Dream Studio* looks so good that we reckon Sega should unleash it over here ■



■ That girl is REALLY getting into it, man



■ Samba De Amigo 2000 was a big noise at JAMMA

# Samba De Millennium!

**Sonic Team shakes its way into the 21st century with an updated version of the maraca classic**

**B**ased on motion sensor technology (the first game to exploit this in the mass videogame market) *Samba De Amigo* is one of the most original and fun games we've ever played. After its phenomenal success in both the arcades and on Dreamcast, Sonic Team looks set to continue the Maraca-shaking fun with an updated version, due in Japan on both formats simultaneously on December 12. While we're not talking a full-blown sequel, there are some improvements and updates worthy of investing your hard-earned cash in.

Normal Mode introduces players to the pose positions and make circular motions with the Maracas, while Hassle Mode requires the player to sing along and dance while they shake. All this serves to make you look and feel like a bit of a divvy, but with a few mates round it's also guaranteed to be one of the most enjoyable videogame experience you're ever likely to have. Ten new Latin tracks have also been included to add more variety for seasoned players.

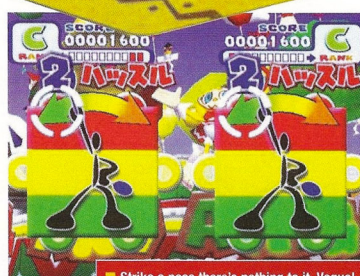
The Love Love Mode taken

from the Dreamcast conversion makes its way into both versions complete with an all new character – a tambourine-playing monkey girl to shake that booty along with. The Love Love Mode is designed to test the romantic compatibility of couples playing the game together. Love points appear on the screen depending on how harmoniously the players keep the rhythm and these can be increased by pose sequences and combos. At the end of the game, an analysis of your romantic harmony is displayed on screen. How sweet.

We're unlikely to see *Samba De Amigo 2000* for a while over here as unfortunately we're still waiting for a PAL version of the original ■



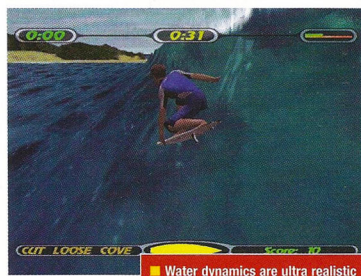
■ The Love Love Mode returns in Samba 2000



■ Strike a pose there's nothing to it. Vogue!



Now THAT'S a wave. It's like surfing a skyscraper



Water dynamics are ultra realistic

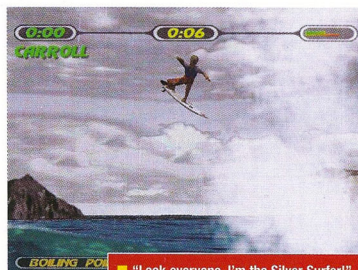
## Championship Surfer, dude

Another extreme sport arrives on DC

**T**he only problem with real surfing is all the sand that gets everywhere. Oh yeah, and the sea can be pretty cold. And it's quite dangerous if you fall off. And only 10 per cent of the world's population looks good in a wetsuit.

So we were relieved to hear that Mattel Interactive is releasing *Championship Surfer* in November in the UK. Developed by Australian outfit Krome Studios the game seeks to replicate the sport/pastime as realistically as possible. You can perform rios, snaps, barrels, kick outs, aeriels and 360s, on six different custom boards, and compete in a variety of single and multiplayer events. You also get a selection of points to hit the waves from, including off-shore reef breaks, beaches and coves which all have their own hazards, ranging from bobbing buoys to pesky jet ski Nazis.

We saw *Champ Surfer* running – in 'early demo' form – at E3 earlier in the year, and it looked pretty good, although perhaps not as graphically accomplished as it's skateboarding equivalent *Tony Hawk's*. And the game didn't have a '50s surf band soundtrack either. Which is a criminal oversight. More on this later ■



"Look everyone, I'm the Silver Surfer!"

## CHARTS

### ChartTrack

#### Dreamcast top ten...



#### 1 WWF Royal Rumble

Publisher: THQ

★ Fat farcical fighters and ponderous poo gameplay proves inexplicably popular yet again. Wrestling games rule!!!

#### 2 Who Wants To Be A Millionaire?

Publisher: Eidos

★ Wannabe Del Boy's are now happily aiming for that magic million on the good old DC.

#### 3 Virtua Tennis

Publisher: Sega

▲ Yes, you're right. Wrestling and quiz games are clearly superior to the best tennis game ever made.

#### 4 Hidden and Dangerous

Publisher: Take 2

★ War's never been so much fun than in this WWII strategy classic.

#### 5 Power Stone 2

Publisher: Eidos

★ The King of 3D beat 'em ups deservedly smashes into the charts.

#### 6 Sydney 2000

Publisher: Eidos

▼ The Olympics is over and the official game is starting to run out of steam.

#### 7 ESPN International Track And Field

Publisher: Konami

★ Konami's old athlete is struggling to keep up with the chart pace.

#### 8 Dead Or Alive 2

Publisher: Acclaim

▼ Saucy beat 'em up action carries on flashing its knickers in the top ten.

#### 9 Crazy Taxi

Publisher: Sega

▼ Sega's classic fare 'em up is still running its chart meter.

#### 10 Resident Evil Code: Veronica

Publisher: Eidos

▼ Classic survival horror is grimly holding by the skin of its fetid fingers.

KEY: ★ New entry ▲ Climber  
▼ Dropped ◆ Non-mover

## DC-EXPRESS



## Driver 2 to park on DC?

The car chase sequel gets a Dreamcast outing

**T**he original might have missed a conversion, but the imminent sequel to the 1999 PlayStation and PC hit *Driver* could be on its way to Dreamcast. Or so the rumours suggest – Reflections and Infogrames aren't talking, but fortunately our sources are spilling their guts faster than Jenny McCarthy in *Scream 3*.

And of course, this sequel is a lip-smacking prospect for car fans. The original title was one of the more accomplished driving games around last year, and few could resist its free-roaming gameplay and blatant plundering of elements from classic '70s car chase movies. In fact, all that was missing was Starsky, Hutch and good old Huggy Bear.

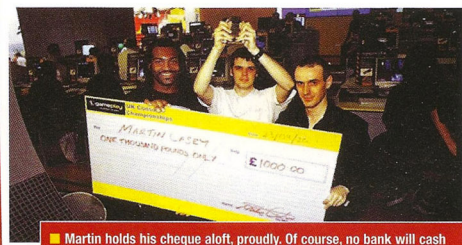
For the sequel, the developers have recreated four new cities – Las Vegas, Havana, Chicago and Rio de Janeiro. And unlike the US 90° grid system that was adhered to in the first game, many of *Driver 2*'s streets are made of curves. This has allowed slippyways and overpasses to branch on and off freeways so that split-second exits for a quick getaway is possible. Sounds like a normal drive home from the office for our Maximus.

However, one of the most noticeable changes in *Driver 2* is the ability to get out of your car and into another – *Grand Theft Auto*-style. This will be a required move in some missions which fortunately are now more directed and focused, generating real tension while being less reliant on just beating the clock. And we hear *Driver 2* will take a damn sight longer to finish, too. Look out for some proper DC screenshots soon, and just possibly, an in-depth preview ■

## Console Champ

### Who's the Daddy?

**T**he finals of Gamplay.com's UK Console Championships were held recently at the Live 2000 show in London's Earl's Court. The Dreamcast finale was a first to four *Soul Calibur* bout between Martin Casey and Wai Dat Chan. Martin took the title and the £1000 prize after a double KO in the fifth round. Nice one Martin! ■



■ Martin holds his cheque aloft, proudly. Of course, no bank will cash



## ARMY MEN

Yet more last-minute shenanigans here in the form of *Army Men*, a franchise 3DO has saturated the PlayStation and PC with. With Dreamcast firmly in its sights, the Green and the Tan Armies are poised to go to war again, dishing out all manner of 3D plastic-related death. A quick look at the basic training revealed a typical scenario – big tanks, flame throwers and melted soldiers. Incoming!

## FIRSTPARTY PIECES

### Dreamcast Mouse £17.99

**F**inally. If it wasn't enough to be lumbered with using the d-pad to control that sluggish cursor, then the advent of such FPS beauties as *Quake III* and *Outtrigger* positively demand mouse control. And here it is. Born from the sensible American design (as opposed to the weeny Japanese version), this little rodent should see you wizzing all over the screen in a manner not unfamiliar to PC owners.

The only real way to play any FPS, the mouse is equipped with the standard right and left buttons, plus a third, centrally located which is referred to as a scroll wheel. This is perfect for the likes of *Half-Life*, where it can be utilised to scroll up or down through the weapons at speed. Getting one for quicker browsing is reason enough on its own, but when coupled with a keyboard, you'll wonder how you ever did without it ■



### Dreamcast Microphone £14.99

**W**hile the green pop shield may make it look like a toy, the Dreamcast microphone will eventually become a very serious and integral piece of kit, as demonstrated in *Seaman*. Sega has plans for Voice-over IP technology which allows gamers to talk to each other, in-game, much like the Roger Wilco system on the PC. In addition, there will be a service set up for Dreamcast owners to send audio messages to each other, possibly with a view to sending with pictures in conjunction with the DreamEye Digital Camera.

Voice recognition features have always been popular on IBM machines and within a year we should see a good few Dreamcast games utilising this function. As it stands, the aforementioned *Seaman* is the only title to incorporate microphone compatibility, aside from the secret trick in *Mr Driller* that lets you shout "Drill!" into the mic, causing the little blighter to dig down. We suspect this was an experimental leftover, as anyone who's played the game will know that you'd need to reel off the word Drill about 100 times a minute to make it of any use.

Either way, the Dreamcast Microphone will keep reappearing more and more come 2001. Invest now to get future-proofed ■



## DAVE 2000

Each month our regular columnist puts the videogame industry over his knee and gives it a damn good spanking



### Christmas is a time for giving, but all Mr 2000 wants to do is take

**G**od, it's embarrassing being a Dreamcast owner these days. I've taken to living on a diet of Pot Noodles and stale bread, my clothes are torn and dirty – I can't afford to wash them. My friend has had to take a part-time job in a factory that makes pork pies out of the bits of pigs left over from the sausage-making process to feed his two-a-month gaming addiction. Frankly, money is getting a bit tight with all of the top games around.

I'm videoing 'Blue Peter' to watch when I get home from my three jobs, trying to pick up a few tips on making Christmas cards and presents myself, saving a few quid for the post-Chrimbo stuff that's coming out in January. And that's after the two months of staggering DC games arriving in November and December. They need to be bought, it's that simple.

Mum's operation has been put off for a few months – *Metropolis Street Racer* and *Ferrari 355* are both coming out within a couple of weeks of each other. I'm sure there'll be plenty of other kidneys. My sister will have to make do with a playroom for her Barbie dolls made out of cornflake boxes with a margarine tub for a bath. She's 20

years old, but it'll do her good to get back to basics with old fashioned toys she used to play with when she was a kid. Anyway, this retro stuff is really cool now.

Dad's going to get *Quake III: Arena*. He doesn't play Dreamcast much, in fact he hasn't even got one. I'll have to look after it for him, he can play it when he comes to visit. The dog could do with a copy of *Shenmue*, it'll give him something to do when it's too rainy to take the old chap out for a walk. It's common knowledge that cats really like shooting games, so kitty's getting *Silent Scope*. Everyone else is getting stuff I can easily make out of bog rolls and washing-up liquid bottles. It's the thought that counts at this special time of year.

Just imagine how happy everyone will be when they see I've made the effort to make everyone's presents myself! If they're not happy, forget 'em – I'll be barricaded in my room with a Dreamcast, ten staggeringly high quality games, and enough Terry's Chocolate Oranges to survive on until they've all calmed down ■

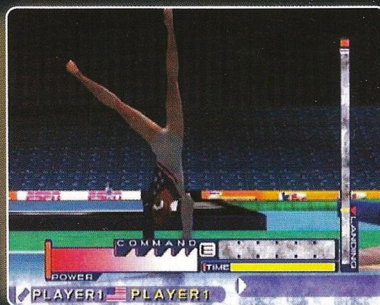
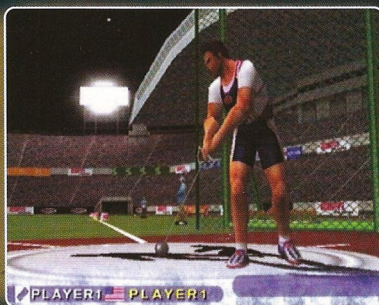
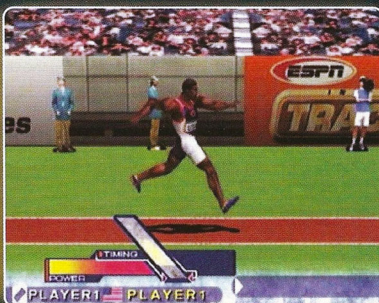
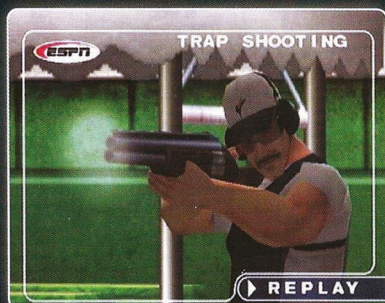
*What are we going to do with Dave 2000 in January 2001? Fire him of course, he's last years news.*



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## TRACK & FIELD



The original button bashing beast comes to the Dreamcast, so limber up those fingers and prepare for armchair athletics at their very best! Konami are undoubtedly the masters of the arcade sports game, and Track and Field on the Dreamcast doesn't disappoint. 100 metres, swimming, shooting and javelin are just some of the events waiting to make your digits bleed.

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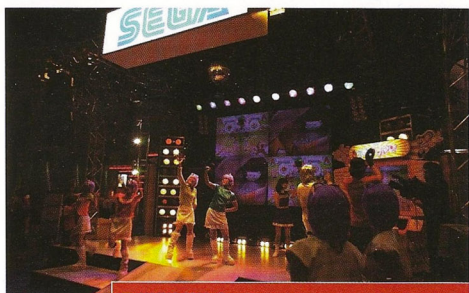


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# Arcade News

Hot info from the world of the coin-operated machine



■ JAMMA 2000: Sega's stand was, as usual, the place to be

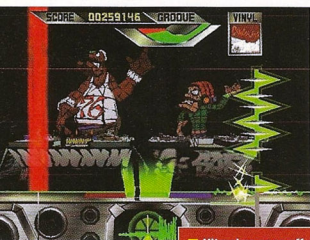
## JAMMA Special

**T**his month's arcade report comes exclusively from Japan's JAMMA show – the annual showcase for brand new arcade games and hardware (JAMMA, by the way, stands for Japanese Amusement Machine Manufacturers Association – the regulatory body behind Japan's huge coin-op business).

Everyone was there showing off their latest stuff: Capcom brought *Rival Schools 2* and *Giga Wing 2*; Namco revealed the US-

orientated gun game *Ninja Assault* (based on the *Time Crisis* cabinet) and Konami arrived with *Pop n' Music 5*, *Guitar Freaks 2* and the interesting-looking *Shinjuku Keisatsukan* – a combination of dancing game and gun shooter. You play a cop blasting away at baddies and to avoid their shots you have to physically duck, which makes your onscreen character duck also. As usual, the most innovative and playable games came from Sega. Here they are... ■

Photographs supplied by Edge



■ Hitmaker goes off on a *Beatmania* tip. Scratch, mix and spin those vinyl discs!



## Crack'n DJ

**Hitmaker gives lessons on how to spin those wheels of steel**

**D**ue to hit the arcade this autumn is *Crack'n DJ*, Hitmaker's valiant attempt to provide an accurate mixing simulation. The genre made popular by games

such as Konami's *Beatmania* is incredibly well-liked in Japan, but has never really caught on over here.

Twin decks and a fader provide the player with the most realistic music sim to date. Beats are displayed as lines on the screen, telling the player exactly which deck to use and circles with arrows appear to prompt scratching at the relevant time. Coloured bands follow the disc to indicate the required length of the scratch (of course all this speeds up, depending on the difficulty level, making for frantic play). Along the way, you'll learn basic DJ techniques such as Scratching, Queuing and Cut-in. Accuracy and speed of play are measured in real-time by the groove meter and if you're too slow, it's game over folks, get off those decks ■



■ The 'groove meter' shows you how cool you are



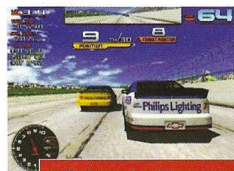
■ Hmm, an exciting American oval circuit. Around we go!

## EA Sports NASCAR

**Sega Rosso gets serious – and this time it's for real**

**S**ega Rosso has teamed up with EA Sport to bring us *NASCAR Arcade*, the first coin-op based on the official NASCAR licence. Arcade style handling takes a back seat in favour of total realism, continuing the trend started by Yu Suzuki's *F355 Challenge*. With the official licence comes realistic representations of all the teams and cars, but being an arcade game, not all the championship circuits are included (you get a total of three, plus a bonus track).

Modes include Race Mode and Time Attack for solo play and up to

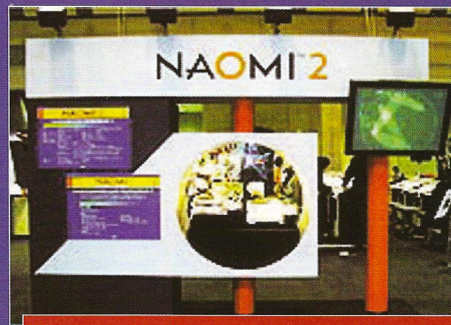


■ The in-car view. It's very low

8 cabinets can be linked together for multiplayer antics. The Deluxe version of the cabinet even reproduces the inside of a NASCAR motor. Graphical quality is good, but we don't think it's quite up to the standard of *Sega Rally 2* ■

## NAOMI 2

Sega reveals its next gen arcade hardware



The show was brought to a standstill by Sega's super-powerful sequel

Undoubtedly, the major announcement of the show was Sega's next generation arcade technology, and the first games set to exploit it.

Interestingly, Naomi 2 is much more powerful than DC – perhaps because the recent strategy of basing coin-op hardware around home console hardware (Naomi is essentially a souped up DC, whereas Namco's System 12 is a similarly tuned PlayStation) has proven unsuccessful. Although the policy allowed the cheaper development and distribution of arcade machines, many gamers have been staying away from the arcades and waiting for games like *Crazy Taxi*, *18 Wheeler* and *Tekken 3* to come out on console.

The biggest game announcement for Naomi 2 was *Virtua Fighter X*. Development team AM2 would reveal little about the title, but Sega is holding a private arcade show next month, rumoured to be based entirely around the legendary

Sega studio. We'll cover this event in DC-UK 17, of course.

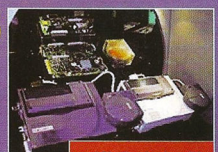
*Wild Riders* from Sega's Wow Entertainment, is a motor cycle riding game, combining racing with action sequences. The gameplay apparently borrows heavily from AM1's Model 3 title *LA Riders*, but uses graphics similar to *JSR* or the classic Mega Drive title, *Comix Zone*.

Also due out on Naomi 2 is *Virtua Striker 3*. Currently being developed by Amusement Vision (previously AM4), the game is set to be more of a simulation than its predecessors, but will retain the colourful arcade visuals of old. Finally, a racing game called *Club Kart*, has been announced, but details are scant at the time of writing.

Whether or not any of these games will end up on DC is unclear. If Sega wants to make it's new arcade titles irresistible to gamers, then announcing home conversions would probably not be the best idea. And you ought to visit the arcade once in a while, you lazy tykes ■

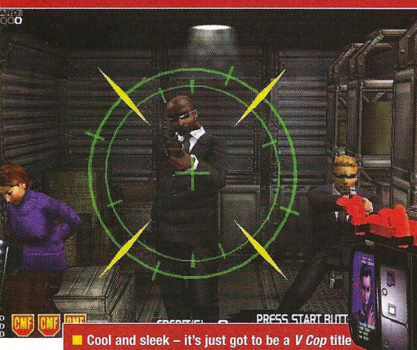
## TECH SPECS

(taken from AM2 Website)  
**CPU:** SH4128bit Graphics Engine, Internal RISC CPU  
 ~ 200MHz, 360MIPS, 1.4GFLOPS  
**GRAPHICS ENGINE:** Power VR2  
**GRAPHICS MEMORY:** 32Mbyte  
**MEDIA ROM:** GD-ROM  
**GEOMETRIC POWER:** 10,000,000 polygon/sec  
**SOUND ENGINE:** Super Intelligent Sound Processor  
 32bit RISC CPU internal 64 channel ADPCM  
**MAIN MEMORY:** 32Mbyte  
**WORKS DATA MEMORY:** 32Mbyte  
**MAX SIMULTANEOUS DISPLAY OF COLOURS:**  
 est.16,770,000  
**RENDERING POWER:** 2,000Mpixel/sec  
**PICTURE ELEMENTS/PROCESSING ABILITIES:**



"Oh, I've broken it"

Bump Mapping, Fog, Alpha-Blending, Mip Mapping, Tri-Linear Filtering, Anti Aliasing, Environment Mapping, Shader Effect  
**GAME PORTS:** JAMMA video standard  
**EXPANSION CAPABILITY:** GD-ROM optional, Network optional, Serial communications port compatible



Cool and sleek - it's just got to be a V cop title



The silenced pistol, tux, bow tie and sexy female assistant instantly bring James Bond to mind

## Confidential Mission

Hitmaker comes out all guns blazing in this *Virtua Cop*-style shooter

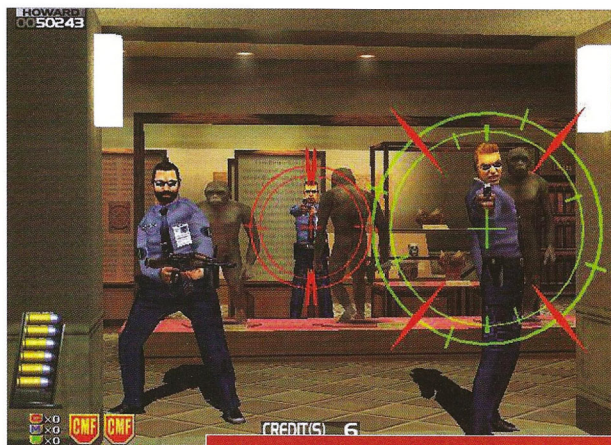
Fans of the *Virtua Cop* games will be pleased to hear that Hitmaker (formerly AM3) is to launch a James Bond inspired lightgun title, based on the Naomi hardware. *Confidential Mission*, due to hit the arcades at the end of this year, is graphically outstanding and brings a higher degree of realism to the genre than seen previously.

The targeting system is similar to *Virtua Cop*, with Justice Shot bonuses awarded for disabling opponents without actually killing them, or Combo Bonuses for three or more

successive shots on the same target.

Protecting civilians is paramount to your mission and one shot in the wrong place will result in their untimely demise. Enemies drop items, which can be shot to add to the points tally and the game provides mini-games (such as gas-filled rooms) which must be completed to progress.

There are two playable characters and three distinct areas to play through, such as The Museum of Archaeology and Train in Snow. As it's Naomi based, a Dreamcast port is conceivable. Here's hoping ■



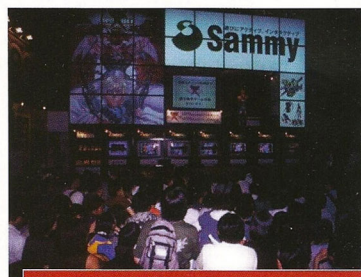
"Put your gun down, copper, or the ape gets it!" "Bubbles! No!!!!"

# International News

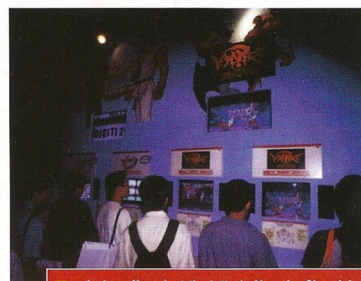
Our Japanese newshounds sniff out Eastern delights



■ The updated version of *Dead or Alive 2* proved a crowd puller at the event



■ It's Sammy vs Capcom with the former's *Guilty Gear*...



■ ...facing off against the latter's *Vampire Chronicle*

## Tokyo Game Show 2k

**T**here's no doubt about it: accounting for 48 per cent of titles exhibited, PlayStation and PS2

software ruled the Autumn Tokyo Game Show at Tokyo's Makuhari Messe. Sega didn't attend the event but don't fret, because in the tradition of Nintendo, the company held its own showcase a week later at the Shinjuku Joypolis (see right). Which unfortunately doesn't help much when the theme of TGS this autumn was 'The Entertainment of your Life!'

**The biggest videogame show in the world and Sega didn't show up. Oh well, plenty of others did...**

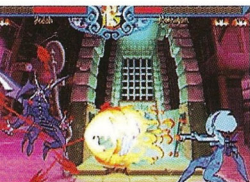
One would almost believe that it'd all come from Sony.

Nevertheless, a few thirdparty Dreamcast titles did make a stand, most notably Capcom's *Project Justice* (*Rival Schools 2*). Even a passing glance would have been enough to realise that graphically, it's streets ahead of its predecessor: the visuals are beautifully detailed and sharp as a razor. But as with its

forerunner, it's the gameplay that sets it apart from other 3D brawlers jostling for the fighting game trophy.

For a start, it's packed with some seriously unorthodox high school misfit characters and hysterical special attacks. Why settle for the standard acrobatic – albeit stunning – moves of, say, *Dead or Alive 2*, when you can literally go crazy? Three team members have to be selected in

the oneplayer mode, with the extras coming to your aid during special attacks. On a fairground stage complete with a 3D swinging ship, one hapless opponent was pinned down while on the receiving end of a barrage of tennis balls smashed by a cute girl in pink. In another sucker's case, the chap was pummelled with volleyballs by one attacker, until receiving a whopping huge baseball swing from another, which sent him



■ *Rival Schools*, *Guilty Gear X* (left) and *Vampire* (right) were the best DC games present

**"Guilty Gear X – it's hands down the best 2D fighter of late"**



flying into the stratosphere. Even more impressive were team member skydiving attacks with the acrobatics and grace of the climactic scene in 'Point Break'.

Minus the soft landing – for the opponent anyway. Due for a winter release in Japan, it's definitely one to keep your sights on.

*Net De Tennis* may not have taxed the Dreamcast's chip an awful lot, but it seems remarkably good fun. Team members representing 16 countries, and four court surfaces, were playable at the show for this sprite-based title. Graphically it's very ordinary and the small size of the players doesn't allow much room for fancy animation. Plus, a really annoying feature is all the unimaginative cartoon characters that leap across the screen every time you score. Here's hoping there's an off switch when the game hits the streets on October 9.

There was no playable demo of the RPG *Eldorado Gate*, due on October 10, only an all too short video showcasing famed designer Yoshitaka Amano's characters and some game scenes. How did the gameplay look? Couldn't really tell. Nice artwork on the wall though.

Harking back to the 2D days, *Vampire Chronicle* fared the least well. Despite some nice special effects, the overall colour palette seemed rather dull and the character's appearance and attacks – while indeed fresh originally – now seem tired and out dated. On

sale now in Japan, it's perhaps of interest only to the series' hard core fans and completists.

The opposite could be said about Sammy's *Guilty Gear X* – it's hands down the best 2D fighter of late. Imagine powering up *Vampire Chronicle* to the nth degree in dynamic and crazy attacks, special effects and graphic finesse. That's *Guilty Gear X*. Presented in crisp, vibrant colours, the game is literally like playing an anime and the character designs are superb. The animation level is just as good, right down to the puffs of dust kicked up as characters jump. In one memorable attack a girl repeatedly bashes her opponent with a huge anchor and finishes him off by summoning a whale! To say it revolutionises the 2D fighter may be going a bit too far, but it does certainly make the genre look really fresh again. Due in December, hopefully it will receive an English release.

Ultimately, the highlight of the show – Konami's *MGS2* trailer aside – was the developer's other Hideo Kojima title, *Zone of the Enders* on PS2. This boasts the easiest and most intuitive control interface among mech games, jaw dropping graphics and intense gameplay to match (it's still not as good as *Virtual On* though!) Even more eye catching was a couple masquerading as Claire and Chris Redfield from *Resident Evil Code: Veronica*. Capcom's merchandising stand was also a crowd pleaser with its mammoth animatronic T-Rex head, plugging *Dino Crisis 2*. The first one should be coming to Dreamcast real soon ■



■ Dream Audition: "That's great, Luv. Don't call us, we'll call you"



■ One Hundred Swords and Samba De Amigo lived things up a treat

## No gameshow for Sega

### On the other side of Tokyo, another event pulls in the punters...

**S**ega opted out of the Tokyo Game Show this year and instead invited journalists and gamers to the Tokyo Joypolis amusement centre way over in Odaiba to sample its latest wares in a hands-on showcase.

The new lineup was, in short, a bold, brave statement of the company's huge commitment to online entertainment. Everything from the hugely-anticipated *Phantasy Star Online* RPG to the curiously 'kawaii' (cute) *Doraemon* (an anime-based kiddie adventure) were on show and playable. Elsewhere were the *Samba De Amigo Version 2000* and *Dream Audition* arcade units and, on the Dreamcast, *Hundred Swords*, *Net de Tennis*, *Guilty Gear X*, *Vampire Chronicle* and, thank the lord, another *Tetris* game. For info on all of these check out our Website [www.dc-uk.co.uk](http://www.dc-uk.co.uk).

It's hard to know what to say about this event. On the one hand, Sega is definitely practicing what it preaches: the future of entertainment, says the company, is online and the showings at this flagship Joypolis store certainly paid testament to this

conviction. Everything was, if not actually on the Internet, then at least dialled into another console for head-to-head battling. On the other hand, however, the show failed to attract a large crowd – mainly because it wasn't particularly well-advertised. Which is a great shame as Sonic Team chief Yuji Naka put on a great *Phantasy Star Online* presentation and then came down to try the experience out himself. Tokyo gamers will rarely get a better chance to meet the game design legend.

What was our highlight of the night? Probably the hilarious karaoke coin-op *Dream Audition*, which encourages gullible gamers to go up and sing into a mike – the more tuneless they are, the more time they get to show off. We watched with a kind of sympathetic dismay as one guy got about ten seconds – literally – into his first song before the machine mercilessly cut him off mid-screach, flashing 'FAILED' in big letters across the screen. He left, red-faced and crest-fallen. That'll be 200 Yen, thank you very much ■



As usual there were plenty of pretty girls and people dressed up (badly) as game characters





# gameplay™

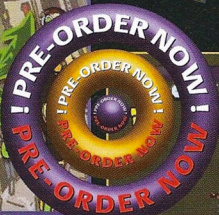
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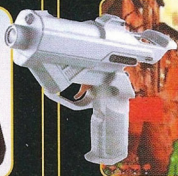
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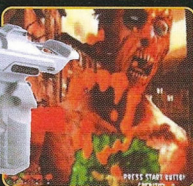
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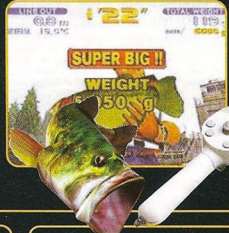
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# FROM GEEK...

**Jason Brookes** investigates how videogames became cool AND popular

**D**ark bedrooms. Sweaty joysticks. Screechy loading noises. Antisocial behaviour. We could go on about videogaming's sordid past, but it's a story that's been well documented (and Keith would rather forget his misspent youth). These days our favourite

pastime suffers no such hang-ups having undergone a gargantuan transformation from nerdy, reclusive hobby into a billion dollar, Hollywood-dwarfing entertainment behemoth.

How exactly did this happen? Was it when a million copies of *Sonic* hit nationwide stores on 'Sonic Tuesday'

back in 1992? Or perhaps it was when world-respected lifestyle and culture mag *The Face* slapped Lara Croft on the cover and gave videogaming a mascot that a) wasn't blue and b) wasn't short, fat and wearing dungarees? No, it's a lot more complicated than that – no disrespect to Ms Croft.

With *Jet Set Radio* threatening to become the coolest must have item since the Nokia 5210 mobile, we decided to nail the major forces that have dragged videogaming from bedroom-dwelling squalor into the splendour of modern 21st century living. You're all invited for the trip ■

## THE TOKYO CONNECTION



■ Tokyo: take one city and add manga, music, technology, fashion and youth. Stand well back

**A**ll the coolest games come from Tokyo. And within Japan's buzzing metropolis, there are few places as cool as Shibuya – the fashionable home of a select few Sega developers where the teams are young and the laid-back working environment is in direct contrast to the stifling corporate blandness of the Sega of old.

United Game Artists (formerly R&D dept 9), creators of the retro chic rhythm action of *Space Channel 5*, is the new face of Tokyo games design. Its offices are tucked away down a side street not far from the famous Shibuya Square where giant TV screens adorn the sides of skyscrapers, 'Bladerunner'-style, and where SC5 itself was

debuted to the Tokyo public late last year.

UGA is a melting pot of digital creativity that sees division boss Tetsuya Mizuiguchi rubbing shoulders with famous anime creators one minute and DJs the next. With just a pokey security-pad operated elevator providing access to its development facilities, only the coming and going of its trendy staff gives a clue to what lies inside.

Of course, Tokyo's creative and vibrant consumer-led culture ensures its a competitive advantage when it comes to tapping into exciting new avenues of digital creativity. Billboards, magazines, books, anime and most forms of media have a quirky sophistication and freshness that's derived from a progressive digital design culture. That's why *Jet Set Radio* was made in Tokyo and not Guildford ■

# TO CHIC

## SKATE OR DIE

## JOIN THE JET SET

**S**milebit's *Jet Set Radio* (See page 050 for the review) is the latest evidence of videogames acquiring a degree of unshakeable cool, we never quite thought possible. A stylish synthesis of hip Tokyo street culture, inline skating, graffiti warfare and free-roaming gameplay, *JSR* is to urban skate culture what *WipeOut* was to futuristic racing. Throw in a pirate radio soundtrack of hip-hop and mashed-up beats and you have the coolest game on the planet, period. *Sim City* this isn't.



Producer Kawagoe Takayuki offered **DC-UK** some insight into why the game ended up being so damn funky: "The team is very young, an average of 26 to 27 years old, which is unique inside Sega. Everyone brought in new concepts and a brand new vision of videogames, and we were told by Sega to do whatever we wanted to do. So we did."

Oh, and sure to add to the game's hip factor is the controversy surrounding the subversive graffiti element. When the Daily Mail calls for *Jet Set Radio* to be banned, it'll become as essential as the Slim Shady LP ■



**A** great way of selling stuff to the kids is hijacking 'yoof' culture. The underground authenticity of *WipeOut*'s music and design resonated well with the early adopters that Sony initially targeted for the PlayStation (ie, clubbers).

Similarly, the revival of skateboarding and the general growth in popularity of extreme sports are becoming exciting areas for videogame developers to explore – and exploit. Straight skating games like *Tony Hawk's Skateboarding* do a great job of emulating the mechanics, while *Jet Set Radio* throws a blanket over its associated culture – primarily music, graffiti and um, and wearing your trousers halfway down your arse ■



## BETTER BY DESIGN



**T**he Designers Republic will probably need little introduction to anyone who's followed the *WipeOut* series. Still one of the most inventive graphic design houses around, this small staff, big ideas graphic design outfit based in Sheffield provided Psygnosis' futuristic racer with a truly distinctive identity. Stylish, understated 2D graphics transplanted directly from the underground dance music scene brought major kudos to what was essentially just a reasonably good racing

game minus the wheels.

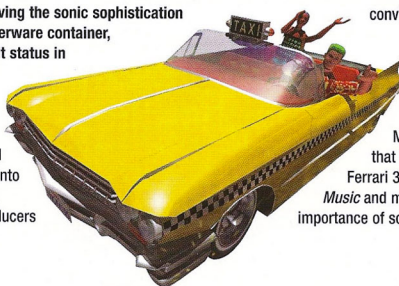
Like any successful new trend that's arisen from more underground aspects of modern culture, cutting edge design slowly made inroads into the games scene as soon as projects such as *WipeOut* were deemed commercially viable. *PaRappa the Rappa*, *Space Channel 5*, *Cool Cool Toon* and even *ChuChu Rocket* used fashionable retro styling to gain kudos ■



## COULD WE HAVE SOME MORE BASS, PLEASE?

**B**ack in the '80s, despite computer games having the sonic sophistication of a 100 angry wasps trapped inside a Tupperware container, computer musicians of the day achieved cult status in the 8bit underground, crafting memorable tunes from a few lines of computer code.

However, it wasn't until Tim 'Bomb The Bass' Simenon created the music for the Bitmap Brothers' shoot 'em up *Xenon* on the Amiga in '88 that established pop musicians muscled in on the game scene, tapping into a vibrant new medium in which to promote their music. Kudos wasn't forthcoming however until *WipeOut*'s producers



convinced big names such as Chemical Brothers and Leftfield to supply tracks. By the time the sequel came along, the dance community were all vying to soundtrack the game.

Once CD-ROM-based consoles took off in the mid 90s, gamers' expectations for full orchestral soundtracks and licensed music grew rapidly. Road Rash, Fighters Megamix and Sonic R were the 32bit precursors to DC titles that have boasted licensed music such as Crazy Taxi, JSR and Ferrari 355. Also the introduction of music creation games such as *Music* and mixing games like *Beatmania* further amplified the importance of sound in broadening videogames' appeal ■

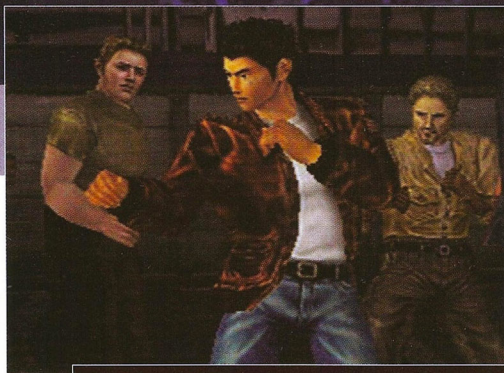
## REALITY BYTES

**B**ut it looks crap." Such was the typical response when non-gameplayers were confronted by the efforts of coin-op companies in the late eighties to bring in more punters via 'realistic' 3D polygons. *Hard Drivin'* might have been a bold attempt to create a more realistic racing experience (in terms of handling it was) but 3D graphics technology was so primitive back then, next to *OutRun* it looked, well, crap.

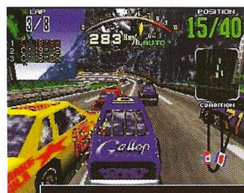
It wasn't really until *Daytona USA* and *Ridge Racer* introduced detailed texture-mapped polygon worlds into arcades that graphical realism became a major way of drawing in more non-gamers. Better graphics were a bridge to the real world – a conscious detachment from the trappings of fantasy and kiddie graphics and another reason not to feel embarrassed about playing a game.

It's little coincidence then that as soon as videogame graphics (and sound) became sufficiently interesting to a mainstream audience, console gaming took off big time with sports titles of all genres carrying the gauntlet well into casual gameplaying territory.

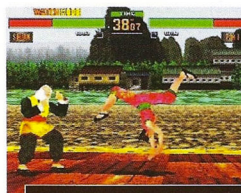
Incidentally, it doesn't take a genius to work out that the closer to real life graphics become, the bigger the potential audience. However, the irony then will be that no-one will want to dwell in worlds that look like our own. In the meantime, we've got *Shenmue* ■



■ *Shenmue's* realistic environments are set to attract ardent non-gamers



■ *Daytona*. Texture maps. Classic



■ *VZ2*. So real, you feel the punches



■ "Toot, toot, I'm entering the tunnel!"

## INSERT COIN, GET A JOB

**D**igging? Bus driving? What next, a simulator that lets you work in the sorting office of your local GPO?

If aliens visited Japan they'd probably think games such as *Densha De Go!* (train driving) and *Tokyo Bus*

*Guide* (erm, bus driving) are a sinister plan whereby a nation of unemployed layabouts (and students) are covertly lured into employment via a network of Government-owned arcades. Actually, though, they do the same job as dancing sims, by pulling in a whole new

audience that wouldn't usually go any where near a videogame. The difference is, while music games attract cool young things, working games seduce workaholic office geeks who fantasise about having honest, blue collar jobs. At least it keeps them off the streets ■



## MAKE AN ASS OF YOURSELF

**I**n the late nineties when Japanese coin-op companies realised their profits were tumbling into the abyss because of fierce competition from home consoles, drastic measures were called for. Enter a wealth of titles that capitalised on the success of the 'Simon Says' gameplay pioneered in *PaRappa the Rappa* and aimed squarely at casual gamers.

There were funky disco games like *Bust-A-Groove*, DJ mixing games such as *Beatmania*, and the king of dance 'em ups, *Dance Dance Revolution* with its 'Saturday Night Fever'-style flashing floor. If the potential for embarrassment wasn't enough, pretending to be a rock star in *Guitar Freaks* and the maracas shaking frenzy that is *Samba de Amigo* put paid to the notion that videogaming was a solitary experience – witness the crowds in the average arcade around these games and ponder the potential of 'social gaming' as a concept in its own right ■



■ *Dance Dance*. The best Revolution since 1917

## 'WHAT'S THAT SPINNING BLUE THING?'

The games that seduced the great unwashed masses

**TETRIS** (1987)  
It's possible the Game Boy wouldn't still be around if this fiendishly compulsive puzzle game hadn't gripped everyone who laid their hands on it.  
Secret of success: could be played in traffic. Or anywhere, for that matter. ■

**SUPER MARIO BROTHERS 3** (1990)  
A staggering 27 million copies of this platforming masterpiece found their way into American homes.  
Secret of success: an intense gameplay fix for a nation of *Mario* addicts ■

**SONIC THE HEDGEHOG** (1991)  
Sega's weapon against the Super Nintendo (and *Mario World*) gave it the upper hand in the 16bit war.  
Secret of success: Sonic's cool factor made dungarees and tatches very unfashionable ■

**DAYTONA USA** (1994)  
*Ridge Racer* was big too, but it was *Daytona's* incredible handling that had staying power.  
Secret of success: take eight deluxe machines and link them together for a slice of gaming heaven ■

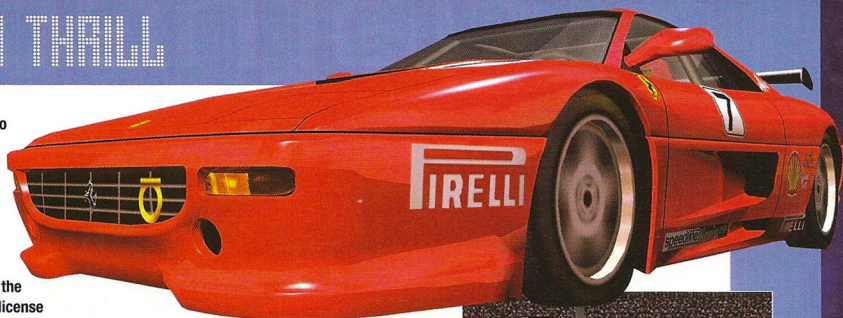
**DOOM** (1994)  
Amazing first-person shooter that singlehandedly propelled the PC into the gaming superleague.  
Secret of success: the release of a shareware demo was a masterstroke ■

**MYST** (1995)  
Lured a nation of bored housewives away from their copies of *TV Quick* and got them hooked on – gasp! – an artificial world with really, really obscure puzzles.  
Secret of success: despite being developed by Americans, this one had really good graphics ■

## LICENSED TO THRILL

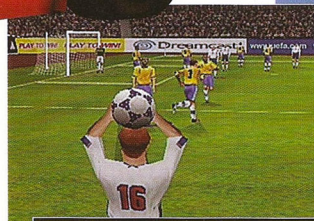
Unfortunately, by far the easiest way to extend the appeal of videogames beyond the bespectacled kids and dedicated gamers is to hand over a fat wedge of cash in return for a license to a proven intellectual property. It's the most surefire way of generating sales, and works almost entirely irrespective of game quality. Hence, the alarming trend in the early days of the games industry when the cost of a big movie license often meant all that was left to fund the actual development of the game was a crumpled tenner that would keep a couple of YTS rejects busy for a week.

These days videogame licensing is a far more serious business. For a start, movie companies are naturally not so keen to see their franchises sullied by underprogrammed tat. Games now make more money than films so the studios want to get it right. So we have Sega entrusted to produce stunning 'Star Wars' coin-ops such as the Naomi-powered *Episode 1 Racer*. And we have Italian car manufacturers working closely with, yes,



Sega to produce authentic simulations such as *Ferrari 355 Challenge*.

Where licensing has really taken off, though, is in the area of licensed sports personalities and official sporting bodies for home console games – such as *Tony Hawk's Pro Skater*. It's a pattern that follows in the footsteps of FIFA, TOCA and countless other brands that games companies have turned into lucrative franchises. One thing's for sure – we've come a long way since *Brian Jack's Superstar Challenge* ■



■ **UEFA Striker.** The Dreamcast answer to FIFA

## DJ CULTURE

So the licensing of summer festivals has tricked chic teens into gaming, and cool music and fun dancing sims have kept them there. But that's just the beginning. The massive popularity of dance music and the current phenomenon of the superstar DJ, are inspiring today's trend-following kids to buy decks, samplers and sequencers and make their own music. Everyone wants to be the next Moby/Seb Fontaine/William Orbit (delete where preferable), and clued-up videogame designers are cashing in.

Konami got their first with its *Beat Mania* coin-op – a simple DJ sim complete with replica turntable and mixing effects. Codemasters later released it's reasonably powerful *Music* title for PlayStation, and soon Sega's Hitmaker dept will put *Crackin' DJ* into arcades the world over. The next generation of DJ products will no doubt provide facilities for players to burn their mixes onto CD, or save 'em out as MP3 files to splutter all over the Net. You have been warned ■

## SPONSOR ME

Sponsorship is a more subtle form of advertising than paying 50k for a prime time TV slot, but it can be just as effective. The usual theory is that by sponsoring something your target market thinks is cool, some of that cool rubs off on your product. Which is why, in the early days of the PlayStation, Sony spent so much cash sponsoring the likes of Glastonbury and Creamfields, and why Sega has been so heavily involved with the MTV music awards for the last two years.

Sponsorship can also work on an almost subliminal level too. The average Arsenal fan might not think he/she cares less about what's written on Thierry Henry's shirt – until one day they're walking past EB and get this inexplicable urge to buy a Sega console. Finally, good PR can also come from sponsoring charity cases. Sony supported the Prince's trust with a budget CD ROM filled with PlayStation demos, while Sega gave Eric Cantona £50,000 to take part in it's beach footy challenge. That'll keep the portly genius in moultes frites for a few more weeks ■



### VIRTUA COP (1995)

The use of fast 3D graphics took gun games into a new era.

Secret of success: the superbly executed set-pieces and believable environments ■

### RESIDENT EVIL (1996)

*Alone in the Dark* was the original survival horror, but this one capitalised on its success admirably.

Secret of success: the advent of no-holds-barred adult gaming ■

### TOMB RAIDER (1996)

Despite being rididly over-long and actually pretty dull in places, *Tomb Raider* was a *Prince of Persia* for the 32bit generation.

Secret of success: never underestimate the power of a pair of tits ■

### CRASH BANDICOOT (1997)

*Crash* has sold some five million copies around the world. Shallow, undemanding and perfect for the goldfish-like attention span of the 'casual gamer'.

Secret of success: the gaming equivalent of a McDonalds Happy Meal ■

### JURASSIC PARK (1997)

Took Spielberg's dino epic and turned it into a gun game on rails.

Secret of success: looked almost as good as the film ■

### HALF LIFE (1998)

PC games were allowed to get away with murder before Valve raised the bar.

Secret of success: showed Hollywood how to tell a story properly in a videogame ■

### STAR WARS TRILOGY (1999)

Hardly a classic but a license worth its wait in gold couldn't it really fail, could it?

Secret of success: your dad would play it ■

### SHENMU (2000)

The most ambitious videogame ever created and the first good interactive movie.

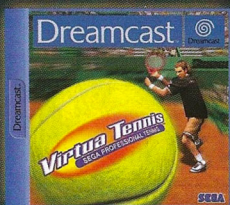
Secret of success: the return of virtual reality (minus the crap headset) ■



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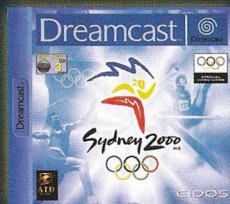


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# DC-REVIEW

The only review section you can really trust

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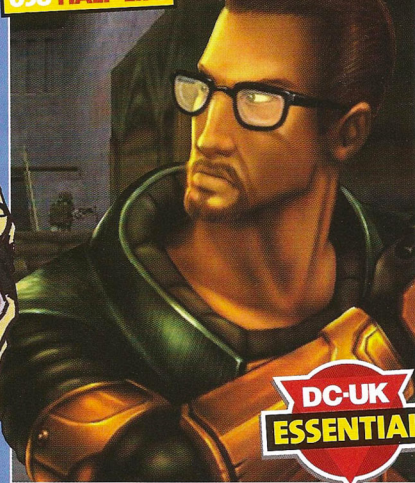
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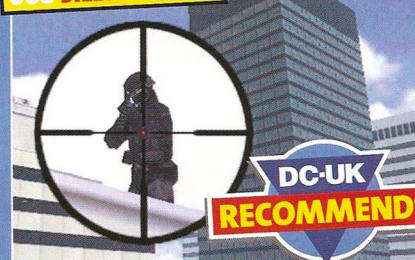
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064 UFC



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THE REVIEW PANEL

Name: Oliver Hurley

Games of the moment:

After last month's greased-up action in the ring with *WWF Royal Rumble*'s pantomime dames, Ollie felt he was ready to take on some real men in *UFC*. He loved the game but suffered the unfortunate side-effect of multiple dislocations.

Name: Lee Hart

Games of the moment:

*Jet Set Radio* has turned Lee into an Ali G wannabe, listening to hip hop and boasting about getting jiggy with his 'bitches' down the local skatepark. He assures us his DC-UK tag will wipe off the Managing Director's Porsche.

WHAT'S THE SCORE?

DC-UK is committed to delivering the most honest, accurate and comprehensive Dreamcast review section anywhere, anyhow. Which means we never review half-finished games or try to pass off a review of an NTSC game as a PAL one (our import reviews are clearly marked as such).

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 that 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, by the way), that doesn't mean it's perfect, just exceptionally good ■

Name: Martin Kitts

Games of the moment:

Martin padded up for some US football fun and games in *NFL 2K1*, this issue. After one quality gridiron performance he demanded extortionate freelance pay and wandered naked around our office screaming, "Show me the money!"

Name: Neil Randall

Games of the moment:

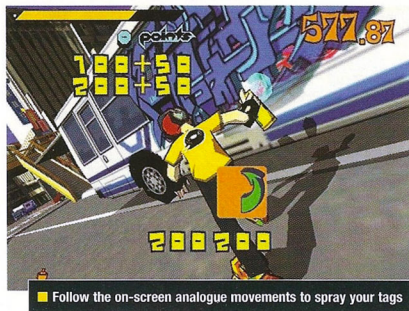
After spending too long peering down *Silent Scope*'s lethal sights, Maximus has turned into a cold-blooded assassin. He's currently sat cleaning his weapon, dressed in a leather catsuit and answering only to the name Nikita. Kinky.

DC-UK RECOMMENDS

If a review sports this icon it means the game is hugely enjoyable and jam-packed with great features. Usually a fine example of a certain genre or a game that's particularly knowable.

DC-UK ESSENTIAL

An absolute must-buy, offering lasting depth, beautiful visuals, originality and charm. This one won't crop up every month - we're reserving it for games you simply cannot be without.



Follow the on-screen analogue movements to spray your tags

“The instant the game has loaded, it’s obvious that you’re about to experience something entirely original”

# Jet Set Radio

Skating, spraying, style and sounds come together in one of the funkiest games you’ll ever play

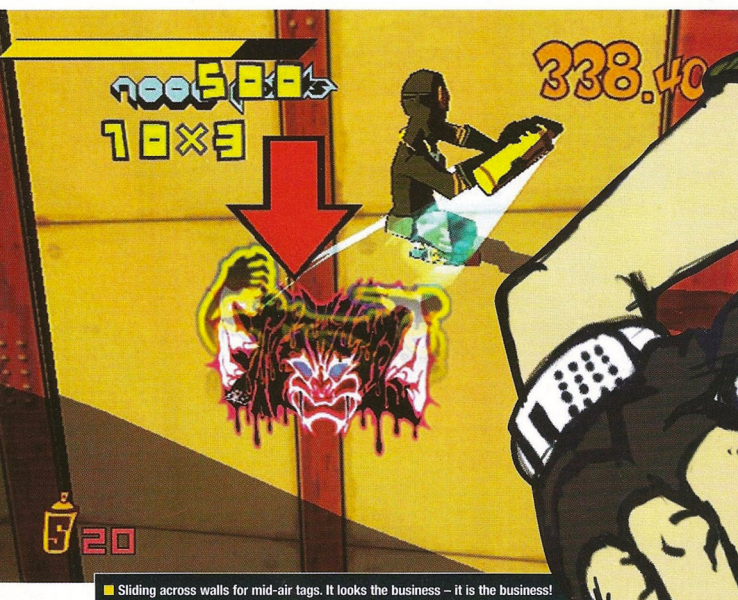
## DETAILS

Publisher: Sega  
Developer: In-house  
Price: £39.99  
Release date: November 24  
Players: One  
Extras: Vibration, 60Hz

**J**et Set Radio could only really be a Sega game. Past classics like *NIGHTS* and *Outrun*, through to modern trendsetters such as *Shenmue* and *Crazy Taxi*, have proven that no other developer can approach the perfect blend of invention, style, presentation and gameplay that Sega’s in-house teams achieve when they’re operating at full capacity. And in the fantastic *Jet Set Radio*, Sega has more than lived up to its reputation for flair and innovation.

From the instant the game has loaded, it’s obvious that you’re about to experience something entirely original. Funky, hip hop beats groove out of the speakers forcing your feet to move whether you want them to or not, and when you get a load of the visuals, a large, happy grin is likely to spread from ear to ear. The much talked about cel-shading technique

**DC-UK  
ESSENTIAL**



Sliding across walls for mid-air tags. It looks the business – it is the business!



# TURNING TRICKS

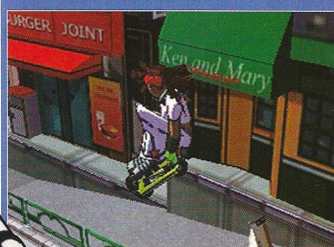
*Jet Set Radio's* stunt action is nowhere near as complicated as that found in *Tony Hawk's* as the different tricks are achieved through analogue manipulation rather than a string of button combinations. While this simplistic approach makes the tricks you pull off a bit random (and will no doubt upset combo-merchants) it does mean you can perform cool aerial acrobatics within minutes of starting the game. Each skater has their own repertoire of fancy stunts and here are a few of our favourites ■



■ Tab is the master of fancy mid-air grabs



■ Passers-by are obviously impressed by Garam's twist



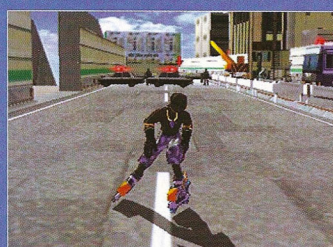
■ Nuts, the Queen of the spin, hits a rad 1080



■ Simply reverse your direction to perform somersaults



■ An eye-watering Flying Kite from flexible goth, Cube



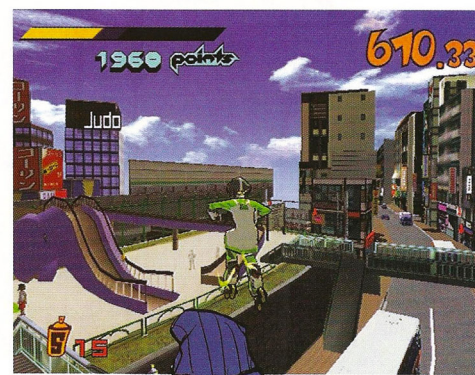
■ Skate backwards by quickly pressing Up, Down, Up



■ Beat is the first character you can play as, he's a great all-rounder



■ Chase missions are great as you pursue rival gangs and tag them



“A cross between *Crazy Taxi* and *Tony Hawk's* but better than both of them”

(that draws the 3D graphics with black outlines to give the impression of 2D animation) is just as groundbreaking as we'd been led to believe. Screenshots don't even begin to do it justice and it's only when you see *Jet Set Radio* up and running on screen that you'll fully appreciate the game's visual panache. In essence, it appears to be a cartoon simultaneously existing in both two and three dimensions, and it looks absolutely incredible.

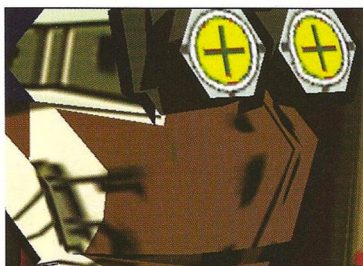
Set in the gleaming, near-future

metropolis, Tokyo-to, *Jet Set Radio's* plot is similar to *West Side Story* in that gangs are battling for control of the streets, but rather than confronting each other through the mediums of song and dance, Tokyo-to's inhabitants use the much cooler approach of graffiti warfare. There are three districts of the city and each area is run by a different skate gang: Shibuya is your patch but it's been infiltrated by scary feminists the Love Shockers; a gimpish group of horror fans called Poison Jam run

Kogane; and Benteen is home to technophile freaky deakies, the Noise Tanks. The posse you control is called the GG's, a bunch of cool cats with attitude to spare, and your task is to claim all three districts by spraying the GG tags on every available surface to mark it as your territory.

Trying to put a stop to all this irresponsible behaviour is the Tokyo-to police force, run by





■ The three rival street gangs you must tag out of Tokyoto. From left to right: the vampish Love Shockers, the freakish Noise Tanks and the monstrous Poison Jam



■ Grinding around the neon-lit environments of Grind Square, part of the massive new American city

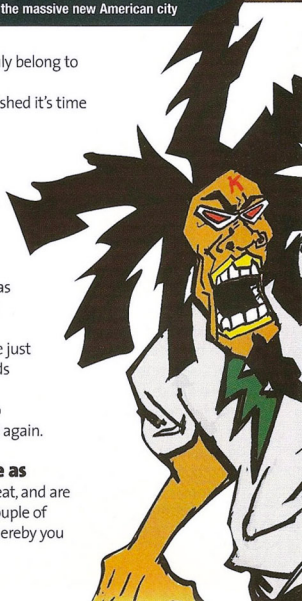
► Magnum-wielding nutcase Captain Onishima. At first he'll attempt to stop you by deploying a troop of cops with truncheons, but as you progress and your activities become ever more anti-social, the police presence grows increasingly hardcore (see Leg It! It's The Filth! for more info).

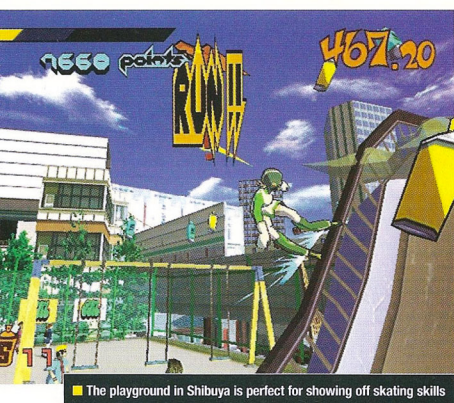
Commenting on the events in Tokyoto is Professor K, the ragga DJ for the city's biggest pirate radio station, Jet Set Radio. As well as playing a non-stop megamix of bangin' techno, rap and hip hop tunes, the Prof also updates his listeners (and you) on the current state of the street hostilities—with reference to the real power behind Tokyoto, the sinister Rokkoku Corporation and its chairman, Goji (who is less than impressed with your efforts to brighten up his city with graffiti artwork, and will ultimately have to be confronted

before the streets can truly belong to the GG clan).

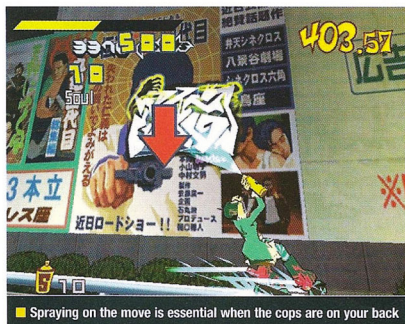
With the plot established it's time to get stuck into the action, and you'll immediately discover that the unique gameplay is easily on a par with the striking sound and vision. *Jet Set Radio* is probably best described as a skating tag 'em up, but the very fact that it's impossible to pigeonhole just proves that Sega's wizards have been waving their magic gaming wands to genre-bending effect yet again.

**You begin the game as** shades-wearing dude, Beat, and are thrown straight into a couple of character challenges; whereby you

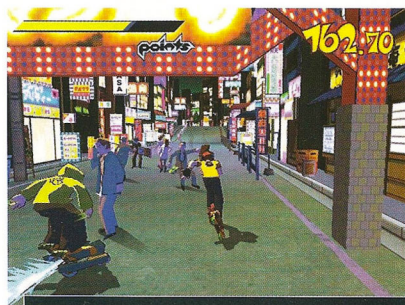




■ The playground in Shibuya is perfect for showing off skating skills



■ Spraying on the move is essential when the cops are on your back



■ Beat the green-hooded Yoyo in a race to add him to your crew

have to copy a skater's moves or beat them in a race to get them to join your gang (there are loads of skate punks to collect and several new ones have been added since the Japanese version). These early challenges are merely designed as tutorials to ease you into the game's simple control system – right trigger to accelerate, A to jump, analogue stick to pull off stunts when you're in the air (see Turning Tricks for a stunt run-down), and left

trigger plus analogue rotations to tag – so you'll soon have two new GG members to pick from. All the skaters have different ability statistics in terms of power, technique and graffiti, so you can play each mission numerous times with numerous approaches depending on which character you use.

**The missions come in** three main categories. Your first task in each district is to tag all the areas marked by a red arrow within the time limit, while

avoiding the attentions of the police – spray cans are dotted liberally around the environments so your main concern is staying alive long enough to find every tag target (hint: use the map) rather than running out of paint. The second mission-type is the gang chase: after demoralising the enemy by tagging their turf, you can finish them off once and for all in an exhilarating pursuit around the district, where you have to tag their backs a total of ten times. Finally, with the gang chased

## IT'S A JET SET ART ATTACK



■ Design your own tag with spray can and colour palette (left) To use it in-game, assign the tag to a skater (right)

JSR's graffiti is certainly a sight to behold even if it does get the authorities hot under the collar. Every character in the game comes equipped with their own small, large and extra large designs, and there are also a number of graffiti symbols dotted around the districts which reward you with new tag designs when collected.

If you get bored with all the available artwork then you can head for the Create Graffiti mode and do just that. You can select the size, colour and font of your magnum opus or put your artistic skills to the test by doing it freehand. With a design created, you can then save it for use in-game and even download it to the Net to exchange with fellow JSR artists ■



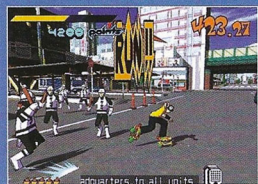
■ "Hey, nice tag! You know, I'd really love to meet this Mini G." "Believe me love, you wouldn't!"

“JSR is the kind of title Sega has built its design reputation on”

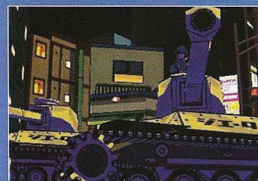
## LEG IT! IT'S THE FILTH!

It's no surprise that, rather than allowing you to go around defacing Tokyoto with your evil graffiti mess, the authorities disapprove of your antics quite strongly. So strongly, in fact, that the over-zealous police captain, Onishima, brings in the kind of artillery not seen since the Gulf War to try and stop you.

Beginning with foot patrols and the captain himself pursuing you with his deadly 44 Magnum, as you progress through the game the police presence increases to machine gun and tear gas wielding SWAT teams, motorised units trying to run you over and finally, the excessive force of tanks and gunships. Blimey ■



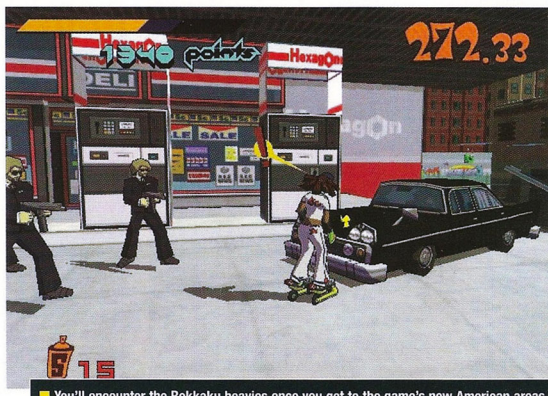
■ When the bobbies on the beat fail to stop your fun, the motorised units are called in



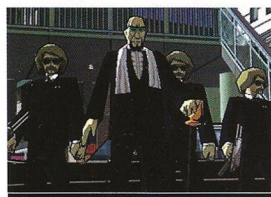
■ When tanks and helicopter gunships arrive on the scene you know it's getting serious



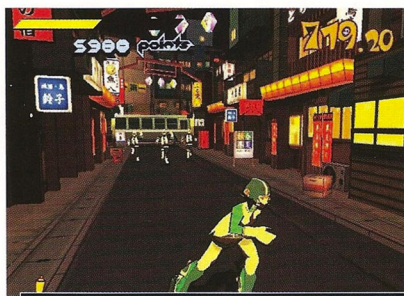
■ Each skater has their own graffiti designs and they all look absolutely wicked



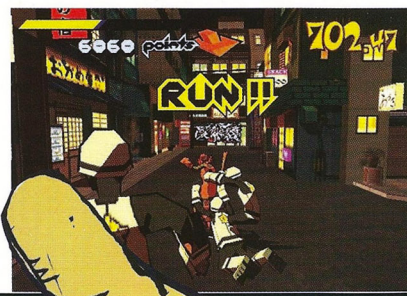
■ You'll encounter the Rokkaku heavies once you get to the game's new American areas



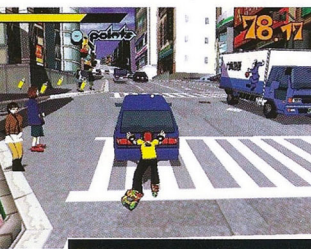
■ Rokkaku Corp. Trying to look intimidating



■ If the police catch you they'll bring you down in a mass rugby scrum



■ It's best to try and avoid big old trains



■ Hold on to passing cars for a free ride

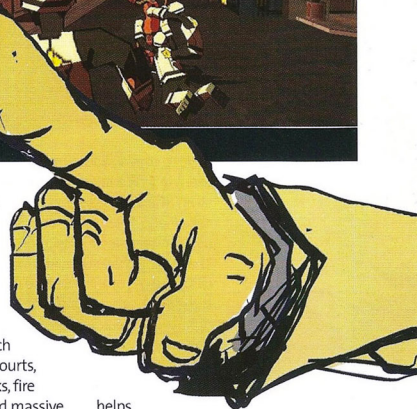
► out of their manor, you can claim it as your own in another race against time to tag every red-arrowed area scattered throughout the district.

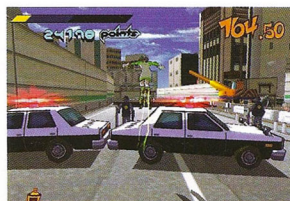
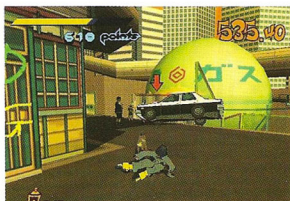
In the Japanese version, once all three districts had been claimed the game was essentially finished. However, us lucky Westerners have been given two excellent new areas to muck about in. Bantam Street and Grind Square are more akin to American cities than the other Japanese-style environments,

and they're packed with the kind of distinctive landmarks we associate with the United States, such as basketball courts, tower blocks, fire escapes and massive billboards for you to spray. Despite these new areas and all the new characters to unlock, *Jet Set Radio* is still a relatively short game, but the majority of gamers will find there's plenty here to keep them occupied for several blissful weeks. And it also

helps that the gameplay is utterly sensational.

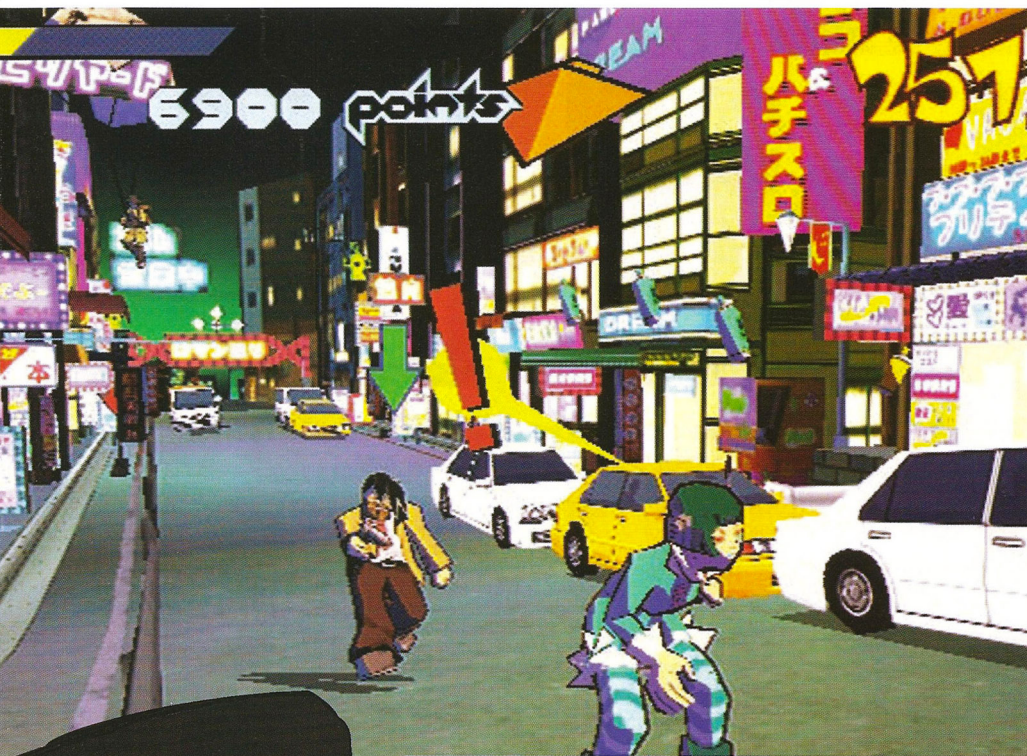
**A kind of cross** between *Crazy Taxi* and *Tony Hawk's* but better than both of them, *Jet Set Radio* combines the 'speeding through bustling cities' action of *Taxi* with the 'use stunts to move around the interactive scenery' fun offered by *Hawk's*. And then it adds a garish tag of graffiti art and some





■ A perfect example of responsible community policing. Just run over the evil little vandals

■ Pah! There ain't no pesky roadblock that can stop the leaping lovely that is Tab



■ Mental police captain, Onishima gives chase with his lethal Magnum handgun. The only option is to leg it



bullet-dodging cop chases for good measure. But it's the enormous environments that really make the game. Constructed to perfection, once you've mastered the controls it's possible to chain a bunch of tricks through the districts, barely having to touch the ground. Just about everything in the scenery is a potential skate surface as you grind along staircases, perform incredible big air leaps from rooftop to rooftop, skim along walls and tag buildings while completing a triple somersault followed by a method grab. There's no other game like it on the market and only a select few (most of them on Dreamcast) even come close to providing the amount of adrenaline-pumping fun found

in *Jet Set Radio*'s in-line skates.

**If you're a misery guts** looking for faults then, yes, the camera occasionally gets confused when you're moving through tight spaces and slowdown sometimes occurs when the screen is packed, but these aren't serious flaws and they won't affect your enjoyment of the game. *JSR* is the kind of title Sega has built its design reputation on and is a triumph in every department. The combination of a thumping soundtrack, peerless graphics, thrilling gameplay and that all too rare commodity, innovation, has resulted in one of the best games you'll ever play. As cool as ice and more dynamic than the Electric Boogaloo, *JSR* is where it's at ■

Lee Hart

## DC-UK VERDICT

### GRAPHICS

One of the best looking games ever made. Incredibly detailed interactive environments and distinctive characters

### SOUND

Fantastic soundtrack with a non-stop grooveathon of rap, hip hop, rock and techno from DJ Professor K

### GAMEPLAY

The unique and irresistible skating tag 'em action provides awesome anti-social fun that's fresher than a field of daisies

### OVERALL

An absolute must-buy. The kind of original, beautifully realised concept that reminds you why you started playing games in the first place and reaffirms your faith in the industry. A big up to Sega!



# 9

OUT OF TEN



“From the opening monorail ride to the spectacular shoot out atop a mountain, the pace never lets up”

# Half-Life

The ultimate sci-fi horror adventure is here. Unholster your gun and follow us...



## DETAILS

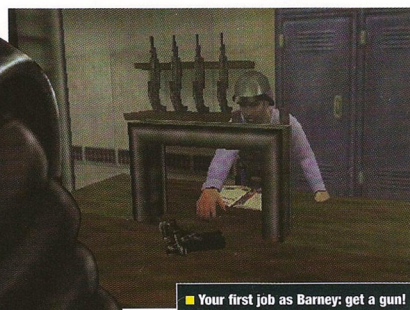
Publisher: Havas  
Developer: Gearbox,  
Captivation  
Price: 39.99  
Release date: November  
Players: One  
Extras: VGA

**T**his is how your social life will end. You'll go to your local videogame shop in November and purchase *Half-Life*. You'll load it up and watch the lengthy cinematic intro. You'll see lower-echelon science assistant Gordon Freeman arriving at the Black Mesa government research facility, talking with his colleagues and finally reporting to the anomalous materials lab. Then you'll suddenly be jolted awake when an experiment goes wrong, and the building is thrown into chaos (was it your fault? Those images of an alien world – did Gordon dream them?).

And that's it. You'll be hooked. As you slowly but surely make your way through Black Mesa, battling the alien beasts that have somehow materialised into your realm,

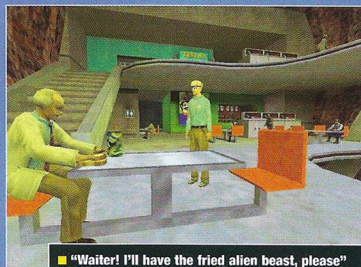
you'll become Gordon Freeman. And then that terrible moment, when you see the scientist running toward the newly arrived soldiers, thinking they've come to help, only to be gunned down, you'll realise that you're all alone. Of course, you're friends will have worked that out hours ago, when you failed to meet them at the pub.

*Half-Life* is a unique game. Yes, it's a first person shooter with violence and big guns, and explosions. But it's also a brilliant story, a puzzle-strewn mental challenge and a fantastic journey. Like the very best action films, it is filled with excellent set-pieces. The huge, tentacled beast in the circular chamber, the ground level shoot-out against dozens of soldiers (and a combat helicopter!), the roller coaster end to the On A Rail section. They all work beautifully here,



# WORKING THE *BLUE SHIFT*

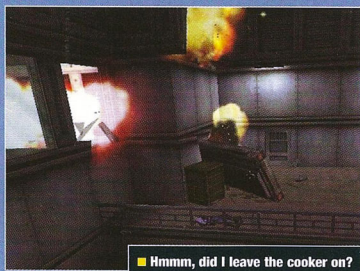
Designed by Gearbox, *Blue Shift* takes place alongside Gordon Freeman's *Half-Life* adventure. Through the eyes of a lowly security guard, Black Mesa can seem a very different place...



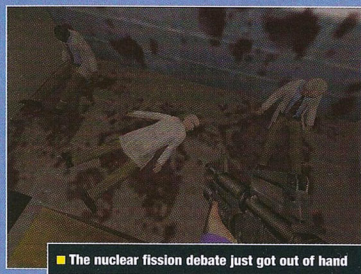
■ "Waiter! I'll have the fried alien beast, please"

## THE DISASTER

Barney experiences the scientific disaster from a lift below the experimental chamber. Black Mesa shakes and crumbles and, witnessing fellow employees meeting grisly deaths, Barney realises that this is probably not going to be a normal Monday morning at the office ■



■ Hmm, did I leave the cooker on?



■ The nuclear fission debate just got out of hand

## NORMAL LIFE

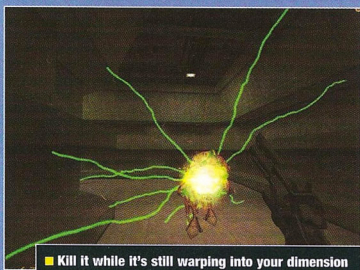
*Blue Shift* begins by emphasising the menial day-to-day life of a security guard. Whereas Gordon Freeman heads straight for the science labs, Barney hangs around the staff cafe, does a little target practice and stays away from those crazy egg-head scientists ■

## THE SCIENTISTS

Unlike Gordon, Barney has a very difficult relationship with the scientists. They see security guards as beneath them, and prove unwilling to reveal the cause of the disaster. However, they are crucial to your escape plans, so make sure you don't kill 'em ■

## ALIEN THREAT

It goes without saying that Barney is as much of a target to the alien hordes as Freeman was. There are no new creatures in *Blue Shift*, but the old favourites have been re-modelled. As with *Half-Life*, you don't meet any of the really mental ones until you're heavily armed ■



■ Kill it while it's still warping into your dimension

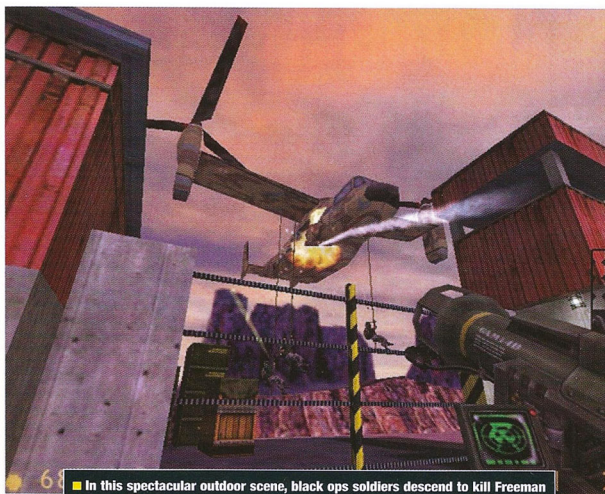


■ Take soldiers out quickly - they do tons of damage

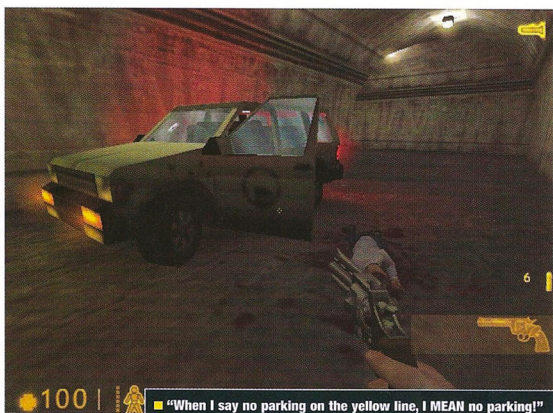
## BLACK OPS

To the government forces sent to clean up Black Mesa, Barney is just another problem to eradicate. As in *Half-Life* there are some excellent ground level shoot outs. Indeed the climax of *Blue Shift* is out here, rather than far away on an alien planet. That's all we'll say... ■

# DC-REVIEW



■ In this spectacular outdoor scene, black ops soldiers descend to kill Freeman



■ "When I say no parking on the yellow line, I MEAN no parking!"

"Within the brilliant mainframe every detail is perfect"

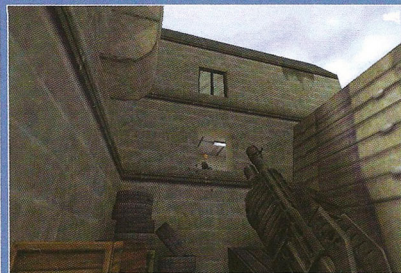
just as they did in the original version.

Within a brilliant game design mainframe, every detail is near perfect. Black Mesa is a varied location, with cavernous storage rooms, computer-stuffed laboratories, weird equipment and deadly hazards strewn liberally about. The place feels alive. You always know things are going on in other locations, and that you could stumble into someone else's nightmare at any moment. You'll enter a room and see a scientist being dragged into an air vent (only to emerge seconds later. In bits). You'll creep up some stairs and overhear soldiers discussing your escape bid. You'll look through the window of a

locked lab and see a man in black watching you, expressionless. This is a living, breathing world, with a new sub-plot around every darkened corner.

**And of course the weapons** are great too. Early on you get the pistol and the semi-automatic rifle. Later there's the rocket launcher, the laser-tripped bombs and the alien artifacts (including a whole alien arm that you can put on and shoot tiny parasites from). These weapons aren't just lying around. They are placed where they should be, in a logical world. For example, near a huge pool housing a terrifying shark alien, you'll find a powerful harpoon gun - ▶

## ANOTHER LEVEL

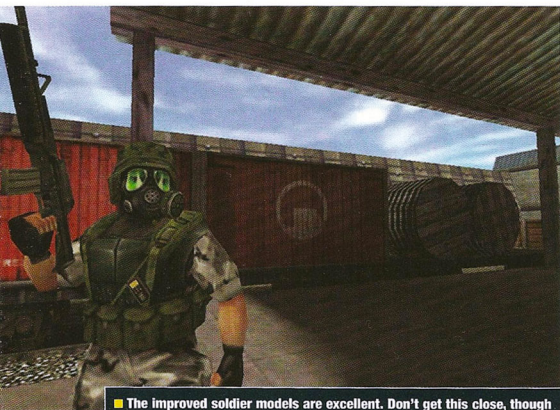


■ The guy in the window never saw it coming

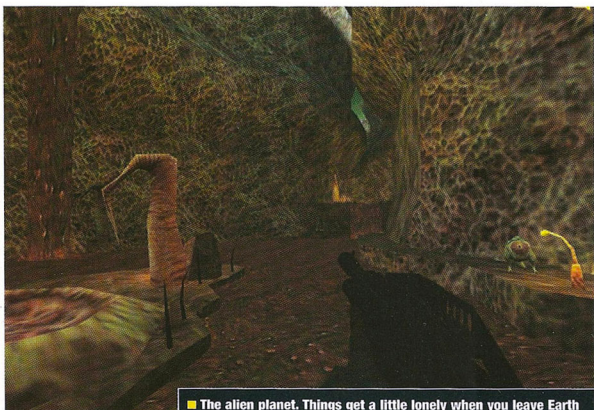
*Half-Life* is brilliantly designed as a true 3D experience. Taking a good look round is always a good idea as windows above you, and ledges far below can all house enemies who may be picked off way before they spot you. In this way the game constantly makes you feel a part of a real world – over which you have full control ■



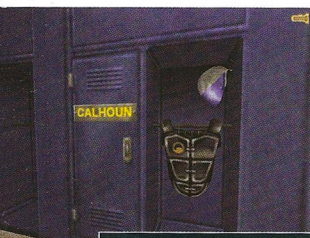
■ Often valuable ammo is protected by an alien beast. In this case it's a huge tentacle



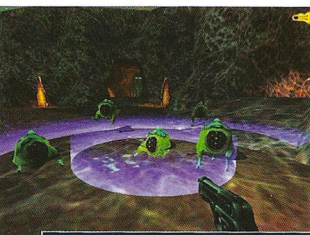
■ The improved soldier models are excellent. Don't get this close, though



■ The alien planet. Things get a little lonely when you leave Earth



■ Barney's body armour. Wear it



■ These dog beasts emit sonic death rays

## “Forget the joypad and buy a mouse and keyboard”

► one of the only weapons that works underwater. It's all precisely planned.

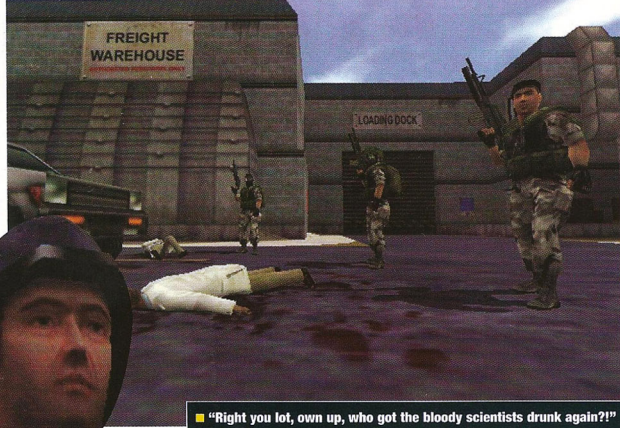
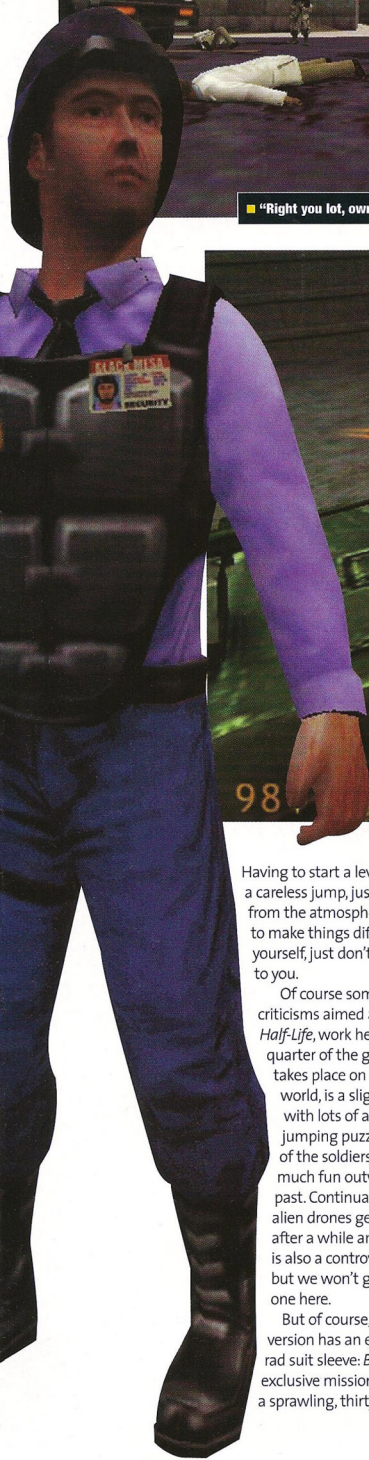
The chances are though, you know all this (just check out our *Half-Life* Website - you can link to it from [www.dc-uk.co.uk](http://www.dc-uk.co.uk) - for the original PC Gamer review). What you want to know is, how does the game work on DC? Well, the graphical improvements make a subtle but noticeable difference. Previously wooden, two dimensional scientists and soldiers, now have animating clothes and more clearly defined features. Lighting too has been re-touched to give more atmosphere in the dark industrial areas and to add to

the spot effects (explosions, lasers, etc). It's nothing massive but if you're beginning to think the PC version looks out of date, you will probably be placated by the changes.

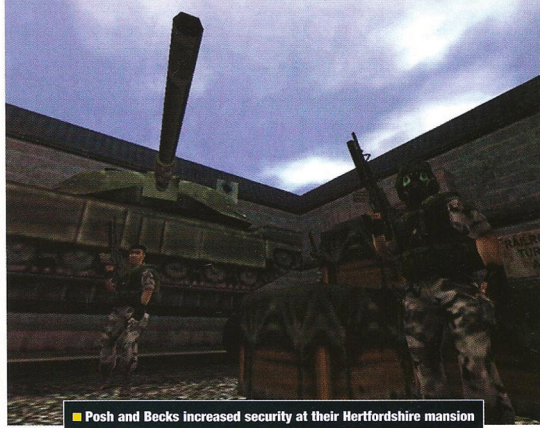
**In terms of controls,** the harsh truth is, forget the joypad and buy a mouse and keyboard. Admittedly there are three pad configurations you can choose from, but all mean drastic compromises that will affect your gameplay terribly when you need speed and accuracy the most. Take the default config: putting jump on the d-pad with the analog controlling where you look,

means it's more or less impossible to jump and turn in mid-air. You won't be bothered at the beginning, but when you're leaping over alien beasts and blasting at them from above while trying to negotiate a series of walkways over a bubbling acid bath, you need all the dexterity you can muster. OK, so *Golden Eye* worked on the N64 controller, but that has two extra buttons next to your right hand – believe us, it makes all the difference.

Other technical elements of the conversion have worked more favourably. The game loads new map sections in exactly the same points as the PC original, and it takes roughly the same amount of time. Plus, as with the PC version, you can save *Half-Life* DC wherever and when ever you like – eschewing the usual console system of specific save points. Hardcore gamers may argue that this is the wimps way out, but *Half-Life* isn't designed as a console game – the whole pacing, structure and learning curve are based around continual progress.



■ "Right you lot, own up, who got the bloody scientists drunk again?!"



■ Posh and Becks increased security at their Hertfordshire mansion



■ The monster behind the red machinery fires organic homing bullets. Kill him quickly. A grenade launcher will do the trick

Having to start a level again after a careless jump, just divorces you from the atmosphere. If you want to make things difficult for yourself, just don't save – it's up to you.

Of course some of the minor criticisms aimed at the original *Half-Life*, work here too. The last quarter of the game which takes place on the alien world, is a slight let-down with lots of annoying jumping puzzles and none of the soldiers you've had so much fun outwitting in the past. Continually re-spawning alien drones get tiresome after a while and the end boss is also a controversial beast, but we won't go into that one here.

But of course, the Dreamcast version has an extra trick up it's rad suit sleeve: *Blue Shift* – an exclusive mission add-on. This is a sprawling, thirty-level

extravaganza that sees the unfortunate security guard, Barney Calhoun battling his way ever upward through the vast, maze-like Black Mesa facility in a bid to escape the mayhem that Gordon Freeman and his associates have let loose. This is no last minute, tacked on effort, but a massively engaging game in its own right that lives up to the pedigree of its big brother in every possible way.

The new story also cleverly shadows it's predecessor's. For example, as you stand on the train platform a certain junior scientist goes past on his way to the test chamber for some 'routine' experiment. Later, you enter a

security room and if you glance at the monitors you can catch a glimpse of the test sample on its way to that same, ill-fated experiment. It's this sort of attention to detail that makes *Blue Shift* such a damn pleasure.

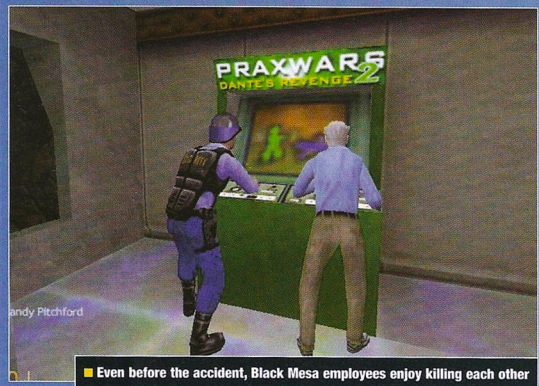
**Gameplay is made up of** everything you'd expect from *Half-Life* – plenty of gun-toting action, combined with lever-pulling, puzzle-solving and a dash of platform-jumping thrown in for good measure. Locations will be familiar to *Half-Life* veterans – at least those who made it past the opening chapters. Water filled canals, claustrophobic corridors and vast

**"Blue Shift is a massively engaging game in its own right"**

## COMIC RELIEF

One of the unsung touches of subtle brilliance in this game is its sense of humour. Amid the violence and tense exploration, there are some real laughs.

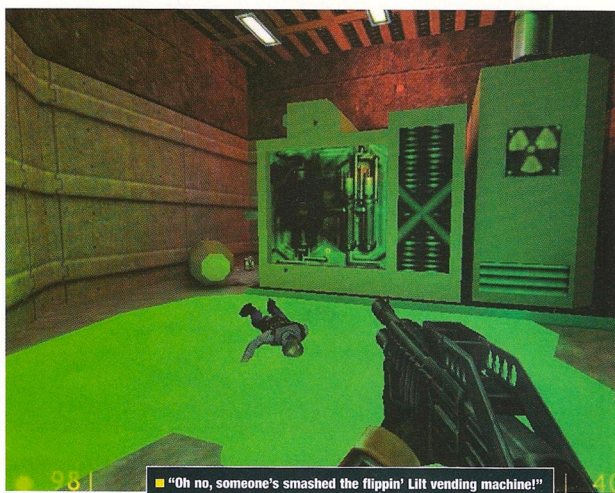
Scientists wander around looking for their glasses, while trigger-happy security guards boast of their gun-toting prowess. And they all make great victims. In one section of *Half-Life*, you press a malfunctioning control panel to call an elevator – it then drops past at frightening speed, complete with one screaming scientist. Doh ■



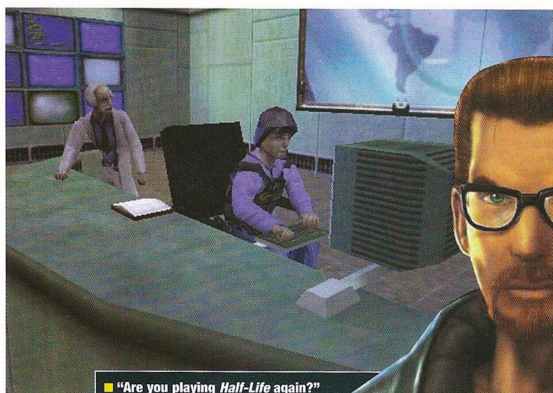
■ Even before the accident, Black Mesa employees enjoy killing each other



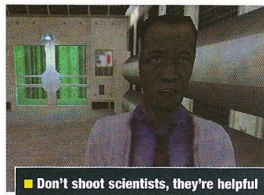
■ "Yes, mate, your valves have blown. It'll cost you...Arghh, that's torn it!"



■ "Oh no, someone's smashed the flippin' Lift vending machine!"



■ "Are you playing *Half-Life* again?"



■ Don't shoot scientists, they're helpful

**"*Half-Life* is an unmissable experience on Dreamcast, just as it was on PC"**

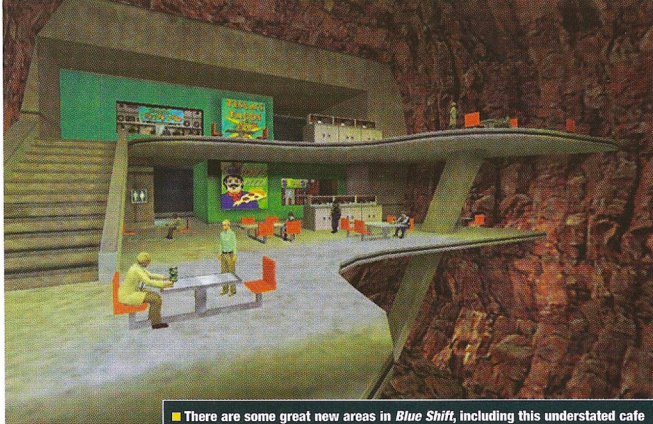
► underground chambers line Barney's escape route, while his forays into the open air, like Freeman's almost always lead to blistering shoot outs.

**Just getting to sunlight** though, is as taxing here as it was in *Half-Life*. Perhaps more so. There's a darker, grimmer feel to this adventure. Barney relies on his torch much more than Freeman, and finds himself waste deep

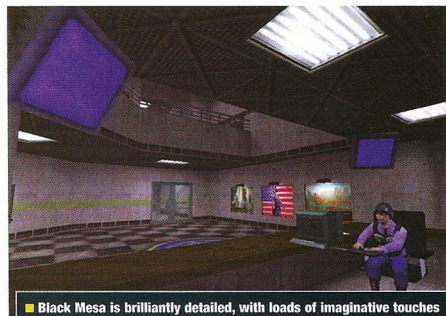
in stagnant water more often. In one section, you need to navigate the underground sewers to reach a glint of light that promises the sanctuary of the surface. Tip-toeing along narrow pipes, you must switch several levers to activate a lift that will take you closer to your goal. Along the way, though, you'll need to take a swim in the murky depths below to find a hidden passage and open a pressure valve to raise the

water level and allow you to reach a ledge, which gives access to the lift controls. You finally make it up through the narrow passages to the surface, only to be ambushed by gun turrets and the Special Forces elite that have been sent in to cover up the disastrous occurrences at Black Mesa. Out of the

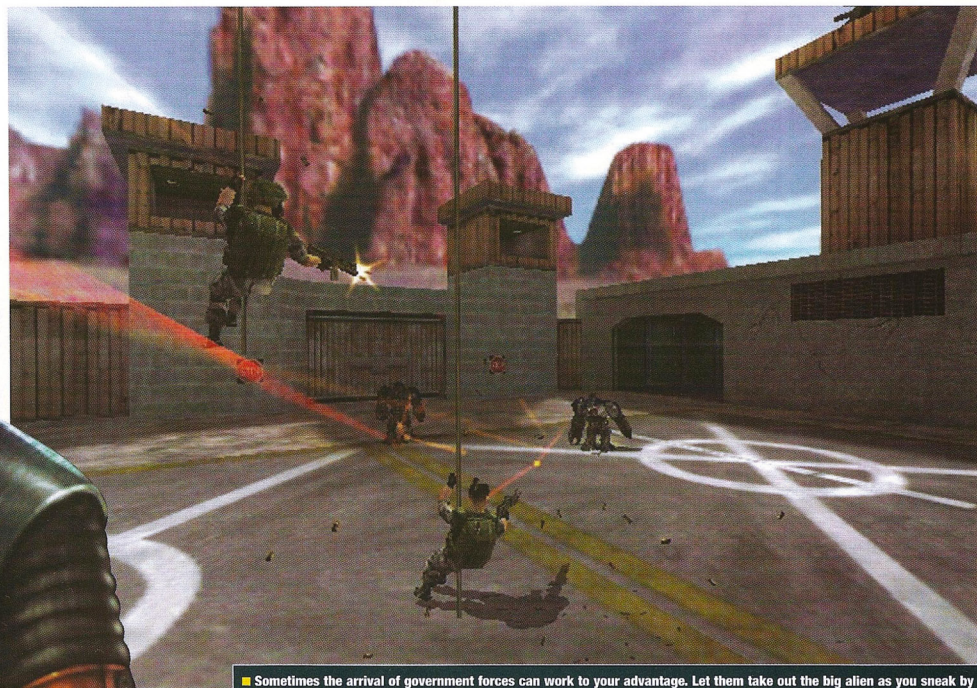




■ There are some great new areas in *Blue Shift*, including this understated cafe



■ Black Mesa is brilliantly detailed, with loads of imaginative touches



■ Sometimes the arrival of government forces can work to your advantage. Let them take out the big alien as you sneak by

frying pan...

Barney's journey, like Freeman's also involves the odd bit of interaction with other characters. The security guard's lowly rank at Black Mesa leads to an awkward relationship with the scientists, but these old fools hold vital information and they can help in other ways – as long as you help them. In one surface section, Barney encounters a squad of troops in a large warehouse area. After dispatching several grenades and clearing the room, silence descends, intermittently broken by cries of "Help! For God's sake, get us out of here!" After scouting round, our hero discovers two scientists locked in a trailer, who show you their appreciation by offering some desperately needed

healing (which harks back to a similar scene in *Opposing Force* where you must get a medic to a wounded engineer so that he can open a locked door with his blowtorch). It all adds a little human depth to the proceedings.

Despite the fact that *Blue Shift* offers no new enemies to get stuck into and the weapons available are identical to those in the main game, the action and story line suck you in and refuse to let go. From the opening monorail ride right through to the spectacular shoot out atop a mountain, the pace – perhaps heightened by the condensed nature of the mission – never let's up.

**Half-Life is an unmissable** experience on Dreamcast, just as it was on PC. You could argue that it's just a fancy conversion with more of the same tacked on for good measure, but

compare this to the lack-lustre efforts put into the Dreamcast translations of *Tomb Raider* or *Resident Evil 2* and it qualifies as a whole new game in itself. The fact that you'll require a mouse and keyboard may put a few more gamers off, and there are areas in the main game (especially the overlong On A Rail section) where the pace lags and you find you're just going through the motions.

But go with it. The feeling passes. And what you're left with is a game that continually shocks, surprises and rewards. Whether you're Gordon Freeman trying to get to the root of the alien invasion, or Barney Calhoun just trying to get the hell out of there, you'll remember the experience for months. Welcome to Black Mesa ■  
**Keith Stuart and Adrian Lawton**

## DC-UK VERDICT

### GRAPHICS

The PC version has been thoroughly updated and it all moves smoothly

### SOUND

Everything from scientists' screams to alien roars to bullet blasts is perfectly produced. An aural masterpiece

### GAMEPLAY

A near flawless combination of fighting action and devious puzzles. Will have you gripped for weeks and weeks and weeks

### OVERALL

It was a legend on the PC and it will be a legend on Dreamcast. One of the finest experiences that gaming has to offer



**9**  
OUT OF TEN



■ The calm before the storm. Get stuck in you big jessies!

“One of the most refreshing, innovative and, no surprise here, *realistic* fighting games ever conceived”

# Ultimate Fighting Championship

DC-UK  
RECOMMENDS

It's the most brutal fighting game of all time - and not a flying kick in sight. Let's get it on!

## DETAILS

Publisher: Crave  
Developer: Anchor  
Price: £39.99  
Release date: November  
Players: One to two  
Extras: 60Hz

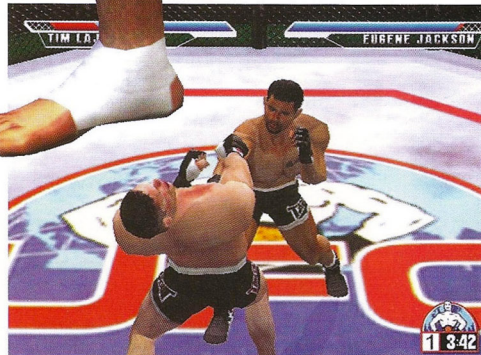
**G**oodridge is on his back. He's looking dazed and he's in trouble. But Shamrock isn't interested in giving him sympathy - he wants to bust his face open. Out of desperation, Goodridge attempts an armlock but Shamrock escapes the hold and replies with a swift series of three devastating elbows to the head. Goodridge is powerless to protect himself from the onslaught and the referee rushes in to stop the fight, just as the blood spraying from Goodridge's nose starts to paint the mat red. Welcome to the brutal world of the Ultimate Fighting Championship.

Beginning life in 1993 as a series of cult pay-per-view events in the US, the UFC sought to prove which style of martial art is the most effective in real, no-holds-barred fights. Matches were held in an octagonal cage, with a bare minimum of rules - during the early days of the event, matches didn't even have rounds but simply continued until one man submitted or was knocked out. They were a compelling spectacle that finally put the many myths and theories of the martial arts world into practice. Often, the end result was not a pretty sight.

*Ultimate Fighting Championship*



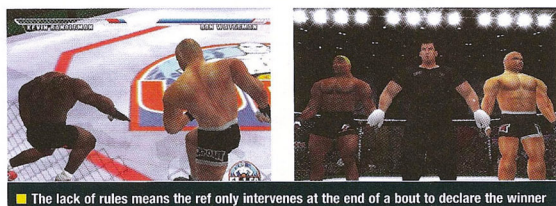
■ As with most fighting games, you can practice combos and discover their effectiveness in sparring matches



■ You can use boxing tactics but don't complain if you get jumped on



■ Pile on! Just about anything goes in the UFC – note the sly knee to the knackers here



■ The lack of rules means the ref only intervenes at the end of a bout to declare the winner



■ The large pink man is playing hard to get but actually he's dying for a juicy snog

captures the many nuances – along with the sense of sheer brutality – of the UFC tournaments to produce one of the most refreshing, innovative and, no surprise here, realistic fighting games ever conceived. It really is that good. It ignores virtually all the preconceived notions of what makes a good beat 'em up and instead offers the closest thing yet to a real fighting sim, while remaining eminently playable and looking absolutely fantastic in the process. Just take a look at those body textures kids!

You begin the game with a choice of 22 of the best of the current batch of UFCers. Sadly, none of the 'classic' names from the early days of the event – such as Royce Gracie, Kimo or Tank Abbott –

are included, although it matters not in terms of gameplay.

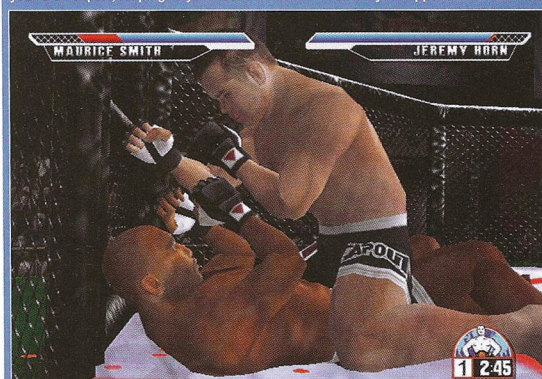
**If you've never seen** an Ultimate Fighting Championship, the rucks may look rather odd to begin with, until you realise that this is what real fights look like. So no flying kicks or fireballs, then. The basic moves have each of the four action buttons relating to a particular limb, Tekken-style. Pressing combinations allows for grappling holds and take-downs, a fundamental part of mixed martial arts fighting. You're likely to spend just as much time jockeying for position on the mat, and attempting to lock on and reverse submission holds, as you are exchanging kicks and punches with your opponent.

Although, to begin with, it appears

## THE MOUNT. OO-ER

One of the most common positions in Ultimate Fighting – in both the real-life fights and the game – is the Mount and Guard. The is the position that most fighters assume when they're taken down to the mat. The Mount (the preferable position to be in) sees you straddling your opponent, kind of in the same way you used to do when you bullied your kid brother while your mum was making the tea. This is a great position from which to either beat your opponent's face into a pulp, or execute a submission manoeuvre, be it an armlock, leglock or choke-hold.

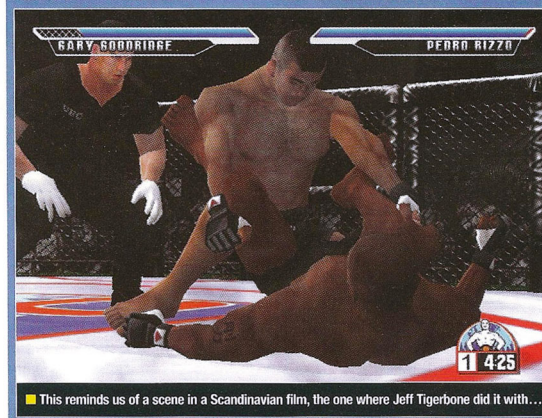
The Guard, when you're lying on your back in a defensive position, is not where you want to end up being, but it's possible to win from here by blocking the other fighter's blows, reversing the position and either trying to lock in a submission or, if you're an expert, leaping to your feet in order to finish off your opponent with a KO



■ The Mount position. Bring your opponent down and straddle him to gain the advantage



■ From the precarious Guard position it's still possible to turn the tables on your assailant



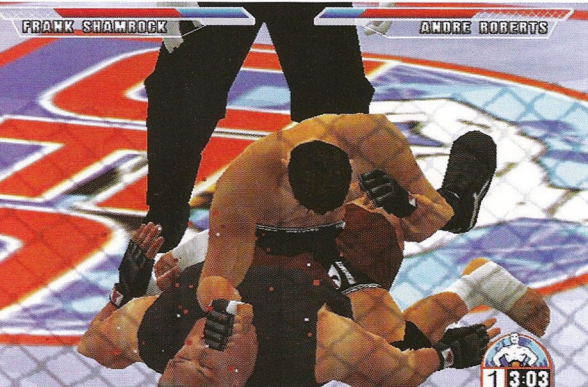
■ This reminds us of a scene in a Scandinavian film, the one where Jeff Tigerbone did it with...

as if there are only a limited number of moves available, once you grow accustomed to the intricacies and – yes! – subtleties of *UFC*, you begin to realise how comprehensive the range of moves are. Rather than offering traditional beat 'em up-style combos, the plethora

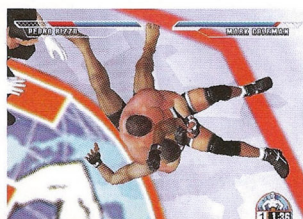
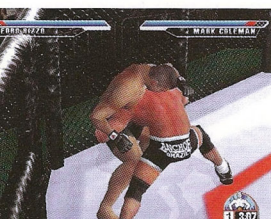
of manoeuvres depend on where you are in relation to your rival. So hitting X and A, for example, can make your character either make a dive at an opponent's legs, twist your opponent's left elbow joint (ouch!), roll into the Mount position (stop titting at the



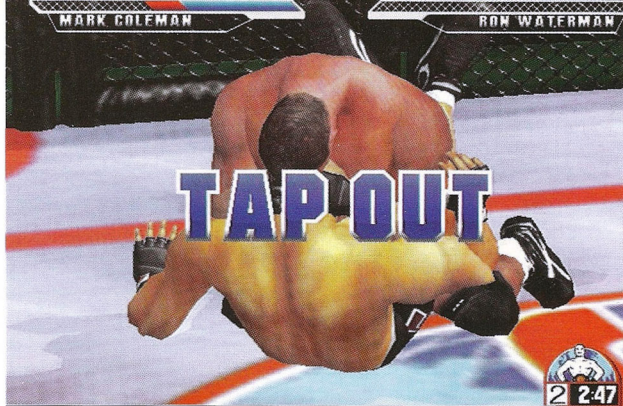
■ Fighters enter the arena with Prince Naseem-style histrionics and fancy lighting effects



■ Gruesome action replays show the knockouts in amusingly bloodthirsty detail



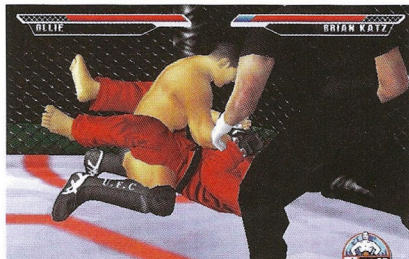
■ Bouts are often resolved by charging into an opponent and fixing them in a hold



■ Not all bouts finish with a brutal KO. Occasionally, a girly fighter will submit by tapping out



■ 22 real-life UFC fighters are available – and they're all bloody ugly



■ Look at our created fighter kicking UFC ass. It makes us so proud

“The realistic nature of the game may actually be its only true failing”

► back) or execute a choke. Blimey.

A whole host of modes offer everything from single Exhibition matches, to a UFC Tournament, to Championship matches. The most engaging part of the game though is what is arguably the best Career mode ever in any boxing/wrestling/fighting game. Once you've created your fighter and chosen from a range of options, a 30-level sparring system allows you to earn points with which to upgrade your character's stats and learn new moves. You can then use your character in all the game's other modes in an effort to

relentlessly plough through the competition (easier said than done.) The system has an almost perfect learning curve and is fantastically rewarding

The AI of the computer-controlled fighters is absolutely spot on – even with the difficulty set to Rookie, they're no dummies. Rely too much on cheesy tactics, such as using the same series of punches over and over, and they'll work this out quickly and show you the error of your ways. Ironically, the incredibly realistic nature of the game may actually be its only true failing. There's no *Dead or Alive* 2-style Tag mode, or

WWF-style four-way matches, so you can only have up to two players at once. (That said, the Tournament mode does allow multiple players to enter the same elimination tournament).

Perhaps more disconcerting though, is the sheer brevity of the fights, many of which – whether against human or CPU opponents – are only around 30 seconds long. Admittedly, if you were being choked out by a 250lb monster you wouldn't last very long either, but it can become frustrating having such brief confrontations. True to the sport itself, one submission or KO and it's all over, you can't have a best of five in this game.

But once you become accustomed to the unique style of fights, it quickly becomes apparent that *Ultimate Fighting Championship*, the most realistic and violent fighting game ever, is also one of the most playable, innovative and satisfying. Let's get it on, 'cos we don't get along! ■  
Oliver Hurley

## DC-UK VERDICT

### GRAPHICS

The fighters and arenas look exactly like the real things. Superb stuff

### SOUND

Perfect, from the ring introductions to the sound of flesh hitting flesh.

### GAMEPLAY

Fights can be a bit shortlived. Otherwise it's difficult to fault

### MULTIPLAYER

Only two players but it's ideal for violent grudge matches between mates

### OVERALL

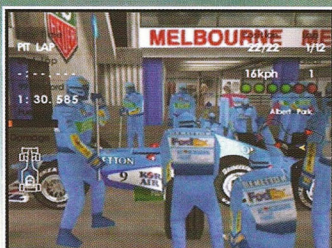
Original and compelling while offering unrivalled brutality and realism

# 8

OUT OF TEN

# F1 WORLD GRAND PRIX II

for Dreamcast



SYSTEM **VIDEO SYSTEM**

Distributed by Konami of Europe

**F1**  
Formula 1™



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■ Several shots to the rotor assembly and down it goes

“A perfect mix of intuitive control and instant thrills, no coin cruncher has been as gratifying since the awesome *Crazy Taxi*”

# Silent Scope

Konami takes its rifle and aims it squarely at your head – but by the time you see the red dot, it'll be far too late

## DETAILS

Publisher: Konami  
Developer: In-house  
Price: £39.99  
Release date: November  
Players: One  
Extras: 60 Hz, Vibration

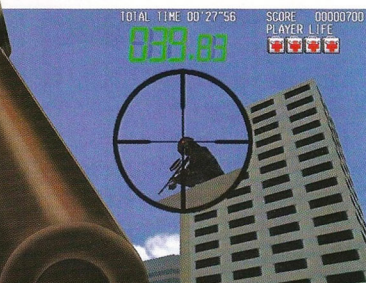
**K**illing people is bad. It says so in the Ten Commandments, so we should all try our best to avoid doing it. Except in videogames of course, where any fool in combat gear is asking for it – especially if they're brandishing an automatic gun at the president's tasty daughter. Oh yes, we love *Silent Scope*.

And we love it because the brand of violence it flaunts is just a bit different. There's something especially gratifying about picking off objects from a distance. Perhaps it makes you feel

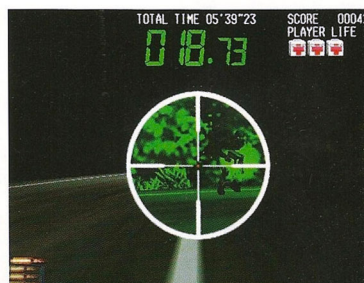
god-like. Perhaps it's because, deep down we all harbour a desire to be Edward Fox in

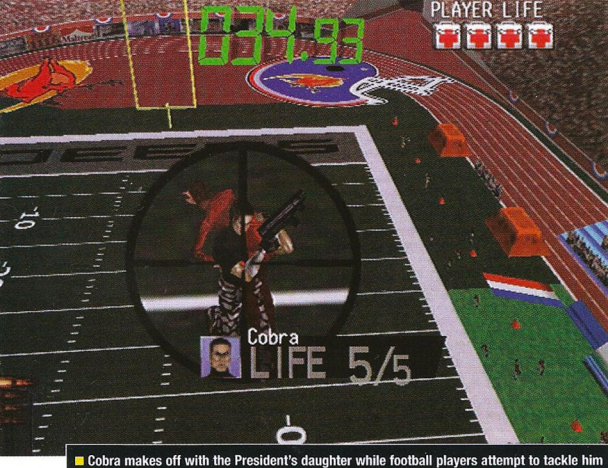
'*Day of the Jackal*'. Whatever the case, *Silent Scope* is as rigorous and satisfying as a full body massage delivered by the American female volleyball team. An arcade game with a perfect mix of intuitive control and instant thrills, no coin cruncher has been as gratifying since the awesome *Crazy Taxi* started its meter running.

The setup is simple: the president and his family have been kidnapped and taken to various parts of the city. Storming the kidnappers' hideout would mean instant death for their captives, so it falls to you – an anti-terrorist marksman no less – to eliminate the enemy one by one, by utilising your skills as a sharpshooter. (rather than, say, your skills as a cordon bleu chef). Just imagine the scene. Crouched against the wall, you tilt your head and peer down the sight. Tracing the terrorist soldier's movement, you



■ Aim for the head (left) Night sniping requires you to spot enemy movements (right)





■ Cobra makes off with the President's daughter while football players attempt to tackle him

## A FEW STOLEN MOMENTS

It's obvious from some of the game's set pieces that Konami has been watching far too many '70s and '80s thrillers for its own good. We couldn't ignore such a blatant film listing opportunity, so we drew up the top five sniping scenes parodied in *Silent Scope*. See if you can spot some more!



### DIRTY HARRY

- > Nutcase sniper Scorpio shoots a hapless girl in a swimming pool from the roof tops.
- > In the first level of the game, you stand on the roof of a skyscraper and can see a girl in a pool



### PREDATOR

- > The ultra-hard alien utilises a three point infra-red sight to blow away two of Arnie's friends.
- > Enemy snipers use red beams to target you during the night operation level



### THE DAY OF THE JACKAL

- > Charles Chacal hangs a melon from a tree to test his fold-away rifle designed to take out President Charles De Gaulle.
- > Oh look, there are melons in the training section



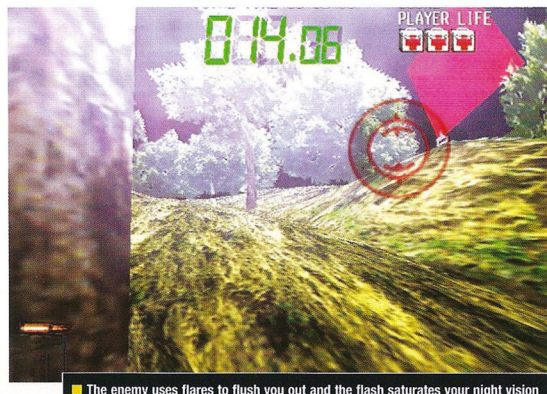
### TWO MINUTE WARNING

- > In a US football stadium a sniper starts picking off innocent audience members.
- > One of the Scorpion brothers kidnaps the president's daughter and tries to escape across a football pitch

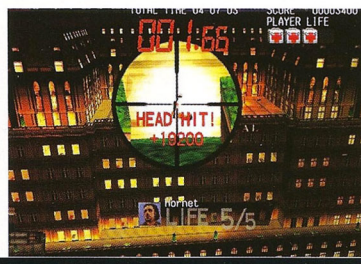


### JFK

- > The most famous of all snipes. Lee Harvey Oswald (yeah, right) shoots President Kennedy from the fourth floor of the Texas Book Depository as he travels past in an open top car.
- > You have plenty of chances to shoot people in cars



■ The enemy uses flares to flush you out and the flash saturates your night vision



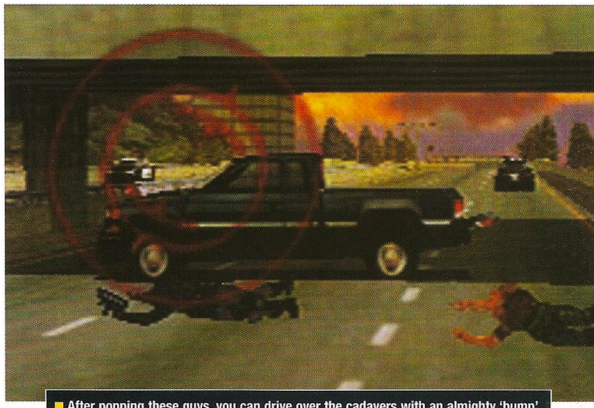
■ Hornet is an ace marksman who won't stand still for a second. Luckily we rule and after this particularly tasty shot, you can see the bullet-in-the-head screen. Talk about morbid

lock the crosshair on his head and steady the rifle. Seconds pass, you wait; patient, silent, until the target finally stops – perhaps for a chat with a fellow guard. With a clear line of sight, you squeeze the trigger and let the bullet fly. Contact. The mark is down, a bloody hole in his bonce. Job done. Bosh. It's immensely, guilt-inducingly satisfying.

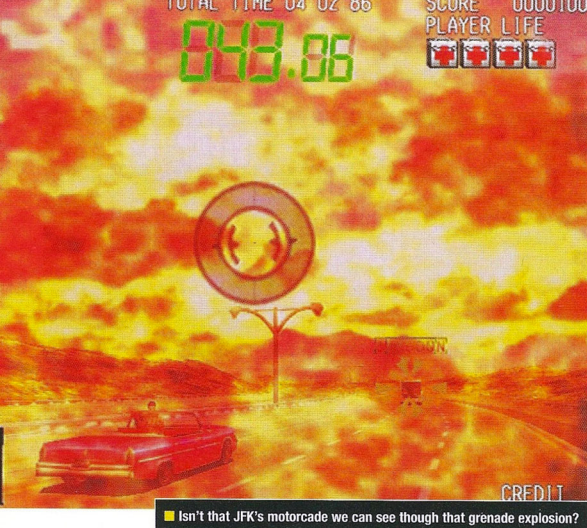
**In its original cabinet form,** *Silent Scope* came equipped with a prosthetic sniper rifle that allowed you to look down its magnifying scope in order to pick off the bad guys. Many people claimed that the home conversion would suffer due to the absence of the accompanying weapon. They couldn't have been more wrong. *Silent Scope's* control system works magnificently, as

the best interface is most often the simplest. The gunsight exists as a floating circle that displays a magnified view of whatever you point the rifle at. Squeezing the left trigger shrinks the sight and accelerates its scroll speed so that you can jump from target to target using the analogue stick, before zooming in on them. Squeeze the right trigger to shoot and you're equipped to deal out invisible death. All that's required to improve your score is a steady hand – just like a real sniper.

Beyond the basic point-and-shoot routine are subtleties like the fact that your target has a variety of zones around his body which award different point values, depending on the amount of damage done. For example, a shot to the knee will yield a relatively low



■ After popping these guys, you can drive over the cadavers with an almighty 'bump'



■ Isn't that JFK's motorcade we can see though that grenade explosion?



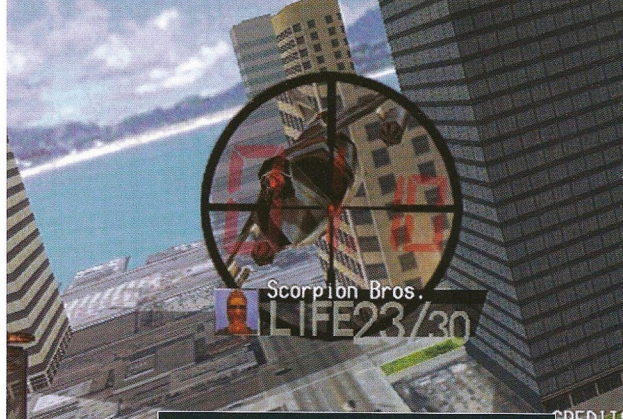
■ Cobra charges at you in a huge truck. Shoot him or get run over

► score, while a head shot is rewarded very highly. Echoes of *Virtua Cop* are abound, sparking off memories of bad guys falling to the floor clutching their hands, or other more delicate parts of their anatomy. In *Silent Scope*, though, you see your victims fall from skyscrapers, or collapse off the back of trucks. And then you run over them in your car. Fantastic, but brutal stuff.

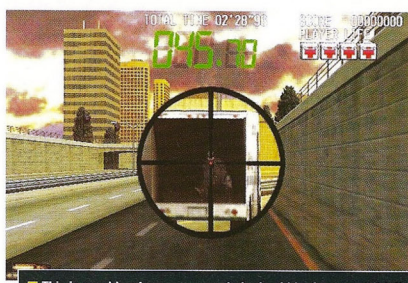
There are other clever little inclusions too. Super hotshots can take out the drivers of enemy vehicles, causing them to spin off the road and crash. Of course, you could do it the hard way by picking off every gun-toting passenger, but it's ultimately much more satisfying to send the car smashing into a wall. Oh and keep your good eyes peeled for an assortment of

scantly-clad totty that can occasionally be seen sunbathing or doing aerobic activities. Passing your crosshair (zoomed or not) over these buxom beauties will grant you an extra chunk of health, as well as an accompanying snatch of what sounds like a few bars from the theme to 'The Six-Million Dollar Man'. Just make sure you don't whack these ladies as doing so will quite rightly result in a deduction of energy. This is probably the sleaziest bonus system ever invented – something for which Konami should be heartily commended.

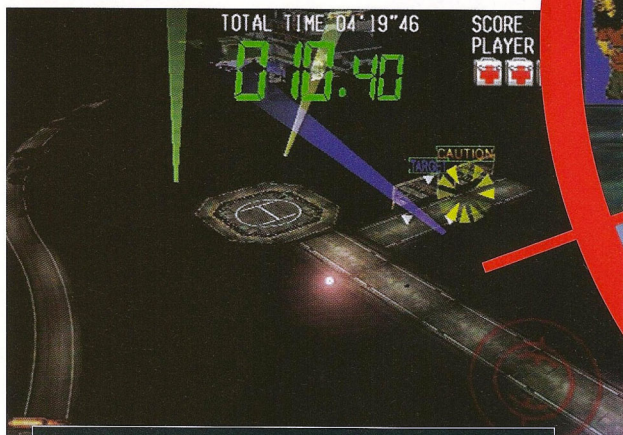
'Not shooting the girls' isn't the only thing you have to remember. *Silent Scope* is 100 per cent about accuracy, not spraying the screen with lead – indeed,



■ A Harrier jump jet is no match for our trusty rifle, fool! Aha ha...



■ This is roughly where your crosshair should be for a one hit kill



■ Parachuting to earth is fraught with danger, as the enemy tracks you with flood lights

those of a trigger happy disposition who get a touch over zealous are warned to 'Calm down!' by a disembodied voice on the other end of your walkie-talkie. No more than three successive shots can be fired and there are constant pauses while your alter ego reloads his weapon. Blasting away like a tool-up bull in a china shop is a sure way to do really badly at *Silent Scope*, as repeated shots will not meet their target. Instead, you must be resolute and calm, deciding when the time is right to fire but never pausing too long either. Learning to be accurate and swift is the heart of Konami's killathon, so it pays to be considered in your approach.

If that doesn't put off casual fans of random violence then the less-than-flashy graphics might. Not that the visuals are bad in any way, they just don't look too far removed from Model 2 titles, like *Virtua Cop 2* or *Virtua Fighter 2*. Having said that, each location – ranging from the opening city rooftops, to the Californian freeway, to the palatial mansion – is well crafted and atmospheric. Cinematic references and inspirations are rife, and most of the set-pieces will be so familiar to regular action movie fans that Konami can afford to simply sketch out the details – your own movie knowledge will do the rest. A few more shades of colour or some special lighting effects would

“Keep your good eyes peeled for scantily-clad totty”

# FOR THIS I WAS TRAINED

Nobody could expect to be an ace *Silent Scope* hitman without a little training and fortunately Konami has included such a facility.

The shooting gallery consists of a variety of targets, both static and in motion, ranging from cardboard cut-outs to melons on pedestals. Some contain pop-up villains, others a mixture of enemies and innocent civvies. For all but the latter, the premise is simple – shoot it accurately and swiftly

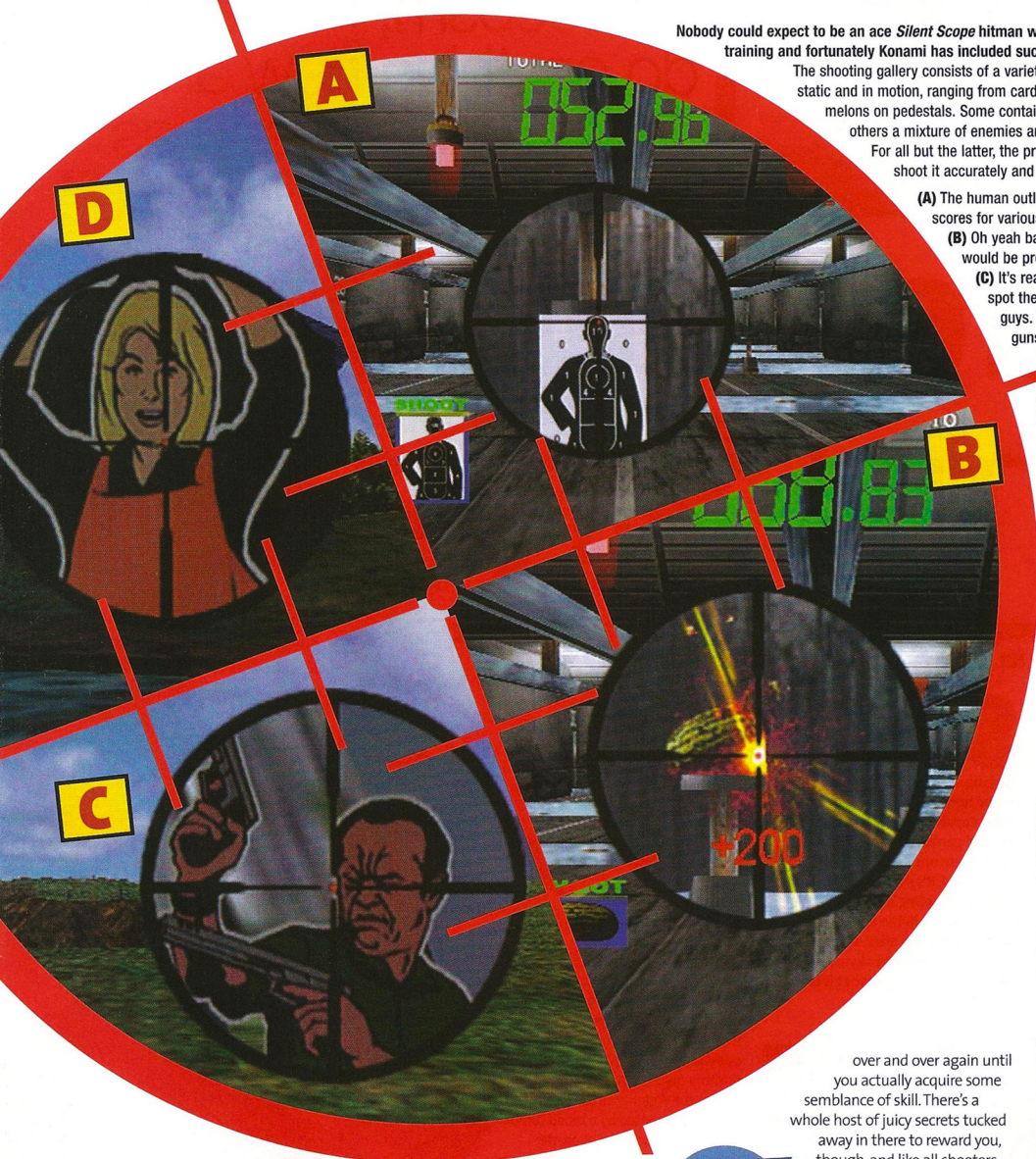
**(A)** The human outlines have different scores for various parts of the body.

**(B)** Oh yeah baby! Edward Fox would be proud of us!

**(C)** It's reasonably easy to spot the cardboard bad guys. They all carry their guns aloft and stand

there like total fools.

**(D)** Similarly, innocent people are just as obvious. Try not to shoot them ■



## DC-UK VERDICT

### GRAPHICS

Perfectly acceptable, just not anything swish. Very Model 2

### SOUND

Damn genius score, harking back to the '70s. Good FX, too

### GAMEPLAY

Instantly engaging and very addictive, but it won't last forever

### OVERALL

Wicked fun, hard enough for plenty of replays and with a great soundtrack, *Silent Scope* is a slice of arcade brilliance

# 8

OUT OF TEN

have added a little Dreamcast glamour to the proceedings, but it's no great loss. In any case, the soundtrack makes up for any slight disappointment you may have with the visuals. The score is pure '70s thriller, emulating the likes of 'Dirty Harry' and 'The Taking of Pelham 123' with its pseudo-military and jazzy strains. Nice.

Will Konami's game suit everyone? Absolutely not. *Silent Scope*, like *Virtua*

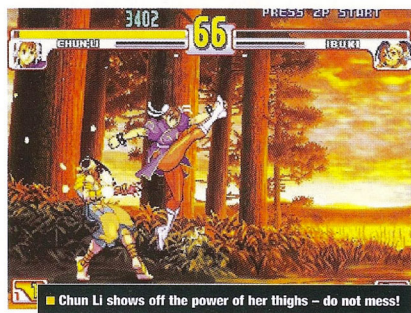
*Cop or House of the Dead*, is a truly hardcore arcade shooter. Consequently, it's short on stages (there are only six) and it's got a difficulty curve as steep as the north face of Everest. Subsequently, it'll take a good while to crack this game open – and it'll mean replaying the same levels

over and over again until you actually acquire some semblance of skill. There's a whole host of juicy secrets tucked away in there to reward you, though, and like all shooters you'll want to keep coming back to improve on your accuracy. Indeed, there are few games that match this

for pure fun and as a result, every single member of the DC-UK team is now an expert marksman. Terrorist kidnappers in convertible cars would do best to stay away from our office for the foreseeable future ■

Neil 'Maximus' Randall

**DC-UK**  
**RECOMMENDS**



■ Chun Li shows off the power of her thighs – do not mess!

“Within its own little microcosm, it doesn’t do anything new and thus can’t be seen as pushing things forward”

# Street Fighter III: Third Strike

Roll up your sleeves for the dramatic closing chapter in the third series of *Street Fighter*

## DETAILS

Publisher: Virgin  
Developer: Interactive  
Price: £39.99  
Release date: November  
Players: One to two  
Extras: Vibration/60Hz

**S**treet Fighter has got some tough times ahead of it. Aside from the delays and rescheduling, we’ve been tracking a couple of looming shadows on the horizon being cast by *Guilty Gear X* and *Capcom Vs SNK*, two eagerly-awaited games that threaten to take 2D beat ‘em ups to a new level. With this in mind, it’s possible that Capcom’s legendary fighting series may have lost its momentum in the eyes of modern gamers hankering after new thrills and spills. Let’s see whether Ryu, Ken and the gang have still got what it takes to thrill the masses.

First impressions are a relief, as the usual Capcom quality is in evidence from the intro to the initial options menu. Standard modes are present and correct with Arcade and Versus, plus the obligatory Training selections all included. There’s been a slight modification to the Arcade option though. This allows you to pick from two opponents each time you fight, thus offering a welcome touch of strategy by avoiding certain troublesome characters.

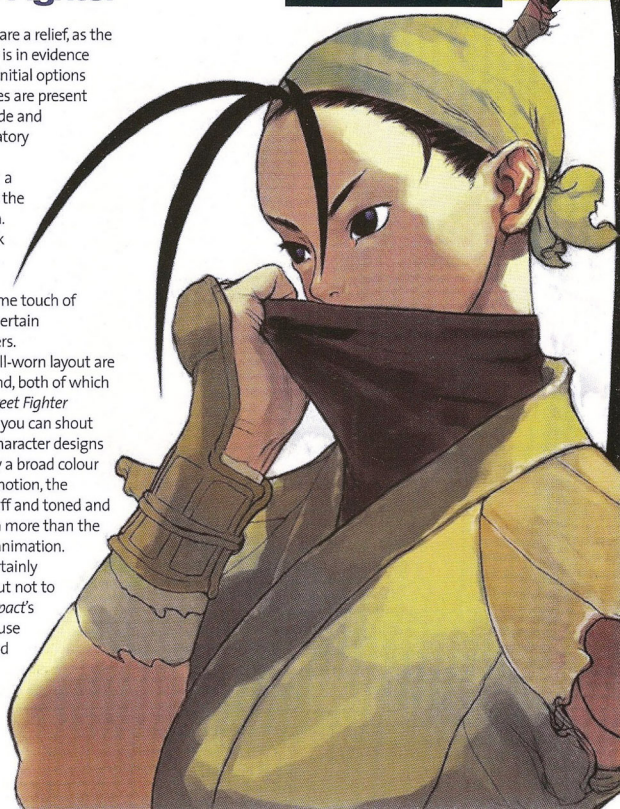
Matching the well-worn layout are the graphics and sound, both of which put you in familiar *Street Fighter* territory quicker than you can shout ‘Hadoken!’ Weighty character designs are complemented by a broad colour palette and smooth motion, the fighters looking all buff and toned and finally able to jump in more than the usual two frames of animation. The backdrops are certainly pleasing to the eye, but not to the extent *Double Impact*’s were – thanks to the use of comparatively bland building sites and docks for fighting arenas. Speed is up there with the best of ‘em and



■ Ibuki is fast – very fast indeed



■ For God’s sake, call ‘Changing Rooms’ – it’s an emergency!



## DO YOU NEED DIRECTIONS?

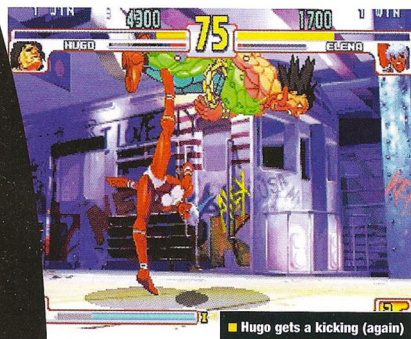
The System Direction is a clever, if slightly too detailed set of options that allow the player to switch different elements of the game on or off. Features such as blocks, can be neutralised, so they are impossible to use during a fight, which in turn affects the outcome. More immediate things to change are jumps, projectile attacks, defensive poses and hard punches. These can all be altered at a high, medium or low level, as well. Just imagine not being able to jump, block or use any punches – it'd certainly be an interesting bout!



■ "Well I can't do anything. What about you, mate?"



■ Alex is a hulking American, complete with bandana



■ Hugo gets a kicking (again)

can be set anywhere between Normal and Turbo 2, depending on whether you prefer to have a seizure or not.

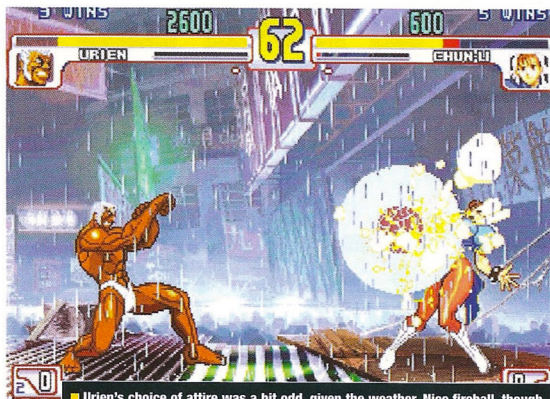
**Despite all this flair,** it's *Street Fighter*'s gameplay that has maintained its reign this past decade and much of the gameplay is governed by the balance of the characters, particularly the three surviving names from *Street Fighter II* – Ryu, Ken and Chun Li. The young bloods joining the fray are a motley crew, ranging from an Edmond Honda replacement in the shape of the monstrous Hugo, to an odd mimetic polyalloy creature named Twelve who does a smashing impression of the



■ Being a touch acrobatic is handy



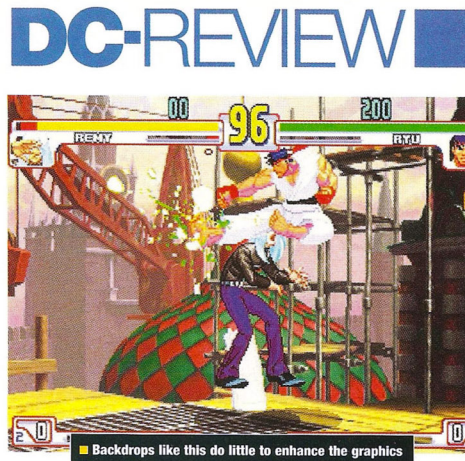
■ Hugo often becomes a punch bag



■ Urien's choice of attire was a bit odd, given the weather. Nice fireball, though



■ Q splatted Makoto's head nicely



■ Backdrops like this do little to enhance the graphics



■ Yun looks like an SNK character

T1000 terminator by morphing into all kinds of objects. Other newcomers include scrawny Frenchman Remy, hackneyed British Boxer Dudley and the two-tone bossman Gill, who delights in claiming every match a victory. A muddled bunch, indeed.

And therein lies the beef. New characters are all well and good and *Third Strike*'s are certainly colourful and varied, but ultimately they're no more than a distraction, as they all have radically different fighting styles that don't give the kind of balance we've come to expect from the antagonists in a *Street Fighter* game. You'll choose them at first out of sheer curiosity, but will no doubt soon return to the familiar combo of speed and power that only your favourites Ryu, Chun Li, or maybe Akuma can offer.

*Street Fighter III: Third Strike* is by no means a bad game. Far from it, in fact.

The action is spot on and some may even consider it to be the definitive chapter from a series that Capcom has honed to perfection over the years. But within its own little microcosm, it really doesn't do anything new and thus can't be seen as pushing things forward. The System Direction (see Do You Need Directions?) is a good nod to innovation, but is way too complex for all but the most anal of *Street Fighter* purists to appreciate. Most of us will find it too much work, of little consequence, or just plain ridiculous (a fight with no punches?). In the end, *Street Fighter III: Third Strike* is only to be recommended if you've no other 2D beat 'em up in your collection, and maybe it's worth waiting to see what else turns up, instead. Now if you'll excuse us for a while, we're going back to keep an eye on those looming 2D shadows ■

Neil Randall

## DC-REVIEW

### DC-UK VERDICT

#### GRAPHICS

Lovely, as usual, but lacking any real advancements over the earlier titles

#### SOUND

Good old *Street Fighter* tunes that we know and love. Crunchy FX, too, in the usual way

#### GAMEPLAY

*Street Fighter* through and through. Tight-tuned bouts of fisticuffs

#### MULTIPLAYER

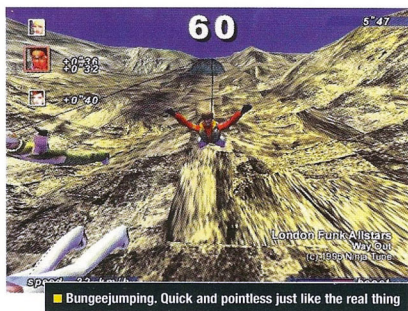
Great fun with a mate, letting you both compete against an unpredictable opponent

#### OVERALL

Nothing inherently wrong, but no proper expansion on what has gone before. A slight disappointment

# 7

OUT OF TEN



■ Bungeejumping. Quick and pointless just like the real thing

“In attempting to be both a sports game and a racing game it falls flat on its bonce and doesn’t convince as either”

# Extreme Sports

**Sporting action taken to the EXTREME!**  
But is it bogus or bodeacious?

**A**s its title suggests, the latest entry in the Sega Sports range is the gaming equivalent of a mulleted Californian dude whose speech mainly consists of ‘radical’, ‘bogus!’ and ‘far out!’ But whatever your opinion of these Pepsi Max stereotypes, the actual sports they try to kill themselves performing seem like a laugh if only we were mad enough to give them a try. And that’s where *Extreme Sports* comes in. Thanks to Sega we can now take part in dangerous activities from the comfort of a reclining armchair – make sure you don’t lean too far back though, they’re lethal them chairs.

Set in five hostile, inhospitable

areas of the planet, including the volcanic wastelands of Maui, the snowy mountains of the Himalayas and the cattle strewn highlands of Scotland, *Extreme Sports* is essentially a racing game which puts you through five radical events before you get anywhere near the finish line. Snowboarding is a typical *Snow Surfers*-style race down a mountain with plenty of opportunities for jumping and grinding. All Terrain Vehicles (quad bikes) live up to their name by being raced across a variety of different surfaces, from snow-covered fields to road sections with heavy traffic to



■ Mountainbiking is precarious across the rough terrain

## DETAILS

Publisher: Sega  
Developer: Innerloop  
Price: £39.99  
Release date: October 27  
Players: One to two  
Extras: 60Hz



■ Manoeuvre into the blue balloons to speed up your gliding

“A fairly original concept which initially makes for good extreme fun”



■ A variety of big air stunts are possible for each event



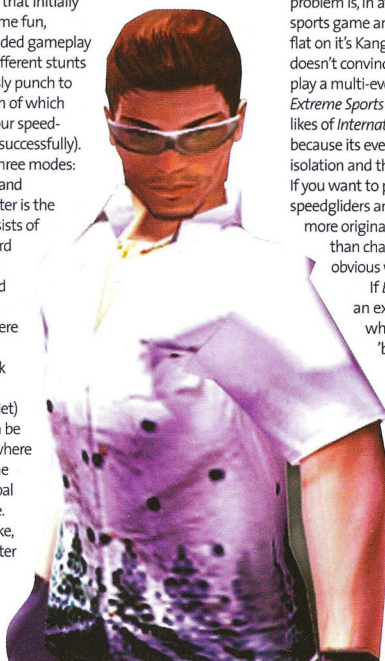
■ Quad biking in Bonny Scotland. Beware blue-daubed, hairy highlanders flashing their asres

weave between. Mountainbiking is a more precarious activity as the routes are littered with rocks which can separate you from your lightweight two-wheeler. A tranquil passage of play is provided by speedgliding where you merely have to steer into blue balloons to speed up and avoid red ones which slow you down. Finally, there's the maddest of the lot, bungeejumping, which acts as a link between stages as you plummet to the ground, grab hold of a pole to stop you boomeranging backwards and jump on a vehicle to continue the race.

**And that's the big** new concept behind the game. Rather than merely playing these sports separately, races are made up of transitions between anything from three to five of them. For example, you might start with a bungeejump then quickly get onto a mountainbike and burn it across the course to a speedglider, take to the skies and drift over to the landing flares where you must drop to the ground before rapidly tapping A to sprint to your snowboard, then rush down the mountain and hopefully cross the finish line before your three competitors.

This 'transition sports racing' is a fairly original concept that initially makes for good extreme fun, especially with the added gameplay quirks of a range of different stunts for each event and a sly punch to block opponents (both of which increase the size of your speed-boost-ometer if used successfully). Gameplay comes in three modes: Time Trial, Single Race and Championship. The latter is the main option and consists of three levels – Easy, Hard and Extreme – where you have to win a gold medal to move on to the next one. In all, there are 12 races (plus four bonus tracks to unlock and three more to download from the Net) and each of them can be played in two-player, where you'll spend more time trying to smack your pal than winning the race.

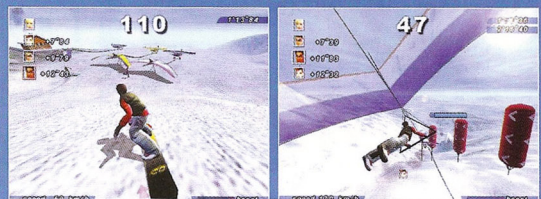
While all this is like, totally radical man, after a few hours play, *Extreme Sports*



# DC-REVIEW

## IN TRANSITION...

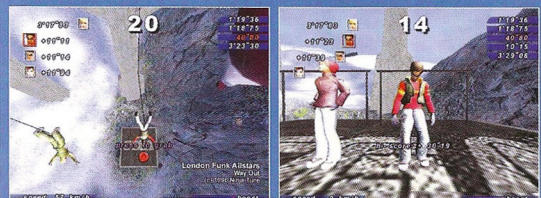
The most original aspect of *Extreme Sports* is the transition racing which has you switching between up to five different sporting activities on the way to the finish line. Check out this four event race in Stryn, Norway to see how it's done.



■ Begin on the snowboard and at the end of the descent take to the skies with the glider



■ Back on solid ground, sprint over to the quad bike and race along the motorway



■ Bungeejump down from the bridge to the finishing platform and take some deep breaths

becomes disappointingly bogus. The problem is, in attempting to be both a sports game and a racing game it falls flat on its Kangol-hatted bounce and doesn't convince as either. If you want to play a multi-event sports game then *Extreme Sports* doesn't compare to the likes of *International Track and Field* because its events can't be played in isolation and there isn't enough of them. If you want to play a racing game, using speedgliders and quad bikes may be a far more original passage to the finish line than charging about in a car, but it's obvious which is more preferable.

If *Extreme Sports* really was an extreme sports game where you could 'board and 'bike to your heart's content and the transition racing action was just another welcome option, then this would be a worthwhile package. As it is, the gameplay is far too shallow to encourage anything more than a few short bursts of high-octane amusement ■

Lee Hart

## DC-UK VERDICT

**GRAPHICS**  
Great lighting effects but backgrounds and athletes lack detail

**SOUND**  
Fantastic selection of Ninja Tunes tracks

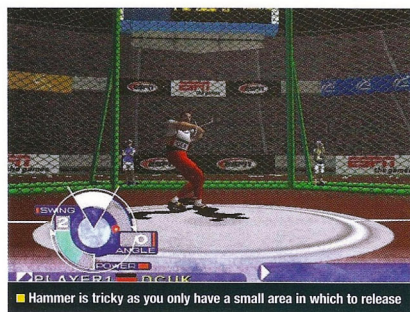
**GAMEPLAY**  
Transition racing with up to five sports

**MULTIPLAYER**  
The best aspect of the game. Enlivened by sneaky 'punch' move

**OVERALL**  
A good, original idea that only really delivers in the short-term

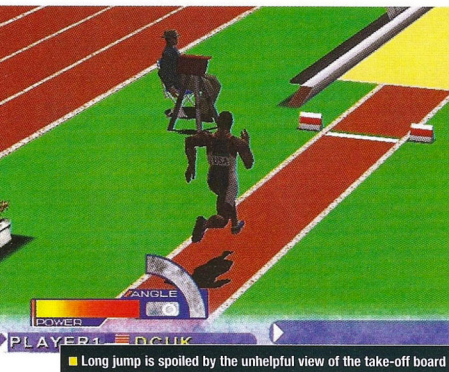
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OUT OF TEN

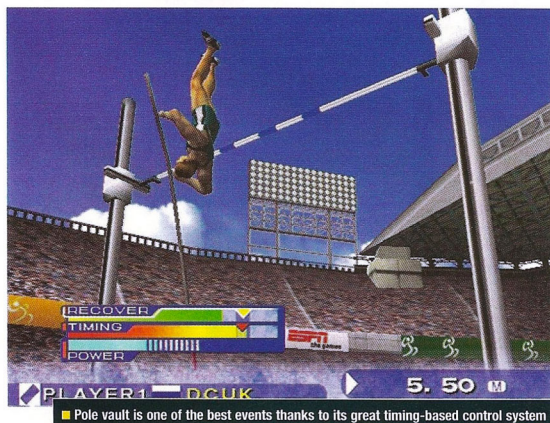


“ITF’s events utilise far better controls than both its athletics rivals which increases the fun factor considerably”

# International Track and Field



**Can Konami's legendary athletics series take the button-bashing Olympic title?**



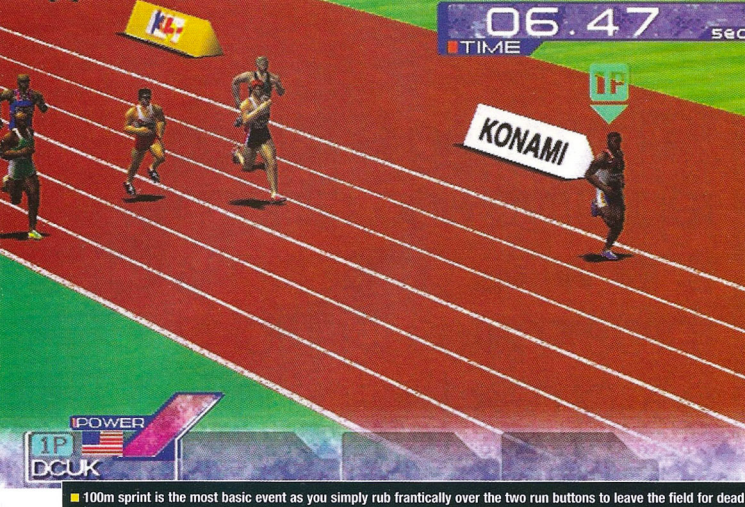
**P**icture the videogame athletics market as a 1500m race. The young Brit, *Sydney 2000* would be leading comfortably as it enters the final straight; the gold medal looking a certainty having held off the challenge of injury-prone *Virtua Athlete 2K*. But, hang on a second, what's this? Making a late, late sprint for the line is the veteran Japanese runner, *International Track and Field*! We all thought its best days had been and gone but this is a quite remarkable recovery. Look at it go! *Sydney 2000* is trying to respond but there's nothing left in the tank, it's treading water and *ITF* is closing the gap with every stride! The finish line is approaching! There's nothing in it! They're neck and neck! The gold medal is up for grabs...

Whoa there sports fans. Let's hit

freeze-frame for the next page and a half and see if we can determine which of Dreamcast's multi-sports games is going to take the Olympic crown. *Sydney 2000* has led the field from the beginning thanks to its early release, official Olympic license, and in-depth singleplayer challenge allowing you to train your athletes in the Virtual Gym and compete in minor races until they're ready for the big one. In comparison, *ITF* is appearing weeks later with a lot of ground to make up from the rear of the pack, it doesn't have a license and it doesn't have a dedicated singleplayer game. What it does have though, is bags of the traditional *Track*

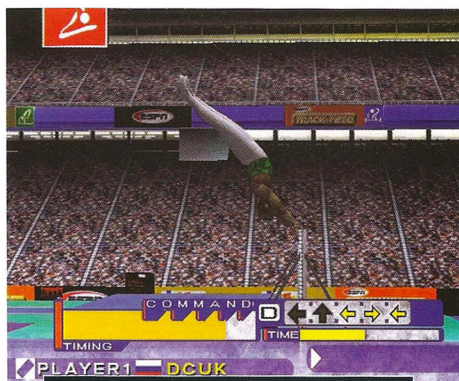
## DETAILS

|               |             |
|---------------|-------------|
| Publisher:    | Konami      |
| Developer:    | In-house    |
| Price:        | £39.99      |
| Release date: | Out now     |
| Players:      | One to four |
| Extras:       | 60Hz        |

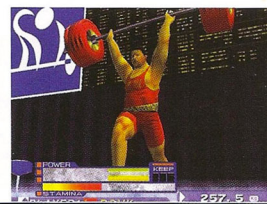
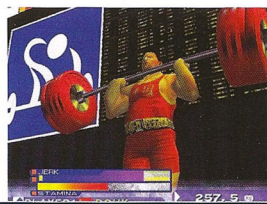
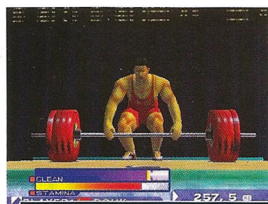


■ 100m sprint is the most basic event as you simply rub frantically over the two run buttons to leave the field for dead

# DC-REVIEW



■ Rapidly follow the on-screen directions to gyrate on the bar



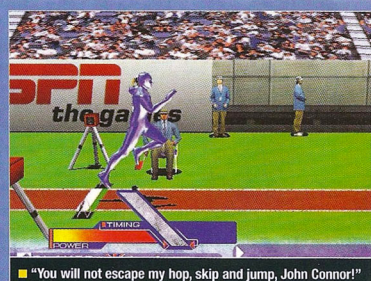
■ Weightlifting requires the most sustained bout of bashing as you make the transition from cleaning to jerking and then holding firm until the judges relieve you... Hmm, does that sound rude?

## EXTRA! EXTRA!

To make up for the unsurprising lack of depth in its gameplay, *International Track and Field* has some welcome unlockable extras to keep coaxing you back for more heated bashing action. The main attractions are the additional events that can be accessed by winning gold in Trial mode's eight initial disciplines. There are four of these – high jump, triple jump, vault and one other we're keeping secret

out of some misguided sense of fair play.

There are also a number of extra characters that can be unlocked by winning medals and setting world records in the main Championship mode (such as this T-1000 lookalike from *'Terminator 2'* on the right). All the athletes have the same attributes and perform exactly the same but, still, you'll want to collect them all anyway, won't you? ■



■ "You will not escape my hop, skip and jump, John Connor!"

and *Field* playability that has made Konami's series the one to beat in this genre over the years.

Continuing the trend of all its predecessors in the franchise, *ITF* is a bit of a shallow game that relies on multiplayer madness and the desire to achieve even greater World Records to keep you playing, rather than a wide range of different gameplay modes. In fact, there are only two options available: Trial which allows you to attempt all the events individually, and Championship where you compete in an Octathlon of eight disciplines over three days, at the end of which the athlete with the highest cumulative score wins the gold medal.

As with *Sydney 2000*, *ITF* has twelve events to test your rhythmic button-tapping and timing skills, with eight available from the beginning – 100m, 110m hurdles, long jump, javelin, hammer, pole vault, weightlifting and the horizontal bar – while the other four (high jump, triple jump, vault and one

other we'll keep secret) must be unlocked by winning gold in all the events in Trial mode. Being a *Track and Field* game the emphasis of the events is mainly, well, track and field, and is therefore less diverse than the selection on offer in *Sydney 2000* (which has the likes of swimming, skeet shooting and cycling adding some welcome variety). To compensate for this, *ITF*'s events utilise far better controls than both its athletics rivals which increases the fun factor considerably.

Whereas *Virtua Athlete 2K* and *Sydney 2000* assign all their control functions to the action buttons – with the result that only an octopus boasting the dextrous fingering skills of Liberace can truly appreciate the games – *ITF* intelligently uses the left trigger for throwing and jumping, making it far easier and far more comfortable to play. The pole vault, in particular, is a triumph of perfectly matched controls and playability as it relies on button-bashing for a strong run up, then precise timing

of the left trigger to release the pole and lift your legs over the bar. Rhythmic button-pressing may still be the simplistic core of these games (and probably always will be) but in *Track and Field* the controls have definitely reached a user-friendly peak.

**So, back to the race...** Can *Sydney 2000* hang on? *ITF* is breathing down its neck! It's desperately close! They both dip for the line and – remarkable – the gold medal goes to *International Track and Field*! Konami's veteran doesn't have the fancy frills of its official competitor and it certainly can't recapture the glory days of the 80s when it went head-to-head with *Summer Games* and *Daley Thompson's Decathlon*, but the tried and tested gameplay mechanics (honed over two decades) mean *Track and Field* is still the button-bashing Olympic champion. Now, do we really have to sit through the national anthem? ■

Lee Hart

## DC-UK VERDICT

### GRAPHICS

Animation is smooth throughout but the visuals lack finesse

### SOUND

Awful menu music as usual but sfx do the job

### GAMEPLAY

Button-bashing at its most basic but the intelligent controls put this ahead of the opposition

### MULTIPLAYER

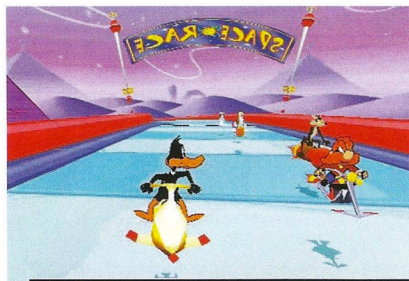
Fourplayer gaming is never quite as insane as when you're huddled over a joypad tapping like an over-worked secretary

### OVERALL

A decent entry in the series hampered by the inherent limits of button-bashing gameplay

# 6

OUT OF TEN

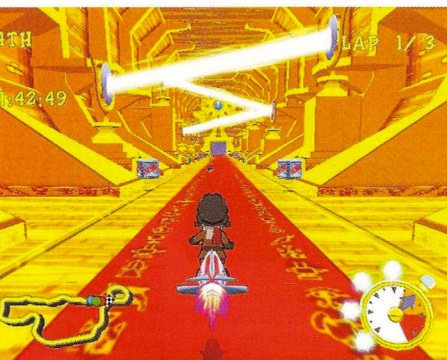


■ The sneaky rear view comes in handy for blocking opponents

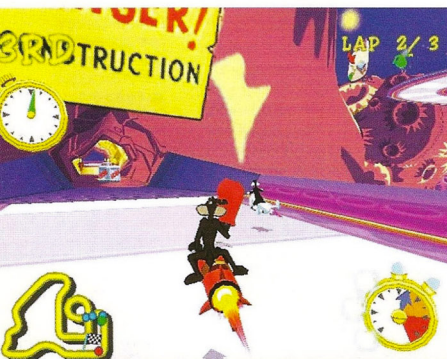
“The racing is far too repetitive and random, and while great fun with three mates it quickly becomes tiresome”

# Looney Tunes Space Race

The finest cartoon characters. On rockets. It should have been perfect. But, something's amiss in toontown...



■ A mercifully short diversion through Barry White's boudoir



■ Show no mercy with the comedy extending boxing glove

Apparently, talent borrows and genius steals. Which makes developers of fun racing games egg-headed masterminds of the first order. In *Looney Tunes Space Race* we find a game not unlike Dreamcast's *Wacky Races* or *South Park Rally* and, before that, *Mario Kart* on every Nintendo platform. Substitute karts for space-age transport, swap Mario and friends for Bugs Bunny and the rest of the Warner Bros toon legends and you have this, a modern racing game – modern in that racing is almost secondary in importance.

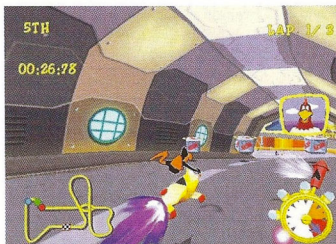
Look in your genre dictionary under 'cartoon racing' and you'll find that any game worthy of this title must feature weapons that are collectable through crates, speed-ups, hidden items, shortcuts and a decent multiplayer mode. Oh, and don't expect to win races with careful driving. Try bashing your opponent's brains out with a boxing glove, anvil or piano for a better chance

of racing success (although it never worked for Dick Dastardly). Thankfully, for *Space Race*, all of these important factors are in place. Acme crates dot the course for a random assignment of weapons and five speed-up cans can be collected to activate a turbo boost. It's all standard stuff.

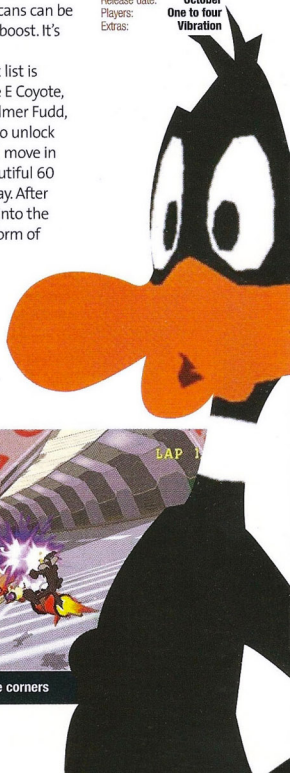
As you'd expect, the cast list is impressive: Bugs Bunny, Wile E Coyote, Yosemite Sam, Daffy Duck, Elmer Fudd, Sylvester and, hidden away to unlock later, Marvin the Martian. All move in perfect hi-res mode in a beautiful 60 frames per second sort of way. After selecting your character, it's into the race strapped to a suitable form of transport (rocket for Wile E, carrot for Bugs). Sadly, though, all the toons perform in roughly the same manner, with graphical variations being the only noticeable difference between them.

## DETAILS

|               |                 |
|---------------|-----------------|
| Publisher:    | Infogrames      |
| Developer:    | Melbourne House |
| Price:        | £39.99          |
| Release date: | October         |
| Players:      | One to four     |
| Extras:       | Vibration       |



■ Be sure to save speed boosts for long straights or you'll thud painfully into the corners

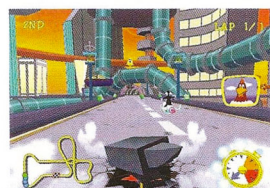
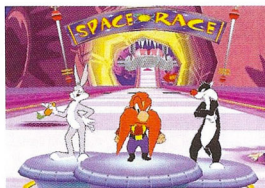




■ Fly into the Acme crates that are scattered around the tracks to collect power-ups



■ The random nature of the races means you can easily go from a lowly fifth to sweet victory



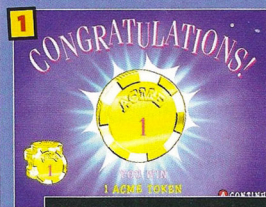
■ Two of the amusing weapons: an anvil falling from the sky and a shocking lightning cloud



## BILLY BONUS

Taking the game apart with a comical over-sized Acme axe, we find these gameplay nuggets

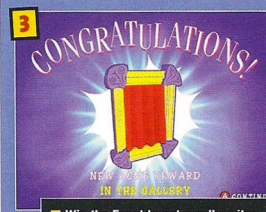
- 1 Racing is the simple part. Use weapons and speed-ups to stay ahead and, after coming first (which isn't a mighty challenge), you'll be rewarded with some of these tokens.
- 2 Take the tokens to the Acme Events section and you can then use them to purchase from this selection of mini-games.
- 3 Come first in your chosen Acme Event and you'll unlock something in the Gallery.
- 4 Consider this hidden snippet unlocked. With juicier and less-frustrating gameplay, it would be worth unlocking the lot, but sadly, it all becomes tedious remarkably quickly.



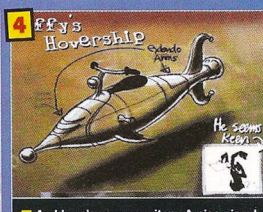
■ Finish first in races to win tokens



■ Spend the tokens on mini-games



■ Win the Event to get a gallery item



■ And here's your new item. A nice pic!

# "Try bashing your opponent's brains out with a boxing glove"

There's a *WipEout* feel to the controls, as you struggle to weave your hovering racer through a chicane or hurtle along a scribbled canyon, and the basic graphical style has allowed the developers to create a smooth and fast game. Unfortunately, this seems to have been done at the expense of track design as the routes are disappointingly empty. The tracks are set in a variety of worlds but while the name's change, the style is stuck on swoops of multi-coloured ramps and roadways with little variation between them. In simple terms, they're rather dull.

To try and coax you back for more, *Space Race* has wisely been fitted with a series of challenges. At the start of the game you're presented with three

simple courses. Finish victorious in each of them and you'll be rewarded with an Acme token and more courses. Collect enough of these tokens and you can then head for the Acme Event section to spend them on entering one of the 12 challenges. These range from the simple (avoid falling debris) to the strenuous (partake in two races) to the pointless (race on a standard course without any power-ups). Complete each challenge and you'll be rewarded with another item in the Gallery. Here you get more than just standard pictures, you can also view animations for each of the characters and listen to all their triggered samples.

The development team has beavered away religiously to make this as accurate a cartoon racing game as

possible. With Foghorn Leghorn introducing (and commenting on) the races, excellent voice samples and sound effects, plus hilarious weapons and explosions attacking your senses from the starting grid, it's an impressive translation from cartoon to console.

**It's a shame then,** that the gameplay doesn't match the standard of the aesthetics. Having the emphasis placed so firmly on power-up battles rather than racing skills makes the contests far too hit and miss; with luck often proving to be a more important attribute than judgement. Getting hit up the jacksby by a missile on the last corner of the last lap may cause some to go into hysterics but, for the majority, it'll make you want to throw the joypad (attached to the console and the TV) out of the window. The racing is just far too repetitive and random, and while great fun with three other mates, it quickly becomes a tiresome oneplayer affair. Without secret sections to uncover and any real passion to continue with the Acme Challenges, this is one game that's likely to be collecting dust long before its use-by date has arrived ■

Dean Mortlock

## DC-UK VERDICT

### GRAPHICS

Fits Warner Bros style and tradition perfectly

### SOUND

Grand. Rousing tunes and plenty of comical samples and effects

### GAMEPLAY

Smooth and fast, but empty courses lead to dullness

### MULTIPLAYER

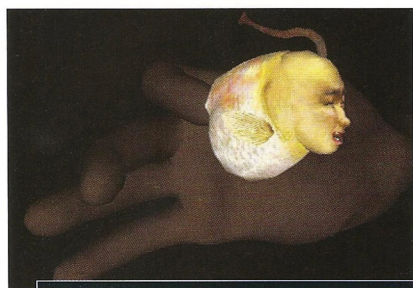
If you're going to play this, do it with mates

### OVERALL

It's fun, but like cartoons, it doesn't last long enough

# 5

OUT OF TEN

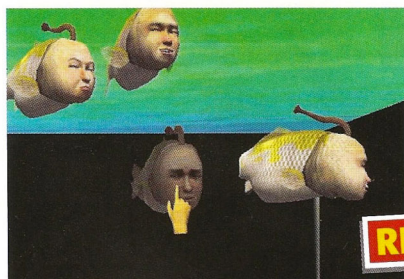


■ The manfish squeals in dismay if you lift him out of the tank

"It rapidly becomes clear that the Seamen are nasty little sods who hate your guts no matter how well you treat them"

# Seaman

We've spent the last few weeks talking to a manfish named Seaman. The weird thing is, it wasn't from the confines of a padded cell



■ Look at them. Aren't they just adorable? Coochy-coochy-cooo!

## DETAILS

Publisher: Sega  
Developer: Vivarium  
Price: £49.99  
Release date: Now (US)  
2001 (UK)  
Players: One  
Extras: Microphone!

DC-UK

RECOMMENDS

**S**eaman is like no other game you've played before. In fact, to call it a 'game' doesn't even begin to cover the breadth of its ambitions: this is more like the process of evolution captured on a GD-Rom for our amusement – although it's doubtful Charles Darwin imagined a talking fish/human hybrid when he developed his Earth-shaking theory.

For those who took one look at the title and imagined this was a game about Arsenal's moustachioed goalie, we'll begin with a little background information. *Seaman* is a voice-recognition pet simulator starring a fish with a human head. The idea is to grow your Seaman in a virtual aquarium and help the fishy freak to evolve by interacting with him using the microphone peripheral that comes packaged with the game. The ultimate objective is to evolve him into a frog who can leave the confines of his tank and head out into the big, wide world to find his lost love. Sounds mental doesn't it? And it undoubtedly is, but that's just one of the things we love about this game.

*Seaman* is controlled via a disembodied hand which is used to pick up objects, drop things into the tank, tap on the glass to attract Seaman's attention, viciously flick him if he's annoying you and even tickle the fish-man-thing to keep him happy. To begin

proceedings you must program the lighting, air pressure and water temperature in the aquarium to the settings most conducive to hatching a pet, then drop your Seaman egg in the tank and wait for events to unfold (see Congratulations, it's a Seaman! for the full, gruesome birth process).

Initially, you'll have anything up to eight baby Seamen but as the hours progress, the evolutionary maxim 'survival of the fittest' kicks in, and the dominant fish will use their antennae to suck the blood of the others until only two remain. While this natural selection is taking place you'll be busy nurturing the creatures. As with the Mogwai in 'Gremlin', there are three main rules for taking care of your pets:

- 1) Keep them happy. A contented Seaman will evolve much quicker so tickle them and hypnotise them to put a smile on those hideous faces.
- 2) Every time you visit the lab (at least twice a day) you must feed the manfish and attend to conditions in the tank – keeping the temperature up and putting in new air to clean the water – otherwise they'll die.
- 3) Interact with the creatures. Early on, they won't be able to respond but you should chat away regardless because they'll be learning as they listen.

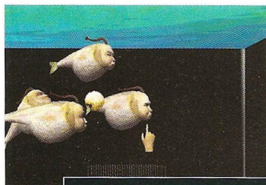
With only two Seamen left, the fun really begins. From merely repeating single words such as Seaman, English,



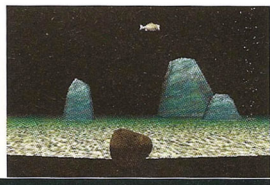
■ You'll have to grow these hideous beasts in a separate tank to feed your Seaman



■ After naming your pet he turns gold in one of the evolutionary steps to becoming amphibious



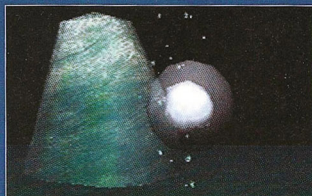
■ Following feeding time in the tank, massive, steaming turds mysteriously appear



■ Hypnotising and tickling the Seamen will bring a brief smile to their miserable boat races



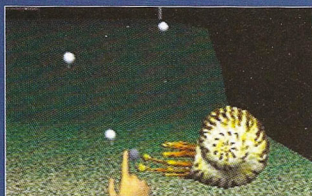
## CONGRATULATIONS, IT'S A SEAMAN!



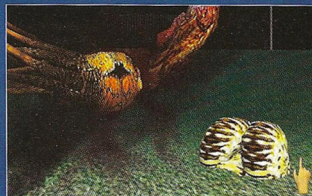
1) The birth process gets underway when you program the settings in the tank and drop a Seaman egg in there.



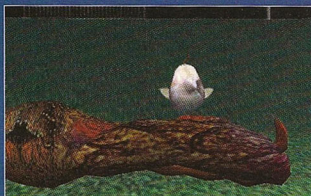
2) After a few minutes, the egg begins to judder and you'll see the cells divide and become these little tadpoles, known as Mushroomers.



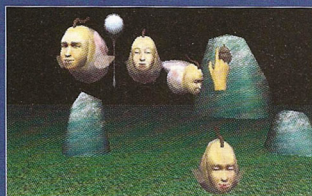
3) Tapping on this shell will awaken the squid-like Nautilus within. It swallows the Mushroomers, which turns out to be a big mistake...



4) The Mushroomers are parasites and they consume Nautilus from the inside. The squid dies horribly to allow your Seamen to grow.



5) From death comes life as the baby Seamen swim out of the wasted carcass they have feasted on so disturbingly.



6) And here they all are! Ultimately, there can be only one but for a while you'll have a group of lovely little Seamen to look after.

### DC-UK VERDICT

#### GRAPHICS

You couldn't really get any more basic than a fish in a tank, but the visuals do their job

#### SOUND

Helpful narration by Leonard Nimoy (Mr Spock), and Seaman himself talks in a sarcastic, Harvard-educated accent

#### GAMEPLAY

You watch, you wait, you talk, you listen. The process of evolution on your DC

#### OVERALL

A gaming experience like no other. Utterly absorbing if you accept the role of Seaman's parent and truly commit yourself to the weird world of the miserable manfish

# 8

OUT OF TEN

baby and play, play, play! They'll grow up overnight and start speaking entire sentences in a mature, patronising voice. A shiver will pass down your spine the morning you load the game to be met with the following sarcastic tirade: "Oh, you're back. Good of you to show up again. I'm hungry, give me some food." It's both extremely impressive and horribly creepy.

**You'll soon begin** to have proper conversations with the fish – him asking you questions covering everything from your birthday to your sexual preferences, you trying to get him to say lots of swear words – and it rapidly becomes clear that the Seamen are nasty, bad-tempered little sods who hate your guts no matter how well you treat them. Here's an excerpt from one of our chats:

**DC-UK:** Good morning, Seaman!

**Seaman:** Yeah, hello, whatever.

**DC-UK:** You're looking very well today!

**Seaman:** Huh, I bet you say that to all the fishmen.

**DC-UK:** Are you a big poof?

**Seaman:** Want me to open up a can of Seaman whup-ass?

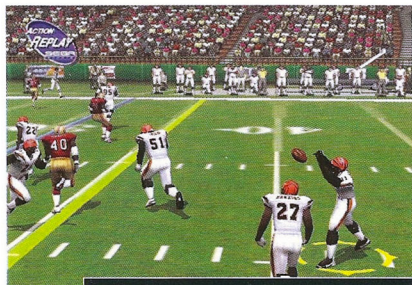
Despite their objectionable behaviour, a favourite manfish will eventually emerge and you'll be able to give it a name and adopt it as your very own. The other fish will then pass away and it'll just be you and your ever-evolving Seaman (or Mini Gerald in our pet's case) for the rest of the game.

It's no exaggeration to state that *Seaman* is a work of near-genius. The voice-recognition works fantastically in the main, you will have to repeat yourself regularly and sometimes you

can hear the programming gears grinding to find Seaman's response, but the conversation is surprisingly fluid and the vocabulary and artificial intelligence the manfish possesses are incredible.

Despite the great leap forward *Seaman* represents, its appeal will be limited because, in the traditional sense, it isn't really what we think of as a game. There are no cars, guns or real action, it's more like a practise run for raising your own kids than anything else; although, if your offspring look like Mr Seaman then you've got serious genetic problems. In turns astonishing, hilarious and disturbing, *Seaman* is undoubtedly an acquired taste, but anyone with the patience and mind-set to take on this Darwinian challenge will find it a massively rewarding experience ■

**Lee Hart**



■ An interception – not what quarterbacks like to see

“NFL2K1 has picked up a devoted following among hardcore American Football fans in the States”

# NFL2K1

**It's totally alien to most of us Brits, but for the enlightened few, Sega's gridiron sequel is the world's greatest NFL game**

## DETAILS

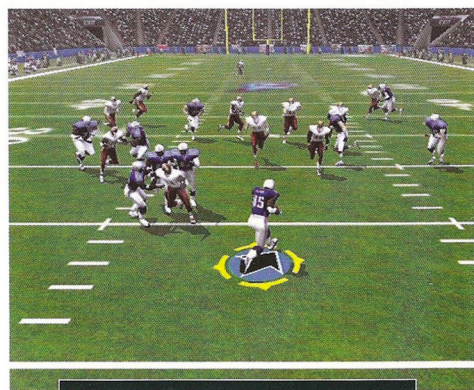
Publisher: Sega  
Developer: Visual Concepts  
Price: £50 (import)  
Release date: Now (US)  
Players: One to eight  
Extras: Keyboard, modem

**A**rguably, the measure of a great NFL sim is the balance it strikes between stat-heavy realism and arcade-style playability. If this is the case, Sega's masterful *NFL2K1* is probably the best we've ever seen. As the sequel to a title that was never released outside of America, there's a chance Sega won't distribute *NFL2K1* over here, but for anyone with access to a machine that plays NTSC games (a good proportion of regular DC-UK readers, we'd guess) it's definitely worth getting hold of a copy.

With a wealth of options to explore and customisable playbooks based on the tactics and players each team uses in real life, *NFL2K1* has picked up a

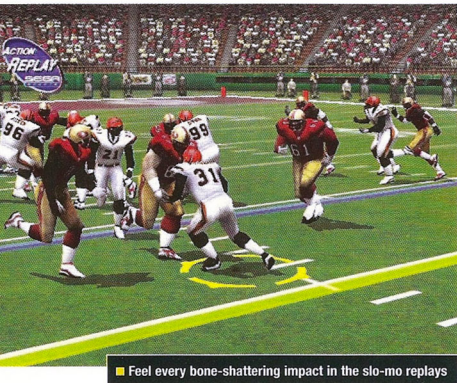
devoted following among hardcore American Football fans in the States. Every player in the game is modelled on his real NFL counterpart, including ratings based on his current form (updated stats can be downloaded each week of the season from the Internet) and personal biography details. For those of us in this country who won't be particularly interested to learn that Edwin Mulitano's dad is a blacksmith or that the Raiders' number 11 once kicked an 82-yard field goal for his school team, *NFL2K1* is pleasingly easy to get into.

The game uses a passing system similar to *NFL Quarterback Club*, with each receiver assigned to a button on the controller. As the players sprint off down the field, running the patterns you selected for them when you called the play, icons appear above them showing which button to press for the pass. It's very simple, and the crisp graphics make it easy to distinguish between players who are wide open and those under too much defensive pressure to risk targeting. Once you've



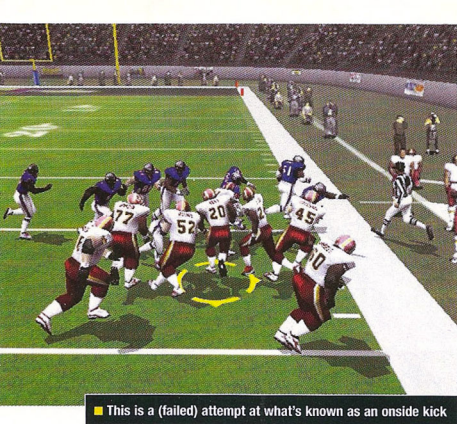
■ We ran this kick-off a full 93 yards back for a touchdown

caught the ball, the buttons activate special moves such as diving and hurdling. Holding both triggers together lets you perform an improvised jinking move, allowing you to wriggle through gaps in the defence with deft tweaks of



■ Feel every bone-shattering impact in the slo-mo replays

“Undoubtedly the most atmospheric sports game available for DC”



■ This is a (failed) attempt at what's known as an onside kick

## YOU'RE THE BOSS

**49ers' Running Backs**

| Name       | P   | Rate | Wage    | Yrs |
|------------|-----|------|---------|-----|
| C. Garner  | RB1 | 87   | \$1.40m | 2   |
| F. Beasley | RB2 | 74   | \$600k  | 4   |
| G. Hearst  | RB3 | 79   | \$850k  | 3   |
| T. Jackson | RB4 | 75   | \$600k  | 5   |
| T. Jervey  | RB5 | 70   | \$550k  | 5   |

**Free Agent Running Backs**

| Name       | P  | Rate |
|------------|----|------|
| B. Sanders | RB | 93   |
| R. Harris  | RB | 78   |
| A. Craver  | RB | 78   |
| K. Turner  | RB | 73   |
| C. Way     | RB | 72   |

**Team Info**  
78 Players  
\$ N/A  
Cap: \$62.20m

**Player**  
Speed  
Agility  
Finesse Moves  
Power Moves  
Break Tackle

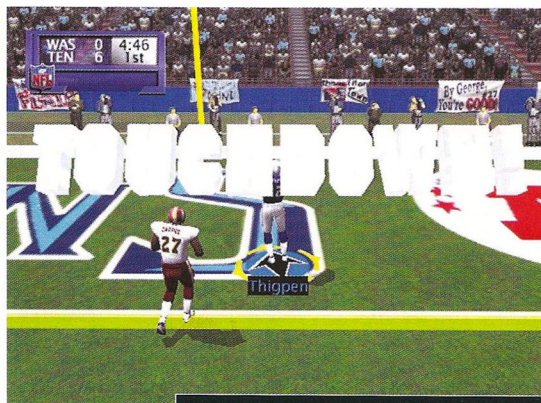
**Help** **Back**

■ Watch that salary cap when signing expensive stars

As well as the main football sim side of things there's a full management option which allows you to balance the team's budget and trade players with rival clubs. If you play for more than one season some of the senior players will call it a day and hang up their jerseys for good, leaving you to battle through the arcane draft system to uncover the stars of the future ■



■ Some players have no dignity at all, rolling around in the mud like school children



■ The improbably named Yancy Thigpen scores for the Titans

computer doesn't always let you control the man nearest the ball. If the player you want to select is doing something else, such as grappling with a member of the other team, it's impossible to get him to leave his position and do something more useful, even if the ball carrier is only a few feet away. It can be a little chaotic at times, but it's possible to let the computer handle a lot of the defensive dirty work if things start going badly wrong.

**The game's animation** is startlingly realistic, as you'd expect from a genuine next-gen sports title, but we were surprised to hear just how good the commentary and sound effects are. The commentators offer useful advice, rarely repeating the same phrases during a game, and you can select various audio options to simulate watching a TV broadcast or even being on the field, with just the shouts of the players and the roar of the crowd filling your ears. It adds a great sense of occasion to what

is undoubtedly the most atmospheric sports game available for DC.

One of **NFL 2K7's** most noteworthy features is its online gaming network which allows up to eight players to participate. Hook up a keyboard and you can chat with the other players in the pre-game lobby, but unfortunately actual gameplay seems to be impossibly slow from this country. It's optimised for the US only at the moment, so until Sega sees fit to release this minority sports sim in Europe, we can't test ourselves against the best America has to offer. We hope that's sooner rather than later.

NFL fans wanting to import this excellent sim will have to miss out on a major part of the game, which is why we can't really justify giving it a higher score. But it's still an outstanding oneplayer title, and if you can muster up three gridiron-loving friends, you've got the next best thing to an online match in your living room ■

Martin Kitts

## DC-UK VERDICT

### GRAPHICS

Wonderful animation and solid players make this a super-realistic sim

### SOUND

Commentary from the broadcast announcers and the stadium PA system, plus lots of noise from the players on the field

### GAMEPLAY

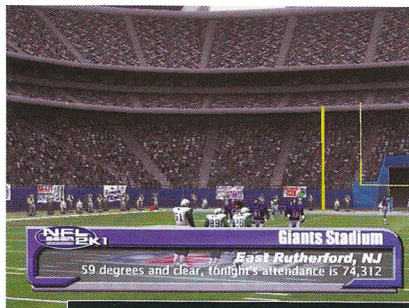
Easy enough for beginners to control, with enough depth to satisfy NFL fans

### OVERALL

America's number one sport has never looked, sounded or played better than this. Shame the online option isn't all that playable outside of the States though

# 8

OUT OF TEN



■ Just like watching the real NFL, with no Channel 5 fuzz

the joystick. You can also charge up an 'instant energy' meter which means your next move will be more powerful but increases the chances of fumbling the ball. Running plays have been massively improved since last year's version, so picking a team that doesn't have a star quarterback isn't as big a disadvantage as it once was. In fact, clattering through the defence with a 16-stone running back is immensely enjoyable once you've mastered the art of breaking free from tackles.

Defending isn't so much fun, as the

# Reviews

**W**hatever you're about to buy, stop! Read our comprehensive review listings before spending another penny of your hard-earned cash. We've listed every game currently available for Dreamcast, together with a few choice comments and our original score. Your days of disappointment are over! ■

## KEY

ACTION/ADVENTURE

BEAT 'EM UP

DRIVING/RACING

MISC

RPG

SHOOT 'EM UP

SPORTS

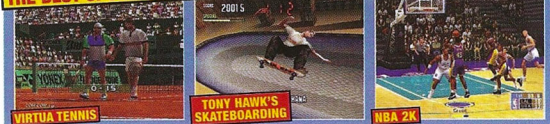
STRAT/SIMULATION

| GAME NAME                                       | PUBLISHER     |   | PLAYERS | NET SUPPORT | ISSUE        | SCORE |
|---|---------------|---|---------|-------------|--------------|-------|
| <b>4WHEEL THUNDER</b>                           | MIDWAY        | Hectic, simple arcade racer, with enough modes to keep you interested. But no fourplayer option.                    | TWO     | X           | 09           | 8/10  |
| <b>AERO WINGS</b>                               | CRAVE         | Attractive flight sim, but we'd recommend this one to hardcore enthusiasts only.                                    | ONE     | X           | Not reviewed |       |
| <b>AERO WINGS 2: AIRSTRIKE</b>                  | CRAVE         | A vast improvement on the original with excellent dogfighting action added to its flight sim aspects.               | TWO     | X           | 14           | 8/10  |
| <b>ARMADA</b>                                   | ACCLAIM       | Enjoyable, in-depth shooter with relentless action, but there aren't that many different types of missions.         | FOUR    | X           | 06           | 8/10  |
| <b>BANGAL-O</b>                                 | SWING/VIRGIN  | Fantastically addictive retro shooter with constant swarms of enemies and vast environments.                        | ONE     | X           | 14           | 8/10  |
| <b>BLUE STINGER</b>                             | ACTIVISION    | Unoriginal gameplay and too many frustrating moments, but some nice graphical touches.                              | ONE     | X           | 02           | 3/10  |
| <b>BUGGY HEAT</b>                               | SEGA          | Pretty much a dune buggy version of <i>Sega Rally 2</i> , marred by limited depth and slow turning speeds.          | TWO     | X           | 03           | 6/10  |
| <b>BUST-A-MOVE 4</b>                            | ACCLAIM       | Addictive, exciting and mentally challenging. It's the best version yet of Taito's puzzle classic.                  | TWO     | X           | 12           | 8/10  |
| <b>CEASAR'S PALACE 2000</b>                     | INTERPLAY     | A Commodore 64-style gambling sim? On a 128bit Dreamcast behemoth? In the year 2000? Do give over...                | FOUR    | X           | Not reviewed |       |
| <b>CHEF'S LUV SHACK</b>                         | ACCLAIM       | Boasts a variety of mini-games and enjoyable fourplayer fun, but it won't keep you coming back for more.            | FOUR    | X           | 05           | 6/10  |
| <b>CHUCHU ROCKET</b>                            | SEGA          | One of the best puzzlers you'll ever play. It's fast, infectious and hilarious. An online gaming essential.         | FOUR    | ✓           | 10           | 9/10  |
| <b>CRAZY TAXI</b>                               | SEGA          | Brilliantly original driving game with completely addictive gameplay and infectious mini-games.                     | ONE     | X           | 07           | 9/10  |
| <b>DEADLY SKIES</b>                             | KONAMI        | Some nicely designed missions and great scenery, but ultimately a short-lived shooter with a lack of depth.         | ONE     | X           | 07           | 6/10  |
| <b>DEAD OR ALIVE 2</b>                          | ACCLAIM       | The boobtastic beat 'em up is one of the smoothest, sauciest and best fighting games you'll ever play.              | FOUR    | X           | 13           | 9/10  |
| <b>DEEP FIGHTER</b>                             | UBI SOFT      | Fairly original underwater action ruined by dull environments, zero atmosphere and repetitive gameplay.             | ONE     | X           | 12           | 5/10  |
| <b>DRAGONS BLOOD</b>                            | INTERPLAY     | A typical hack 'n' slash game that's fun for a while but is too shallow to be an essential purchase.                | ONE     | X           | 12           | 6/10  |
| <b>DYNAMITE COP 2</b>                           | SEGA          | A dull arcade beat 'em up, with a few humorous touches and little else.   | TWO     | X           | Not reviewed |       |
| <b>ECCO THE DOLPHIN: DEFENDER OF THE FUTURE</b> | SEGA          | Looks beautiful and plays equally well – except it may be a bit too challenging for some.                           | ONE     | X           | 11           | 8/10  |
| <b>ECW REVOLUTION</b>                           | ACCLAIM       | Limp wrestling game with bad graphics, rubbish characters and awful moves. Believe us, it's no revolution           | FOUR    | X           | 09           | 3/10  |
| <b>EVOLUTION</b>                                | UBI SOFT      | Average RPG with some nice touches, but not much to really get excited about.                                       | ONE     | X           | 05           | 5/10  |
| <b>EXPENDABLE</b>                               | INFOGRAMES    | Old-skool top-down shoot 'em up that soon becomes tiresome.   | TWO     | X           | 01           | 6/10  |
| <b>FIGHTING FORCE 2</b>                         | EIDOS         | Satisfyingly violent adventure that disappoints due to its lack of depth and awkward movement.                      | ONE     | X           | 05           | 7/10  |
| <b>F1 WORLD GRAND PRIX</b>                      | VIDEO SYSTEMS | Challenging racing sim, marred only by some slow down and an imperfect twoplayer mode.                              | TWO     | X           | 03           | 7/10  |
| <b>F1 WORLD GRAND PRIX 2</b>                    | KONAMI        | The best F1 game available for DC but doesn't do anything particularly new with the Grand Prix genre.               | TWO     | X           | 15           | 7/10  |
| <b>FERRARI 355 CHALLENGE</b>                    | ACCLAIM       | The most realistic driving game ever. Totally hardcore, if you can handle it this is virtually peerless stuff.      | TWO     | X           | 15           | 9/10  |
| <b>GAUNTLET LEGENDS</b>                         | MIDWAY        | Half-hearted attempted at regenerating the magic of the original. It rapidly becomes a tedious affair.              | FOUR    | X           | 12           | 6/10  |
| <b>GIGA WING</b>                                | VIRGIN        | Enjoyable retro shooter that is outrageously action-packed but a bit too short-lived.                               | TWO     | X           | 13           | 7/10  |
| <b>GTA2</b>                                     | TAKE 2        | Worthy sequel that outclasses and will probably outlast the original.   | ONE     | X           | 10           | 8/10  |
| <b>GUNBIRD 2</b>                                | VIRGIN        | Typically frenzied 2D shoot 'em up that is extremely good fun while it lasts.                                       | TWO     | X           | 15           | 7/10  |
| <b>HIDDEN AND DANGEROUS</b>                     | TAKE 2        | War's never been so much fun than in this engrossing, strategic WWII adventure.                                     | ONE     | X           | 13           | 8/10  |
| <b>THE HOUSE OF THE DEAD 2</b>                  | SEGA          | Arcade perfect shoot 'em up with addictive gameplay, but not much replay value.                                     | TWO     | X           | 01           | 8/10  |
| <b>HYDRO THUNDER</b>                            | MIDWAY        | Frenetic racing action that never fails to thrill or infuriate. Great level design but gameplay is a touch shallow. | TWO     | X           | 03           | 7/10  |
| <b>INCOMING</b>                                 | INFOGRAMES    | This simple shoot 'em up is fun for a while but it'll soon be gathering dust on your shelf.                         | ONE     | X           | 01           | 5/10  |
| <b>JIMMY WHITE'S 2: CUEBALL</b>                 | VIRGIN        | Above average snooker sim marred by awful loading times and awkward controls.                                       | TWO     | X           | 03           | 6/10  |
| <b>JOJO'S BIZARRE ADVENTURE</b>                 | VIRGIN        | Insane 2D beat 'em up offering two games for the price of one. But it's a bit easy with limited moves.              | TWO     | X           | 08           | 7/10  |
| <b>MAGFORCE RACING</b>                          | CRAVE         | Below par futuristic racer that combines <i>Rollcage</i> and <i>WipEout</i> in sick-making fashion.                 | FOUR    | X           | Not reviewed |       |
| <b>MAKEN X</b>                                  | SEGA          | Innovative firstperson adventure that uses swords rather than guns. Difficult but worth the effort.                 | ONE     | X           | 13           | 8/10  |
| <b>MARVEL VS CAPCOM</b>                         | VIRGIN        | Cool characters and attacks but most players will try this once or twice before dashing back to the shops.          | TWO     | X           | 03           | 6/10  |

### THE BEST DRIVING GAMES



### THE BEST SPORTS GAMES



## THE BEST BEAT 'EM UPS



## THE BEST ACTION/ADVENTURES



| GAME NAME                       | PUBLISHER   |   | PLAYERS | NET SUPPORT | ISSUE | SCORE        |
|---------------------------------|-------------|---|---------|-------------|-------|--------------|
| MARVEL VS CAPCOM 2              | VIRGIN      | Fantastically competitive 2D fighter. The graphics will have you drooling all over your Dreamcast.                                    | TWO     | X           | 12    | 8/10         |
| MDK2                            | INTERPLAY   | With an imaginative three-character set-up and a great sense of humour, it's far superior to the original.                            | ONE     | X           | 09    | 9/10         |
| METROPOLIS STREET RACER         | SEGA        | Totally deserving of only the second DC-UK perfect score. Arcade-style racing taken to a new stratosphere.                            | TWO     | ✓           | 15    | 10/10        |
| MIDWAY ARCADE CLASSICS          | MIDWAY      | These are 20-year old titles and it shows. The gameplay is embarrassing by today's standards.   | TWO     | X           | 12    | 3/10         |
| MONACO GRAND PRIX               | UBI SOFT    | Detailed simulation, enjoyable arcade mode, but more than a little unrewarding.   | TWO     | X           | 02    | 6/10         |
| MORTAL KOMBAT GOLD              | MIDWAY      | Beat 'em up fans are spoilt for choice with DC's line up of fighters. This dated offering is not one to opt for.                      | TWO     | X           | 02    | 6/10         |
| NBA SHOWTIME                    | MIDWAY      | Not much longevity in the oneplayer mode, but fourplayer hoops is superbly addictive.   | FOUR    | X           | 04    | 6/10         |
| NBA 2K                          | SEGA        | Standard-setting visuals, arcade and simulation modes. It's the best basketball sim ever. Need we say more?                           | FOUR    | X           | 07    | 8/10         |
| NHL 2K                          | SEGA        | Good looking title that's perfect for ice-hockey fans, but may not appeal to newcomers to the game.                                   | FOUR    | X           | 12    | 7/10         |
| NFL BLITZ                       | MIDWAY      | Fast, fun and outrageously violent American football game. Ideal for anyone who's into instant sports fun.                            | FOUR    | X           | 04    | 8/10         |
| NFL QB 2000                     | ACCLAIM     | Appalling American football title. Even grid-iron fans should avoid this stinker.   | FOUR    | X           |       | Not reviewed |
| NIGHTMARE CREATURES             | KONAMI      | A great storyline and atmosphere have been wasted on a game engine that just isn't up to the job.                                     | ONE     | X           | 11    | 5/10         |
| THE NOMAD SOUL                  | EIDOS       | Graphically flawed sci-fi adventure that allows you take control of other peoples bodies.   | ONE     | X           | 09    | 7/10         |
| PEN PEN TRICELON                | INFOGRAMES  | Weird racing game that looks fantastic but is let down by horribly repetitive gameplay.   | ONE     | X           |       | Not reviewed |
| PLASMA SWORD                    | VIRGIN      | An average weapons-based fighter that gets its head cleaved in by the mighty <i>Soul Calibur</i> .                                    | TWO     | X           | 13    | 5/10         |
| POWER STONE                     | EIDOS       | Groundbreaking beat 'em up featuring giant arenas and eye-popping power-ups and weapons. Excellent.                                   | TWO     | X           | 02    | 9/10         |
| POWER STONE 2                   | EIDOS       | A superb sequel that adds much to the original, but its big new feature, fourway scrapping, is a bit of a mess.                       | FOUR    | X           | 14    | 8/10         |
| PSYCHIC FORCE 2012              | ACCLAIM     | Beat 'em up with a difference: the action takes place in the air. That really is it. Avoid.   | TWO     | X           |       | Not reviewed |
| RAILROAD TYCOON II              | TAKE 2      | DC's first real strategy game is a trainspotters dream, but is probably too slow and dull for most.                                   | FOUR    | ✓           | 14    | 6/10         |
| RAYMAN 2                        | UBI SOFT    | Challenging platformer with stunning scenery, huge levels and lasting appeal for those who persevere.                                 | ONE     | ✓           | 08    | 8/10         |
| READY 2 RUMBLE BOXING           | MIDWAY      | One of the best box 'em ups ever with hugely enjoyable play and superstar characters. Hilarious.                                      | TWO     | X           | 02    | 8/10         |
| RED DOG                         | SEGA        | Futuristic shoot 'em up with diverse locations, superb missions and great multiplayer games.  | FOUR    | X           | 07    | 8/10         |
| RESIDENT EVIL 2                 | VIRGIN      | Still scary, still absorbing, but still a half-hearted PC port of an old game.  | ONE     | X           | 06    | 7/10         |
| RESIDENT EVIL CODE: VERONICA    | EIDOS       | Doesn't stray too far from the <i>Resi Evil</i> formula, but is the best yet in the series. Survival horror genius.                   | ONE     | X           | 11    | 9/10         |
| RE-VOLT REVOLUTION              | SEGA        | Remote-controlled car racer with plenty of variety, but the handling is a bit too tricky.   | FOUR    | X           | 05    | 7/10         |
| ROADSTERS                       | TITUS       | Awful driving game that pales in comparison to the likes of <i>MSR</i> . Spend your cash elsewhere.                                   | TWO     | X           |       | Not reviewed |
| SAN FRANCISCO RUSH 2049         | MIDWAY      | Enjoyable arcade racer with big jumps and bigger crashes. Boasts loads of cool extra modes, too.                                      | FOUR    | X           | 15    | 7/10         |
| SEGA BASS FISHING               | SEGA        | Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly though.                              | ONE     | X           | 03    | 7/10         |
| SEGA RALLY 2                    | SEGA        | Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity.                                   | TWO     | ✓           | 01    | 7/10         |
| SHADOWMAN                       | ACCLAIM     | Great visuals and plenty to do in this massive, atmospheric adventure title. Magic.   | ONE     | X           | 04    | 9/10         |
| SILVER                          | INFOGRAMES  | The sort of RPG that will appeal to the casual gamer. It's fun to play, but not overly engrossing.                                    | ONE     | X           | 10    | 7/10         |
| SLAVE ZERO                      | INFOGRAMES  | Linear mech shoot 'em up with a poor multiplayer experience. It's got rather large guns though.                                       | FOUR    | X           | 07    | 6/10         |
| SNOW SURFERS                    | SEGA        | Badly designed tracks with no sensation of boarding and no opponents. Appalling.  | TWO     | X           | 04    | 3/10         |
| SONIC ADVENTURE                 | SEGA        | Excellent new adventures mixed with tried and tested gameplay in <i>Sonic's</i> impressive 128bit debut.                              | ONE     | ✓           | 01    | 9/10         |
| SOUL CALIBUR                    | SEGA        | Possibly the greatest beat 'em up ever with an addictive oneplayer mode and twoplayer action to die for.                              | TWO     | X           | 03    | 10/10        |
| SOUL FIGHTER                    | MINDSCAPE   | Approach this below par scrolling beat 'em up with extreme caution. It's repetitive and boring.                                       | ONE     | X           | 04    | 4/10         |
| SOUL REAVER                     | EIDOS       | Truly magnificent visuals, fantastic design (sorry) and you can't die either.   | ONE     | X           | 07    | 9/10         |
| SOUTH PARK RALLY                | ACCLAIM     | Comedy racing action in a perfect conversion from TV to DC, but only avid <i>South Park</i> fans will hold it dear.                   | FOUR    | X           | 12    | 5/10         |
| SPACE CHANNEL 5                 | SEGA        | Utala is the undisputed Dancing Queen in Sega's fantastic boogie 'em up. Utterly irresistible while it lasts.                         | ONE     | X           | 15    | 8/10         |
| SPEED DEVILS                    | UBI SOFT    | Great fun to play and unique looking, but it's marred by a lack of opponents and few tracks to race on.                               | TWO     | X           | 02    | 7/10         |
| SPIRIT OF SPEED                 | ACCLAIM     | Dreadful racer in which you drive 1930s F1 deathtraps. Or don't, because no-one should ever play this game.                           | TWO     | X           |       | Not reviewed |
| STAR WARS: EPISODE 1 RACER      | LUCASARTS   | A very entertaining but limited hyperspeed racing game. It hasn't got a fourplayer option either.                                     | TWO     | X           | 11    | 7/10         |
| STREET FIGHTER ALPHA 3          | VIRGIN      | Capcom's allstars have never played so beautifully or looked so good on a console. Loads of options too.                              | TWO     | X           | 04    | 8/10         |
| STREET FIGHTER 3: DOUBLE IMPACT | VIRGIN      | The definitive sequel to <i>SF2</i> . It lacks <i>Alpha's</i> options, but the gameplay and controls are pure <i>Street Fighter</i> . | TWO     | X           | 08    | 8/10         |
| SUPER MAGNETIC NEO              | CRAVE       | Enjoyable old skool platformer with great magnetic gameplay, but may be too hard and frustrating for many.                            | ONE     | X           | 14    | 7/10         |
| SUZUKI ALSTARE                  | UBI SOFT    | This motorbike racer is a lazy PC conversion that lacks charm and originality. Rubbish twoplayer mode too.                            | TWO     | X           | 03    | 5/10         |
| SWORD OF THE BERSERK            | EIDOS/ASCII | Incredibly bloody hack 'n' slash adventure with overlong animated story sequences. Fun for a while, though.                           | ONE     | X           | 10    | 5/10         |

| GAME NAME                               | PUBLISHER  |   | PLAYERS | NET SUPPORT | ISSUE | SCORE        |
|---|------------|---|---------|-------------|-------|--------------|
| <b>SWWS 2000</b>                        | SEGA       | Fun footie game with more depth than <i>Virtua Striker</i> , but poorer visuals. Some find it lacks pace.       | FOUR    | X           | 05    | 7/10         |
| <b>SWWS: EURO 2000 EDITION</b>          | SEGA       | Quality update which boasts all the Euro 2000 teams and faster, more fluid gameplay.                            | FOUR    | X           | 10    | 8/10         |
| <b>SYDNEY 2000</b>                      | EIDOS      | The best button-basher on DC so far is spoiled by some irritating control problems.                             | FOUR    | X           | 14    | 6/10         |
| <b>TECH ROMANCER</b>                    | VIRGIN     | Manga-style robot fighting game, filled with standard Capcom touches. Not one for the 'casual gamer'.           | ONE     | X           | 09    | 7/10         |
| <b>TEE OFF GOLF</b>                     | ACCLAIM    | Approachable golf game modelled on the PlayStation title <i>Everybody's Golf</i> . Not quite as good.           | FOUR    | X           | 06    | 7/10         |
| <b>TIME STALKERS</b>                    | SEGA       | Interesting RPG from Climax Entertainment. Similar to <i>Evolution</i> in many respects, but not as good.       | ONE     | X           | 12    | 4/10         |
| <b>TOKYO HIGHWAY CHALLENGE</b>          | CRAVE      | An admirable attempt to create a totally new style of driving game, which unfortunately fails.                  | TWO     | X           |       | Not reviewed |
| <b>TOMB RAIDER: THE LAST REVELATION</b> | EIDOS      | Challenging if lazy conversion of the PlayStation and PC hit. Formula fatigue is definitely setting in.         | ONE     | X           | 08    | 8/10         |
| <b>TONY HAWK'S SKATEBOARDING</b>        | CRAVE      | Excellent conversion of the PlayStation hit with intuitive controls and compulsive gameplay.                    | TWO     | X           | 11    | 9/10         |
| <b>TOY COMMANDER</b>                    | SEGA       | Innovative mix of gaming styles and challenges which may frustrate those who lack the patience of saints.       | FOUR    | X           | 02    | 7/10         |
| <b>TRICKSTYLE</b>                       | ACCLAIM    | Futuristic hoverboarding stunt racer with fine visuals. The last few tracks are gut-wrenchingly hard.           | TWO     | X           | 01    | 9/10         |
| <b>UEFA STRIKER</b>                     | INFOGRAMES | Decent football sim which, like the England Euro 2000 squad, is let down by dodgy throughballs.                 | FOUR    | X           | 03    | 8/10         |
| <b>URBAN CHAOS</b>                      | EIDOS      | Quality action/adventure set in a massive metropolis with loads of missions and combat.                         | XXX     | X           | 15    | 7/10         |
| <b>VIGILANTE 8</b>                      | ACTIVISION | Poor car combat title with extremely average visuals and one-dimensional gameplay.                              | FOUR    | X           | 06    | 3/10         |
| <b>VIRTUA ATHLETE 2K</b>                | SEGA       | Disappointing button-basher hamstrung by a lack of events and some dodgy control methods.                       | FOUR    | X           | 15    | 5/10         |
| <b>VIRTUA FIGHTER 3TB</b>               | SEGA       | The expert's beat 'em up. More depth than the Marianas trench – and just as inaccessible to most people.        | TWO     | X           | 02    | 7/10         |
| <b>VIRTUA STRIKER 2</b>                 | SEGA       | Limited football game which provides more twoplayer fun than it really ought to.                                | TWO     | X           | 06    | 6/10         |
| <b>VIRTUA TENNIS</b>                    | SEGA       | Smashing tennis 'em up that will thrill you with its blisteringly quick and addictive action. An ace.           | FOUR    | X           | 13    | 9/10         |
| <b>V-RALLY 2</b>                        | INFOGRAMES | Excellent rally game with slick handling but dodgy collision detection.   | FOUR    | X           | 10    | 8/10         |
| <b>WACKY RACES</b>                      | INFOGRAMES | Poor handling and unimaginative design make this only an average use of a great licence.                        | FOUR    | X           | 11    | 6/10         |
| <b>WALT DISNEY</b>                      | EIDOS      | A dreadful <i>Mario Kart</i> -clone that handles like a nightmare and trumps in the face of its Disney licence. | FOUR    | X           | 14    | 3/10         |
| <b>WETRIX+</b>                          | TAKE 2     | Hectic puzzle game which could have been a classic if it weren't for a couple of design flaws.                  | TWO     | X           | 08    | 7/10         |
| <b>WILD METAL</b>                       | TAKE 2     | Tank battle game with some cool features and decent design. But the lack of diversity soon palls.               | TWO     | X           | 08    | 5/10         |
| <b>WORMS ARMAGEDDON</b>                 | HASBRO     | Decent Dreamcast outing for the long-running battle puzzle series. Excellent multiplayer longevity.             | FOUR    | X           | 05    | 8/10         |
| <b>WWF ATTITUDE</b>                     | ACCLAIM    | Typically average wrestling game which aims at appeasing fans of the 'sport' and achieves nothing more.         | TWO     | X           | 04    | 6/10         |
| <b>WWF ROYAL RUMBLE</b>                 | THQ        | Average wrestler with one saving grace – a mad feature enabling nine fat blokes to be in the ring at once.      | FOUR    | X           | 15    | 5/10         |
| <b>ZOMBIE REVENGE</b>                   | SEGA       | <i>Streets of Rage</i> -style scrolling shoot 'em up with gameplay too limited for most console owners.         | TWO     | X           | 05    | 6/10         |

## DC-GLOSSARY

Confused by something we've mentioned in this issue? The answer may well be here...

### Viewpoint

**Platform** – Neo Geo/Neo Geo CD/Mega Drive/PlayStation

**Genre** – Isometric Shooter

**Year** – 1992

**Developer** – Sammy

SNK's closest codeshop, Sammy, managed a terrific coup de grace in its astonishing 'tribute' to Sega's *Zaxxon* coin-op by way of a ludicrously hard isometric shooter. With short levels that required a photographic memory and a resilient trigger finger, *Viewpoint* took no prisoners and certainly took no crap from the player. SNK games being identical to their arcade counterparts, there was no autofire option, so every bullet had to be manually tapped out. The faster you tapped, the faster your rate of fire. Easy, right? Far from it. Passing the second level boss was akin to most other shooters' final mayor and with meagre restart points and a bare minimum of smart bombs, the going was as strategic as it was reflex-based.

By employing beautiful enemy characters, innovative level design and a soundtrack that stood on its own, Sammy managed to get the mixture just *perfect*. The price? 250 notes on cartridge. Addictive as hell, with about a hundred goes per level required to progress, this was true old-school shooting action and its legacy still lives on today. For the record, the less said about the PlayStation version, the better. Talk about a Lamborghini engine in an Austin Allegro.

### The Need For Speed

**Platform** – 3DO/Saturn/PlayStation/PC

**Genre** – Racing

**Year** – 1994

**Developer** – Electronic Arts

Along with *Return Fire*, *The Need for Speed* was a must-have for 3DO owners. Having the hardware on the shelves a year before Saturn and PlayStation, Trip Hawkin's finest title for his

ultimately Bismarck console is a lesson in exact timing. Still clutching their Mega Drives and SNES's, most 16Bit owners felt their jaws touch the floor upon first witnessing this miracle. Blending rendered cars with streamed FMV backgrounds for the first time, gamers could get behind the wheel of a super car that resembled its real-life counterpart and drive on roads that, again, looked convincing. Fast for its time and now virtually impossible to find, *The Need For Speed* for 3DO was the definitive version and played brilliantly, a feat as yet unmatched by any other console. The system may be long forgotten, but the game is etched forever.

### Clipping/pop-up

Two dreaded phrases that are essentially the same necessary evil of these polygon days. Within any system designed to draw onscreen objects using polygons, (triangles by any other name), the limits to the number of simultaneous polygons displayed are dependant upon the system's RAM. Be it PlayStation's 2Mb, Dreamcast's 16Mb, X-Box's 64Mb, there is a finite amount of memory and it must be adhered to. Naturally, programmers will attempt to drive the system beyond its limitations, with a view to creating higher quality graphics, but the price to pay is so-called 'pop-up'. This manifests itself as either objects that appear out of nowhere, sometimes as near as the middle-distance, or as a clipping of backgrounds that should run to the vanishing point, but don't. The reason they appear this way, is because the game's developers attribute a priority to certain polygons, typically those in the foreground or of character models. Something that is in the distance will be less noticeable therefore of a lower importance than player characters or nearby terrain.

The worst or best possible example of this phenomenon is *Daytona USA* on the Saturn: truly astonishing game, plays incredibly, but the clipping of the tracks resembles the run up to the bridge sequence from *Speed*. The road quite literally stops a hundred metres of virtual distance ahead of the player, most of the polygon count having been chewed up by the car models or the enormous trackside motifs.

There are a number of tricks that can be employed to disguise pop-up, namely corners or steep hills in racing games,

as in *WipEout* for PlayStation; and fogging, which can be used to good effect, as demonstrated in Konami's *Silent Hill*, or badly, like Koei's recently-released *Shin Sangokumusou* (*Dynasty Warriors 2*) on PlayStation 2, which emboldens the unfortunate player in a ring of mist that is thicker than an average 'Big Brother' contestant.

In the right hands, pop up is non-existent, (*Ferrari 355 challenge*), in the wrong hands it's like a crowbar to the game's spine, (*Magical Racing Tour*). The lesson? Know your system limitations or stick to 2D titles.

### Fatal Fury

**Platform** – Neo Geo Cartridge/Neo Geo CD/Neo Geo Pocket

Colour/PC Engine+Super CD ROM2/Megadrive/SNES/PlayStation

**Genre** – Beat 'em up

**Year** – Originally 1991

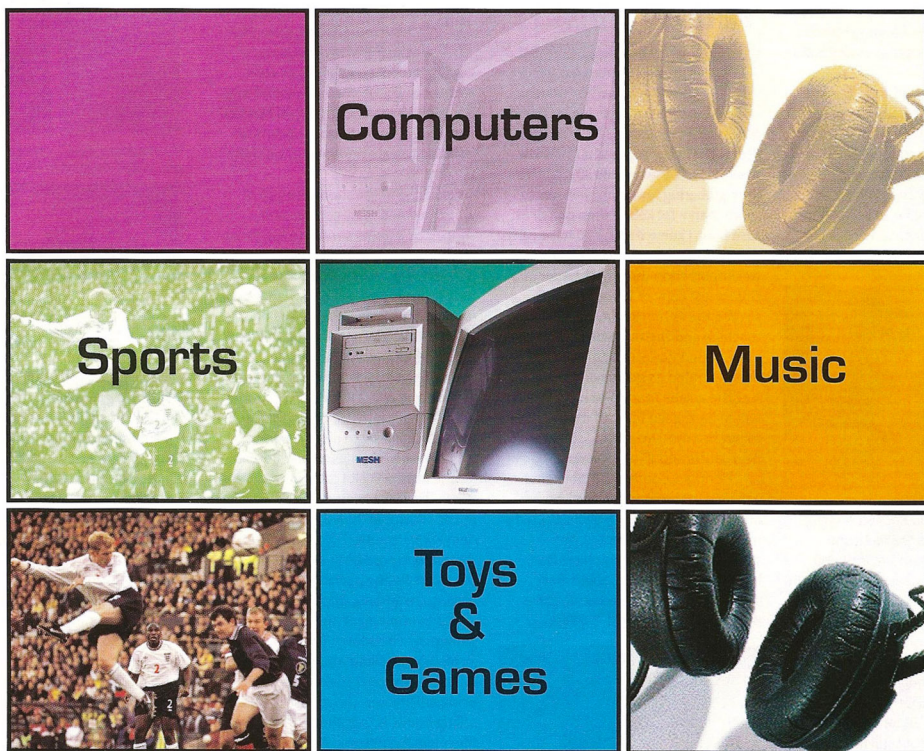
**Developer** – SNK

SNK's first step on its path to this month's *Capcom Vs SNK* was a seminal title that, while playing second fiddle to Capcom's *Street Fighter II*, still managed to steer legions of fans onto the good ship Geo, from which there was no escape. With only three playable characters, Andy and Terry Bogard plus their kickboxer chum, Joe Higashi, there were certain aspects that separated the two franchises: *Fatal Fury* was spread over two distinct layers that allowed players to jump into the background and avoid their opponents' attacks, the screen scaling to keep the players in view.

The addition of a third protagonist allowed two mates to tag-team the character they were fighting against, essentially setting up a three-way rumble. Memorable names such as the lean, mean Richard Meyer, punk rocker Billy Kane and the always-drunk Tung Fu Shu (Shun Li, anyone?) offered a variety of enemies unseen in a beat 'em up at the time. Add to this the rock-like stature of the final boss, Geese Howard, plus the fact that you could actually *buy* this game for your home Neo Geo and you had a title that showed just what Capcom were up against. Eventually superseded by *The King of Fighters '94*, *Fatal Fury* for Neo Geo still has more energy and vigour than any other version and will be remembered as the first chapter of SNK's journey to beat 'em up Godhood. ■

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# Reader Reviews

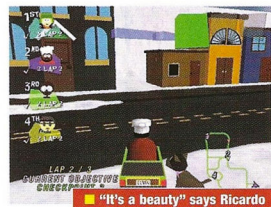
Bought a real stinker lately? Send us a review and save other readers from your terrible fate!

## South Park Rally

Ricardo Smith

**O**h my god; they killed Kenny," and now, with this fantastic game you really can too! Or at least try by blowing him to pieces with some chocolate salty balls or cheesy puffs.

'South Park' has hit the DC scene once again with this fine looking racer. Immediately, you know what you're in for when the intro sequence boots and you get a great view of Kenny getting flattened by a train. This game is everything I expected it to be. Nothing but pure fun. There must be hours of enjoyment wrapped up in this cartoon



"It's a beauty!" says Ricardo

racer that'll keep you hooked. All your favourite characters are there and a huge array of weapons are included that can only be described as very 'South Park', ranging from Jesus on his fluffy white cloud to the Underpants Gnomes that nick other players items. Overall there are a whopping 27 characters to unlock. I will say though, championship mode is the only mode worth bothering about in the game. So far I've had this beauty for a week but I still haven't completed it. Yes that's right, ONE WEEK and still incomplete!

I love this game to death and I'm positive that all 'South Park' fans out there will love it too, but anyone else may not see the point in trying to unlock all the characters, or just play the game at all. I think the 5/10 rating was a bit unfair on DC-UK's part and this is the real score it deserves. 8/10 ■

## Virtua Tennis

Kieran Byrnes

**A**s I strolled through my local arcade a brand new machine caught my eye. *Virtua Tennis*? Never heard of it. I thought 'What the hell...' And put a £1 coin in the slot. I left that arcade 30 minutes later gibbering feverishly and sweating more than a fat kebab shop owner at rush hour. I knew that it had to be mine.

A few weeks later I emerged from the import shop the proud owner of a Dreamcast copy of *Virtua Tennis*. I stuffed the Action Replay Demo in my machine and then swapped it for the sacred disc. I was stunned. Sega has demonstrated its genius once again. Just the arcade mode and characters would have been fine but it has decided to put in a massive World Tour mode, 5 new courts and 10 new players.

Henman, Courier and Pioline are all included in the line-up as well as five others and 10 fictional players. Oh, did I mention the arcade perfect, eye spankingly gorgeous graphics? Best tennis game? No. How about: Best sports game EVER? Yes. Pay whatever they ask for it, just get it. 10/10 ■



"Best sports games ever"

## JoJo's Bizarre Adventure

Steven Holt

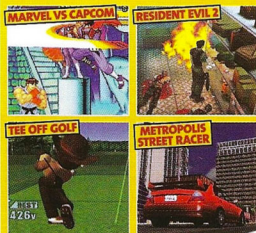
**B**eing a massive *Street Fighter* fan, I preordered *Alpha 3* over nine months ago, soon after the initial reviews came in, hoping it would hit the shops soon. Months had past and I still hadn't any decent 2D beat 'em ups. So off I trotted and bought *JoJo's Bizarre Adventure* hoping to ease my cravings until the big day.

I had read various reviews all of which seemed fairly positive and suggested a game similar to the *Street Fighter* series only a little... well... different. 'Bizarre' is something I can handle, having played many Japanese games in the past. What I can't handle is 'dire'. The first thing that hit me was the graphics. I was at least expecting something along the lines of the Saturn version of *Alpha 2*. But no. The graphics are criminally low-res, looking like a game that has been directly ported from an early-nineties arcade title. As for the music? Well, I can safely say that this is the worst example of Japanese music I have ever heard. No joke. Even *Aero Wings* is better! Okay, so maybe the gameplay can be its saviour? After all, the *Street Fighter* games had sublime playing credentials. Oops! Someone forgot to implement any form of gameplay whatsoever. The moves are incredibly simplistic. You don't even get a choice between punch and kick, all being automated. One of its supposed selling points is that the disc features the original game and its sequel, but you'd have difficulty telling them apart, both being highly crude and virtually identical in every way.

I was hoping that despite its obvious bizarreness in nature, I would find a gem lurking underneath. What I actually found was a rather dire adventure that had absolutely no right to be translated for Western eyes. Oh well... no matter. 3/10 ■

## WHAT YOU WIN!

In conjunction with our new pals at online shop, [www.theslammer.com](http://www.theslammer.com), we've got a game to give away to each of this month's readers. If you want to be in the next issue of DC-UK, simply send your work of literature to the usual address (or email it to us on [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)). The prizes may well be different next month, but they'll be just as good. So start writing. This month's winners will each win one of the following games:



We randomly select who gets which game. Our decision is final, so there!



## Rainbow Six

Andrew Jones

**T**his game is a surprise indeed. First of all, it has been made from a very good Tom Clancy book, and we all know how disappointing video games are when they originate from books or films. Very few of them are ever any good (*GoldenEye* on the N64 did well, but that's about it), thankfully this game is no disappointment.

Rainbow is a secret multinational counter-terrorist team, and your objective is to lead the unit into combating terrorists. But it's not all shooting, most of the fun comes from actually planning out the missions before battle, working out where your team will go, giving them signals so they don't just run in and shoot blindly.

This leads to a lot of excellent technical planning and strategic action. But, there are some setbacks. Being a direct port from PC, it's graphics have suffered a little and are not up to the standard of *Code: Veronica* and *DOA2*, and the controls are dodgy. But all in all, it's a great game. If not a must buy then at least a must try. 8/10 ■

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# DC-TIPS

Take a long, deep drink from our cheats trough!

## 090 VIRTUA TENNIS

Summer may be long gone but tennis fever is still here in the form of *Virtua Tennis*. Check out our guide to keep you on top form

### HINTS OF THE MONTH



• COM COM 4 0  
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## 096 FERRARI 355 CHALLENGE

It's one of the toughest racing games around and we're damn sure you'll want a helping hand...



## 094 CODES

F355, Space Channel 5, San Francisco Rush, GTA2, Rayman 2 and more!



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# VIRTUA TENNIS

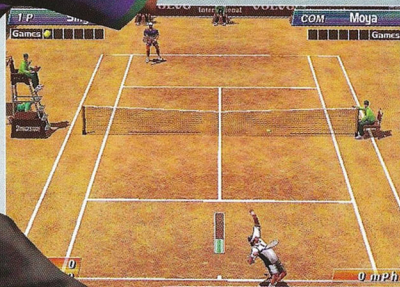
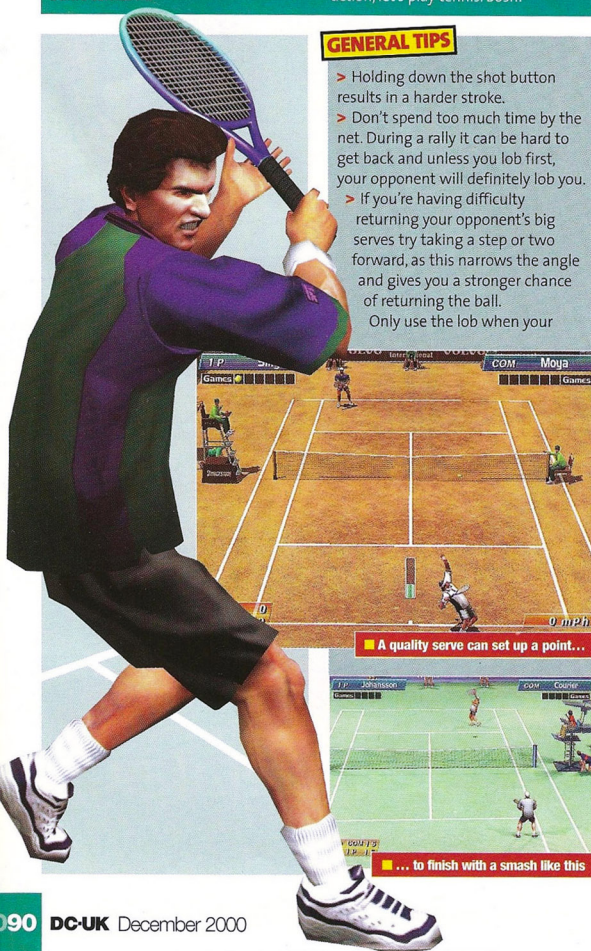
## PLAYERS GUIDE

**T**he best tennis game in history has been thrilling every Dreamcast owner sensible enough to spend their hard-earned cash on it and, thanks to it's perfectly-judged gameplay and learning curve, will continue to enthrall us all for many, many more months to come. But while *Virtua Tennis* is the epitome of pick-up-and-play accessibility, true mastery of the game is much harder to achieve. Which is where our handy Players Guide comes in.

To assist your quest to become the hairy Pete Sampras of videogame tennis, we've selflessly played *Virtua Tennis* until little yellow balls became a regular part of our dreams. General tips on the techniques required for successful virtual tennis, a guide to all the surfaces and their characteristics, a run-down of the best players and tips for beating all the ace Training games are here for your delectation. Oh, and we've also revealed the two well-hard secret characters. So, if you're ready for action, let's play tennis. Bosh!

### GENERAL TIPS

- > Holding down the shot button results in a harder stroke.
  - > Don't spend too much time by the net. During a rally it can be hard to get back and unless you lob first, your opponent will definitely lob you.
  - > If you're having difficulty returning your opponent's big serves try taking a step or two forward, as this narrows the angle and gives you a stronger chance of returning the ball.
- Only use the lob when your



■ A quality serve can set up a point...



■ ... to finish with a smash like this



■ A simple game on the surface, *Virtua Tennis* richly rewards those who seek its inner depths

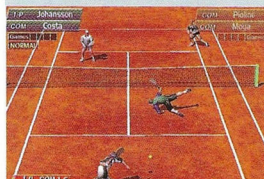
opponent is at the net, or if you desperately need a moment to get back into position. Otherwise it's smash time!

> Tennis is a game of quick reactions so stay sharp and don't let your concentration slip. PRACTICE!!!

### TECHNIQUE-BASED TIPS

#### 128-BIT BRAIN POWER

The computer AI is very good, so avoid using the same tactics over and over as your opponent will adapt and catch you out.



■ Wrong-footing is both vital and amusing

#### WRONG-FOOTING

When your opposing competitor is running in one direction put the ball to other side – turning takes time and they can be wrong footed.



■ Hitting down the line is often the best bet

#### S-T-R-E-T-C-H

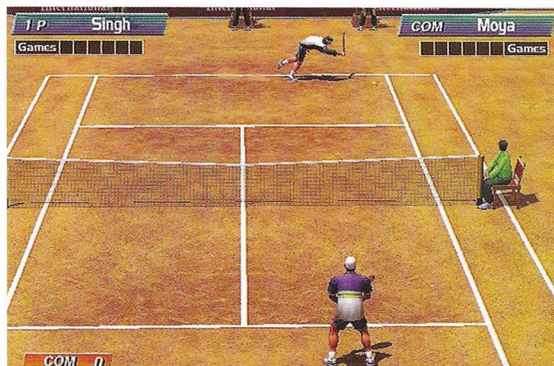
Power shots down the sidelines whenever you can rather than playing to the centre, especially when your competitor doesn't have them covered. Then watch them S-T-R-E-T-C-H.

#### GO WITH THE FLOW

When running for the ball don't try and hit it back across the court, knock it in the same direction as you're running. This lets you get back into position and prevents your opponent from smacking it into the opposite corner and out of reach.

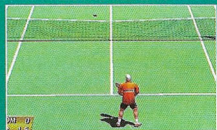
#### PATIENCE

Until you're an expert don't try to kill off opponents too quickly. Play for rallies and you'll eventually catch them out.



■ Forcing an opponent into a lunge virtually guarantees the point as you can smash a winner

# RECOMMENDED PLAYERS



## Jim Courier (USA)

An excellent player to start out with, as good of 'Jimbo' doesn't have any real weaknesses and performs well regardless of your playing style. But you'll have to change to another character as the opponents get tougher, because Courier doesn't have any stand-out strength either.



## Raf Ventura (ITA)

Bonus player Raf is a master of powerful ground strokes who can wallop the ball well beyond his opponent's reach, and thus proves ideal for those who play from the baseline. He can be a little slow, but his sheer power makes up for this. Avoid going too close to the net, though.



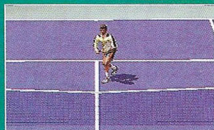
## Carlos Moya (SPA)

Carlos is possibly the best all-round player in the game. He's strong, has an excellent repertoire of shots, and can cut it with the big boys. He's also got a powerful volley so is well-suited to serve and volleying. Moya's only weakness is a slight lack of speed and agility.



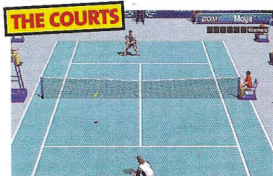
## Tommy Haas (GER)

Haas excels with his forehand but lacks backhand skills. This means you can hit the ball with enough pace to win comfortably as long as it's on his right side, therefore you have to anticipate where your opponent will play their next shot so you can get into forehand position early.



## Tim Henman (ENG)

Henman isn't strong from the baseline but his volley is good, thus ideal for playing the serve and volley game. But, playing at the net makes him susceptible to the dreaded lob, so be prepared to dash back. Henman's service is also quite poor so rely more on positioning than power.



■ Hard courts are pacy and suit net play

## HARD

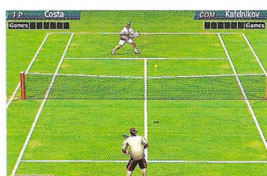
The ball moves with great pace on hard surfaces as well as bouncing higher. This makes the flight easy to judge as well as giving you a better chance of chasing after a lobbed shot. Volley masters will be in their element here.

## GRASS

The ideal surface for net play. The ball bounces much faster and lower on grass than on a hard surface, and upon making contact with the ground the ball loses momentum so be prepared to rush forward for drop shots if playing from the baseline.

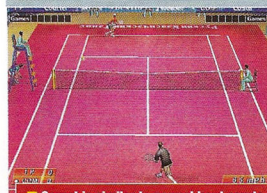
## CLAY

A slow court so prepare for tactical



■ Grass is serve and volleying paradise

play and long baseline rallies. You can perform successful drop shots here, especially if wide-angled.



■ Carpet is similar to normal hard courts

## CARPET

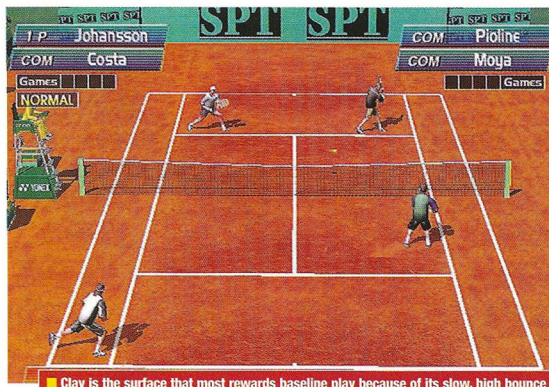
Don't let the name fool you, this is just an indoor court. The same rules apply as on the hard courts, fast paced and often frantic.



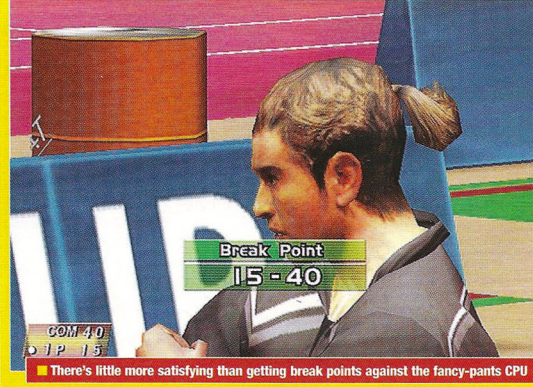
■ An accurate and powerful service will often open up the court for an easy winner

# TECHNIQUE!!!

On your serve, aim to place a full-strength shot to the farthest edge of the service box to send your opponent out wide. As they move away from court to return it they will, in most cases, knock it down the side (if they hit it cross court the trick won't work). Run towards it, stopping halfway, and smack the ball back down the same side. Your hapless opponent will almost always hit it cross court now, leaving you to power the ball in a similar fashion to the baseline (well out of his reach, heh heh!).

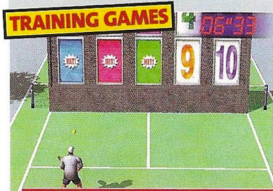


■ Clay is the surface that most rewards baseline play because of its slow, high bounce



■ There's little more satisfying than getting break points against the fancy-pants CPU

## VIRTUAL TENNIS PLAYERS GUIDE



■ Big Wall. Accuracy and speed required

### ► BIG WALL

Difficulty: 3/10

The trick here is not to put too much effort into your shots, just get your body lined up with a board and without touching the analogue, tap the stroke button to hit the lower panel and lob for the higher. Then move across to the next pair and repeat. Be careful not to power your shot, as you lose time when the ball rebounds past you and out of play.

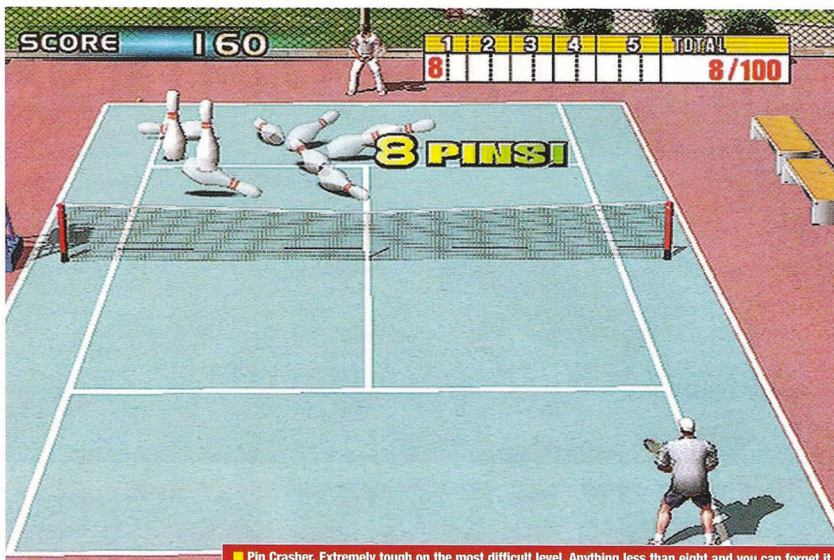
### BULL'S-EYE

Difficulty: 4/10

To ensure you always get to the balls don't play too close to the net, and don't go diving all over the place either. Use the basic stroke to knock them back across court and into the centre of the target, using the analogue to position your shots. You don't need to hit the bull's-eye every



■ Bull's-Eye. Don't score any lower than 250



■ Pin Crasher. Extremely tough on the most difficult level. Anything less than eight and you can forget it

time but you'll soon find the optimum racquet position to pepper the middle of the target.

### GIANT BALL

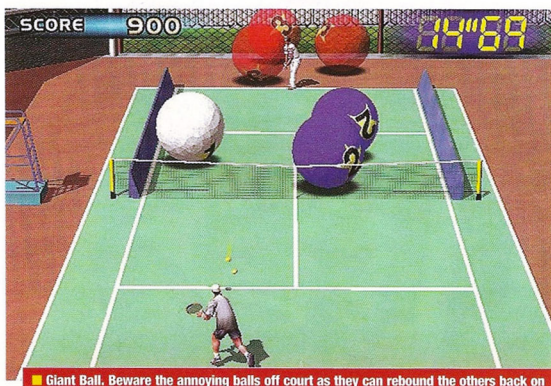
Difficulty: 7/10

Move forward during the intro to the middle of the playing area and start by smacking the ball as hard as possible into the centre white ball. From here power your shots so they hit the balls in the centre to make them roll faster, and aim for the baseline with UP as this gives more power. Beware smacking the giant balls into ones that are already off court or they'll just rebound back on.

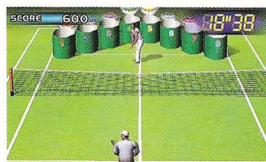
### PIN CRASHER

Difficulty: 9/10

This is all about hitting a big serve with pinpoint accuracy. Aim to knock a full-power shot at the front pin and they should all go down. Adjust your position for each frame,



■ Giant Ball. Beware the annoying balls off court as they can rebound the others back on



■ Drum Shooter. Aim for lobbing perfection



■ Return Ace. The easiest Training game

standing at either the extreme side or just a step in so you get the right angle, then it's down to using left, right, or neutral on the analogue. Easier said than done, though.

### DRUM SHOOTER

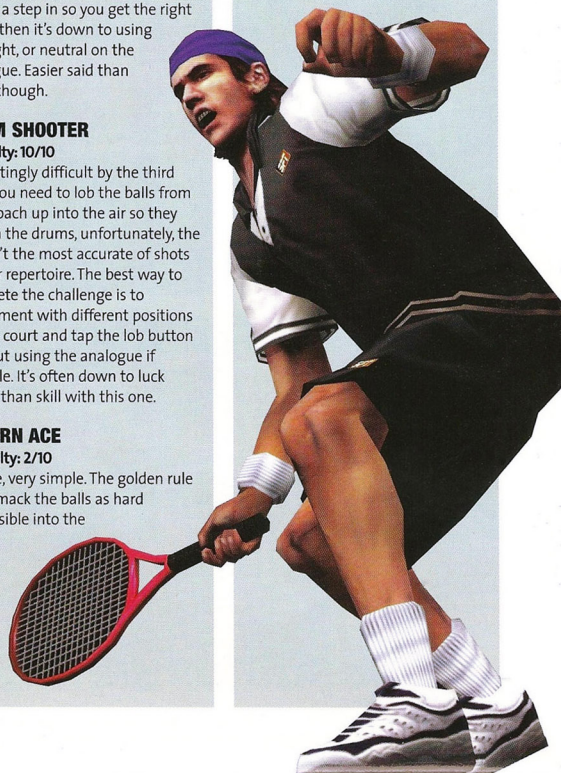
Difficulty: 10/10

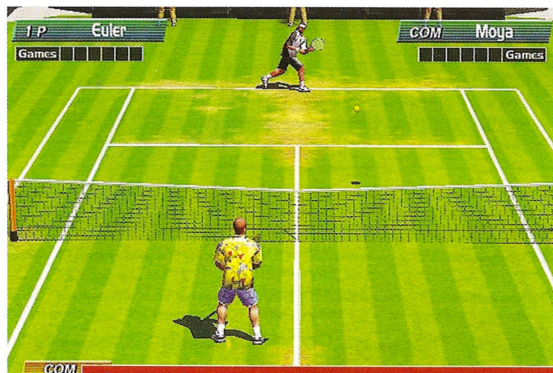
Infuriatingly difficult by the third level. You need to lob the balls from your coach up into the air so they land in the drums, unfortunately, the lob isn't the most accurate of shots in your repertoire. The best way to complete the challenge is to experiment with different positions on the court and tap the lob button without using the analogue if possible. It's often down to luck rather than skill with this one.

### RETURN ACE

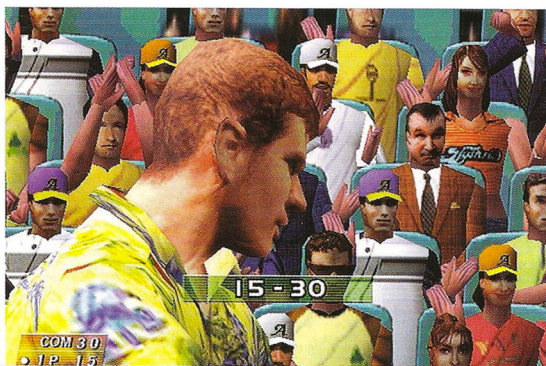
Difficulty: 2/10

Simple, very simple. The golden rule is to smack the balls as hard as possible into the





■ An example of one of the new costumes available, as modelled by ginger-haired bonus character, Euler. It's doubtful this garish Hawaiian shirt would go down well at Wimbledon



■ Smash Box. Try to take out rows together



■ Cannonball. Beware the evil red balls

inflatables so they hit each other. An entire row can be dealt with by knocking the ball directly forward, parallel to the sideline. Those near the net require a short shot (hold down) but generally just power them into the pack.

## SMASH BOX

Difficulty: 7/10

An advanced version of Return Ace, this time you have to knock the blocks completely off the court. Move closer to the net and keep smashing the first few balls into the blocks before aiming for those at the back. Drop off towards the baseline and hit your shots short to strike those closer to the net.

## CANNONBALL

Difficulty: 8/10

Your aim is to hit the yellow balls back at the machines firing them, but what makes this hard is that if any of the red balls hit you one of the machines will reactivate! Stand back on the baseline and as a yellow ball appears power up a stroke and slam it at one of the machines, hopefully hitting it and rebounding into another if you get lucky.

## EXTRA COSTUMES

Outstanding performances in the Training games will reward you with some fancy new outfits. This is how you get them:

### Return Ace

Knock all of the boxes over with just two shots.

### Pin Crasher

Achieve a strike with every serve you take.

### Canon Ball

Beat the challenge before the timer turns red.

### Giant Ball

Again, finish before the game timer turns red.

### Drum Shooter

Hit a drum with every single shot you take.

### Bull's Eye

Get a score of 7000 or more.

### Big Wall

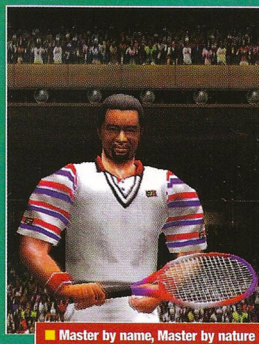
Beat the game before the timer turns red.

### Smash Box

Once more, complete your training before the timer goes red.



# SECRET CHARACTERS



■ Master by name, Master by nature

## KING

**How To Get:** Play World Circuit completing all but one of the Training and Trial games. A new tournament will be unlocked in Japan where you must beat King to make him a playable character.

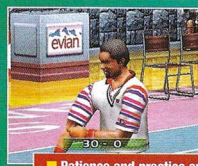
**Tips:** King is by far the best player in the game so victory will be hard-fought. When he serves take a few steps forward to cut off his angles and ALWAYS send the ball down the line, never back the way it came. Don't take any chances, play defensively, and

chase after those lobs and diving shots (they always just sneak in). King is just about the perfect tennis player so you'll have to play a faultless match to stand any chance of beating him. Success may be long-coming but it is possible. Good luck!

## MASTER

**How To Get:** Beat Arcade mode on Normal level without losing a game (set matches to one game only at the options screen for an easier time).

**Tips:** Master isn't quite as



■ Patience and practice are the only ways to beat these guys



good as King but he isn't far off. His serve is his strongest point and he always manages to hit them full power with great direction. Take a few steps in to narrow the angle and don't play on the baseline as he'll power his shots along

the side and out of your reach. Oh, and stay alert because he'll try a sneaky Michael Chang-style underarm serve from time to time. The best way to beat Master is by utilising the lob to punish his volleying game.

# CODES

**F355 CHALLENGE, SPACE CHANNEL 5 AND SAN FRANCISCO RUSH 2049**

## F355 CHALLENGE

### Unlock bonus tracks

At the Options screen press X+Y to access the Passwords selection screen. From here you can enter one

of the following names to unlock the relevant track:

CinqueValvole – Fiorano  
LiebeFrauMilch – Nurburg Ring  
Stars&Stripes – Laguna  
KualaLumpur – Sepang  
DaysofThunder – Atlanta



■ Race around the bonus tracks

## SPACE CHANNEL 5



■ Set this girl on fire!

### EXTRA DIFFICULTY

To access the hardest version of Space Channel 5, simply complete the game once, save it and then start a new game.

### ULALA ON FIRE

Achieve a rank of 95 per cent or higher and hot stuff Ulala will burst into flames.

## SAN FRANCISCO RUSH 2049

### UNLOCK CHEAT MENU

You can access the game's Cheat Menu by highlighting Options and then pressing and holding the following combination: Left trigger, right trigger, X, Y.

# ACTION REPLAY CODES

Bought an Action Replay CDX? Then get your cheatin' mitts on these spanking new codes

## GRAND THEFT AUTO 2

NB. All GTA2 codes will only work for the first game in a session

### Infinite Double Pistols

F1A9A235, 0000012C

### Infinite Electro gun

CE1BD34C, 0000012C

### Infinite Flamethrower

9DE83E44, 0000012C

### Infinite Grenades

323110F3, 0000012C

### Infinite Machine gun

58E743E3, 0000012C

### Infinite Petrol Bombs

FC29A232, 0000012C

### Infinite Pistol

47EA2B7D, 000000C8

### Infinite Rocket Launcher

76A5E7B6, 0000012C

### Infinite Shotgun

22E757F6, 0000012C

### Infinite Silenced Machine gun

DE28B76C, 0000012C

### Infinite Stunrod

7B5E7B1, 0000012C

### Infinite Health

B63E08E2, 00000064

### Infinite Lives

7B35EF25, 00000005

### High Score + City Complete

B01606A5, 0000C9FF

### E08F24BC, 00003B9A

### In trouble with the Army

D880B1B0, 00002EE0

## Zero Felony meter

D880B1B0, 00000000

## RAYMAN 2

### Infinite Energy

37E117CB, 00001FFF

### Full Speed Ahead

D368815E, 00000001

### No Textures on map

7625D183, 00000001

### Slow Motion

CE4BE579, 00000001

## NHL 2K

### Away Team Scores 20 Points

F4899503, 00000014

### Away Team Scores 0 Points

F4899503, 00000000

### Home Team Scores 20 Points

529774D2, 00000014

### Home Team Scores 0 Points

529774D2, 00000000

### Player one has a score of 999

1684166D, 000003E7

### Player one has a score of 0

1684166D, 00000000

### Player two has a score of 999

626B6BBD, 000003E7

### Player two has a score of 0

626B6BBD, 00000000

### Player three has a score of 999

9E680A0B, 000003E7

### Player three has a score of 0

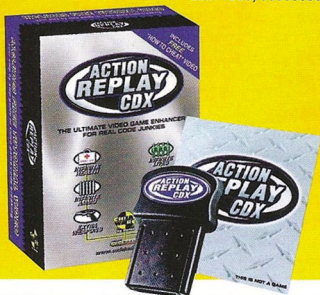
9E680A0B, 00000000

### Player four has a score of 999

E0571868, 000003E7

### Player four has a score of 0

E0571868, 00000000



## UNLOCK DISCO MODE

To unlock the funky Disco track, enter Stunt Mode and earn 100,000 points.

## UNLOCK OASIS TRACK

To unlock the Oasis stunt track, accumulate a score of 250,000 points in Stunt Mode.

## UNLOCK WAREHOUSE TRACK

To unlock the Warehouse stunt track, achieve a score of 500,000 points in Stunt Mode.

## UNLOCK MISSION TRACK

To unlock the Mission track, you must first complete the Beginner Circuit with a placement of third place or better.

## UNLOCK PRESIDIO TRACK

To unlock the Presidio track, complete the Intermediate Circuit finishing in third place or better.

## UNLOCK DOWNTOWN BATTLE ARENA

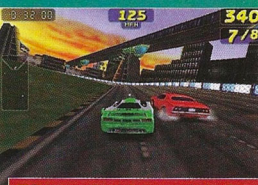
To unlock the Downtown battle arena enter Battle Mode and accumulate a score of 100 points (it'll take numerous attempts).

## UNLOCK PLAZA BATTLE ARENA

To unlock the Plaza battle arena get a score of 250 points in Battle Mode.

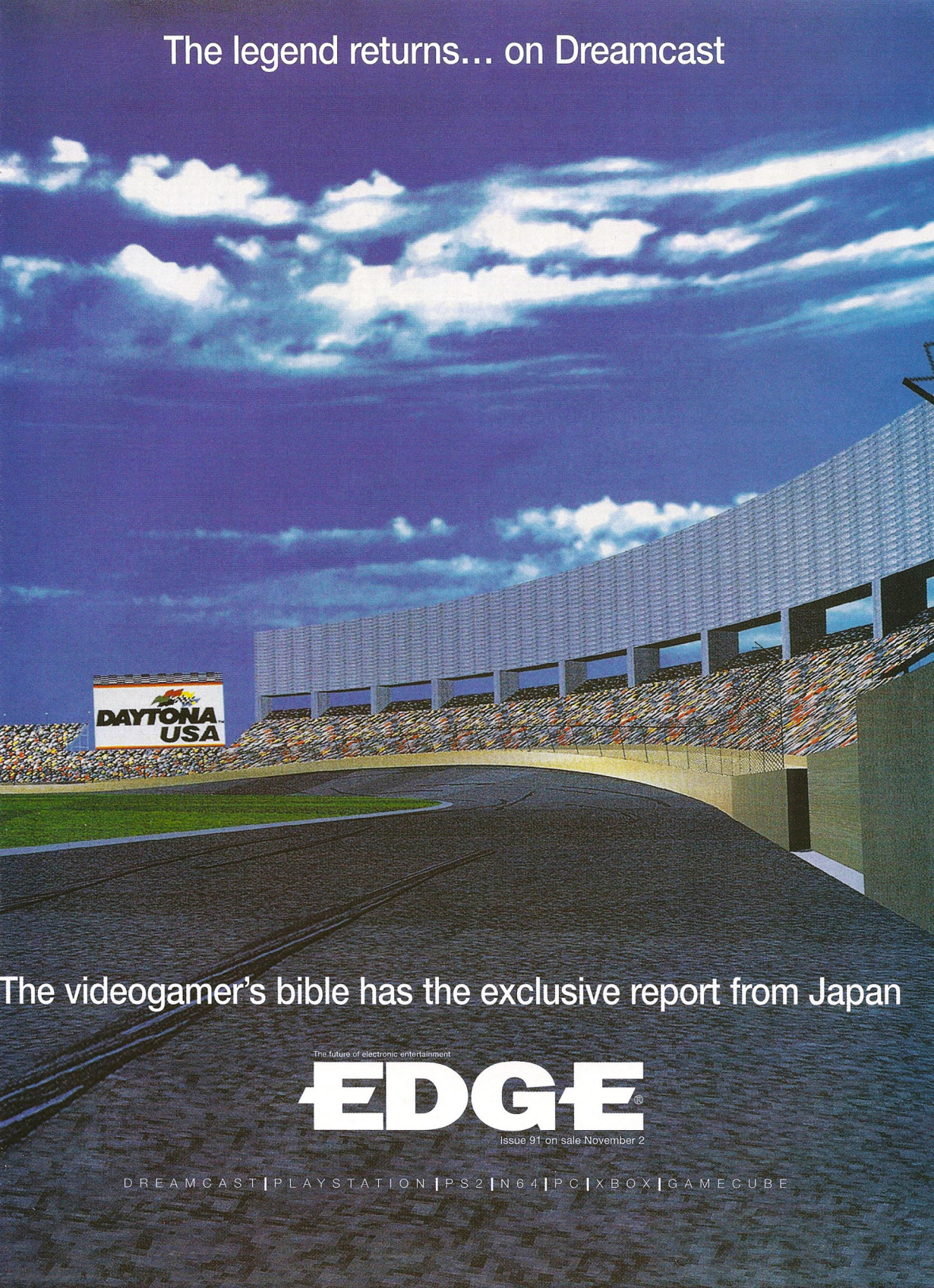
## UNLOCK ROADKILL BATTLE ARENA

To unlock the Roadkill battle arena get a score of 500 points in Battle Mode.



■ Earn enough points to get a funky disco

The legend returns... on Dreamcast



The videogamer's bible has the exclusive report from Japan

The future of electronic entertainment

**EDGE**

Issue 91 on sale November 2

DREAMCAST | PLAYSTATION | PS2 | N64 | PC | XBOX | GAMECUBE

## FERRARI 355 CHALLENGE PLAYERS GUIDE

**S**o you think you're a tasty driver? Think again. *Ferrari 355 Challenge* is the hardest driving simulation ever to grace the arcade and home markets and it's dying to show you how little you know. Fortunately, we're here to act as your co-driver and yell desperate

instructions as you take a throbbing 355 monster on to the taxing circuits.

So, pay close attention petrolheads, as we explain the fundamentals of taming the wild Italian pony and divulge the best methods of conquering the game's ten tracks. It sure ain't going to be easy... ■

### ACCELERATION

Obvious, but easy to ignore if you're using the assistance. While the natural tendency is to floor the pedal all the way round the course, the results are often more of a hindrance than a help. Too much throttle simply spins the wheels, which causes understeer due to a loss of traction, as well as a reduction in speed. Watch for spin on the corners, as turning the wheel will aid spin if there is too much power. Try not to apply full power until the car is more or less straight and you'll be much

more likely to stick to the road.

### BRAKING

The trick is not to brake too fiercely, as this will cause the wheels to lock up, again causing understeer and slide. Coming off the accelerator is often enough to slow the car sufficiently for gentle corners, the engine acting as a natural brake. Otherwise, try to gradually brake when entering a corner, maybe just a shade earlier than normal, instead of waiting till the last minute.

NB: Both the accelerator and the brake make good use of the analogue triggers and can be applied lightly or with vigour. Remember to use as much or as little travel as you need. Being over zealous works against you, so learning the tracks can benefit you greatly in the race to first place.

### CORNERING

There are two ways to corner: the *Ridge* way and the *Ferrari* way. More commonly known as Drift and Grip driving, the former method, while not exactly wrong, will not award you with the best times in *F355*. Unfortunately, drift driving is a million times more fun than grip and is no doubt ingrained very deeply in a lot of gamers, especially those who learned at the wheel of the aforementioned *Ridge Racer*.

### DRIFT

For those that want to drive for the sheer thrill of it, then drifting is the only way to take corners. As you approach the bend, keep to the outside and tuck in as the car enters the turn. At this point, swing the wheel hard into the angle of the corner and the back end should swing out until the nose of the car is facing parallel to the exit of the turn. If the corner is too shallow and the rear tyres don't slide immediately,

dabbling the brake should help ease them into a skid. This is simply a matter of judgement and will come with practice. Provided you have executed the manoeuvre correctly, the car will enter a four-wheel drift that allows you to slide round the corner while oversteering by approximately 45 degrees. This not only sounds great, but feels fantastic. The only thing to watch out for is the balance. If you're using assistances then the Stability Control will correct for too much pitch and rear-end weight by stiffening the suspension to compensate. However, an unassisted driver will need to be aware of the limits of traction as well as weight distribution. Even with a low centre of gravity and stacks of grip, the Ferrari will still break away at the limits, as the car's mass shifts to the rear. Watch for body roll and use the brake conservatively if you start to edge out too much. You can also keep the throttle floored for this kind of cornering as it maintains the skid, remembering to straighten up at the exit of the bend. After a while, this will all become second nature and you'll be tearing round the track like a veritable Mr McCrae.

### GRIP

Less engaging and requiring far more discipline, this is the proper way to corner and will give you much quicker lap times. Approach the turn in the same way you would for drifting, but instead, ease off the accelerator and nudge the brake if necessary, keeping to the inside of the bend. Stay at the maximum speed you can without skidding, then as the turn begins to straighten, reapply the throttle and travel to the outside edge of the track. This change of direction simply minimises the curve of the bend, allowing the car to effectively pass through at a shallower angle, thus maintaining more speed and lessening the likelihood of skidding. Different corners require different approaches, depending upon the width of the track, the steepness of the curve, as well as how many cars are actually in the turn with you. Some corners do not require braking, like Motegi's long, sweeping bends, while others, like Long Beach's, are fraught with tight hairpins where you must come off the accelerator altogether and ride the brake as well. Again, this is a matter of memorising the track layout and perfecting your technique for each and every corner.

NB The advantage of having two fingers and a thumb is that you can replicate left-foot braking in the game, which is an advanced



■ The analogue triggers on the DC joystick are perfect for achieving the correct balance of acceleration and braking for the corners

NOVICE

INTERMEDIATE

AT AUTOMATIC

Assist Functions



■ The driving aids. You'll rely on them at first but you'll have to learn to live without them

technique for race driving in real life. The standard version of the F355 is equipped with a stick transmission, so keeping the revs up while braking needs the driver to brake with his or her left foot. Obviously, this is totally the opposite of the normal method and requires a degree of skill not found in most people. In the game, however, it's easy to do this, as you can keep the right trigger (accelerator) down while braking with the left trigger, then change gear at the same time, by tapping the A button. Easy!

## GEARS

Using a manual gearbox will contribute readily to your overall times and performance as it allows you to gauge when a particular gear has run out of torque, or when dropping down a cog will be sufficient to slow the car while keeping the revs up. Be aware of the different speed bands that each gear occupies, as fast braking also needs a relevant change in the ratio between engine speed and road speed. Braking on a tight corner will normally need a drop of two gears in order to deliver the necessary power for exiting the bend. Failure to select the correct gear will leave you under or overpowered, thus affecting your performance. For this reason, you need to read the speedometer quickly and then select the appropriate gear. A glance at the tachometer will also indicate what the engine speed is likely to be when you

change gears, but of course the best method is to work by instinct and memory. Again, practice as much as you can.

## ASSISTANCES

Like those trusty stabilisers that helped you learn to ride a bike, F355's four driving assistances are essential to help you reign in the Italian Stallion. But like that heart-stopping moment when you finally cast away the stabilisers and trusted your biking skills, you'll eventually have to turn off all the assistances to truly beat the F355 Challenge. Winning races is extremely difficult with the driving aids on as they hold your hand round the tracks like a worried parent; preventing the kind of fast acceleration and last-millisecond braking required to cross the finish line first.

## TRACTION CONTROL

This governs the amount of torque fed by the drive shaft to the wheels and will reduce the power if the tyres lose their traction. This is useful for fast starts and reducing the chance of skidding in a corner.

## STABILITY CONTROL

A form of intelligent suspension control that stiffens or loosens each spring as mass shifts to the extremities of the car during acceleration, braking and cornering. The

weight distribution of the vehicle will increase opposite to the direction of travel, thus creating higher relative masses at the rear if the car accelerates; at the front if it brakes and at the outside edge of a cornering manoeuvre. Increased rigidity of the suspension in the same parts of the car counter these forces and will help to keep the car stable and evenly weighted.

## ASSISTED BRAKING SYSTEM

This is the opposite of Traction Control and will reduce the bite of the brake pads on the wheel if the tyres begin to skid. A similar effect can be created by 'pumping' the brake pedal rapidly, thus considerably reducing the chances of locking up the wheels.

## INTELLIGENT BRAKING SYSTEM

Perhaps the most useful assistance, the Intelligent Braking System gauges the maximum speed for each corner and reduces the velocity of the car if you are travelling too fast as you approach the bend. Of course, this is an impossibility in real life, but certainly proves invaluable for novices to the game. Unfortunately, it is quite conservative and will only serve to prevent you from winning any races. Learning with it off is paramount to obtaining first place in any of the eleven races.

## TUNING OPTIONS

Of the tuning options available in F355, only three are of particular interest, namely Ride Height, Spring Rate and Stabiliser.

## RIDE HEIGHT

This is the length of the suspension coil and adjusts the height of the vehicle body relative to the wheels. Reducing the value to as short as possible for both front and rear springs will give you a lower centre of gravity, thus bettering the cornering performance. In the real

world, this is restricted by the wheel size and tyres, with low-profile tyres allowing a lower ride height. Additionally, the suspension becomes less effective the lower it goes, thus resulting in a harder ride at lower values. In game, this will make no difference, so lower away!

## SPRING RATE

This is the elasticity of the suspension spring, governed by the hardness of the steel. The more malleable, the softer the metal, thus a softer ride, which is good for rough terrains. This also results in a lot more body roll that cannot be corrected, unless you have the Stability Control assistance on. Conversely, steel with a higher tensile value will provide a stiffer suspension, thus less pitch on the corners, but again, a harder ride. Set it to 'Hard', for the same reason as Ride Height.

## STABILISER

An integral part of the suspension system, this is typically a pair of anti-roll bars that link the free end of the spring to the chassis. Able to flex with the pitch of the car, they will halt at a set limit as they reach their maximum extension, thus curtailing body roll. Again, dependant upon the tensile strength and elasticity of the material, they can be adjusted for soft, medium or hard performance, with a harder setting affording more grip and road-holding, but reducing acceleration. Medium to Hard are the best settings. ▶

## CAR SETTINGS

| PLAYER1            |         |        |  |
|--------------------|---------|--------|--|
| FILE NAME:         | DCUK    |        |  |
| CAR NUMBER:        | 23      |        |  |
| CAR COLOR:         |         |        |  |
|                    | [Front] | [Rear] |  |
| RIDE HEIGHT[mm]    | 110.00  | 130.00 |  |
| SPRING             | MED1LM  | MED1LM |  |
| STABILIZER         | MED1LM  | MED1LM |  |
| CAMBER[deg]        | - 3.00  | - 3.42 |  |
| TOE[mm]            | 1.50    | 4.00   |  |
| LSD LOCK RATE[1/s] | -----   | 25.00  |  |
| WING[deg]          | -----   | 1.50   |  |

LOAD SAVE DELETE DEFAULT EXIT

■ Change the settings to suit each track



## FERRARI 355 CHALLENGE PLAYERS GUIDE

### TRACK - MOTEGI

Country - Japan  
Length - 2.414 Km  
Difficulty rating - 3/10



Take advantage of the long straights

The Japanese oval circuit is definitely the place to start honing your skills,

given that it's probably the easiest course. If you're not using the IBS assistance, watch your speed at the 'corners', or you'll end up scraping the car along the wall, losing valuable speed in the process. Take the turns wide, keep your steering smooth and you should be able to maintain the lead and win the race.

### TRACK - SUZUKA SHORT

Country - Japan  
Length - 2.243 Km  
Difficulty rating - 4/10



Use the inside line for a sneaky overtake

A relatively easy track to negotiate (as well as being short) but with a couple of tight corners, including the final hairpin, which tucks in on itself. Try to nose in halfway round and keep your speed around 120 kph, otherwise your back end will slide out, sending you into the crash barrier. It's also worth noting that Suzuka Short is the ideal course to cut your teeth on, as skills learned here can be transferred to virtually any other track.

### TRACK - MONZA

Country - Italy  
Length - 5.77 Km  
Difficulty rating - 6/10



Burn those brake pads on the chicanes

Monza can be quite a taxing course because of its resident couple of extremely tight chicanes, the first of which is a double. The best way to tackle them at speed is turn 45 degrees to enter the left curve, then immediately turn the wheel 45 degrees to the right. A bit of oversteer can be beneficial, as the back end should skip out a bit, leaving the car facing the right way down the track. Straighten up if necessary and you'll be equipped to deal with any other chicanes that crop up in your career.

### TRACK - SUGO

Country - Japan  
Length - 3.704 Km  
Difficulty rating - 6/10



Some almost 90° turns will test you here

Sugo is generally a shade harder than Monza by virtue of its tighter, squarer corners. It's also noticeably narrower, but not drastically so. One thing that becomes apparent if you're using the assistance options, is that you have to come off the throttle in the corners, or suffer the indignance of four-wheel slide. Easing the accelerator to mid-revs will afford you a lot sharper turning circle, hence quicker entry and exit through the corners. Don't get overzealous and you should be in first place come the finish line.

### TRACK - SUZUKA

Country - Japan  
Length - 5.864 Km  
Difficulty rating - 6/10



The longest and most enjoyable track

The full-length version of Suzuka is the longest track in the game (clocking in at nearly six kilometres) and is split into roughly two parts. The first section is basically Suzuka Short, which is a pleasure to traverse, while the second half is a lot more tricky, throwing in quite a few tight corners that need careful negotiation. Keep your speed down and don't be tempted to try any fancy overtaking manoeuvres, as any slip you make here will leave you vast expanses to cover before you're able to catch up again.



Suzuka Short. One of the easiest tracks that will help you master this racing beast





■ Long beach is the most difficult track in the game. You have to slow to a crawl on the bends

### TRACK - LONG BEACH

Country - USA  
Length - 2.558 Km  
Difficulty rating - 9/10



■ This narrow, twisty city circuit is well-hard

This is one tough track and it needs to be treated with respect, as its corners can be deceptively sharp. By all means take the long sweeping straight at speed, but tread gingerly through the hairpins. Come off the accelerator altogether and coast round them, otherwise you'll bang into the opposite wall, even at pedestrian speeds. Narrow in places and able to bottleneck at the drop of a hat, the city-lined circuit is breathtaking to behold, but slow going and testing at the same time. Approach with caution.

### TRACK - ATLANTA

Country - USA  
Length - 2.478 Km  
Difficulty rating - 3/10



■ A brave/foolish place to overtake

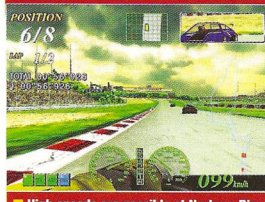


■ Just one crash often means race over

Another oval, similar in vein to Motegi, but with a much steeper camber so alter your ride height accordingly. Apply the same tactics you would to the aforementioned track - taking the bends wide before cutting in to the straights - and you can expect to clear it near the front.

### TRACK - NURBURG RING

Country - Germany  
Length - 4.556 Km  
Difficulty rating - 6/10



■ High speeds are possible at Nurburg Ring

Similar to Suzuka in as much as it comprises two distinct parts, namely a fast stretch which is more or less straight, followed by a slower section that is made up of square corners and tight turns. Famous for Formula One racing, Nurburg Ring is very long and requires fast braking on the corners, which can be tighter than first observed, so watch out.

### TRACK - LAGUNA SECA

Country - USA  
Length - 3.602 Km  
Difficulty rating - 7/10

## DC-TIPS

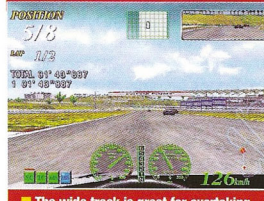


■ Traction is a problem on this sandy track

The most immediate thing you'll notice about this Californian track is the abundance of sand. Not only does it line the road, but it's also scattered over the tarmac, making traction a bit problematic. Skidding off the track is not advised, as you'll slide miles across the sandy grass before you come to a halt. Watch out for the downhill section, especially when it comes in the form of a steep double twist. The temptation is to drive straight over the curve in order to cut your opponents up, but you must resist. It'll only slow you down.

### TRACK - SEPANG

Country - Malaysia  
Length - 5.542 Km  
Difficulty rating - 8/10



■ The wide track is great for overtaking...

Sepang is definitely the blandest course, with little trackside detail, apart from buildings set right back. Weaving its way through grass and sand, the flat, wide circuit will also see you slide a long way off, should



■ ...if you catch up on the evil bends, that is

you lose it on a corner. Once again, there's plenty of opportunity for high-speed driving, given its two fast straights, but watch out for the hairpin that joins them as it needs taking at a virtually pedestrian pace if you want to hold onto first place.

### TRACK - FIORIANO

Country - Italy  
Length - 2.976 Km  
Difficulty rating - 9/10



■ There's no fuel crisis here

Ferrari's official test track is designed for single-car racing, being very narrow, and is made up of fast straights, sweeping curves, hairpins, chicanes, gentle gradients and a small selection of minor off-shoots. This'll test every one of your driving skills and is also nicely located, with employee cars, the company offices and even a petrol station. Enjoy! ■



■ Fioriano, Ferrari's test track. There's no opposition but it doesn't make things any easier

## Q and A

Sit down, relax and let **DC-UK** sort your gaming life out

### ARE YOU SERIOUS?

In Issue 13 of your wonderful publication, reader Peter Tweedie asked when Sega would be releasing coloured pads in Europe. Your reply stated that when you asked Sega they said probably not until 2001. Well, surprise surprise! You can get them NOW on Dreamarena shop online. My point is – Do Sega take your publication seriously or is your so called Sega informant totally inept? Yours sarcastically...

Andy Concannon

Sega should damn well take our publication seriously – we are, after all, the finest Dreamcast mag on the planet. However, like all other mortals, especially those in big corporations, Sega is prone to changing its mind regarding release dates. So we get the Millennium pads early? What's the problem? Sit back and enjoy a rare early arrival.

### I NEED THE CDX NOW!

Can you please help me. I have mislaid my grandson's copy of **DC-UK** which contained an Action Replay 'cheat' CD attached to it. I believe it was Issue 11 (although I'm not sure). I am writing to you in the hope that

you have a copy you could kindly send to me. If you can help me I will send a cheque immediately.

Mrs D Bicknell, Gloucester

We're getting a lot of calls about this but unfortunately we're not the people you need to speak to. Give our Back Issues department a call on 01458 271141 and ask them to send you a copy of Issue 11. They should be able to sort you out. They're good like that.

### GET RID OF THE BAR

Can you please tell me if I need an NTSC-PAL converter to get rid of a black bar that shows up when the settings are at 50hz. The bar doesn't show up on 60hz. I am using the Action Replay CDX method.

Zack

Having referred your query to Science Officer Maximus, it seems that the borders vary with each title, so buying a converter should cure your problem. Beware of cheap ones, usually priced £10 to £20, as they only use RF cables, thus making your picture look junk. Our Max suggested a professional model, which are a bit steep at a £100, but give great



■ If it's air-to-air combat you're after then get your self a copy of *Deadly Skies*

pictures. Your best bet for getting a converter would be either Raven Games (details opposite) or Datel on 01785 810800, or [www.datel.co.uk](http://www.datel.co.uk)

### WHERE'S THE CABLE?

I'm brand new to the DC, I've had a PlayStation ever since they came out and I love it. However this week I traded in my old N64 for a DC after seeing a *Virtua Tennis* demo in my local store. However I could do with some advise please. On my PlayStation I have a cable which comes from the AV and separates into two phono leads for my amp and a scart lead to fit into the TV.

I'd like to do the same with my Dreamcast, but I have been unable to find a supplier of such a cable, could you please recommend one?

Ben

There are indeed SCART cables that have two RCA/Phono audio cables on them and you should be able to pick them from any independent or multiple game store that stocks thirdparty peripherals. Try asking for Fire, Max Play or Blaze brands, as they the most common makes of Dreamcast accessories.

### I CAN'T RUMBLE

I recently bought the USA version of *WWF Royal Rumble*, expecting it to work with the help of the Action Replay CDX Disc. After following your method in Issue 14 it did not work. Could you please tell me if *Royal Rumble* does work with your Demo Disk, or if it would run with the full version of the Action Replay CD? If the game does work with your demo disc, would I need to use a SCART cable or s-video lead?

Michael Benyahia, Birmingham.

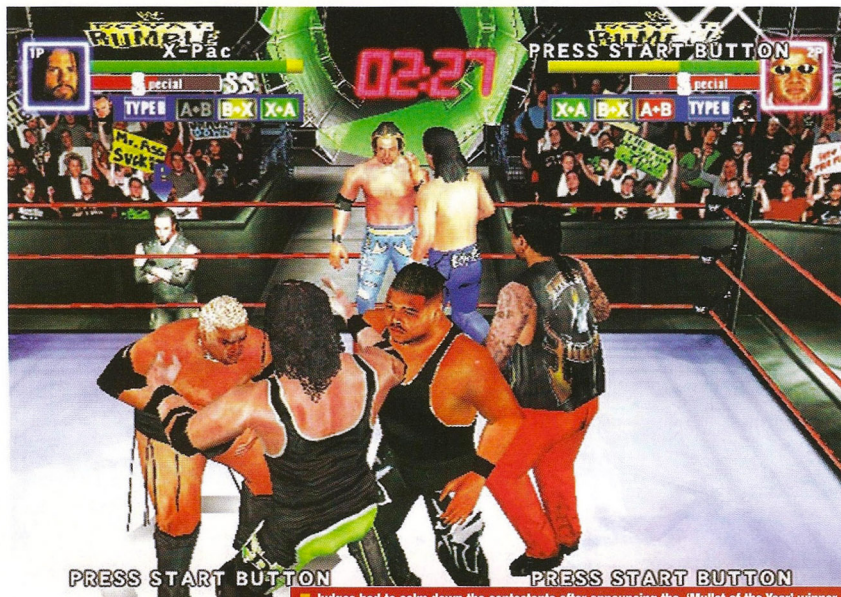
Unfortunately, your problem has been mentioned on our forum to the effect that nobody has managed to successfully run an American copy of *WWF Royal Rumble* on a UK Dreamcast using our Action Replay Demo Disk. The only way round it is to buy a US Dreamcast.

### SOUND OF MUSIC

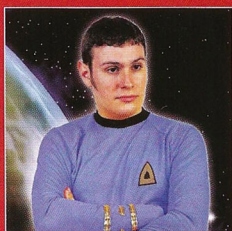
Could you tell me if there is any music from Dreamcast games on CD/tape such as *Soul Calibur* etc?

Christopher Dyke

CDs of game soundtracks have been around for donkey's years, but with the exception of *Metal Gear Solid*, *WipeOut* and *Gran Turismo*, very few have been released in dear old Blighty. The Japanese market, on the other hand, is flooded with such stuff, so our suggestion is to contact the good people at Otaku as they stock a range of Japanese OST CDs, merchandise, Anime videos/DVDs as



■ Judges had to calm down the contestants after announcing the 'Mullet of the Year' winner



## SCIENCE OFFICER MAXIMUS

Got a question that requires a really lengthy technical answer? Yes? Maximus is the man you need to know...

well as other game-related products. Call 0208 699 5275, or visit [www.otaku.co.uk](http://www.otaku.co.uk) Failing that, try Raven Games on 020 8663 6810, or [www.ravengames.co.uk](http://www.ravengames.co.uk)

### SHOULD I BUY A DC?

I am writing to you because I don't know much about Dreamcast, but would like to know more. At my local Arcade, there is a Sega game called *Airline Pilots*. I'm wondering if it will ever be coming out on Dreamcast. I am a great lover of flight sims but I have started to give up on the PC because it stalls all the time.

So, now I am pretty interested in getting myself a Dreamcast, do you think I should go ahead and buy one? Also, I have seen your preview on *Aerowings 2*. All of your screen-shots are of air-to-air combat. Is it true that the game has only dogfighting and not bombing?

David Taylor.

As it stands, there are no plans to bring *Airline Pilots* to Dreamcast, but it would certainly make for interesting gaming, hopefully attracting more people like yourself to the world of Dreamcast. If you are asking whether you should actually buy a Dreamcast, then our answer is a massive 'YES!' Dreamcast is simply awash with top-notch titles, and some truly special stuff has yet to arrive. Get yourself down the shops ASAP! Lastly, you're right about *Aerowings 2* - it is all dogfighting. A copy of *Deadly Skies* will sort you right out, if you hanker after a spot of air-to-surface action.

### CAN I USE VIBRATION?

Is Ready 2 Rumble compatible with the vibration pack?

Anon, via email

It is indeed. Get yourself a puru puru pack immediately to experience each and every one of those wince-inducing blows.

### CAN YOU CHEAT IN AMERICA?

If I was to use the CDX cheat CD to run Bleem! from America, would it work if I put in a PlayStation game in after, and is it region sensitive?

Adam Halliwell

According to the ship's computer, the hypothetical situation you suggest involving the Action Replay Disc should indeed work. Bleem! for Dreamcast will ship minus Sony's regional lockout, as the inclusion of such would have violated existing copyrights on the system. Of course, this applies to the actual PSX disks themselves, but whether Bleem! will go to the trouble of encrypting the disk to inhibit its use on UK and Jap Dreamcast remains to be seen. I'm a Science Officer, not a clairvoyant, goddammit!

### OOPS! I'VE BROKEN MY DREAMCAST!

While I was comparing my chipped Jap DC modem with my brothers Hong Kong DC modem (just a PCB) the transformer snapped. Now it doesn't work. It has left a void on the PCB which I think displays the part number (ETJ081BZ). The modem also has a number (Jif 88). Does anyone in your team know the rating of this transformer so that I can get a replacement to fix my modem?

Paul James

Help I have been looking for a replacement lens for my DC and can not find one anywhere. I have taken the console to a repair shop and they could do nothing with it. Please help...

Lee Benson

Problems like the above are unfortunately beyond my skills as a Science Officer, given that I am not involved with the Engineering Dept. Having contacted Sega Command, they informed me that there is no facility for the sale of component Dreamcast parts - replacement lasers and the like are yet to be issued to the consumer. Sega also states that, as both these situations involve user neglect/error, warranties will be null and void, leaving the owner with the task of paying for repairs. Nicki McGarrity at Sega Support has passed on the details of Sega's designated repair station which will gladly receive both these malfunctioning Dreamcasts and repair them at an agreed price. Send the unit, with your name, address and telephone number to:

Mikrolive Ltd, Mikrolive House, Shrivenham Hundred Business Park, Watchfield near Swindon, Wiltshire SN6 8TZ

The standard charge for work undertaken is £49.95 inc VAT, which you will need to send along with the unit in the form of a cheque. Please check the price for each individual job by telephoning Sega Support, details below:

Tel: 08456 090 090 (local rate call, General Enquiries)  
Tel: 09066 544 544 (calls cost 60p/min, Internet Support)  
[sega\\_support@dreamarena-services.com](mailto:sega_support@dreamarena-services.com)  
[www.sega-europe.com](http://www.sega-europe.com)  
[www.dreamcast-europe.com](http://www.dreamcast-europe.com)

As a postscript, it's worth noting that in the case of the damaged modem, the reason for not being able to replace the transformer, à la a resistor or diode, is that these kinds of inductors are of no uniform rating, with many variations available, from toroidal to HF. Judging from the logo on the component, I'd hazard a guess that it's a Motorola, but a quick inspection of their Website revealed no such cat. no. Were you able to derive the exact manufacturer and be sure of its part number, (ours was Jif87/ETJY1BZ), it may be possible to acquire a replacement part, but otherwise obscurity normally prohibits such exact components from being available to the general public. It may well even be custom-built for Sega, as opposed to an off-the-shelf unit.

The other word of warning is that it is worth handling all PCB parts by their edges, or better still, using protective gloves, as the human body can build up a static charge of several thousand volts. Discharging such a potential difference into the circuitboard may well irreparably damage or even destroy parts that are designed to work at low voltages, typically millivolts. Make sure you discharge yourself on a grounded metal object, say a radiator or tap pipe, then handle only by the edges wherever possible.

### WHAT'S THE COST OF ONLINE PLAY?

Being an NFL fan I was disgusted to see that what was widely regarded as one of DC's most impressive titles that *NFL2K* didn't make it to these shores. Luckily I have family in the US and was able to get a copy. I am now eagerly awaiting the arrival of the superb looking *NFL2K1* and would like to know if I will be able to play on the Net against fellow NFL fans from across the pond? Or will the game not work due to it being a US title? If it does work will it ring UK Seganet or (god forbid) a US number? I'd like to know just in case I get a nasty shock when the phone bill arrives.

regards, Joe

To my knowledge, it is impossible for a domestic Dreamcast to access overseas exchanges, as the number that it dials is embedded in the software and contains no international prefix. Thus, the US version of *NFL2K1* will be authored with a US server number that is designed for internal use only. However, there was a trick that would supposedly enable Dreamcast to access foreign numbers. This involved connecting the machine to a BT terminal via a splitter box that also accommodated a standard telephone. The routine required the activation of the connect function through the game, followed by the removal of the modem cable from the DC; dialling the appropriate international code and server number on the telephone, then replacing the modem cable. Rumoured to work on the earliest Japanese DCs, this trick was soon nullified by Sega, with subsequent attempts to dial externally met with instant disconnection. Of course, server numbers are never published, either in the press or the game manuals, so even coming by this information will be a task in itself. Quite whether it is applicable to the US online server is subject for testing, but I expect the chances of success to be particularly slim ■

THE DREAMCAST MAGAZINE

**Q&A**

**DC-UK**

Future Publishing,  
30 Monmouth Street,  
Bath, BANES,  
BA1 2BW  
Fax: 01225 822744  
Email:  
[dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)

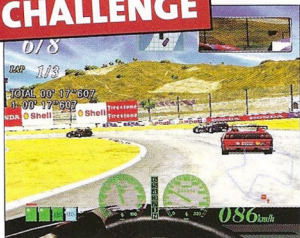
# Challenge

Show the world how talented you are!

**A**re you good at videogames? No, we mean REALLY good? Are you tired of beating your rubbish friends again and again and again? Do you often dream of receiving some sort of reward for your brilliance? Well, DC-UK Challenge is the place for you. Just take a look at the challenges we've set below and then beat them so convincingly that the previous record holder feels like a talentless gimpoid. It'll feel good and might earn you a joypad! ■

## FERRARI 355 CHALLENGE

W! NEW! NEW! NEW! NEW! NEW!



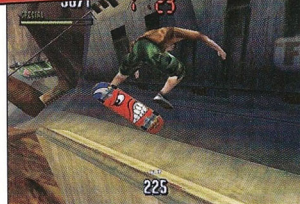
F355 is extremely hard. Do you think you're up to this challenge?

### THE CHALLENGE

#### BURN SOME RUBBER!

> Race at Suzuka Short with all assistances off, manual gearbox and tuning measurements at default. Choose Single Race, Racing Mode, and do three laps. Go really fast. Then prove it! ■

## TONY HAWK'S SKATEBOARDING



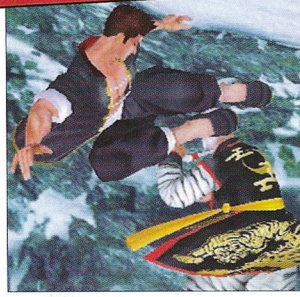
We've honed down our skating challenge into one ollie-tastic grind-fest. Rad

### THE CHALLENGE

#### BUST THAT MOVE DUDES!

> Go to the Warehouse, where you can only use the rail in the middle of the floor. Hop on it and pull as many tricks as you can along it. Take a shot of the total score for your combo and make sure you wear knee-pads ■

## DEAD OR ALIVE 2



Get to grips with our saucy DOA2 challenges. Filthy sods...

### THE CHALLENGE

#### TIME ATTACK

> How quickly can you battle past the six opponents to finish the game? Send in your best times and impress us

#### SURVIVAL MODE

> Send us evidence of your highest number of consecutive victories in Survival scraps ■

## SOUL CALIBUR



Namco's fighting game has enough depth to keep even the most hardened warriors coming back for more

### THE CHALLENGE

#### TIME ATTACK

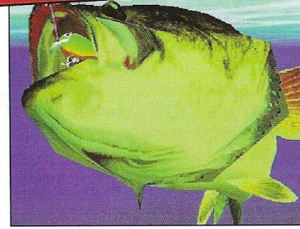
> Can you beat Mark's 00'52"62?

Or:

#### SURVIVAL MODE

> Keep sending in evidence of your highest number of wins ■

## SEGA BASS FISHING



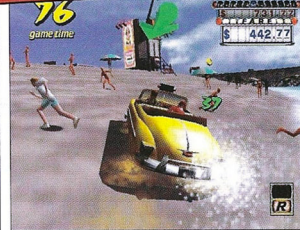
Sega's bass-catching romp provides a decent challenge for the determined angler

### THE CHALLENGE

#### LAND A BIGGUN!

> Just catch the biggest darn bass you can, then send us a photo of the weight (in metric). You'll have to beat Adam's whopping 9984g though ■

## CRAZY TAXI



Pick one of the challenges below and go for a manic ride!

### THE CHALLENGE

#### CRAZY JUMP

> Can you beat David's leap?

#### CRAZY JAM

> Glyn holds 1st place with 26.69

#### CRAZY FLAG

> Robert McMillan is still at the top with a fantastic time of 5.05 ■

## VIRTUA STRIKER 2



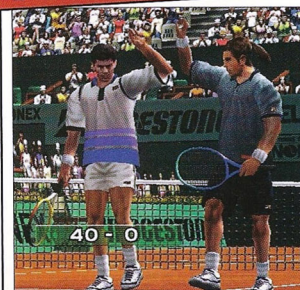
It's possible to get some cracking goal scores. Do it!

### THE CHALLENGE

#### SCORE A BEAUTIFUL GOAL!

> Gary has smashed the 700 mark. It'll be hard for you to top that. Try your best, though, and send us proof of your score together with the team and goal type ■

## VIRTUA TENNIS



Prove you're a tennis ace in Sega's superb racquet 'em up by sending us your best times and scores for the Training games

### THE CHALLENGE

#### TRAIN LIKE A PRO!

> World Circuit mode has a selection of eight fantastic Training games. Smash your way to the third stage for each of them, then send us your best scores/times for any of the Training games on level 3 ■

# HIGH SCORES

Can you beat this month's top scores?  
The three best get a Mad Catz joypad...



## CRAZY TAXI

### CRAZY JUMP

|   |        |                            |   |
|---|--------|----------------------------|---|
| 1 | 397.99 | David Chennells, via email | ★ |
| 2 | 397.91 | Zakir Ahmed, Kent          |   |
| 3 | 396.66 | Dan Martin, Wimbledon      | ★ |
| 4 | 392.26 | Patrick Clarke, via email  | ▼ |
| 5 | 388.43 | Stephen McLeod, Manchester | ▼ |

### CRAZY JAM

|   |       |                               |   |
|---|-------|-------------------------------|---|
| 1 | 26.69 | Glyn Horsley, Nottinghamshire | ◆ |
| 2 | 27.47 | Daniel Bell, North Lincs      | ◆ |
| 3 | 27.57 | Dean Tallon, Penzance         | ◆ |
| 4 | 27.70 | Dean Taylor, Cumbria          | ◆ |
| 5 | 27.94 | Dipen Karia, Peterborough     | ◆ |

### CRAZY FLAG

|   |      |                               |   |
|---|------|-------------------------------|---|
| 1 | 5.05 | Robert McMillan, Bedfordshire | ◆ |
| 2 | 5.14 | Daniel Salway, Bedfordshire   | ◆ |
| 3 | 5.15 | Glyn Horsley, Nottinghamshire | ◆ |
| 4 | 5.44 | Richard Lee-Wright, Devon     | ◆ |
| 5 | 5.49 | Steve Ashley, Kent            | ◆ |



## TONY HAWK'S

PULL AS MANY TRICKS AS YOU CAN ON THE WAREHOUSE RAIL

|   |        |                               |        |
|---|--------|-------------------------------|--------|
| 1 | 303578 | ★ Gareth Shipley ★ Nottingham | WIN! ★ |
| 2 | 293800 | Jamie Slater, Hampshire       | ▼      |
| 2 | 241598 | Paul Leighton, via email      | ▼      |
| 3 | 208307 | Daniel Moffat, via email      | ▼      |
| 4 | 194512 | Richard Sutton, Kent          | ▼      |



## VIRTUA STRIKER 2

### SCORE A BEAUTIFUL GOAL

|   |            |                            |   |
|---|------------|----------------------------|---|
| 1 | 711 points | Gary Coleman, London       | ◆ |
| 2 | 698 points | Edward Barnieh, London     | ◆ |
| 3 | 667 points | Jake Lawrence, East Sussex | ◆ |
| 4 | 653 points | Barry Knapp, Kilmarnock    | ◆ |
| 5 | 608 points | Bryan Ellwood, Luton       | ◆ |



## VIRTUA TENNIS

### PIN CRASHER

|   |         |                            |        |
|---|---------|----------------------------|--------|
| 1 | \$2,580 | ★ Mark Wells ★ via email   | WIN! ★ |
| 2 | \$1,380 | Freddie Silver, Cheltenham | ★      |

### RETURN ACE

|   |         |                        |   |
|---|---------|------------------------|---|
| 1 | \$3,800 | Leigh Brown, Wakefield | ★ |
| 2 | \$3,400 | Mark Wells, via email  | ★ |



## DEAD OR ALIVE 2

### TIME ATTACK

|   |         |                             |   |
|---|---------|-----------------------------|---|
| 1 | 2'07"35 | Sabina Carpenter, Leeds     | ★ |
| 2 | 2'13"41 | Stuart Blyth, West Midlands | ★ |

### SURVIVAL MODE

|   |        |                                |        |
|---|--------|--------------------------------|--------|
| 1 | 800000 | ★ Stuart Blyth ★ West Midlands | WIN! ★ |
| 2 | 627250 | Candy Campbell, Edinburgh      | ★      |

# INTERACTIVE



## SOUL CALIBUR

### HIGHEST NUMBER OF WINS IN SURVIVAL MODE

|   |     |                            |   |
|---|-----|----------------------------|---|
| 1 | 109 | Jayne Barker, London       | ◆ |
| 2 | 101 | Bon Pang, London           | ◆ |
| 3 | 91  | Guljar, Kent               | ◆ |
| 4 | 78  | Aidan Fitzgerald, Cheshire | ◆ |
| 5 | 77  | Andrew Blatch, Kent        | ◆ |

### TIME ATTACK

|   |          |                          |   |
|---|----------|--------------------------|---|
| 1 | 00'52"62 | Mark Culley, Hartlepool  | ◆ |
| 2 | 00'54"47 | Thomas Rutherford, Fife  | ★ |
| 3 | 00'55"35 | Kevin Bremner, Inverness | ★ |
| 4 | 00'57"37 | Sam Smith, Surrey        | ▼ |
| 5 | 01'02"22 | Paul Palmer, Essex       | ★ |



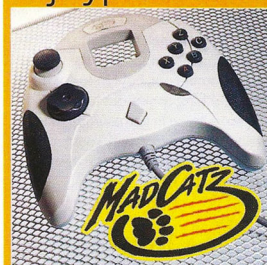
## SEGA BASS FISHING

### CATCH A BIG ONE!

|   |       |                          |   |
|---|-------|--------------------------|---|
| 1 | 9984g | Adam Ketley, via email   | ★ |
| 2 | 9979g | Lucas Drake, Kent        | ◆ |
| 3 | 9798g | Dave Moody, Edinburgh    | ◆ |
| 4 | 9547g | John Fletcher, Wakefield | ★ |
| 5 | 9243g | Ben McMurdo, London      | ◆ |

# WIN! WIN! WIN!

A joypad or **DC-UK** T-Shirt!



■ Become a DC-UK challenge winner and get one of these prizes for your trouble

The THREE best new game scores (we write WIN! next to their name, so you know who they are) we receive every month will each win a Mad Catz joypad – perfect as a second, third or fourth pad for those multiplayer gaming sessions. Other top new entries will receive a DC-UK T-shirt. To get on the chart, simply attempt one of our challenges and send us proof of your massive score. A Polaroid will do the trick (or a Game Boy camera pic) – you could either post it to us, or email it. Oh, and for heaven's sake use the game's default settings. Don't put everything on 'Easy'!  
NB: Chart-toppers only receive one prize each, even if they stay on top for more than a month

Send proof of your high scores to one of the addresses below:

Email: [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)  
Fax: 01225 822744

Write:

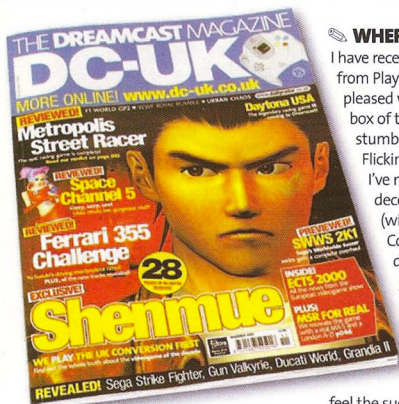
## DC-UK

### Challenge

Future Publishing PLC  
30 Monmouth Street  
Bath, BA1 2BW

# D-mail

Enlist now for Dreamcast opinion warfare!



## WHERE ARE THE RPGs?

I have recently made the transition from PlayStation to DC and I'm pleased with the what my little white box of tricks is capable of, but I've stumbled across a minor problem. Flicking through your games index I've noticed the apparent lack of decent strategy/adventure RPGs (with the exception of Code:Veronica) and there doesn't seem to be any on your release schedule. I know that Dreamcast produces superior arcade conversions but the longevity of these games has to be questioned. I

feel the success of the PlayStation was due to the fact that they tried to cater for all genres and tastes and the attraction of a decent sized game, eg, *Final Fantasy 8* would be a welcome rest from great games such as *DOA2* and *Crazy Taxi*.

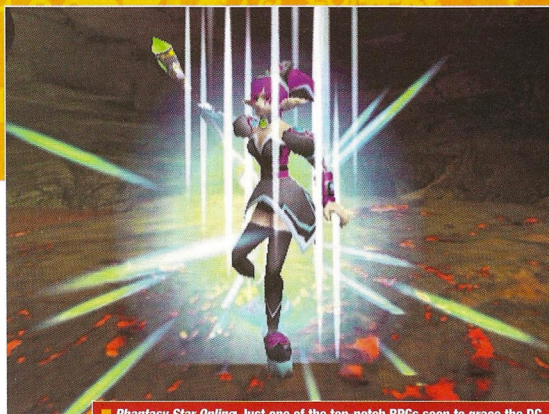
I'm not saying developers should start making every game a four disc epic with every single player mode under the sun, but there is a real big void left in by the absence of RPGs and I'm sure some readers are disgruntled with shelling out forty quid a game for what turns out to be either a beat 'em up or just another racing game.

Don't get me wrong, I adore the space my DC rests in and I love the arcade conversions (as I no longer have to part with a small fortune!) and I'm looking forward to some of the wicked games coming out, but I'm sure we'd all like something to sink our teeth into. And an increase in games with real lasting appeal and variety could persuade more people to see the light and convert to DC.

Peter Golding, Gillingham

As we've mentioned before, decent strategy games often take a while to surface on consoles. They take longer to develop than arcade conversions, and require a good working knowledge of the console - which is why *Final Fantasy VII* didn't

appear on PlayStation until the console was over two years old. *Shenmue*, *Phantasy Star Online*, *Age of Empires*, *Skies of Arcadia* and *Grandia II* should fulfil your needs in the near future.



Phantasy Star Online. Just one of the top-notch RPGs soon to grace the DC

## COME ON RETAILERS!

Prospects for the Dreamcast look very bright this Christmas. Second generation titles like *Metropolis Street Racer*, *Shenmue*, *Quake III* and *Half-Life* are arguably the best looking games on any console this year.

Of course the hype which has been generated for PlayStation 2 in the UK (perhaps unjustifiably given the well publicised mediocrity of many of its European release games) means that demand for Sony's machine will be massive. But Sega must attempt to capitalise on the fact that PS2 supplies will

be very limited until May next year. This leaves the Dreamcast as the most powerful console readily available on the shop floor this Christmas, and the only one capable of playing online.

So surely even if many are holding out for PS2, there'll be a fair few Dreamcasts being bought as presents. I would not be naive enough to believe that the Dreamcast will win this console war since companies like Sony have huge financial resources for promotion and marketing campaigns. Rather, my hope is that enough DCs can be sold for the machine to become even more profitable to the Third Party developers and ensure that we're still playing quality games from the likes of Bizarre Creations and Capcom for two or three more years.

This Christmas therefore provides

the perfect opportunity for Sega Europe to ensure it gains a pretty healthy market share so long as it gets its key online titles out in time. Let's also hope that certain retailers here in the UK will buck up their ideas when it comes to displaying DC software. Expectation for games like *MSR* and *Ferrari 355 Challenge* is such that these games will sell so long as they're given the shelf space and publicity they deserve. In terms of quality, they'll easily rival anything Sony can throw out this winter! Keep up the good work.

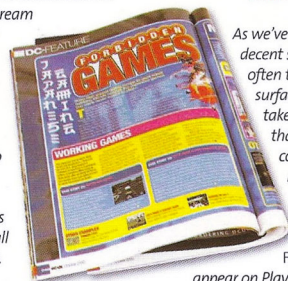
John Mulholland, Rutland



You're right - there will be two battles for Sega to win this Christmas: the battle to get people to buy Dreamcast in the face of overwhelming (and often hugely inaccurate and misleading) PS2 hype, and the battle to convince highstreet stores to promote the machine properly. Hopefully the excellent sales of *Virtua Tennis*, and the forthcoming games you've listed, will provide plenty of ammunition.

## DC'S LONGTERM VIABILITY

I really love the way Sega has catered for hippies like me with games such as *Ecco*, *Samba*, *Space Channel 5* and *Wetrix*. Now on the eve of the PS2's birth I'm slightly worried about the DC's longterm viability what with few ads and the best selling Dreamcast game rarely entering the all format Top 20,



First of all games don't cost 'about £10' in Japan. The usual cost is 5,800 yen which is about £35. Secondly, Japanese game developers design their Internet extras with the Japanese Dream Passport and phone network in mind - when the games are ported over for European release the price of converting all this to run on the UK network is usually prohibitively high (as we have seen with all the Capcom games). Sega Europe is committed to making sure all the key releases have Internet options, though, so we usually don't miss out on too much.

## MAIL OF THE MONTH

### SONIC'S BATTLE AGAINST CANCER

Did you know that Sega's mascot Sonic the Hedgehog is the only game character that is used in Science. Sonic Hedgehog is the name of a gene which is very important for the development of embryo's. Sonic Hedgehog regulates the development of the brain and some other tissues as well. The gene is currently under heavy investigation since it might be involved in the development of cancer (especially childhood cancers). It is no coincidence that this gene is named Sonic Hedgehog, it really is named after Sega's mascot. Back in the eighties scientists discovered a gene in *Drosophila* (the fruit fly) which was important for its development. They named it Hedgehog gene in humans Sonic Hedgehog in 1993. I think they were Sega fans or something. This is one of the cool things of being an scientist, you can make up your own names after you have discovered something new. Anyway, now you know that Sonic Hedgehog is an important target for cancer research. And just to show I am not making this thing up look at the site of Nature (the most important scientific journal in the world) [www.nature.com](http://www.nature.com).

Look at the Nature issue of August 31 2000 page 944 and page 1005 there you find papers about Sonic Hedgehog and novel therapies against cancer. You can also check if I am telling the truth at the NCBI (national library of medicine) at [www.ncbi.nlm.nih.gov/entrez](http://www.ncbi.nlm.nih.gov/entrez) just type in Sonic hedgehog and you will find hundreds and hundreds of scientific papers about Sonic (well the scientific version anyway). You also must remember that there's no gene named after a certain Italian plumber yet!

It may be a bit strange but I am an avid Dreamcast player and a scientist as well. I hold a postdoctoral position at the University Hospital of Amsterdam, and I am researching and testing new treatments of childhood cancer. Anyway, being a real scientist during the day time I still find it relaxing to shoot some things or solve some puzzles. I am really interested how Half-Life will do on the Dreamcast, Gordon Freeman is sort of a role-model for us scientists (not many of us around with shotguns fortunately). And also it is always interesting how we as scientists are portrayed in games and other products of the entertainment industry.

**Kees Fluiter, PhD,  
The Netherlands**

*It's great to know that videogames are appreciated in all walks of life. The mainstream media is convinced that they're only played by anti-social brats, but as your letter shows this simply isn't the case. DC-UK wishes you the best of luck with your research.*

even though the DC is a year old.

As anybody who pays up to a whopping £30 for a GBC game will testify, if everyone rushes out and buys the same console thereby creating a monopoly, games prices would shoot up and creativity would stagnate. Game Boy Advance games could cost up to £60 or more!

In my opinion there three areas of concern that require urgent attention by Sega. For a start there should be the option of unmetered Internet access for a set fee thus allowing online gaming to flourish. Then there should be a budget range of older games for about £15-20. The PlayStation really began to take off with its Platinum label. And finally if EA and others refuse to release their mass-market titles on DC then why don't Sega licence the likes of FIFA or MGS2 etc and program them themselves? This scheme worked really well in establishing the Mega Drive and in terms of sales and popularity it would be a wise move.

C'mon publishers, wasn't it Sega who gave you a chance to break away from Nintendo's money grabbing grip on production and distribution in the First place?

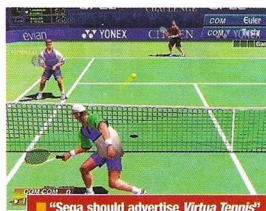
**Joseph Tsang, Glasgow**

*Sega is currently looking into providing Internet access for a set monthly fee, and will also soon announce a budget range of classic games. As for buying a license to produce EA games on DC - it is likely to be financially crippling and legally complicated. Neither are particularly attractive qualities.*

### HEY, PEACE MAN!

Most people would agree that the PlayStation 2 is over hyped. It only being the most promising of a raft of underwhelming offerings on a distant horizon. Because of this, it has alienated many previously ardent PlayStation fans and gamers alike. Only by a heavy marketing campaign and trade from the uneducated casual gamer will it be saved from a dismal launch.

But that aside, how much longer do we have to endure the 'my console is better than your console' argument? Take it from me, a gamer that has spent far too many years hunched over consoles and computers that have come and gone - its the games that count. The DC has a fantastic autumn schedule. The PS will receive a couple of better before Christmas. The PS2 will come of age and produce some



wonders. The N64 has always excelled and will continue. The Gamecube will delight one and all. And finally the Xbox will change the world as we know it. Probably. Do what I do, experience the best of all worlds, buy them all and stop chuffing around!

**Nick Spann, Lancashire**

*Yes, console wars are extremely tiresome, simply because most of the people who get involved have no idea what they're talking about in terms of the technical specs of the machines. Arguing about the games themselves is fun though - as long as you've actually played them - or at least seen more than a 3 minute demo video which may well be made up entirely of pre-rendered footage.*

### SEGA SHOULD SHOW OFF

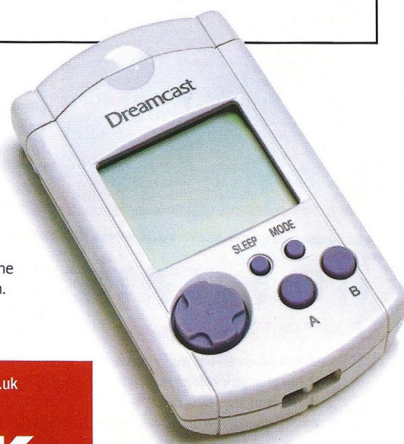
If I mentioned GT2000 to my non DC owning mates they'd know exactly what I was talking about, but if I mentioned Virtua Tennis or MSR I'm pretty sure they wouldn't have a clue what I was raving on about. This is one of Sega's major downsides, the company really needs to put a lot more effort into its advertising. I'm almost certain that some wicked adverts of Quake 3, Half-Life and MSR would put DC sales through the roof. Sega is running out of time as the PS2 is just a few months away now and it really needs to be doing all it can to sway potential buyers of the PS2 towards DC. With the difference in price of the two consoles, (even before the price drop of the DC) and the diversity of excellent DC titles on the market, if Sega get its act together this could be a Dreamcast Christmas!

**Rob Hopkins, Cirencester**

*It all comes down to cash. Sega Europe simply doesn't have the budget to bombard peak time viewing schedules with DC ads. No doubt the company has a few marketing tricks up its sleeve before Christmas - as this really is going to be the crunch time for DC - we'll just have to wait and see what it can deliver.*

## You win...

This month, thanks to those generous chaps at Simply Games, we are giving away four fantastically good games and a VM to the reader talented and beautiful enough to win the coveted Mail of the Month. So, well done, Kees Fluiter. Happy gaming!



Email: [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)  
Fax: 01225 822744  
Write:

**DC-UK**

D-mail  
Future Publishing PLC  
30 Monmouth Street  
Bath, BA1 2BW

**simplyGAMES.COM**

# DC-INTERACTIVE Internet News

DC-UK heads out on another Web surfing safari

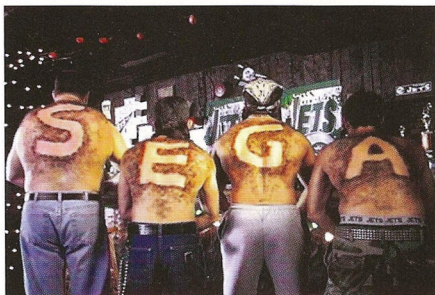
## America Online

400,000 hit the Internet in Dreamcast rush

**R**emember that SegaNet thing we told you about last month? Or have you just been gazing at those pics of *Metropolis Street Racer*? Anyway, SegaNet is the new US Internet Service Provider, specially tailored for DC online business. After launching on September 7 it seems that already 400,000 of the two million US DC users have signed up. Speaking about this success, the important sounding Yuta Sakurai from Nomura Research pointed out that "all the game machine makers are moving online in the near future. So once the world's game industry shifts

their strategy into Net-based games, that's when Sega's tenacity will finally bear fruit." And with games such as *Bombberman DC*, *Quake 3: Arena* and lots of sports titles (including bowling naturally) on the way, it looks like he might well be right. Now, if only Sega Europe would give us some more to play with (endearing though *ChuChu* is).

While you're waiting though, take a glance to your right and view an example of the lovely ad campaign used to promote SegaNet. Other works in the series have been titled 'Mullet!' and 'Even corn farmers want SegaNet' – we're sure you can imagine the corresponding



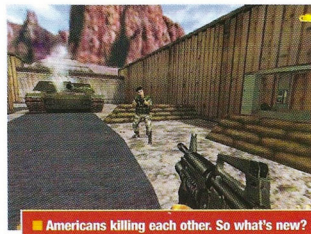
Only the prettiest girls from Lumpsville, Kentucky appeared in the ad

images. So, after making gaming cool in the late eighties, it seems Sega is now tapping into the previously

ignored 'redneck' market. We're now waiting anxiously for a Dreamcast conversion of 'Deliverance'. Squeal, boy ■

## Half-Life goes online at last

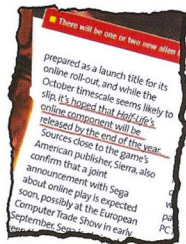
But it'll be next year before we see it



Americans killing each other. So what's new?

**A**s reported in DC-UK 14, a multiplayer version of *Half-Life*, allowing gamers to compete against each other online, will be released in March 2001. At least in America.

Details of the game – including whether or not it will receive a worldwide release – are unconfirmed at present, but we're hoping for Death Match levels from a variety of past *Half-Life* titles, including *Opposing Force* and *Team Fortress*. Two months ago, DC-UK was the only British magazine to mention the possible release of a dedicated online *Half-Life* title, instead of waiting to be spoon-fed the official press release ■



## BROWSER

Quick news snippets from the WWW

### High Score Heaven



Be honest, you think you're pretty much untouchable on that swanky beat 'em up you've been playing for the last few months. After all those hours of practice you must be unbeatable, the best even. Well, until we're flooded with an abundance of online games to play, the Dreamcast High Scores site ([www.geocities.com/dchighscores](http://www.geocities.com/dchighscores)) is going to be one of the best ways to test out your claims (other than entering one of our own Challenges of course).

By the time you read this, the site should be full of scores for you to beat, having originally worked on the basis of trust and honesty when submitting scores. The fools. Oh, and watch out for the simply fascinating update reports. Sample: "I entered some more scores today." Riveting stuff I'm sure you'll all agree ■

### Get a Hotmail



Now don't blame us if this doesn't work, but there's a rumour going around that it's possible to view your Hotmail email account through your Dreamcast.

Sign up for an account then visit [vmulation.port5.com/hotmail.htm](http://vmulation.port5.com/hotmail.htm) and attempt to sign in there (using your Hotmail details). Admittedly we couldn't get it to work, but hey, give us a break folks! We can't be perfect all the time. Sometimes you're just going to have to go it alone and try it out for yourself. Good luck if you do ■

## The Phantasy Begins

Online RPG gets it's first public test

**S**et just beneath the main event stage at Sega's recent Joypolis event, four side-by-side units were running the new Sonic Team opus, *Phantasy Star Online*, hooked up to each other and surrounded by a bevy of attractive orange-clad Sega booth girls. Minus the booth. This was a very open show.

With a feel much like *Evergrace* on the PC, the demo version of *PSO* dropped you into battle against a varied selection of wee beasts in co-operative fighting mode,

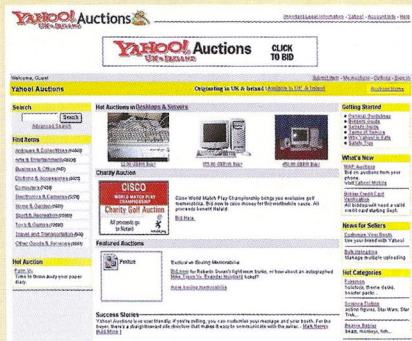
culminating in a dramatic showdown with a red dragon about 30 times bigger than your bloke. Sega's 'word selection system' let players type out or select phrases to 'chat' with other members of the party and there was a handy option to resurrect a fallen comrade if they copied it before the finale. Backgrounds were lush, and the dragon was truly awe-inspiring, but it's the cool feeling of adventuring and fighting with your friends that made this game so special – it's great fun ■



Yuji Naka beside his brilliant creation

## ONLINE AUCTIONS

What do you do if you're not willing to trade your old games, and you're not satisfied with the low cash prices offered by most high street retailers? How about going online to buy and sell at an auction? Going once...



■ "Do I hear two pounds for this lovely copy of Soul Fighter?"

**WHERE?** The Yahoo auction site is the simplest to navigate and most widely used, so try heading over to [www.yahoo.co.uk](http://www.yahoo.co.uk). In the top left hand corner should be a tiny little picture of an auction hammer. Click on it and you'll be whisked away to the main auction screen. After entering the usual name and address stuff you'll be ready to join in all the fun of bidding and selling.

**WHAT?** Back on the home page you'll be treated to a sneak preview of the hot auctions of the day and any charity based endeavours. Skip these unless you're feeling particularly flush or generous. Down the left-hand side you'll see a list of categories from antiques to transportation via tacky memorabilia. Now, we're all for buying up Battlestar Galactica action figures and A-Team vans, but as a Dreamcast mag we sort of feel a responsibility to focus on Dreamcast games.

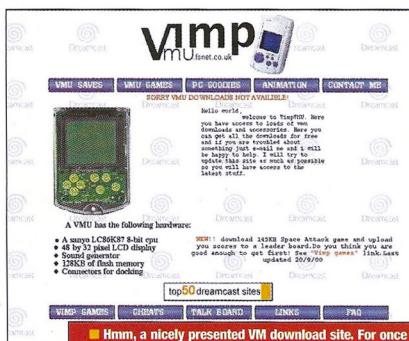
**SELL GAMES!** Select 'submit item', type in a wonderfully persuasive description of your scratched beyond play copy of *Sega Rally 2* and set the parameters of the auction. Parameters? Don't panic, it's just things like how long you want to keep the auction open for (typically seven days) and what the reserve price is (the lowest amount you'll be willing to accept). Oh, and it's best to set the starting bid extremely low while keeping a respectable reserve bid. This will encourage people to think they're getting some sort of a bargain. The fools!

**BUY GAMES!** Lots of them. Along with peripherals, machines, guide books and magazines. Select something that catches your eye and get ready to bid. You'll now be presented with another screen which includes the seller's no doubt woefully crass description of the item along with the current bid. Enter an amount higher and you'll be leading the auction. You can also submit questions to the seller. Repeat this process until the time limit on the auction expires. If you're still the highest bidder then, congratulations, you've won that item.

**PAY?** If buying, the safest way is by cheque. The seller will email you over their details, then send it off. If you're in a rush, you can always transfer the funds straight into their bank account. Never send cash, even if it's only one pound and some old pennies. If selling, simply wait until payment arrives before sending off the goods. To check the reliability of the person you're dealing with, click on their name to be shown their ratings by other buyer's in prior transactions. Be warned though, some of these are hilarious and involve people claiming to have emigrated or given birth to avoid payment. Stay clear of these, but do feel free to laugh at them. Out loud ■



Every issue our online experts comb the Net for useless VM downloads. (Then they go back to the same site we get them from every month)



■ Hmm, a nicely presented VM download site. For once

**S**o tight, for this month we present to you a collection of totally random and disparate downloads, some of which you may even actually want to play for more than a few seconds. First up is *VMU Vision*, found at [www.vmpvmu.fsnet.co.uk](http://www.vmpvmu.fsnet.co.uk). Ignore the warning about the games not working on Dreamcast, for our cunning trial and error testing system has revealed that the above title actually does. Anyway, if we were writing advertising copy for the game then we'd say it was an addictive and infuriating brain-teaser set over 32 levels where the object is to clear a screen of rogue blocks from an arena by jumping over them. Back in the real world we could also add that you press 'A' to select and jump, and that the 'B' button toggles the music on and off. It also has a nice ripple effect on the title screen that we were particularly fond of.

Next up is a VM version of Saturn favourite *Panzer Dragoon*. Found at [dreamworld.vgamin.com/vmgames.html](http://dreamworld.vgamin.com/vmgames.html), it completely reverses the original Sega classic by being graphically basic and impossibly hard. In between frequent bouts of dying suddenly, use 'A' to fire off your laser and 'B' for the gun. And if all this gaming nonsense is getting a bit much for you, check out the fine site at [dreamcast.planetweb.com](http://dreamcast.planetweb.com) where you'll find all manner of new and cool animations to download. Our favourite was watching the common house fly come to a messy death in 'Smush-O-Rama', although the epic tale of a man's quest to conquer nature in 'The Mountain' ran it a close second ■



**DC-UK Half Life Site**  
[www.dc-uk.co.uk](http://www.dc-uk.co.uk)  
We've set up a mini-site dedicated to the Dreamcast version of *Half-Life* complete with reviews, walkthroughs, features and other gubbins. Just go to our main site and click on the *Half-Life* pic!

**Vogue**  
<http://www.vogue.co.uk>  
Fashion, beauty, supermodels – it's all here. Look, mate, don't pretend you don't care about the Muccia Prada spring collection, because you do!

**Meat Matters**  
<http://www.meatmatters.com>  
"The home of British Meat information" it declares proudly. Filled with recipes, facts and healthy eating suggestions. Vegetarians need not apply, obviously.

**Shock Absorbers**  
<http://www.berlel.com>  
When we say 'Shock Absorbers' we don't mean the ones in your car, we mean the sports bra advertised by Anna Kournikova. You can download a wallpaper image of her wearing one from here. Not that we have or anything.

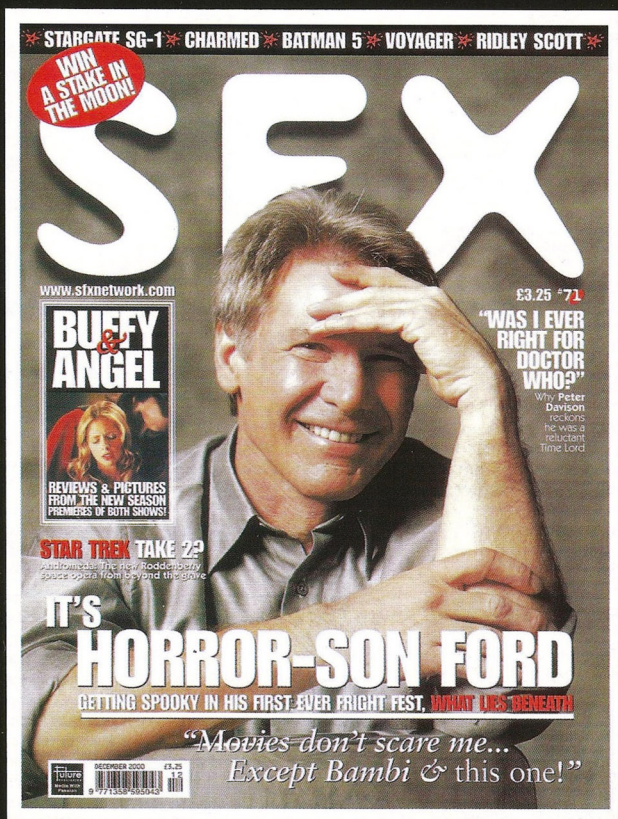
**Adbusters**  
<http://www.adbusters.org>  
Right-on social activist site which produces great spoofs of pretentious ad campaigns. The aim is to "forge a major shift in the way we will live in the 21st century." Hmmm ■

Been to any good sites recently? You send 'em, and we'll print 'em  
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Fax: 01225 822744  
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FOR ALL YOUR ONLINE SHOPPING NEEDS, TURN TO PAGE 108 FOR THE  
**DC-UK WEB DIRECTORY**

# WE GET BENEATH HARRISON



In this month's un-ford-gettable  
edition of SFX, we talk to **HARRISON  
FORD** about his first step into horror.

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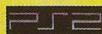
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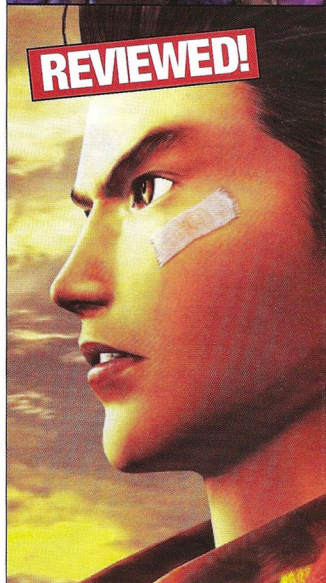
# DC-UK



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REVIEWED!



REVIEWED!





Quake III: Arena



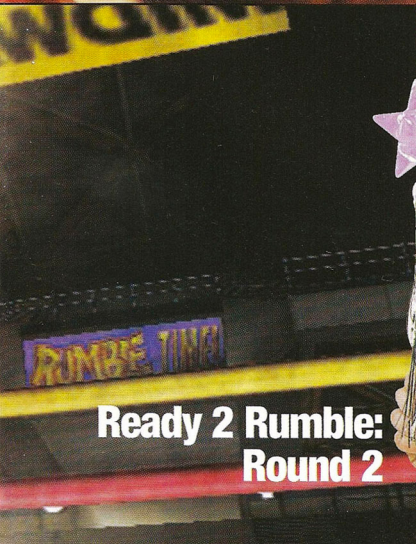
Phantasy Star Online



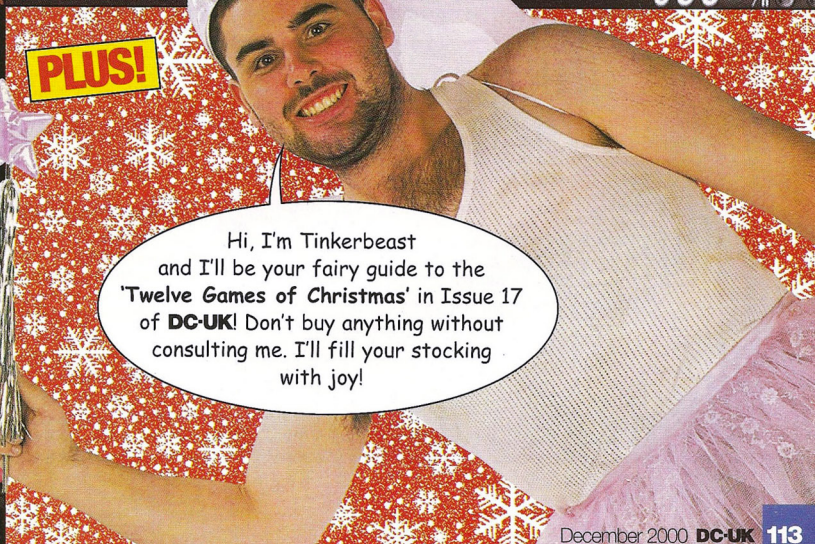
Shenmue



18 Wheeler



Ready 2 Rumble:  
Round 2



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Hi, I'm Tinkerbeast  
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consulting me. I'll fill your stocking  
with joy!

# Team Diary

Claire gives you a sneaky glimpse at life behind the scenes at **DC-UK**

## TUESDAY SEPTEMBER 12

Bless. It's Keith's first day back to work after having all four of his wisdom teeth out and despite being in lots of pain, only being able to consume food in the form of liquid and being unable to speak properly without us all falling about in fits of laughter, he's not getting sympathy from anyone. He's now locked himself in the games room refusing to talk, which is a good move, considering it stops the mirth.

It's strangely quiet since Esther has left for pastures new, as I'm now the only girl left on the mag and it feels like I haven't said anything for ages. Well, at least about the important things (food, hair, celebrities) Karl and Lee have tried to involve me in a few conversations but, I can't really get interested in discourse about pigeons or mushy peas. Bless 'em though, for trying.



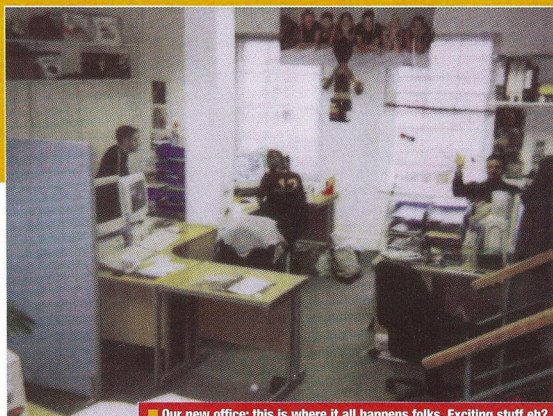
Keith's mouth is all swollen and he's in a lot of pain after his operation. Oh, how we all laughed

## THURSDAY SEPTEMBER 14

Today started exceptionally well. We were supposed to move into our new office this morning, but unfortunately it wasn't ready, so, having nowhere to go we had to sit in the pub for a few hours. How upsetting. We tried to have a meeting of some sorts to keep us busy but kept getting interrupted by Beast who volunteered, with absolutely no prompting whatsoever, to tell us about his underwear habits. They are as follows: he has never bought his own pants (his mum gets them); he can only wear them inside out (because the seams itch) and he hasn't had a new pair of undercrackers in over five years (eugh!). Maybe I shouldn't have told you that, but if we have to put up with vulgar stories from the Beast, then I think it only fair that you, the reader (our friend), share in our suffering.

## MONDAY SEPTEMBER 18

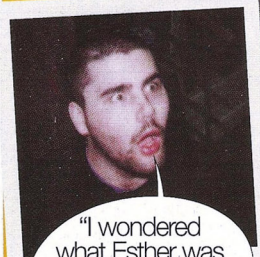
It's the first day of Karl and Maximus'



Our new office: this is where it all happens folks. Exciting stuff eh?

"Karl promised to bring back photos of his bitches"

## QUOTE OF THE MONTH



"I wondered what Esther was doing here, I thought she was dead"

**Beast**

## SAY I'M YOUR NUMBER 1

Songs that were Numero uno on the day we were born

Forget about asking people what their star sign is to find out your compatibility with them, you can tell much more

about a person by asking them what song was Top Of the Pops on the day that they were born. Check out our own

surprising results...

Keith (05/08/71): Get it On - T-Rex.  
Lee (27/07/76): Don't Go Breaking My Heart - Elton and Kiki Dee.  
Karl (10/12/74): You're The First My Last, My Everything - Barry White  
Claire (28/05/75): Stand By Your Man - Tammy Wynette  
Beast (23/09/77) Way Down - Elvis Presley  
Maximus (27/06/73): Rubber Bullets - 10cc

What was No. 1 in the UK on the day you were born? The singles chart started on 14th Nov 1952.

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Maximus shows off his newly dyed hair with a strange skunk like white streak down the middle

with that one. No wonder he didn't chip in for her leaving present... Apart from that Maximus is being intriguingly muted about what he did on his week off. Apart from having his hair dyed black he only admits to making sweet music with something called 'Mini G'. The mind boggles.

## THURSDAY SEPTEMBER 28

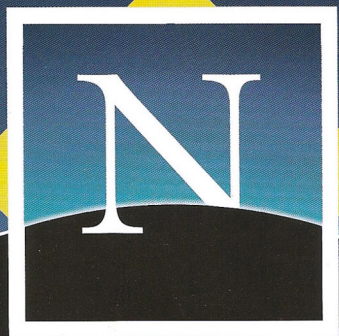
Keith decided that today he will only speak/sing in the style of Louis Armstrong (the gravelly voiced warbler who sang 'We have all the time in the World'). We're not altogether sure why he has chosen to do this, perhaps he's hoping that Matthew Kelly will prance into the office and declare him the winner of some strange work-based 'Stars in Their Eyes' contest. Beast gives us yet another contender for quote of the month. Trouble is that he's fast becoming the ONLY contender for this accolade with classics like "I didn't know men could dye their hair." Karl is still being very quiet today as he struggles to adjust to being back to work, he's just sitting at his desk sneakily checking his arms every now and again to see if he's still got his tan. Oh, to be on holiday...

## MONDAY SEPTEMBER 25

The Beast was in a jovial mood today telling us all about his antics on his birthday celebrations in London at the weekend. His mood changed though, when Esther popped into the office to catch up on all the gossip and to tell us how important she is in her new job. We couldn't work out why he was so shocked to see her, it turned out that rather than thinking our Auntie Esther had left the mag, Beast thought she had died! Lord knows how he came up

## THINGS WE HAVE DISCUSSED ON DEADLINE

- > What Maximus gets up to on his journey home from work
- > What song was at No1 on the day we were born
- > What can and can't be put in the Team Diary
- > The need for Kebaborette patches to be invented to wean Beast off kebabs



# lighten rich joy

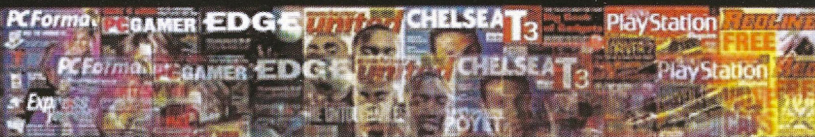
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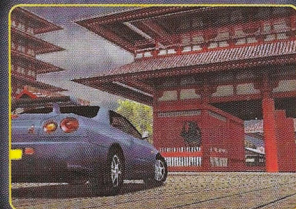
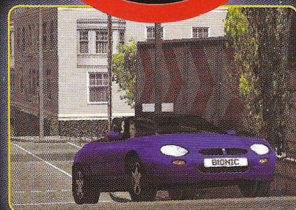
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