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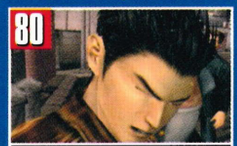

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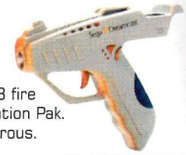

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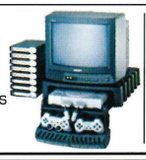

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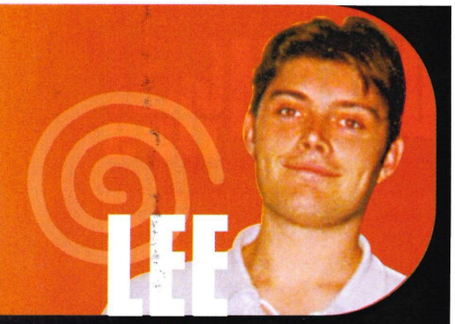
DREAMCAST TIPS

The Dreamcast has matured well in the months since its launch. The console's future continues to look vibrant, embodying the energies of a revitalised Sega at the helm. Unlike the beleaguered Sega Saturn, over one million Dreamcasts have already been sold since launch, and there's little sign of momentum slowing down.

And so it is, in the natural order of things, that solutions magazines for the new console pop up all over the shop, leaving the public with the task of choosing which, if any, will take pride of place next to their treasured DC. It's a choice well made by your good self, as you're now reading the finest DC tips mag available, totally dedicated to solving the hardest games and walking you through the toughest of challenges whilst still keeping you informed of the latest developments.



LEE
editor

Welcome to Dreamcast Tips – Issue One

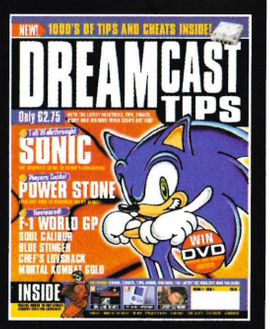
We've prepared a banquet of incredible guides for you to feast upon this month (okay, it's nearly lunchtime!). As you'd expect, we've prepared a massive guide to *Sonic Adventure* that'll spin, jump and boom you through every level with ease. And you can expect to beat your mates to a bloody pulp in *Powerstone* with every move available, including those tricky ones, in our intricate players' guide to the superb beat 'em-up.

As if that wasn't enough, can you smell what else we've been cooking? We've grappled with *WWF Attitude*, slammed and shaved this big bad boy, to present you with one of the most revealing guides around. Yup, everything's revealed and will have your mates going "B-b-b-b-ut HOW!?"

Now you might be thinking surely that's it, right? WRONG!! We're getting rrrreeeaaddee tooo ruummmble! Sticking on our finest horseshoe-fitted, de-fluffed face-gashing gloves for Midway's intensely stimulating boxing smash. We tear open the rings of *Ready 2 Rumble* to expose every conceivable – and a few inconceivable! – moves that'll have every one of your opponents flat out. PLUS! Every cheat for *R2R* on the planet.

To round off the guides for issue one, we finish with one of the biggest DC titles around. Yup, it's *Trickstyle*. But we don't finish there, oh no; we've got extensive cheats and tips. Then there's Help Caster for all your DC game and console woes, reviews and news, gadget guides, and Web Watch for those surfing sessions you have planned. It all rounds off a stunning debut issue.

Lee



Solutions

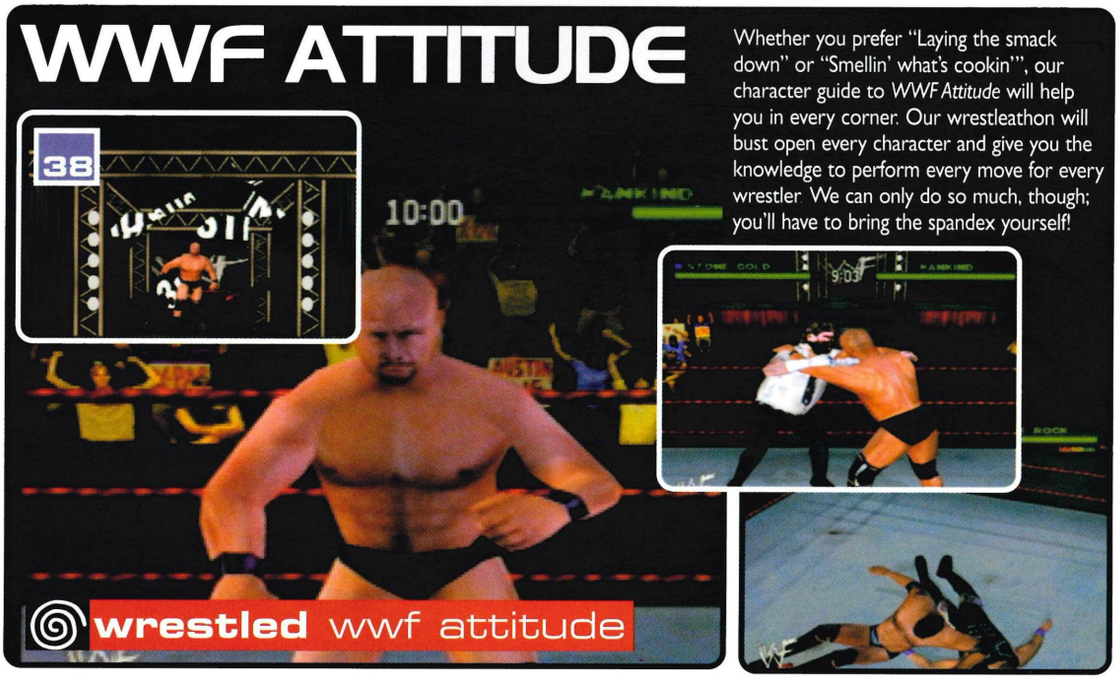
The first issue of Dreamcast Tips is littered with helpful info about all things Dreamcast. Check reviews for game buying, hardware for your console, internet info for leisurely surfing, and the latest news as it breaks. Oh, and we also do tips!

SONIC

One of THE games of the year in our book. DCT has compiled a comprehensive walkthrough which will help you and the blue hedgehog blow this adventure wide open. Featuring the latest tips, hints and cheats for this huge game, and a step by step tutorial, there is no reason why you can't have this game licked by January!

POWER STONE

Eidos's flashy beat 'em-up has already casts doubts over the importance of *Tekken* on the PlayStation, so we're giving you the chance to perform every move of every character the easy way – i.e. cheating. Whether you're a novice to the genre or a weakling in the videogame arena, you'll soon be crushing your chums with ease!



WWF ATTITUDE

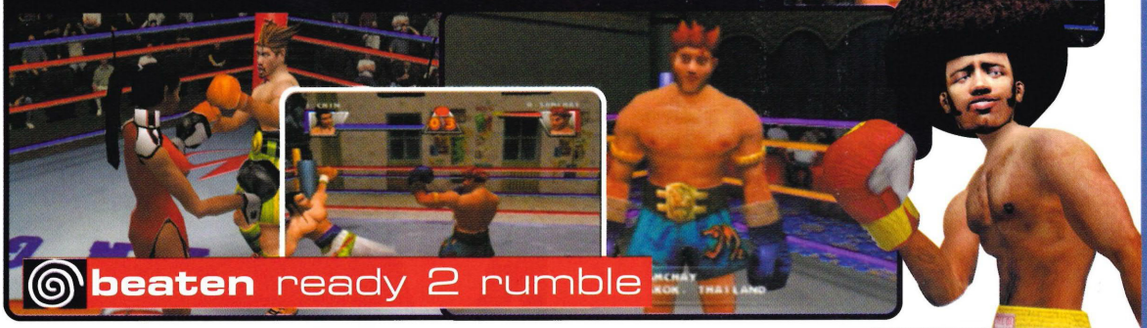
Whether you prefer "Laying the smack down" or "Smellin' what's cookin'", our character guide to *WWF Attitude* will help you in every corner. Our wrestleathon will bust open every character and give you the knowledge to perform every move for every wrestler. We can only do so much, though; you'll have to bring the spandex yourself!

READY 2 RUMBLE

50

Let's get ready to rumble!! Midway's sensational boxing fest gets the DCT treatment – and the gloves have come off!

We take you through every characters' move list and let you in on some very useful secrets. What are you waiting for?



TRICKSTYLE

Trick surfers beware! A full list of moves to give you cred have been compiled for you to show off at leisure. Try demonstrating them to your lady friends!

Reviews

This issue sees Videosystem's official *F-1 World Grand Prix* take top billing as it roars into our office in some style. We also take Activision's *Blue Stinger* on an adventure, and how could we forget the awesome *Soul Calibur*? Swordtastic!

F-1 WORLD GP

86 You are the driver, the mechanic, and the team boss! Can you handle all this pressure?

MK GOLD

91 By far the best edition of this classic yet! This is *Mortal Kombat* as you always wanted it to be.

BLUE STINGER

88 Adventuring 128-bit style. Add a pinch of eerie *Res. Evil* and a little bit of Lara. This is the *Stinger*.

SOUL CALIBUR

92 It needs no introduction – just see for yourself. You don't even have to read the review. Buy it now!

AEROWINGS

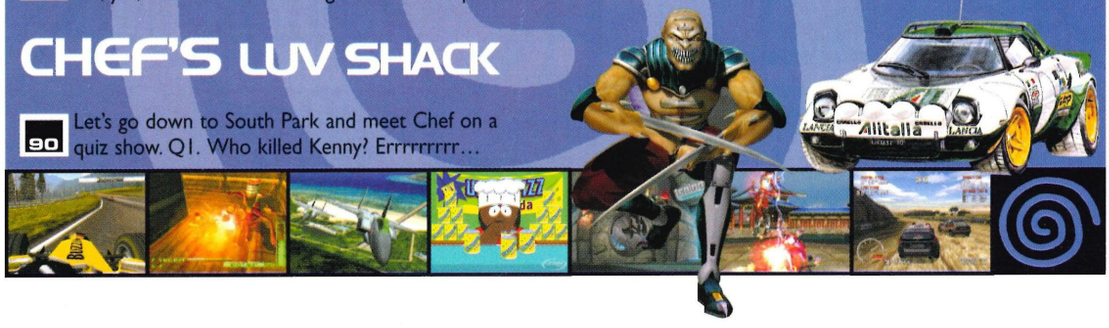
89 A flight sim that isn't really a flight sim... Well, it is! No, yes, it is! Ever fancied being a Red Arrows pilot?

SEGA RALLY 2

93 Sega's own brand of dirty four-wheeled racing. It isn't *Colin McRae*, but it isn't bad either!

CHEF'S LUV SHACK

90 Let's go down to South Park and meet Chef on a quiz show. Q1. Who killed Kenny? Errrrrrrrr...



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066 **TIPS & CHEATS**
A comprehensive list of tips and cheats to help you get ahead in the DC world.

074 **HELP CASTER**
Any problems you have will soon be wished away... Casting aid for DC folk.

076 **INTERACTION**
Your forum. Sample the latest opinions from the DC Tips readers.

080 **NEWS**
The latest news from the world of Dreamcast. If it happens, you'll know.

094 **WEB WATCH**
Every month we will highlight the things to do and where to go on the web.

096 **MULTI-MEDIA**
This month we give you a run-down on the gadgets and stuff available for the DC.

080 **NEXT MONTH**
Next month will be our big up *Soul Calibur* issue. Check out the review on page 92.

DREAMCAST TIPS

Adve

Sonic Adventure

Complete Players' Guide

SONIC ADVENTURE IS A MASSIVE GAME. ASK ANYONE WHO HAS PLAYED IT AND THEY WILL TELL YOU THE SAME. WITH THIS IN MIND, WE HAVE CREATED OUR QUICK GUIDE, PACKED FULL OF ALL THE BEST HINTS TIPS AND CHEATS FOUND ANYWHERE.

Outcast

Publisher	SONIC TEAM
Developer	SEGA
Players	ONE
Released	OUT NOW

verdict 97%

Individual Character Strategies

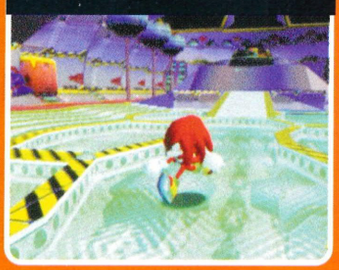
Sonic the Hedgehog isn't the only star of the game. You can play with five other great characters, each with its own abilities, characteristics, and adventures. To help you make the most of their super skills, we have played the game to death and put together a spin-tastic move list.

SONIC THE HEDGEHOG

Spin Attack

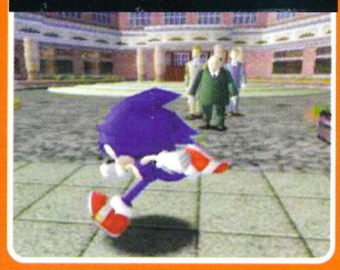
When you press the A button, Sonic will leap into the air and roll himself into a ball of spinning blue speed. The longer the A button is held is down, the longer Sonic can stay in the air. While the crazy hedgehog is in the air, you'll have little control over his movement or direction, so when it comes time to wipe out some enemies the trick is to launch into the air and carefully position Sonic's shadow so he lands on top of an enemy.

Homing Spin Attack



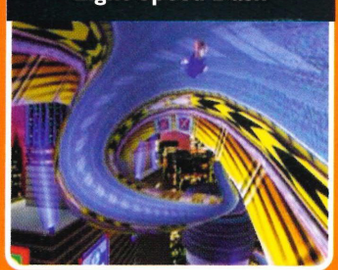
While the spin attack can be useful, you're much better off using Sonic's homing spin attack. This is activated by pressing the A button to leap into the air, and then pressing the A button again. When you press that A button a second time, Sonic will automatically lock onto the nearest obstacle or enemy and zoom toward it in a blur of destruction, wiping out whatever target he hits. More importantly, after Sonic careers into the enemy, he'll bounce back up into the air, letting you hit the A button again and splat another target. By performing the homing attack, you can take out one enemy after another, without bothering to aim, and Sonic has a pretty good range of attack in this mode. Using the homing attack is also a good way to cover some ground quickly, as this mode of travel is twice as fast as the spin attack.

Spin Dash Attack



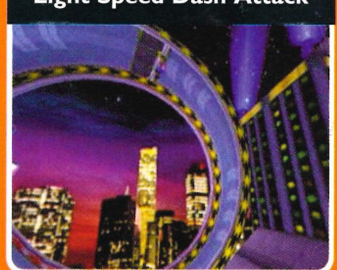
For the true speed enthusiast, the spin dash attack is by far the fastest way for Sonic to get around a level. To perform this manoeuvre, Sonic must be on the ground, either still or moving. Then, press the attack button (X or B). If you hold the attack button down, Sonic will start spinning madly in place and won't take off until you release the button. While spinning in place you can change the direction Sonic is facing. So, if there's a particular area you're trying to get to, you'll want to use this method before zipping off. While the spin dash attack is the ultimate way to cover a lot of ground in a short amount of time, it can also be hazardous to your health, especially if you're rounding a corner. Sonic is moving so fast in this mode, you have limited time to react to hazards or obstacles, and you run the risk of flinging Sonic off the edge of a cliff. When Sonic is zipping around in this mode, you can take out enemies by running into them as well as destroying obstacles.

Light Speed Dash

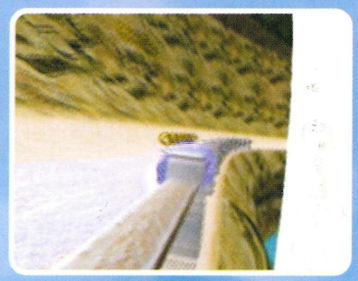


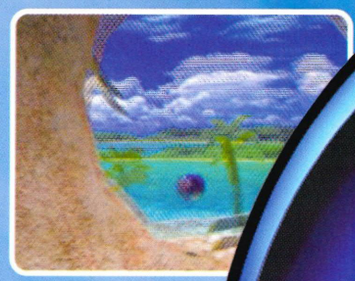
Once you have the light sneakers upgrade for Sonic, you can perform the light speed dash. To perform this move, you must bring Sonic to a halt and hold down the attack button for approximately four seconds. After Sonic stops spinning in place, you'll hear him say "Ready!" Immediately release the attack button to start a short – yet fast – dash in the direction you're facing. Why is this move different than the spin dash attack? The light speed dash lets Sonic get to places he never could before – primarily where the coveted rings are. For the most part, the rings you collect on a level are easily attainable, but there are plenty of instances where you've no doubt seen a line of rings and see no feasible way to get them. This is where the light speed dash comes in. When activated, Sonic will head toward the nearest row of rings and scoop them up, even if they're high overhead beyond the reach of a jump!

Light Speed Dash Attack



Once you've acquired the light upgrade, the light speed dash will turn into the lethal light speed dash attack. You can still get rings that were once out of reach, but now you have the added benefit of wiping out enemies as well.





TAILS

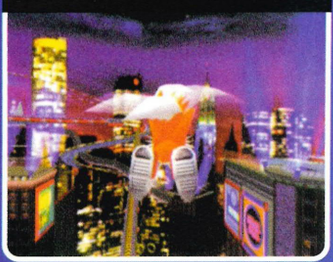
Spin Attack

To perform a spin attack, press the jump button, and Tails will leap into the air and, like Sonic, wrap himself into a spinning ball. Once you're in the air, you can move Tails around a bit, taking out enemies and obstacles. If you press the attack button while Tails is in the air, he will zip toward the ground and take out ground-based targets and obstacles. If getting around quickly on the ground is a priority, simply run Tails forward until he picks up some speed and press the attack button. This rolls him up into a ball and increases his speed even more.

Flying

Flying takes a little getting used to, but once you have the fundamentals down, you'll be getting around a level with ease. To initiate flight, simply press and hold the jump button to send Tails as high as you can. Then, press and hold the jump button again. This will kick in Tails' propeller tail and let you cruise around like a glider. Tails can't perform this stunt forever, and he'll eventually get tired and start descending. Once you find yourself falling, you'll have zero control over his landing spot. This can be hazardous to your health if there just happens to be an enemy below. To avoid falling, you should attempt to find good, high landing spot to rest Tails on and launch yourself again. By doing this, you can cover huge sections of the level by flying from point to point. When you're cruising around in the air with Tails, you can use his tail as a weapon by simply rotating Tails' backside into the enemy. Attacking while flying can be a dangerous affair, as your underbelly remains exposed to the enemy. With this in mind, approach enemies from the side and don't attempt to fall on them, or you'll be sorry.

Tail Whip



The tail whip is a tricky move that is dependent on your ground speed. The best way to pull off this manoeuvre is to bring Tails to a halt and move him forward. Before he enters a full sprint, press the attack button, and he'll spin around, taking out any nearby enemies or obstacles with his tail. If you run too fast, the tail whip won't work, so practice this move until you're comfortable as to where the sweet spot is in terms of speed.

NOTE: Getting the rhythm broach upgrade will let Tails spin round and round for as long as the attack button is held down.

Teaching the Chao to line dance proved tricky for young Sonic

BIG THE CAT

Fishing Rod Attack

When you're close to a land-based enemy, just press your attack button, and you'll rear back and nail an enemy over the head. The big drawback to this attack is that it has a very short range, so you must get up close and personal to pull it off.

Casting

When you want to cast your rod into the water, simply hold down the attack button and you'll see a target indicator appear in front of you. Continue holding down the attack button and use the analogue stick to move the target around the surface of the water. This represents where you'll drop your line in to do a little fishing. Once you've found a good spot, namely over a fish, release your attack button, and Big will cast out the line to the target location. If you completely miss the water, don't fret – Big will reel back the line and let you try again. If you're pretty skilled with casting the rod, you can use it to kill enemies and open up items by nailing them with the line!

Reel

Once the line has been cast into the water, you will see a close-up picture of the lure. If you press left or right on the analogue stick, you will pull the lure in the appropriate direction. If you're not happy with where the lure is and want to start the process over from scratch, simply press the attack button again, and you'll reel in the line.

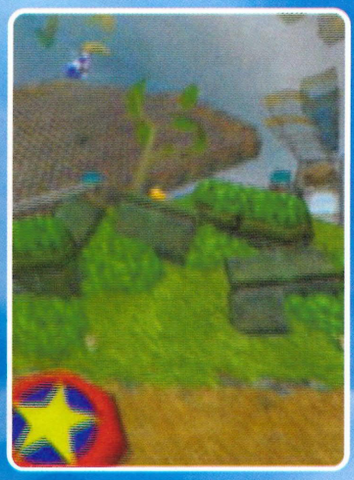
Scoring a Fish

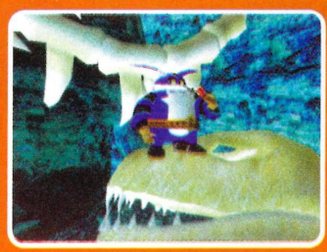
Once you're a wiz at casting and reeling, the real work begins – now you gotta catch a fish! When you're controlling the lure and a fish gets pretty close, pull the analogue stick in any direction you want, and the fish should clamp down on it. You'll know if you've done it right when Big yells "Hit!" Once you have a successful hit, you'll want to carefully and slowly start reeling the fish in. You'll notice a meter at the right side of the screen that indicates the strength of your line. If you're pulling the line in too quickly, this indicator will turn red; that means ease up on the reeling and go slower, or you might break your line! Fish don't take too kindly to being reeled in, so they might start swimming around.

Swim

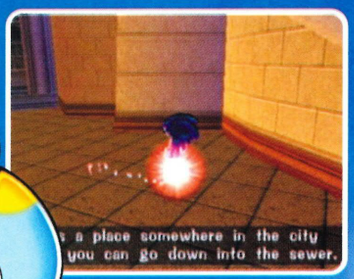
You'll want to move the analogue stick either left or right to get your rod straightened out.
Once you've upgraded Big with the lifebelt, he'll gain the ability to float in water. To roam around, all you must do is move the analogue stick in the direction you want to travel, and Big will start paddling. If you want to submerge Big under water, press the jump button, and the air in the lifebelt will be released, letting Big go under water. To return to the surface, release the jump button and you'll slowly float back to the surface.

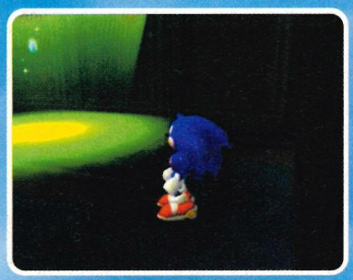
"Big red and flashy?, Nope, haven't seen it mate"





The emerald bracelet reduces the time needed to store power for a light speed dash, don't you know.





In the Casino stage, *Sonic Adventure* manages to slip in a part of an old Saturn game called 'Nights'. Great!

AMY ROSE

Jump

Unlike Knuckles, Sonic and Tails, Amy doesn't roll into a ball that can be used for attack purposes when she jumps. On the other hand, her jump ability lets her reach full run speed in no time at all. To get cranking, just press the jump button and push forward on the analogue stick. When she hits the ground, she'll be going full tilt. When used in conjunction with the hammer flip, you can be a real daredevil of punishment!

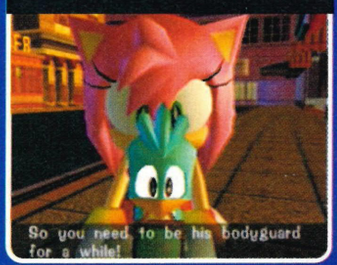
Hammer Attack

When you press the attack button, Amy will slam her hammer down, destroying every enemy she comes across except for the persistent Zero. Another use of the hammer attack is to push buttons and slam open boxes – something you'll be seeing quite a bit of on her action levels.

Jumping Hammer Attack

To perform this move, press the jump button, and when you're in mid-air, press the attack button. Once you've done this sequence, you'll see Amy do a flip in the air and come down with a punishing blow of her hammer. This move will kill any enemy Amy comes across except Zero. This move is especially useful to reach items and boxes that are beyond her normal jumping range.

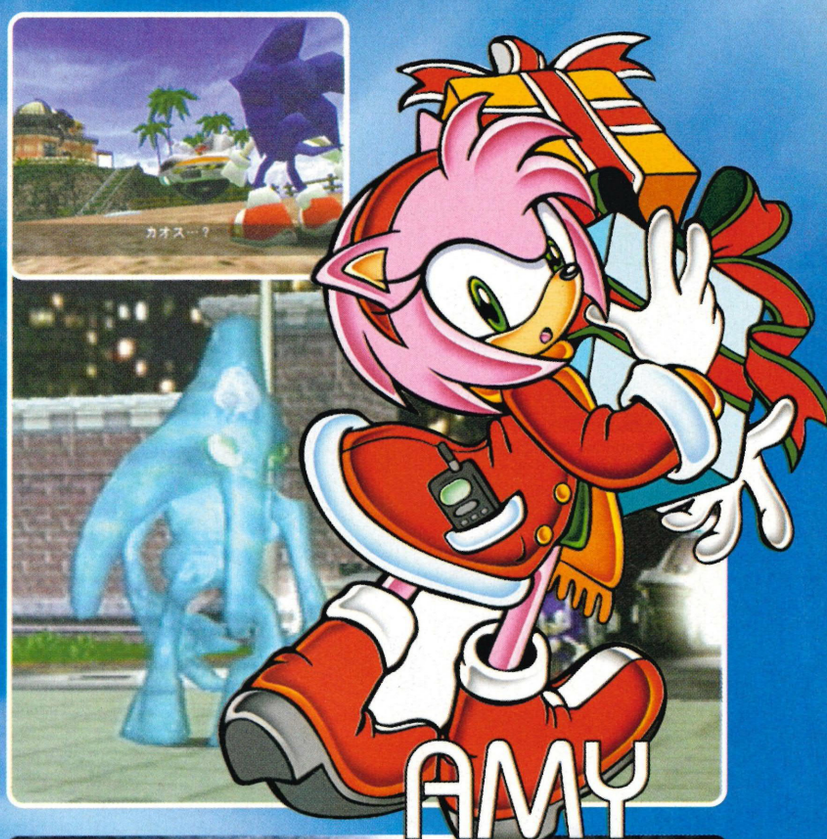
Hammer Flip

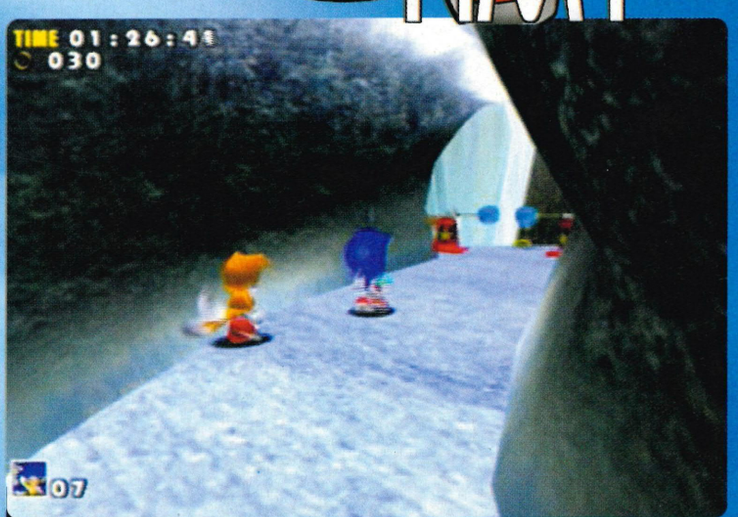


The way to get a hammer flip going is to run with Amy until she reaches maximum speed and then press the attack button. If done correctly, you'll see Amy use her trusty hammer to send herself extremely high into the air. During Amy's action levels, you'll come across tons of areas that can only be reached by performing this move, so spend some quality time perfecting it until it's second nature.

Hammer Spin

Once you upgrade Amy with the soldier's feather, she can perform the lethal hammer spin. Simply press and hold the attack button, then swivel the analogue stick in a circle several times; Amy will then begin spinning with her hammer. This attack will kill every enemy you comes across except Zero, Dr. Eggman's henchman robot. When Amy has been upgraded with the long hammer, you'll benefit from a much wider arc when performing this move. A word of caution: the longer Amy does the hammer spin, the more risk she runs of getting dizzy!





Tails' Sonic surveillance technique wasn't the most professional...

E-102 GAMMA

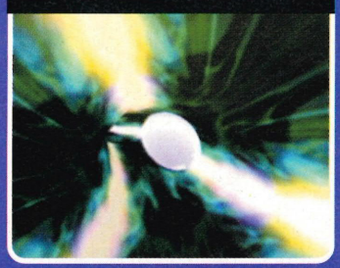
Rocket Gun

Fastened to E-102's arm is the rocket gun. To fire it, simply press and hold the attack button, and you will see a laser sight appear over his eye. The trick is to point the light at as many visible enemies as you can (this works on obstacles as well). You only have three seconds to do this, so you must be pretty quick; if the site turns blue, you must start from scratch. You'll know you have an enemy targeted when you see a square symbol frame it along with a number. The number is which target it is and where it falls in the firing order, letting you know at a glance which enemies will be hit in what order. Once you've targeted all the enemies you can in three seconds, release the fire button, and you'll send forth a volley of potent rockets that will demolish your foes.

Hover

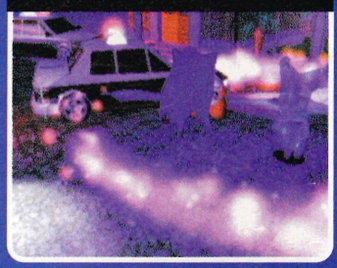
E-102 can walk on water. This function happens automatically, so you don't have any buttons or moves to worry about. Keep in mind, however, that this only works over shallow pools of liquid, not a deep ocean.

Jets

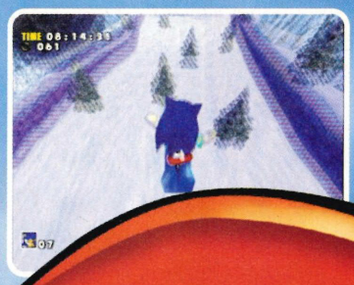


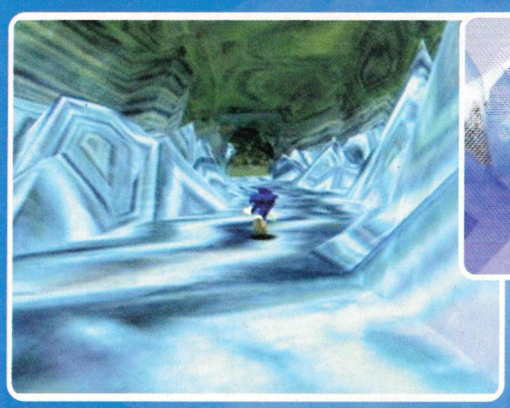
Once you've upgraded E-102 with a high-power booster, he'll gain the ability to glide by initiating a double jump. To perform this move, simply jump and jump again. You'll see E-102 gliding downward. Unlike Tails, E-102 cannot gain altitude with the jump, but at least it doesn't require any strength, and he can continue gliding around until his feet finally hit the ground.

Three-Shot



When E-102 gets the gun upgrade, his arm-mounted rocket launcher will be retrofitted with four barrels instead of one! This is a superb upgrade for taking out more targets with one squeeze of the fire button, and it kills at a much faster rate.





'Yeah, looks like Phil Mitchell's on the booze again and Kathy's sleeping with Frank...' 'Oh, I know!' – Chao 6 (big Ender fan)

KNUCKLES THE ECHIDNA

Spin Attack

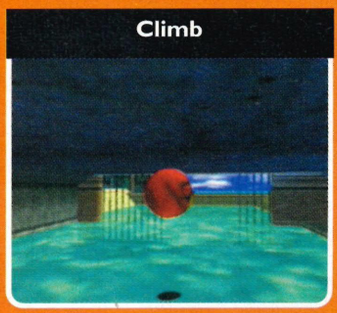
Like Sonic, pressing the jump button will launch Knuckles into the air, where he'll roll himself up into a ball. Again, while rolled up, you can still move Knuckles around and pinpoint a landing by carefully watching his shadow on the ground. Knuckles can take out enemies and obstacles by landing on their heads.

Similar to Tails' flying ability, Knuckles can jump into the air and glide around. The main difference is that Knuckles can't gain altitude like Tails. Simply jump into the air and, at the very apex of your jump, press jump again to enter glide mode. The glide move doesn't tire Knuckles like flying does to Sonic, so you can cruise around for as long as you want, ending the glide by simply touching the surface. While Knuckles is in gliding mode, he holds his fists out and can punish enemies by simply moving into them as well as taking out obstacles and opening crates.

Glide

They don't call him Knuckles for nothing! When Knuckles touches a surface that can be climbed, he'll slam his knuckles into the surface and enter climb mode. Once he does, all you must do is move up or down to climb or descend the surface, letting Knuckles get to locations previous off-limits. This isn't limited to just vertical surfaces, as Knuckles is so strong he can even go up something diagonal.

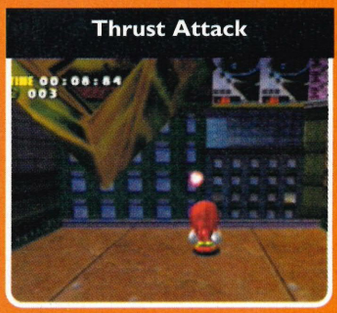
Climb



While Knuckles is on the ground, he can launch powerful fireballs. These fireballs have a fairly short range, but they can take out enemies and obstacles as well as open crates and other assorted goodies. Simply press the attack button while Knuckles is on the ground to toss a fireball in the direction you're facing.

Fireball

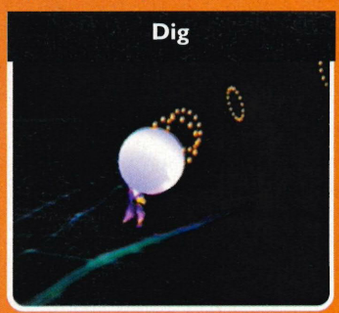
Thrust Attack



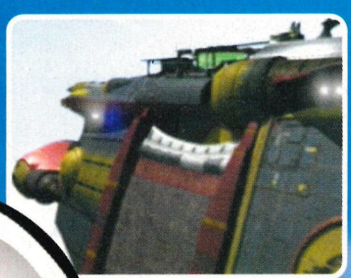
If an enemy, obstacle or crate is beyond the reach of a fireball attack, you can always try using Knuckles' thrust ability. To kick in this move, simply press the attack button three times in rapid succession while he's on the ground, and he'll bolt forward in the direction he's facing with fist extended, punching out whatever happens to be standing in his way.

If you've managed to secure the silver knuckles upgrade, you can dig into the ground. Simply press the attack and jump button at the same time when standing on the ground to get this special move activated. If Knuckles is standing on a surface that can be dug into, you'll hear him shout, "Orra, orra orra!", and he'll start pounding his way into the ground. This is a great way to get to areas that were previously off limits. Once you get the gold gloves upgrade, you can initiate this punishing attack. All you must do is hold down the attack button for two or more seconds, and you will see a light appear around Knuckles. Once you see the light, release the button, and Knuckles will go into a frenzy of flying fists, kicking the butt of any and all enemies within his vicinity.

Dig



Light Attack



Level Guide

This is not a full, step by step walkthrough, it is more of a guide. It still includes all the important info you will need to complete the game, but there was just not enough room to include a full walkthrough.

Dun da da, dun dun da da!! - Sorry, that's Thunderbirds!

LEVEL 1: EMERALD COAST

Playable by: Sonic, Big and E-102

Sonic's goal is to reach the end and rescue Tails. Big's goal is to catch his pet frog. E-102's goal is to capture Big's pet frog.

Most Sonic games start with a Green Hill style stage, but *Sonic Adventure* instead starts with this friendly, refreshing run along the beach near the Station Square Hotel. The stage has three possible areas...

Azure Blue World: This is the first part where Sonic starts. There are a lot of beach chairs scattered about and wooden bridges to walk across. This part also features the classic loop-the-loop that made the first *Sonic the Hedgehog* game so famous! E-102 gets a slightly altered version of this section for his version of the Emerald Coast stage.

Windy and Ripply: This second section is only available in Sonic's game. It features a run behind some waterfalls, a round-and-round loop and an introduction to the 'numbered warp pads'. Something to note is that right after this section begins, if Sonic runs up the wall on the left and stays up high, there is a shortcut through the stage in the form of a small cave. Also, when Sonic reaches one part, Tikal's spirit (the glowing ball) will be waiting to explain to him the 'numbered warp pads'. To use these all you have to do is stand on one and press the jump button. Continue to do so, waiting about a half a second each time you hit the next warp pad, and you will make it through all five of them. You should familiarise yourself with this technique since the numbered warp pads will be featured again in later levels.

Big Fishin': This area is only available to Big. Think of it as his secret fishing spot. Big cannot go outside this area, and it looks a lot like the area Sonic sees just before entering the 'Windy and Ripply' section. If you wander around enough with Big, you'll find a small island out in the water with an entrance on one side. If you swim through this underwater passage you'll end up inside the island's interior and there will be a secret place to fish.

Flying lessons? That's for girls, mate. Just hang on back there, blue boy!

LEVEL 2: WINDY VALLEY

Playable by: Sonic, Tails, E-102

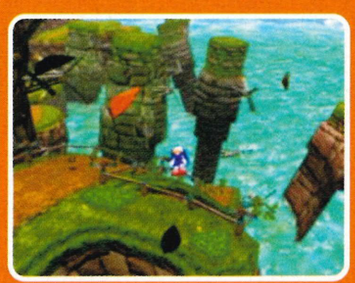
Sonic's goal is to get a Chaos Emerald. Tails' goal is to beat Sonic to the Chaos Emerald. E-102's goal is to destroy E-103.

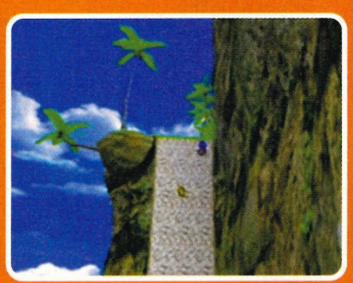
Windy Valley continues a Sonic tradition with the giant fans that blow the characters across large distances. The level features mad music and outrageous heights that would easily give anyone other than Sonic and his pals vertigo. This stage is also split into three parts.

Windy Hill: This part is accessible by both Sonic & E-102 (E-102 is limited only to this area). There will be places where you will need to be going fast enough so that you ride the currents along. Whenever you see leaves flying about, get ready to start pouring on the speed and you'll fly through the air and ride the currents to the other side. Also, you can use Sonic's 'Homing' Spin Attack on the small windmills to reach shortcuts and item boxes.

Tornado: This part is only for Sonic. You'll be sucked up into a giant tornado and you must make your way out the top. You'll be walking along pieces of the land that the tornado has sucked up. To put it lightly, this section looks absolutely stunning but is pretty darn hard. Get used to the changing angles of the platforms or you are done for.

The Air: This section is for Sonic & Tails (this is Tails' only part). Once you get shot out of the top of the tornado, you'll be making your way along pieces of the ground that are falling through the sky. Get ready for some wild angles and try to compensate your control to match. There will also be a spot shortly into the stage where you can grab an extra life. You will see a rocket pod. If you grab the rocket you will pass up the extra life. Instead use your Light Speed Dash on the line of rings just to the right of the rocket pod. Sonic anoraks will also recognise the music as being the same as the first stage of *Sonic 3D Blast*!





LEVEL 3: CASINOPOLIS

Playable by: Sonic, Tails, Knuckles

Sonic's goal is to get a Chaos Emerald. Tails' goal is to beat Sonic to the Chaos Emerald. Knuckles' goal is to find three hidden Master Emerald shards.

This level is very unique for Sonic. Instead of a mad dash to the end, he instead needs to collect enough rings to exit the level. Of course, it goes without saying that *Sonic Adventure* wouldn't be a true Sonic game without a casino level. This stage has four parts.

Main Hall: This section is for Sonic & Knuckles. You can hit the slot machines around and get more rings. This section is much larger, with a second floor for Knuckles, and is incredibly detailed. For Sonic, there will be a room for him to drop off his rings. He needs to have collected enough so that he can climb the resulting pile to reach the exit on the other side (400 rings).

Sonic Pinball: This mini-pinball game is a lot of fun and a great way to collect the rings Sonic needs to leave the level. It even has a slots machine built in a la *Sonic 2*!

NiGHTS Pinball - That's right.. it's another pinball game, and this game pays homage to SonicTeam's landmark Sega Saturn title, *NiGHTS into Dreams*! This game offers the most replay value and the most rings for the play. It features two levels of play and even a fly through the original *NiGHTS* landscape! When you go to the top section, all you have to do is collect one blue chip card (the blue orb). The Ideya capture (the big floaty thing in the top centre) will drop the Ideya (the sparkly orb thing contained within the centre). Now you must hit Sonic to the top left side so he flies through the Twin Seeds level from *NiGHTS*. You will collect one Ideya. When Sonic returns to the pinball machine, let him drop through the middle, and he will fly through the Spring Valley level from *NiGHTS*. When he passes the shrine-thing with Nights in it, he drops off the Ideya you just collected. After collecting four Ideyas (just like in *NiGHTS*, you start out with the red Ideya), you win the game. All that happens when you win the game is you get 300 or so rings."

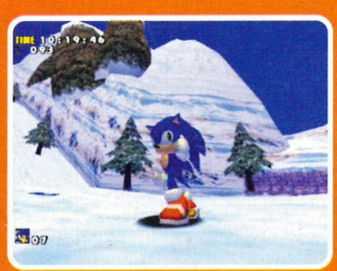
Dilapidated Way: This section is only for Sonic & Tails. For Tails, it's his only part. You must race Sonic to the end. For Sonic, if he plays a pinball game and fails to collect at least 100 rings in the game, he gets dumped down in this sewer where he has to make his way back up to the Main Hall. This isn't all that bad though, seeing as there are a lot of ring item boxes to collect down here.

Look, I ordered a first class meal, and that's what I expect to get. I want my chilled Chiati and Weetos now, damn you!!

LEVEL 4: ICECAP

Playable by: Sonic, Tails, Big

Sonic's goal is to get a Chaos Emerald. Tails' goal is to beat Sonic to the Chaos Emerald.
Big's goal is to catch his pet frog.



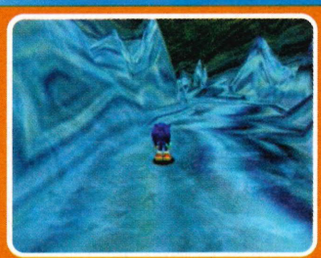
IceCap is the standard Sonic ice stage, but with a bit more puzzle solving and more action towards the end. The music is soft and lazy, like a cold winter morning. That is until the avalanche starts. IceCap is broken into three parts.

Snowy Mountain: This part is only accessible by Sonic. The goal is to reach the limestone cave at the other side. There is a shortcut in the form of some numbered light pads at the bottom of the stage just as you exit the cave you start in. The first pad is a little tricky to stand on, but once you do, you'll zap to the end in no time flat.

Limestone Cave: This section is accessible by Sonic & Big. Sonic's goal is the follow the path around the edge to work his way up to the numbered warp pads. The last pad will knock the giant ice cycle down from the ceiling giving Sonic a means of escape. For Big, this section offers several pools to ice fish in as well as several underwater areas to explore. Be sure to keep an eye open for the giant dinosaur skeleton.

Dan dan da da da daah dah dah dah daah daah – Sorry, Apocalypse Now flashback!

Snowboard: While less like an action stage and more like a mini-game, this section is available to both Sonic & Tails. Snowboard down the mountain to outrun the avalanche. Watch for the yellow ski jumps and be sure to press the jump button to send your character flying farther. Eggman ships will come by and drop bombs, so watch out.



LEVEL: 5 TWINKLE PARK

Playable by: Sonic, Amy and Big

Sonic's goal is reach the end (while chasing after Amy).
Amy's goal is the reach the end and evade the sentry robot, ZERO.
Big's goal is to catch his pet frog.

Twinkle Park is a theme park located in Station Square that's been taken over by Dr. Eggman's robot minions. It features some great visuals and heart pounding music to keep you moving along. There are three areas to Twinkle Park.

Twinkle Circuit: Available only to Sonic in the stage, an altered version of this section later becomes available to all the characters. Grab some rings and knock the monkeys out of the bumper cars. Then stand near one and press jump to get inside. Use the analogue stick to steer and the jump button to accelerate. The attack button will make you go in reverse. Also, the L & R buttons at the top of the controller will help you make sharp turns. Try to avoid hitting other drivers and be sure to hit as many speed boosts as you can.

Pleasure Castle: This section is available to Sonic, Big & Amy. This is the main portion of the theme park with giant rides surrounding the main Pleasure Castle in the centre of the stage. Amy will start here and have to press five buttons to open the Castle door. Big will be able to fish here in the nearby pool. Sonic's version of Twinkle Park stage ends with this section.

Mirror Rooms: This interesting section is only accessible by Amy and no-one else in the game. Amy actually goes inside the Pleasure Castle's interior. There are mirrors everywhere so be prepared for some double vision. Varying camera angles are sure to add to the difficulty and watch out for collapsing floors.

Come fly with me, come fly, come fly, come fly!!

LEVEL 6: SPEED HIGHWAY

Playable by: Sonic, Tails and Knuckles

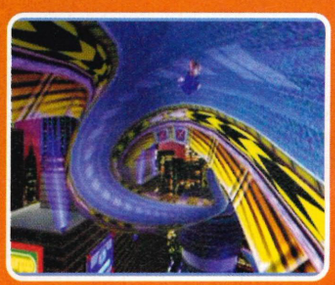
Sonic's goal is to reach the end.
Tails' goal is to beat Dr. Eggman to the end. Knuckles' goal is to find three hidden Master Emerald shards.

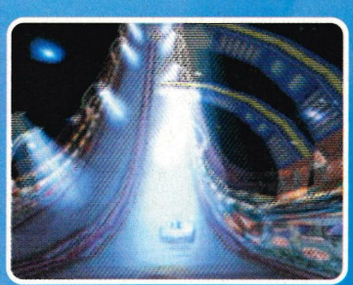
Speed Highway is a blast to play. It was actually the first level ever shown to the public while the game was in production. Lots of varying play styles and good music. There are three sections to Speed Highway.

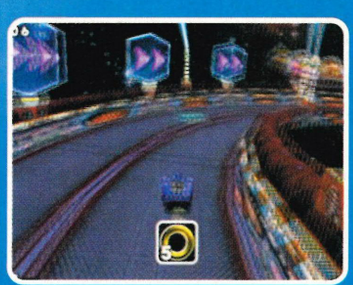
Speed Highway: This section is available to Sonic & Tails (this is Tails' only section). This is the main section, and it's a pure adrenaline rush! Get ready to move faster than Sonic has ever gone before! Some people actually get motion sickness playing this area – it's that fast. If you ever played *SonicCD* and thought that its Stardust Speedway was fast, you ain't seen nothin' yet! Try to stay on the highways and don't fly off the edges. There is a shortcut about halfway through the stage. When your character reaches the first save point, you will be sent flying up the side of a building. Keep pushing forward and to the left to go higher up the building. There is also an alternate off ramp as well as a Power Sneaker power-up item. There are loads more shortcuts, so keep a sharp eye open.

Goin' Down: This section is only for Sonic (of course). Sonic will reach a glass ledge, only to have to glass break from underneath him. But instead of falling, Sonic will run down the side of the building! Watch out for helicopter blades and barricades. Pick up some power-up items and Sonic will eventually make it to ground level unharmed.

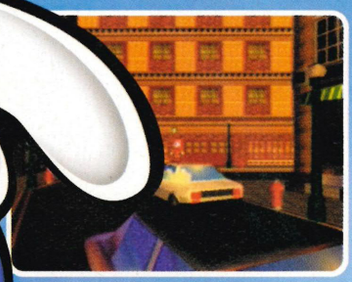
At Dawn: This section is available to Sonic & Knuckles (this is Knuckles' only part). It's a run through the main downtown district of Station Square. Lots of Police Pods will be chasing after you. Also, be sure not to stand in the traffic or you'll get hit. Let the camera lead you and you'll be fine. For Knuckles, this section is a bit larger, and there are a lot of items for him to destroy while looking for emerald shards.

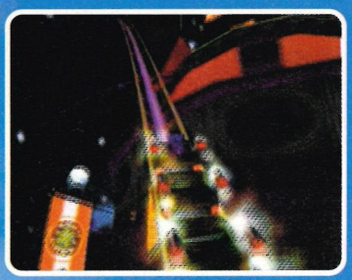






Sonic prepared his giant casio clock for the millennium countdown





LEVEL 7: RED MOUNTAIN

Playable by: Sonic, Knuckles, E-102

Sonic's goal is chase after the Egg Carrier. Knuckles' goal is to find three hidden Master Emerald shards. E-102's goal is to destroy E-104.

Red Mountain offers a lot of red hot action, and not a lot of speed. Be careful to not get burnt. There's little new here except that Sonic will encounter some trapeze swings that were introduced in the first level of *Sonic 3*. There are two sections to Red Mountain.

Symbol of Thrill: This area is for Sonic & Knuckles. Lots of flame geysers and rockets to ride. Be sure to follow the camera's path. There are also several shortcuts in this section for Sonic. For Knuckles, this stage offers him his first chance to use his new Dig attack to find emerald shards. Whenever his emerald sense meter is blazing red and there is nothing nearby, there's a good chance the emerald shard you're looking for is right below Knuckles' feet. You'll have to dig it out.

Red Hot Skull: This second area is only for Sonic & E-102 and has slightly different exits for both. There is a lot of rising lava, and at points you'll have to jump across rocks to keep from getting burnt. There is one place where Sonic can use his Light Speed Dash towards the end, so keep your eyes open for it.

Every time Sonic used his Vix Sinex a little too much the hallucinations set in with a vengeance!

LEVEL 8: SKY DECK

Playable by: Sonic, Tails, Knuckles

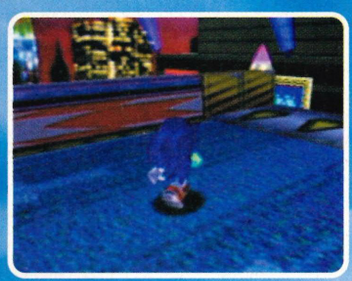
Sonic's goal is to reach the end. Tails' goal is to beat Sonic to the end. Knuckles' goal is to find three hidden Master Emerald shards.

This is possibly the hardest stage in the game! Every jump you make here increases your chances of falling into oblivion. Take your time as much as possible and check your angles. While this stage is great when it comes to camera angles and layout, it is also a real pain to survive! There are two sections to Sky Deck.

Skydeck a GO! GO: This section is for Sonic & Tails (this is Tails' only part). After being fired out of a cannon, you must carefully make your way across the railings underneath the Egg Carrier to reach a cannon that you can use to destroy the main gun in the centre that is shooting at you. Also, Sonic gets a second sub-section after the first part. This has him running across the deck while being shot at by cannons. Listen for the warning siren. When you hear it, the Egg Carrier is about to make a dive. Grab on to one of the cannons or handrails on the ground or you'll be swept off the wings to your death. At one point, Eggman is launching many missile planes. Be sure to jump from ledge to ledge. Don't stand on a ledge if it is starting to fall or you'll literally have the floor fall out from under you. Eventually you'll get to a big cannon with several rocket pods around it. Wait till the big cannon is facing you to fire the rocket down its barrel to blow it up and move on to the next section.

General Offensive: This section is for Sonic & Knuckles (this is Knuckles' only part). Make your way up the tilting deck. Be sure to let the camera lead you in the right direction, otherwise you'll be in trouble. At one point the entire deck will go completely vertical and Sonic will need to grab on to the ladders to make it. For Knuckles, this stage is unique in that there will be a lever when he first enters. Most of the time, an emerald shard will be behind a closed garage door. To get the door open, use the lever (by holding the Y button and pushing against the lever) to tilt the whole ship causing the doors to swing open. Making the ship tilt different directions opens different doors. The same goes for the large sliding pieces in the centre of the deck. Move the ship, and the sliding pieces will slide to one direction or another revealing places underneath where you can dig for emerald shards.

The set of 'Who Wants to be a Millionaire?' had undergone a radical modernisation.



As Geri Halliwell once said "lift me up!!"...fat ginger.

LEVEL 9: LOST WORLD

Playable by: Sonic, Knuckles

Sonic's goal is to get to the centre of the temple. Knuckles' goal is to find three hidden Master Emerald shards.

Lost World is considered by many players to be the finest stage in the game! For Sonic, it offers the longest play time and the most varying gameplay options. This stage is not a speed stage, but more of a puzzle stage. When SonicTeam took a trip to South America to inspire them, they used a lot of the photographs they took there as textures to be used in this stage. Lost World has three parts, although the last part isn't really part of the stage.

Tricky Maze: This section is for Sonic only. It has Sonic running through some tunnels at the entrance to the temple. Eventually he'll reach the first savepoint and the entrance to the Anaconda Room. Once inside there will be a large stone anaconda moving in circles around the centre of the room. Be careful not to fall in the water here or you'll die. Go left and there will be a round switch. Press it to raise the water. When the anaconda comes around, carefully jump on its back and move towards its head. Stand there for a moment, making sure to keep yourself on the snake's head, and eventually the camera will shift to show a beam of light coming from the ceiling. Jump off and hit the blue, square switch. This will unlock the first lock on the exit door. Now jump up to the nearby platform and press the next round water switch to raise the water again. Repeat this process until all three of the square switches have been pressed. The door will open and you can exit this section. Danger!

Chased by Rock!: This section is for Sonic & Knuckles (the later part of this stage is Knuckles' only part). Sonic will reach his next savepoint and have to run along the edge of the temple. Once he gets to some doors, it will be very dark and Sonic will run into some mirrors. Point the mirrors at the larger mirrors to reflect the light up to the room. Take your time so you don't fall into the water and die. Many people lose more lives here than at any other part of the game! Take it slow and you should be fine. Eventually you'll get to a part where there is no more places to walk and just a long row of rings. A lot of players seem to get stuck here for some reason. All you have to do is use the Light Speed

Dash to get across. Sonic will then jump into some running water and will water slide to the base of the waterfall. Hit the red bumpers to get across the water. Now Sonic will face a giant boulder rolling after him a la Indiana Jones! Just keep pulling down on the analogue stick and you should out-run it. Go through the doors to enter the Temple's main chamber. As soon as you enter the giant central room, go right to where the blue button is. Press the button twice to line up the tiles on the wall. When all the tiles flash, they are now empowered and Sonic can run along them vertically! Climb them and go

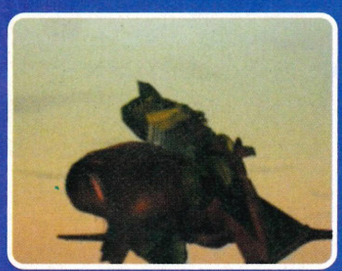
right. There will be a small spot at the top right of the tiles where you can stand on top of the tiles. Once there, jump on top of the dropping spikes and then into the room above them. Once the camera adjusts, turn around and you'll see a red button. Press it and a row of rings will stretch across the room. Use the Light Speed Dash again to get across and to the next section.

Leading Lights: This section is only for Sonic, and it only houses the animal storage device that Sonic must jump on to exit the level. When Sonic gets here the first time, a cinema will play out here. There is also a really cool mural of Perfect Chaos shown destroying a city. Be sure to use the D-Pad to take a look at it.

LEVEL 10: FINAL EGG

Playable by: Sonic, Amy, E-102

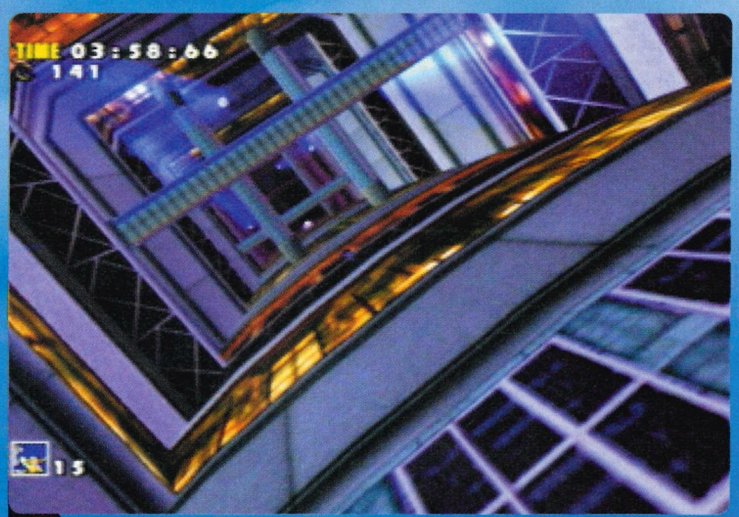
Sonic's goal is to reach the Egg Carrier reactor core. Amy's goal is the reach the end and evade the sentry robot, ZERO.
E-102's goal is to find and destroy the Sonic target plush doll.



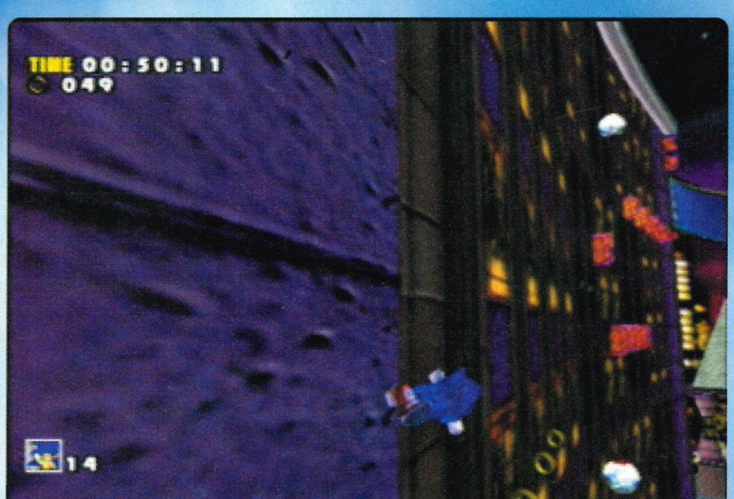
Final Egg is a typical Sonic final stage. It has Sonic running through the bowels of the Egg Carrier in search of Dr. Eggman. For Amy, it's a path she must take to escape. For E-102 it houses the swatbot target range. There are two parts to this stage.

Mechanical Resonance: This part is for Sonic & Amy. Avoid the laser beams and the Egg Keeper robots. At one point, Sonic will reach a series of spinning tubes. When you reach the second series of tubes, there will be some speed boosts in the centre. Be sure to hit the left most speed boosts, as the centre and right ones often send Sonic flying off to his death. There is a special sub-section of this area that only Sonic has. It features lots of moving platforms for Sonic to jump across. You may need to go through the level several times to get used to the jumps that need to be performed here. Take your time and jump with caution.

Crank the Heat Up!!: Sonic, Amy and E-102 all share this section. Once Sonic or Amy reaches the crab elevator, they will get different sub-versions of this section. The later part of Sonic's version is the section where E-102 does his shooting practice on the plush Sonic, Tails and Knuckles dolls. There are many things to do here, Just be ready for some wild stuff on Sonic's version, and also be ready to use your Light Speed Dash just before the end to reach the animal storage device that Sonic must jump on to end the stage.



Sonic could never understand those who suffered from vertigo.



With his new gravity boots Sonic could burgle any toy shop in town!

LEVEL 11: HOT SHELTER

Playable by: Amy, Big, E-102

Amy's goal is to reach the end and evade the sentry robot, ZERO.
Big's goal is to catch his pet frog.
E-102's goal is to destroy E-105.

Hot Shelter is the only stage that Sonic, Knuckles or Tails never visit during their adventures. It's mainly for Amy and E-102, although Big gets just the first part of the first section to do some fishing. There are two sections here.

Bad Taste Aquarium: Amy and Big must make it through this section. For Amy there are lots of tanks of water and ladders to climb. There is also some spinning handles she needs to turn to manually open the watertight doors.

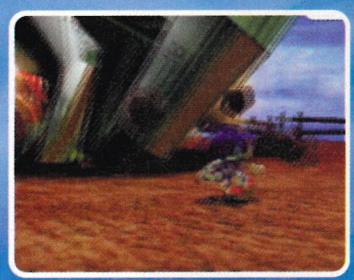
Red Barrage Area: This section is for Amy & E-102. Interestingly enough, it starts in the Egg Carrier's bathrooms! Head out and eventually you fall through a shaft and into one of the main engine rooms. Ride the cogs around to get to the door. There will be a long platform on the other side. The camera will zoom waaaay out. Be sure to use the D-pad to line yourself up with the connecting rod if you choose to walk over, or use the Hammer Flip attack to jump across.

For E-102, all you have to do is target and shoot the button to activate it. This will spin the platform and lead you on. From here Amy will have to place jewels into the correct holes to open the doors. She will have to do this twice. The second time, one of the jewels will be high up on the support beams. Just hit the nearby bumper spring to get up there. Also if you knock ZERO off this part's ledge, he will leave you alone until you are done placing the jewels into their slots. For E-102, instead of the jewel slots, he will have to ride the lower level trains to the battle with E-105. Be careful and jump from car to car. When there is no more cars to jump to, switch trains. Eventually, you will reach the engine of the right train. Press the button to stop the train and get off. When you hit the savepoint just before fighting E-105, be sure to aim up above you and grab the invincibility. It will make fighting E-105 much easier.

Pick a door, Tails. Only one of them won't be instant death... har har!!

Bonus Games

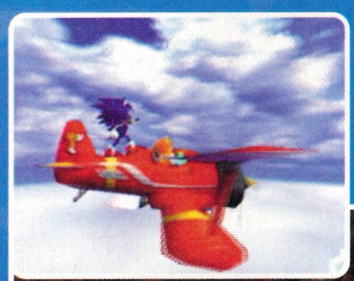
There are six bonus games hidden inside of the *Sonic Adventure* main game. The characters unlock these bonus games during their adventures, just like the action stages.



1. SKY CHASE

This has Sonic & Tails attacking the Egg Carrier in the Tornado aeroplane. Players of *Sonic 2* on the Genesis/Megadrive will remember this mini-game well.

Use the analogue stick to dodge, and either the attack button or the jump button to fire a short burst of bullets. Hold down either of these two buttons and move the crosshairs over a target to lock on. Release the button to fire. The more targets you destroy, the better your percentage rating at the end. You'll fly around the EC a couple of times before the EC's main gun shoots you down.

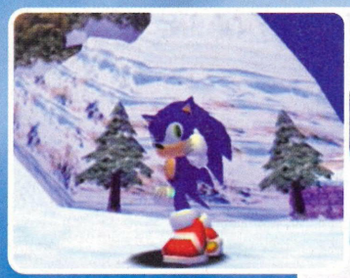


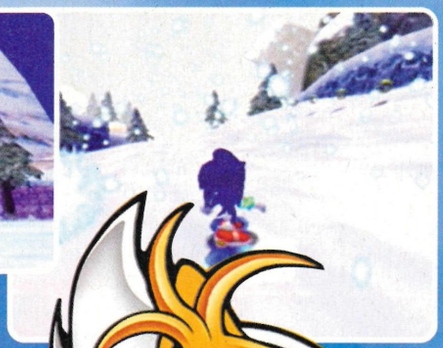
2. SKY CHASE ACT 2

This is just like the first act, except that this time Tails has upgraded the Tornado so that it can convert into a rocket jet! This act has more stuff to shoot, and much more to be hit by. Use the analogue stick to dodge, and either the attack button or the jump button to fire a short burst of bullets. Hold down either of these two buttons and move the crosshairs over a target to lock on. Release the button to fire. The more targets you destroy, the better your percentage rating at the end. At the end you will have to destroy the EC's main gun by shooting at it when its blast shield is open and it's not firing at you.

3. ICECAP (SNOWBOARDING)

Both Sonic and Tails can access a special version of the IceCap snowboarding stage where you have to go through hurdles to gain points. Other than this, it's exactly the same. For every hurdle you pass through, you get a "x 1". If it takes you more than three seconds to get to the next hurdle you have to start over at "x 1".





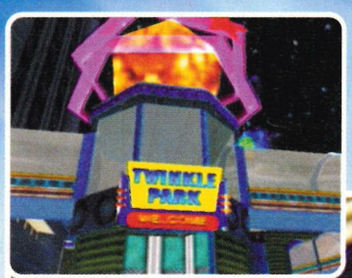
Fat, useless, pink and depressed, Amy the hog hurried to the cake shop.

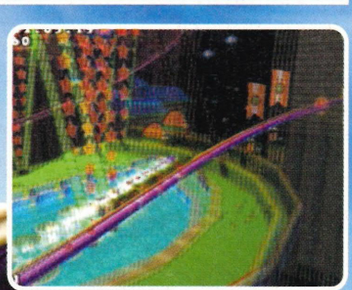
4. SAND HILL (SANDBOARDING)

Both Sonic and Tails can access a special sandboarding bonus game. You have to go through hurdles to gain points. For every hurdle you pass through, you get an "x 1". If it takes you more than three seconds to get to the next hurdle you have to start over at "x 1". This is much more difficult than the snowboarding since the landscape is much bumpier and there are more obstacles. Note: This bonus game IS available in both Sonic's and Tails' quests – it can be easily overlooked though. The entrance is in the MR Rain forest.

5. TWINKLE CIRCUIT

This special version of the first part of Sonic's Twinkle Park stage is playable by any of the main six characters. Be sure to hit the speed boosts and watch out for those 90-degree turns!





6. WHACK-A-SONIC

This game is only available to Amy. Since this mini-game was designed for Dr. Eggman, the idea is to hit the Sonic & Tails heads that pop up. Avoid the Dr. Eggman heads or you'll lose points. Once Amy receives the Long Hammer Upgrade item, there will be Super Sonic heads that pop up which are worth 500 points.

The profit related pay from Children in need was found in Terry Wogan's bedsit.

BONUS GAMES

Locations Of All Power-ups

SONIC:

1) Light Speed Shoes: Go to Station Square after defeating Egg Hornet, then go to the area previously blocked off by police. Go down the manhole and jump up to the ledge that says "exit" to get the Light Speed Shoes.

2) Crystal Ring: After getting the Light Speed Shoes, go into the hotel and up the stairs and do the spin till he says "Ready?" Then walk on the button that opens the door to the elevator and the one that does the rings (this may take some practice).
3) Sacred Light: After you beat "ice cap", continue down the cave till you come to the end, and go down the hill till you get to the bottom. It's on the flat rock.

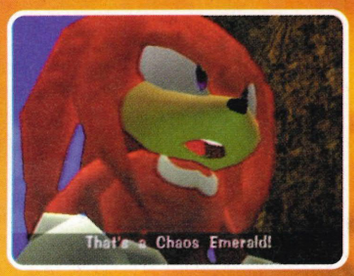
TAILS:

1) Jet Anklets: At the Twinkle Park entrance there is a stream coming in from the ocean. Follow it into the sewer, fly up the hole in the ceiling, enter the room to the left, and they will be on the bench.

2) Rhythm Badge: When you get to the Echidna City, go to the wall to the left of where you start and search up and down the wall.

KNUCKLES:

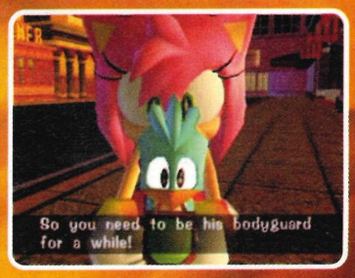
1) Shovel Gloves: Go to the hill where you fought the Egg Hornet, go up the stairs to Tails' House, and walk around it until you see the emblem on the ledge. Under the ledge there is a cave. Go in it, and to the left there will be a branch.



The wall will close behind you. Get the gloves, dig by the shiny flying thing, and bring the object to the monkey and put it down to get back out.
2) Battle Gloves: In the Aztec Forest (present), fly off the ledge to the right and climb the wall till you get to the other ledge by Big's house, and on that ledge the gloves await.

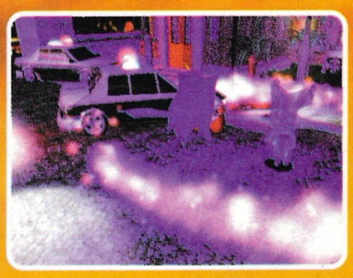
AMY:

1) Warriors Feather: Beat Eggman's high score in 'Hedgehog Hammer'.
2) Long Hammer: Beat your high score in 'Hedgehog Hammer'.



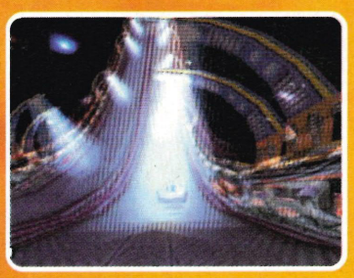
E-102 "BETA":

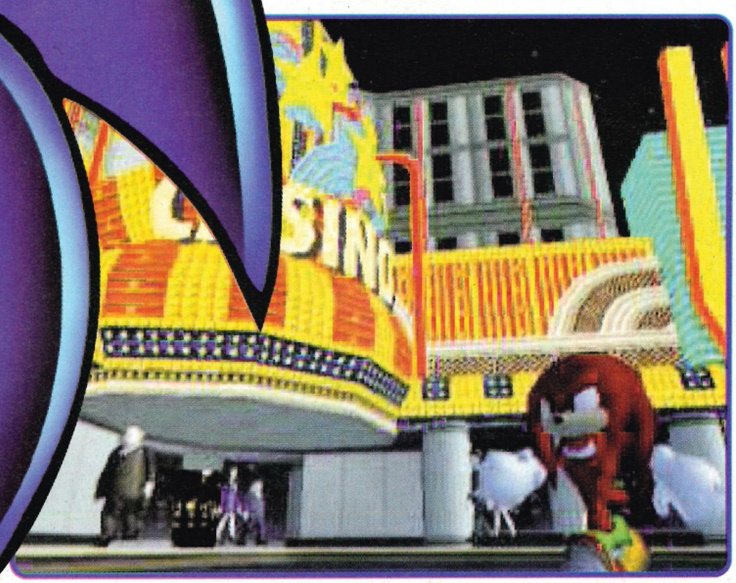
1) Jet Booster: When Robotnik tells you to go to the ammunition room in Egg Hornet.
2) Laser Gun: After the Egg Hornet transforms, go to the sewage room.

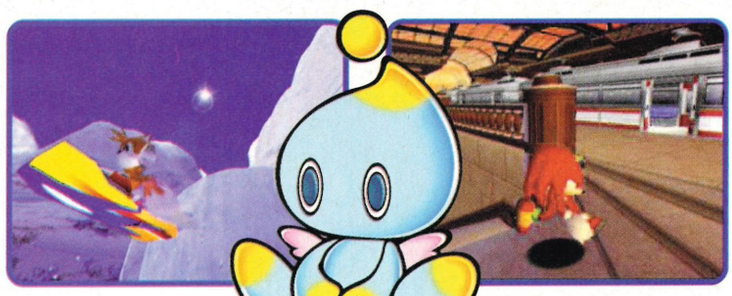


BIG:

1) Power Rod: Go to Big's house, lift up the bed, and hop in.
2) Lures: All of these lures are easily found except for the one in the room where they held Amy hostage in the Egg Carrier.







Tips and Cheats

If the fantastic guide included isn't enough to get you through this massive game, maybe some of these cool tips and cheats will be!

A Clone of Knuckles

Play through the game (with all the characters) until you get Super Sonic. In Super Sonic Adventure, go to the crashed island. There you see Knuckles and Eggman (Robotnik). After the clip, press A+B+X+Y+Start. Then choose Knuckles. Go to the same place, and there are two Knuckles! This works with other characters too, but it's not as funny.

Chao to English Dictionary

When you are at the gardens, little expressions will appear above the Chao's head. Here is a list of what it means:
HEART: It's happy with you and you're a good parent.
SWIRL: It's angry or upset with you. Feed it coconuts.
QUESTION MARK: Your Chao is indecisive. It doesn't know what it wants to do next.
EXCLAMATION: Surprised Chao. Wait to see if it is good or bad.
XX ACROSS THE EYES: Very unhappy or angry. Feed coconuts.
— ACROSS EYES: Very happy Chao.
HALFED-CLOSED EYES: Tired Chao. Feed it or play with it.
WAVING ARMS: Your Chao wants love. Pick it up.
FLINGING ARMS: Temper tantrum.

PC Wallpaper

If you insert your *Sonic Adventure* game disc into a PC CDROM drive, you will have access to a directory called "extras". Inside you'll find a number of *Sonic Adventure* wallpapers to decorate your PC's desktop with.

Drive with Anyone in Twinkle Circuit

After completing the game with all six characters, you will be able to race in Twinkle Circuit with anyone. Just select the character you want, then go to Station Square. Once you're there, go over to the little patch of grass and weeds by Speed Highway entrance and pick up the ticket (it will be rotating and easy to spot). Then go into the Twinkle Park building, and instead of entering Twinkle Park, enter Twinkle Circuit. You will hear a special noise that tells you that the secret is unlocked. Now just repeat the process for all the characters. **Best racers:**

1. Knuckles
2. Sonic
3. Tails
4. E-102
5. Big
6. Amy

Speed helped Sonic when faced with fire. That hog moves like Geri Halliwell on a PR opportunity.

Aztec Forest Shortcut

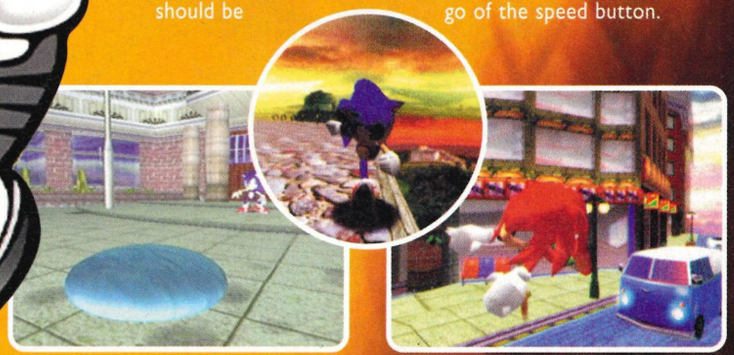
To get to the Frog and the Emerald as Tails in one step, do as follows. After riding the trolley to the Aztec Forest you should be standing up high on a platform overlooking the forest. If you stand on the edge and look down and to the left you will see two trees sticking out of the canopy that are close together. Fly toward the trees and land next to the one that is closest to the ledge you jumped from. You should be standing on top of the canopy. Walk around the first tree until you fall through the canopy and end up right by the emerald and the frog.

Easy Emblems as Knuckles

If you are having trouble getting the one-minute emblems as Knuckles, here is a trick that will make it much easier. Find the first emerald shard, but don't touch it! Instead, pause the game and restart the level. Now run to it as fast as you can. Since the shards act as save-points, find the next one and repeat. Do this until you have all three.

Sonic's Special Super Speed Shoes

In the Station Square, head towards where you first fought Chaos (0.) Instead of going in the park, go to the hole in the ground. Fall in, then follow the path. You will find a rainbow coloured area – step in. To get out, speed until Sonic says "Ready?" and keep holding down the speed button. Press the button with the star on it and let go of the speed button.



One-and-a-Half Play

When you are playing Sonic's action stages and Tails is on the screen, a second player can control Tails with a second controller. Any rings Tails collects will be added to Sonic's totals. Be careful to not make Tails break open any shields, invincibilities or One Up item boxes as those will not be added to Sonic and will be wasted.

This feature may seem trivial to most people, but you'd be surprised how much fun it can be trying to outrun player one (who's playing Sonic) when you're controlling Tails.

Little Sonic Chao

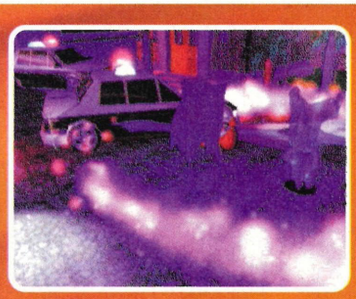
If you give a Chao about 20 of the pink animals (rabbits, kangaroos, deer), it will start to look like everyone's favourite hedgehog.

Secret Chaos Puzzle Game

After you start up the *Sonic Adventure* game, place a controller into the D-port on your Dreamcast and have a VMS in the controller. A hidden Chao puzzle game will appear on the VMS screen. It is a tile based puzzle game where you have to use the Dreamcast's controller to move the pieces of a moving picture around to win. After every five puzzles you solve, a little animation will play on the VMS screen.

Sonic Tokens

You can get five Sonic Tokens from Chao Race. Just raise a Chao then go to the Chao Race. Chose the first choice and then place your Chao in it. Chose a crystal and win each one, then a fifth one will appear – chose it. If you have trouble finding levels you have beat and want the tokens, go to the main options and chose the second option. You can go to any level you have beaten without running around for it. This is good if you need to collect more tokens, and it tells you which ones you have got and where. There are tokens hidden around the world which shouldn't be too hard to find.



Metallic Chao Baby

To get the one-of-a-kind metallic Chao baby, go to the waterfall near the subway and look to the right of it. You will see a sort of platform. Go to it and push it. A metallic egg will fall down the waterfall and into the pond. When it reaches the land, pick it up and bring it to the nearest Chao sanctuary. Throw it and it will hatch.

The Ruud Hulliet jokes got too much for Knuckles as he stormed off to get his rifle.

Golden Chao Baby

There are two open shops in the part of Station Square with the open manhole. The golden Chao's egg is in one of them. Unfortunately, everytime you lift the egg from its pressure-sensitive platform, the doors are barred shut. Go to the City Hall area where you fought Chaos 0 and look near the walls and grass. An egg-shaped rock is here, and you can put it on the platform in the store. You may now leave freely with the Golden Chao Egg.

Free Rings

As Tails, go to any place with grass and look for a dark green weed. Whack it with your tail. If you are lucky, a ring or extra life will appear. While playing with Knuckles – and if have the silver knuckle gloves – go to a place where you can dig, and in most places (especially places with plants) you can uncover up to 20 rings.

Change View in Twinkle Park Race

To change the view in Twinkle Park Race, press UP to toggle between inside, outside, and far out view. This also works when playing the first bumper car portion of the level.

Outcast

Publisher	EIDOS
Developer	CAPCOM
Players	1-2
Released	OUT NOW

verdict 94%

Power Stone

Complete Players' Guide

Power Stone **– without question the best reason to own a Dreamcast. But to get the most out of it you're going to need these expert playing tips!**

THE HIDDEN BITS

Play as Kraken

To play as the evil pirate Kraken, you must finish the game with every character. Then, when on the character select screen, go off to the left or right and there he is.

Play as Valgas

To be able to play as the best character in the game you have to complete it with Kraken. Once you do this Valgas is selectable. Check out that throw speed!

Play as Bug Valgas

To access the transformed Valgas you must complete the game by using the standard Valgas. The bug is now playable in two-player mode, but only by one player at a time.

Enable Hidden Weapons

Each time you complete the game with a different character you unlock a new weapon. There are four in all, although you can get some extra goodies such as food by completing it more times. To access the weapons go into options and turn them on.

Play on Kraken/Valgas stage

To play a two-player match on Kraken's ship or in Valgas's throne room simply complete the game once. You can now select the two hidden arenas for a Vs match.

BASIC MOVES

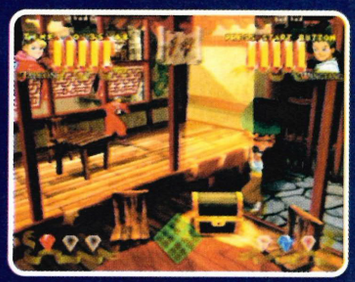
Punch/Kick

Unlike games like *Street Fighter* or *Mortal Kombat*, *Power Stone* only uses one punch and one kick button. Each character has at least 15 combos, which can be executed by mixing the punch and kick at different times in the combo. In addition to this, Galuda and Gunrock can change their last hit for a throw by pressing the throw button. The final hit of any combo will knock a single gem from your foe, so they are pretty useful. Be warned, however, that combos can be easily escaped before the first hit.

Throws

Each character also has a throw they can use near the opponent and a throw move in the air. The Air throw is either a combo hit from above or an actual throw that you must use when both fighters are jumping and near each other. Throws do decent damage and always knock a gem out of your opponent.

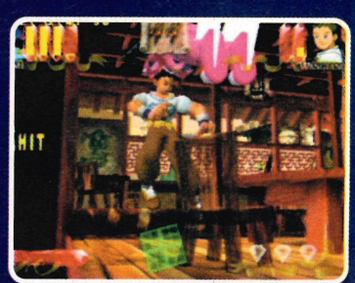
Throwing and Catching

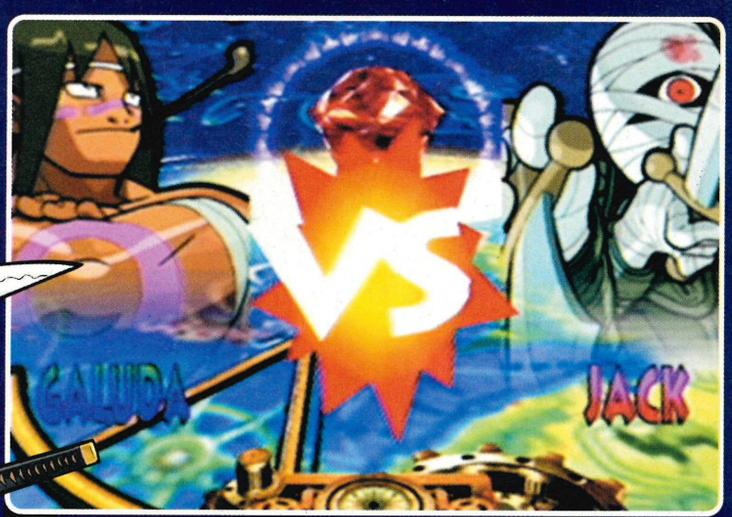


Throwing chairs, tables and other items in the arena are a big part of *Power Stone*. To pick up an item, stand next to it so it has a red circle around it, then press the throw button. You can still move while carrying it, although your speed is significantly reduced. The best tactic is to jump and throw, as this makes it harder for your opponent to avoid. If you don't have time to pick up the item, you can always shove it at your foe. You can catch almost anything that's thrown at you, even if it's just slid along the floor. To do this you have to press the throw button when the item is about to hit you. The timing is very critical, and some of the characters throw the items very fast, such as Valgas. You can also catch in the air as long as you haven't committed to another move first, like a Jump Kick.

Escaping

This is a nice addition to 3D fighting. Basically when your opponent gets near you and tries to start a combo, just tap





This is the very colourful Versus screen, and it tells you who is about to do battle with who. Looks like it's gonna be Galuda and Jack!

Falcon stands idly by and watches as Wang Tang races in for the treasures of the chest. It could be anything... even a pipe!

jump or a direction or to escape. The timing isn't as tough as catching, though it will still take a bit of practice. Sometimes when you jump to escape you'll perform a neat little hop move to land behind your opponent, leaving them wide open for a throw or nice combo. Another form of escaping is the Throw Escape. To do this you just have to hit the Throw button when the other fighter attempts to throw you. This is normally best done by instinct rather than reaction.

Using the Environment

Learning and using the stages to your advantage is another important factor in *Power Stone*. Generally, higher ground is better. It gives you more height on your Jump Kick, means you can avoid pushed items on lower levels, and it also gives you a better position for throwing items. Some arenas have small, confined higher levels, which are good to escape to from time to time, but you can't manoeuvre very well. Climbing the poles around the arenas is another good escape tactic, and good positioning for a quick Jump Kick, Air Throw or Squash if you're a big guy. The smaller fighters also have a cool spinning move they use when near poles – just hit the Throw button. The big guys don't bother with the fancy stuff, they just grab the pole and swing it (knocking out whatever

WEAPONS

Aside from the chairs and tables scattered about the arenas, you'll also find quite a number of weapons scattered around the stage. Sometimes they're in chests, sometimes just they just appear without them. The full list consists of...

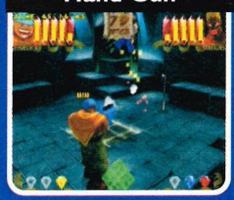
Sword/Pipe

Both of these slow you down considerably. Hitting punch to swipe at the opponent will knock out whatever stones the other fighter has. Also try jumping then hitting punch for a very nice stab attack that can override a jump kick in many situations.

Big Hammer

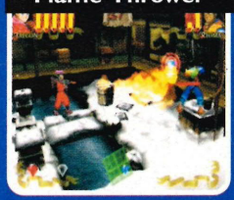
The Big Hammer is a great weapon, but it slows you down enormously, proving too much of a hindrance for the smaller characters. Hitting your foe with the Big Hammer releases all the stones they have, and they get flattened for a couple of seconds, just enough time to get a head start on those stones!

Hand Gun



The Hand Gun is a cool little weapon that does some good damage if you actually manage to hit your opponent. It fires fast, but really isn't worth making a special journey in order to get it.

Flame-Thrower



The Flame-Thrower is probably the best weapon in the game. A single touch of the attack button will cause a massive stream of fire to come out, toasting everything in its way. It's very hard to jump kick over this attack, making it doubly useful.

Missile Launcher

The Missile Launcher looks very impressive. It's big, it's slow, it's hard to hit your opponent with, and it leaves you wide, wide, open. However, it does knock all the stones out of your foe.

Bomb, Mega-Bomb, and Molotov Cocktail

The regular bombs do very little damage, and really aren't worth going for. The Mega-Bomb, on the other hand, is well worth the effort. It has a longer timer and a huge explosion, doing massive damage to anyone caught in the blast. The Molotov Cocktail isn't too impressive, although it does, however, set a small portion of the stage on fire for a few seconds.

... AND THE MOST IMPORTANT ATTACK

The humble Jump Kick is one of the strongest and most versatile moves in Power Stone. It's not strong in terms of the damage it does, but strong in the sense that it's quick, can be pulled off instantly and knocks a stone out. The higher you are with your kick, the more likely you are to win a Jump Kick Vs Jump Kick contest. This is without question the best way to get all the stones.

HIDDEN ITEMS

stones their opponent has). In most arenas there are hanging bars you can grab on to and move around on – just jump to them and hit the Throw button. This leaves you very vulnerable to throw items, so try not to stay up there too long! These items only become available after you have completed the game. You get one hidden weapon per completion.

Shield

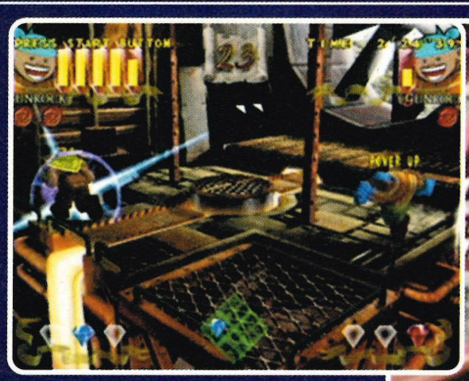
The shield protects you from all attacks for a limited time. This may sound useful, until you find out you can't attack while you have the shield! Also, although you may be able to defend against normal attacks, you're still wide open to throws.

Extend-O-Stick

This may look like a normal stick, but when you use it it extends to almost 3/4 length of the screen! Also, when it hits it knocks out all the stones your opponent is carrying. This is a very useful weapon in any situation.

Chain Gun

The Chain Gun, on the other hand, is a big powerful weapon that is almost always worth the pick up.



Just face the opponent and hold down punch! Usually, if you hit them once you'll get at least 5 or 6 more shots in. The problem with the Chain Gun is that you're very susceptible to thrown items or jump kicks while firing. But the trouble is worth it if you can trap the other guy in a corner as you can almost kill them with one attack!

Rouge takes time out from this barbaric confrontation for a Kit Kat and a lengthy break on her floating shagpile. Grape, my dear!

Ray Gun

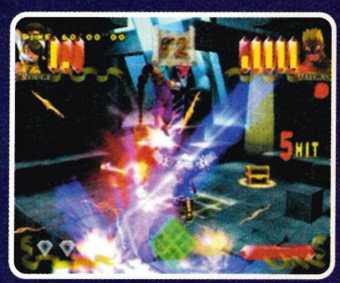
A nifty little weapon this. When you hit your opponent pressing fire, you can juggle your opponent in the air for massive damage and a massive combo count. This is also a very light weapon so it doesn't slow you down too much.

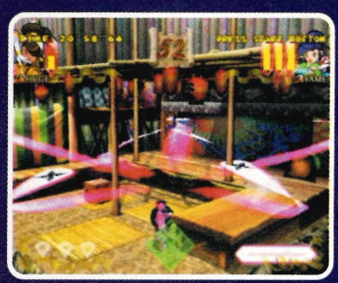
THE POWER STONES

Power Stones come in three colours, namely Red, Blue, and Yellow. Each player starts with a stone, and the Yellow Stone appears after about 15 seconds in a random location. You can knock the stone out from your opponent by performing a powerful move and then go and pick it up yourself. Once you have all three stones, your character powers up into a supercharged version of themselves, capable of performing some amazing Power moves. Each character has two Super Moves and two Power moves. The Power moves are triggered by pressing either punch or kick, and can be done in the air as well as on the ground. The Super moves, activated by pressing the L or R trigger buttons, take up all your remaining Power energy and can inflict massive damage on your opponent. Be sure to get the most out of your Power bar before you activate the Super.

While you are powered up not only can you pick up pillars, regardless of your character, but you cannot be knocked down by attacks. You will still take damage, but you can just sit there and hit back twice as hard. Be warned that being thrown takes an awful lot of Power out of you!

When your opponent gets all three stones, you have two options. One, you can get in close and go for a throw. This will drain a lot of their Power bar and buy you a bit of time. This is very risky, as they could easily bust you with their close-up Super for massive damage. The other option is to decide that discretion is the better part of valour and leg it! Run! Run away as far as you can, never stopping, dodging all and sundry as various projectiles fly past your ears. This way the worst that will happen is you'll take a few hits from the massive Super your foe will inevitably use. The important part here is that you get the stones that come out when they turn back to their normal character.





THE CHARACTERS

1 Falcon

Speed: 6/10
Strength: 7/10
Throw Speed: 7/10
Power moves: 6/10
Super moves: 6/10
Overall: 7/10

Falcon is your typical all-round average fighter. Not too quick, not too strong, just average. His Power moves are a bit dodgy, although his Super Explosion is very tough to run away from. Not a bad choice all round.

POWER MOVES

Homing Missile

By tapping X Falcon can fire up to four missiles at his foe. They do decent damage, but are easily avoiding by a constantly-moving opponent.

Dragon Punch

When close to your foe press Y. This will make Falcon burst into a flaming Dragon Punch-style move, getting a good six-hit juggle before burning out. A very nice move.

SUPER MOVES

Missile Frenzy

By pressing L, Falcon fires out around 15 missiles, all of which home in on your opponent. These can be avoided, but if they connect they do pretty good damage.

Beams of Light

A great Super move, in which Falcon bounces off the walls, each time aiming at his opponent. This is one of the hardest Supers to dodge, and it also does decent damage. This should be your choice of Super almost every time.

2 Ayame

Speed: 10/10
Strength: 4/10
Throw Speed: 4/10
Power moves: 5/10
Super moves: 6/10
Overall: 5/10

Ayame is the archetypal cutesy Japanese girly; quick, weak, and generally there to get the affections of young boys. Her moves are just too weak to make her a threat, and her supers are pretty useless too. One to avoid.

POWER MOVES

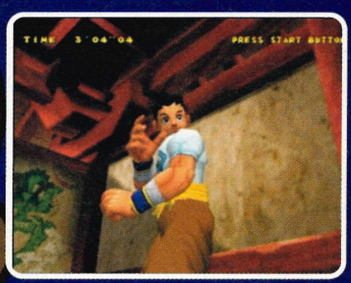
Shurikens

Ayame can fire out up to three large shurikens out at her opponent in one go, which do average damage but have a very small contact area. The good part is that they use almost no power, so you can fire out a load before it's time for a Super.

Energy Lift

Be sure you're near your opponent when you launch this one. Coloured energy surrounds Ayame, and her

The fully 3D fighting arenas give enough space for some electric confrontations. Now there IS an excuse for legging it!



3 Wang Tang

Speed: 8/10
Strength: 8/10
Throw Speed: 7/10
Power moves: 9/10
Super moves: 9/10
Overall: 9/10

Wang Tang is most people's choice as the best character in the game. He's quick, strong, and has amazing Super moves. His Power moves are also among the best, and add his cool-sounding name and he's a top bloke!

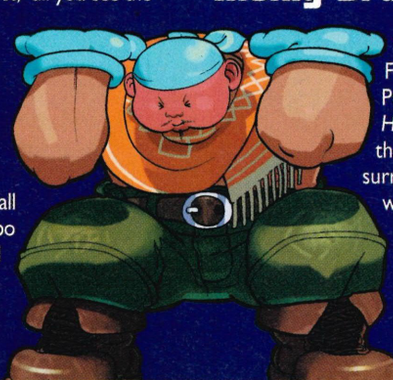
Wang Tang is so overwhelmed by the purple heart display of affection from Rouge that he offers to take her out for a pizza... Ahh

POWER MOVES

Balls of Light

With three taps of the punch button Wang fires out three streams of light which are very fast and even harder to avoid. You can usually get at least nine shots out before it's time for the Super.

Rising Dragon



Very similar to Fuuma's Dragon Punch in *World Heroes* (remember that?). Wang surrounds himself with a dragon-shaped flame, and gets a good few hits on his foe. You have to be very close, but this is a great anti-air attack.

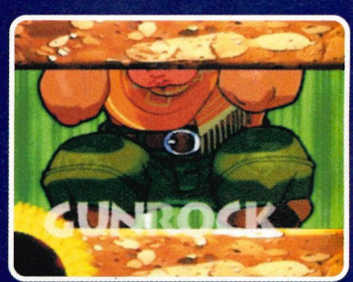
SUPER MOVES

THAT Projectile

Wang summons up a massive ball of energy above his head, then casts it at his opponent. The more Super energy you have left, the bigger the ball and the greater the damage. Enormous damage can be done if you catch your foe in the face!

Super Juggle

Wang starts with a flying kick. If it hits he then whacks his victim at least 9 times with streaming light behind him before some Japanese writing comes up for the final hit. This is a major pointer!



4 Gunrock

Speed: 4/10
Strength: 10/10
Throw Speed: 9/10
Power moves: 7/10
Super moves: 9/10
Overall: 7/10

Gunrock is your traditional very-strong-but-very-slow fighter. His moves are the strongest in the game, with the possible exception of Valgas, but he is also painfully slow.

foe takes a good five hits before it wears off. Nothing special.

SUPER MOVES

Shuriken Frenzy

Ayame spins around and fires around 15 shurikens out in all directions. This means that this move will never do that much damage, but it will almost always connect in some way or another.

Constant Attack

This looks nice at first, 'till you see the damage it doesn't do! Ayame flies at her foe. If she connects, she then lays into them with around 10 punches and kicks, before firing a massive fireball at them as the combo ends. Not that good

He also possesses the hardest Super to dodge in the whole game.

POWER MOVES

Boulder Gun

The standard projectile move. Gunrock fires out a massive boulder from his arm. If it connects it does massive damage, but it's very slow and easy to avoid.

Earthquake Stomp

This type of move has been seen in a number of fighting games, and is just as useful here. Gunrock leaps in the air and crashes down, sending shockwaves all across the level. If your opponent is standing on the floor, or even on the roof, they will be instantly dizzied.

Avalanche

This move looks very similar to the Earthquake Stomp, except that Gunrock keeps jumping up and down, so anyone caught in the area is in for some serious pain!

SUPER MOVES

Rock and Roll

The best Super in the game. Gunrock grows in size, then turns into a controllable boulder and attacks his opponent. Because Gunrock is so big, it's almost impossible to avoid, and it does massive damage. For best results use the Earthquake stomp first.

5 Jack

Speed: 7/10
Strength: 7/10
Throw Speed: 7/10
Power moves: 5/10
Super moves: 7/10
Overall: 7/10

Jack is totally weird. However, his moves make up for this as they are very unpredictable. He also makes some cool noises as he's inflicting the damage to his foes! His supers are pretty good, although his Power moves are really pretty lame against anyone faster than himself.

POWER MOVES

Extending Blade

Jack extends his arm, revealing a massive spinning blade on the end. If this connects it's a certain six hits for good damage, but because it has limited range and only goes out in a perfectly straight line, it's unlikely to hit.

Spinning Blade

Similar to the previous Power move, only this time instead of going out in a straight line this one goes round in an arc. The reach is still pretty poor, but you've got a lot more chance of hitting with this one, although it doesn't do as much damage.

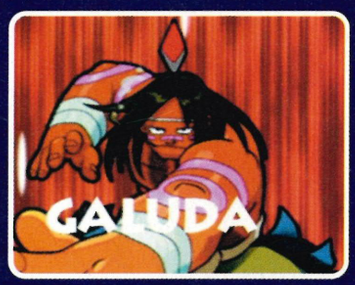
SUPER MOVES

Super Spinning Blades

Best used when really close to your foe, Jack extends both arms, then spins around and takes off like a helicopter, juggling his opponent at the same time. If you can really wrap your foe up in this you can get up to 20 hits out of it for pretty good damage.

Sword Rain

This move starts off the same as the Blade Super, but instead of flying up Jack summons around ten swords to rain on his opponent. This move is similar to Galuda's Arrow rain, although the swords come down a lot quicker and do better damage.



6 Galuda

Speed: 6/10
Strength: 9/10
Throw Speed: 8/10
Power moves: 8/10
Super moves: 8/10
Overall: 8/10

A personal favourite, although I'm not too sure why. He's fairly slow, his Power and Super moves aren't the best, but there's something about him that really makes him stand out. Maybe it's that dodgy haircut or the pipe...

POWER MOVES

Spirit Arrows

A magic bow appears in Galuda's hands, and he fires out three arrows at his foe. The range on this is excellent, as is the speed of the projectiles. They also have a slight homing tendency.

Spirit Wings

A pair of wings appear on Galuda's back, and he flies forward at 45 degrees, knocking his foe down. If done in the air this move is much better as it flies downward. Handy for nailing a fleeing foe in the back!

SUPER MOVES

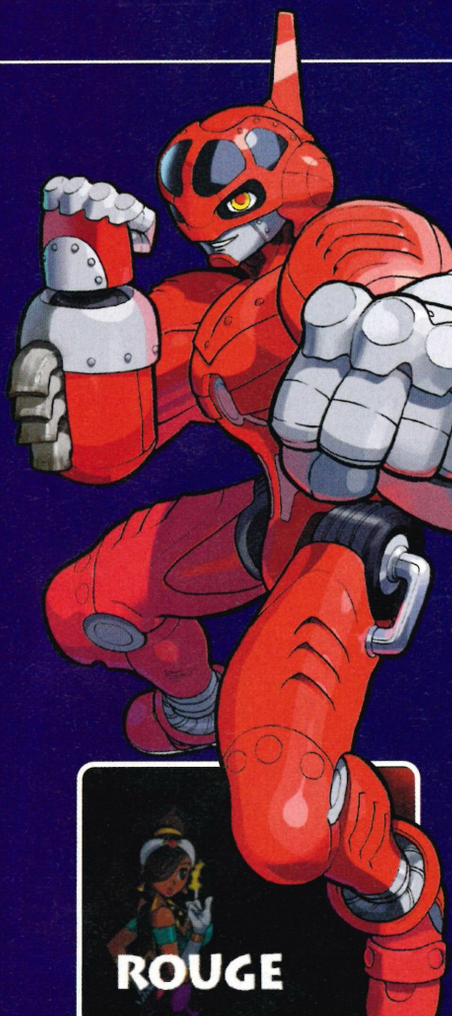
Spirit Bow

A nice-looking move this, although it takes forever to power up. A magical bow appears in Galuda's hands, and he aims upwards. Then he fires around 10 arrows at once into the sky, which then fall down, nailing his foe. Not much good as this move can be easily avoided.

Wings of Doom

A great move this, and a lovely way to finish off an opponent, especially in two player mode. Galuda gets ready, then springs up, much like in the Spirit Wings move, except if he hits his foe he flies off the top of the screen, pauses, then slams back into the ground for massive damage. Such a good move!

After some serious underpants explosions, Falcon now thinks he was unwise to fill his brown Y-fronts with explosive Kryptonite



7 Rouge

Speed: 9/10
Strength: 5/10
Throw Speed: 5/10
Power moves: 8/10
Super moves: 8/10
Overall: 8/10

One of the better characters to use, Rouge is very fast and has some amazing Power and Super moves. Despite her petit frame, she does a surprising amount of damage.

POWER MOVES

Spit of Flame

An average projectile move which does great damage if it hits, but travels pretty slow and is therefore easy to escape. Your best bet is to jump up, then try this move. Rouge drops fire all around on the floor – perfect for nailing a foe who is trying to get up.

Carpet Flap

Pretty lame. Rouge gets on her carpet and flies at her opponent. If it hits, it's a guaranteed knockdown, but it's not very powerful. Save your power on the Spit of Flame.

SUPER MOVES

Fire Explosion

Rouge summons some fireballs, and then slams them into the ground around her. This causes massive flame shockwaves to emanate from her. If your foe is close this move does amazing damage, otherwise it's pretty easy to avoid.

Love Hearts

Rouge causes some hearts to spin around her. If your opponent gets caught in this Rouge then levels them with 10 or 12 big hits for decent damage. It also looks really cool! If you try this move in the air Rouge summons up a big flaming head, which you can then use to spit fireballs at your opponent.

8 Ryoma

Speed: 7/10
Strength: 8/10
Throw Speed: 7/10
Power moves: 8/10
Super moves: 8/10
Overall: 8/10

A good all-rounder, Ryoma uses a nasty-looking sword in most of his attacks, making them do pretty good damage. His Power moves are pretty good, as are his Supers. A good choice all round then.

POWER MOVES

Lightning Strike

Ryoma performs a vertical sword slash, which causes a bolt of lightning to shoot down. You can do three of these in a row, but you're better off using this move in the air, as it fires out three heat-seeking lightning balls, similar to Valgas'.

Lightning Streaks

A good-looking move, but it takes way too long to power up. Ryoma charges up, then streaks across the screen, leaving a lightning trail behind him. This move does good damage, but is just too slow to be worth using.

SUPER MOVES

Crescent Attack

Ryoma summons around 15 small crescent-shaped projectiles, then fires them out in all directions. This is a great looking move, and very handing as it's nearly impossible to escape and you're bound to get at least five hits out of it. Use it when you enemy is low on energy.

Lightning Spin

This move can be pretty devastating when used up-close to your enemy. Ryoma leaps in the air charging up, then slams into the ground, causing white shockwaves to emanate in the immediate area. This move is similar to Rouge's, only more damaging.

9 Kraken

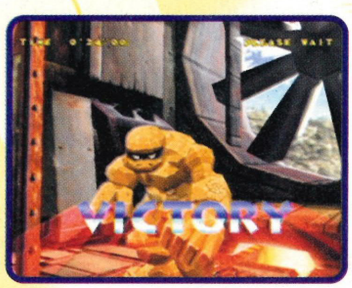
Speed: 7/10
Strength: 8/10
Throw Speed: 8/10
Power moves: 4/10
Super moves: 7/10
Overall: 7/10

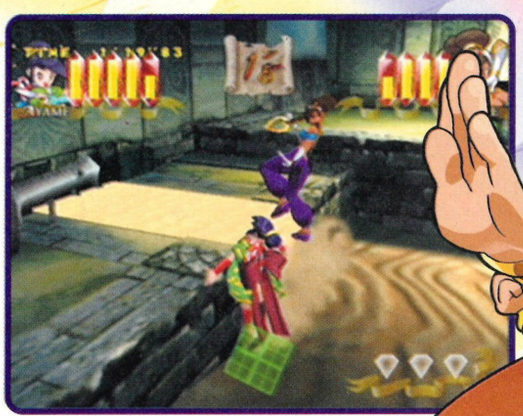
Kraken is the first boss you come to. His stage is pretty cool, on a pirate ship, and as a normal fighter he's not too bad. However, his Power moves are awful, and his supers lack that special something.

POWER MOVES

Bomb Launcher

Useless. Awful. Dreadful. Get the idea? Kraken fires a single bomb from his arm at his opponent. It travels so slow that even Gunrock can avoid it without any trouble.


VICTORY



Electric Claw

A bit better, but still has too short a range. A metal claw springs out of Krakentries to grab his foe. If it connects they suffer a fair bit of damage, but only the new or the stupid will get hit by this move.

SUPER MOVES

10 Valgas

Speed: 7/10
Strength: 10/10
Throw Speed: 10/10
Power moves: 8/10
Super moves: 9/10
Overall: 10/10

Valgas. Every move he does causes massive damage, and he recovers his own energy at an alarming rate. His throw speed is absurdly fast, and his Power and Super moves are just so damaging. When defeated, he morphs into a giant bug-type creature, and although you can actually be it in two player mode, it's incredibly boring and dull, so stick to using regular Valgas.

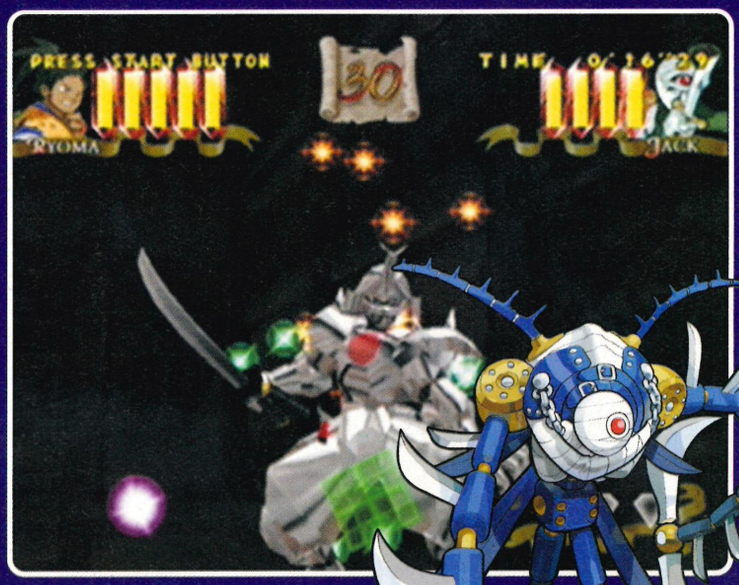
POWER MOVES

Homing Energy Balls

This move seems impossible to avoid at first, but with some skillful jumping can be dodged. Valgas fires out up to three energy balls, which home in quickly and accurately. When performed in mid air he kicks them out!

Energy Beam

Valgas thrusts his chest out, and a massive beam of energy is fired forward. This move is really easy to avoid, but if you DO get caught in it you're in for some serious hurt!



SUPER MOVES

Super Energy Beam

Just like the standard Energy Beam, only about three times as big and three times as damaging! Try to stay out of Valgas' direct sightline and you should be okay.

Energy Burst

A great-looking move this. Valgas holds his arms aloft, and causing electricity to crackle all around the area in front of him. If you get hit once with this, you're there for at least another six or seven hits. It also does a surprising amount of damage for such light hits.

WWF Attitude

Complete Players' Guide

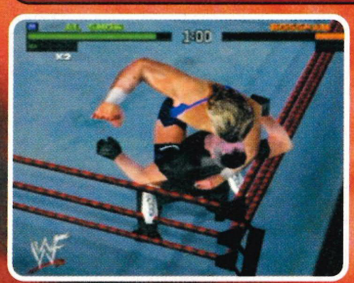
Outcast

Publisher	ACCLAIM
Developer	IN-HOUSE
Players	1-4
Released	OUT NOW

verdict 84%

Ladies and gentlemen, boys and girls, children of all ages... do you smell what Acclaim are cooking?

BASIC SKILLS



"KNOW YOUR CONTROL, AND SHUT YOUR MOUTH"

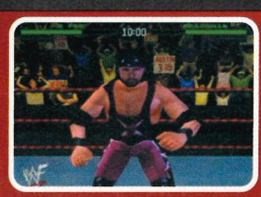
This guide is in abbreviated form,so here's the key.

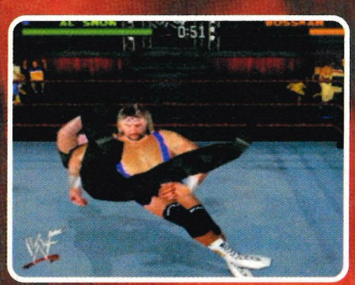
P, K - Punch, Kick

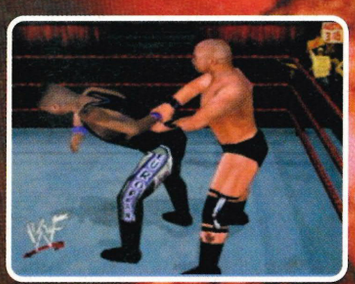
T - Tie up

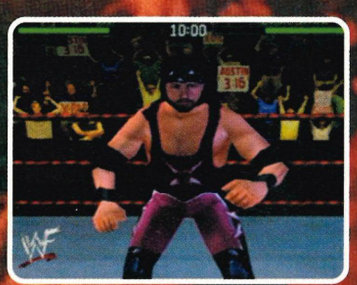
L, R, U, D - Left, Right, Up, Down

BL - Block









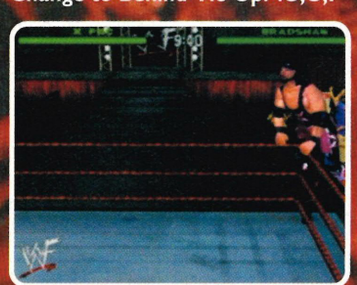
These moves can be performed by any wrestler, and should be the first thing that you learn.

Normal

Body Slam: .....L,L,P
Hip Toss: .....L,L,K (can throw opponent out of the ring)
Vertical Suplex: .....L,L,T

Tie Up

Arm Bar.....P
Hammerlock: .....K
Top Wristlock: .....T
Change to Behind Tie-Up: .U,U,P



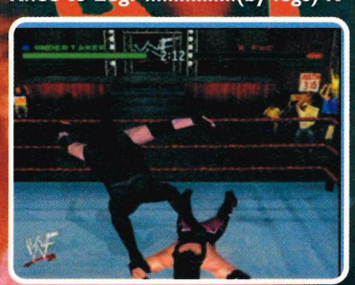
Irish Whip: .....L,L,BLK

From Reverse Tie Up

Belly to Back Suplex: .....P
Full Nelson: .....K
Pick up and Throw: .....L,L,BL

Opponent Grounded

Stomp: .....K
Pick up: .....(by head) T
Reverse Chinlock: .....(by head) P
Elbow Drop: .....(by body) P
Knee to Leg: .....(by legs) K



Elbow Drop: (from Turnbuckle) P
Fist Drop: .....(while running) P

From The Turnbuckle

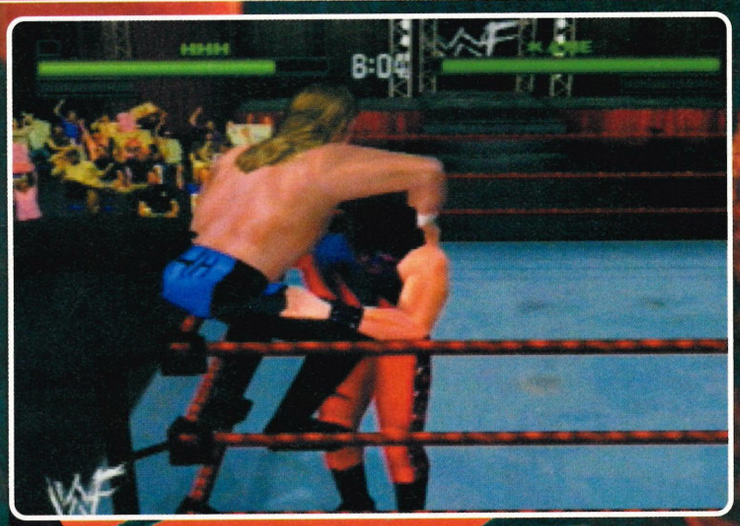
Double Axe Handle: .....P
Drop Kick: .....K

Opponent Staggered In Corner

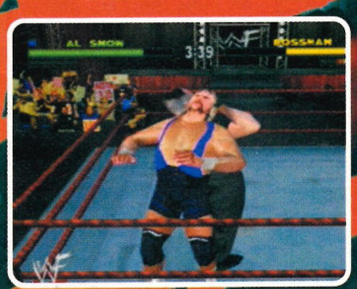
Kick: .....K
Reverse Knife Edge: .....P
Climb and Pummel: .....U,P
Superplex: .....T
Atomic Whip: .....L,L,BLK

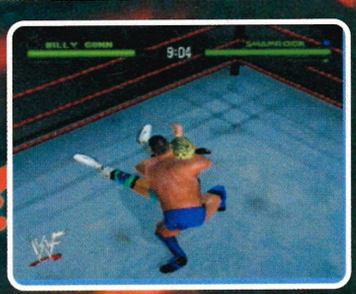
While Running

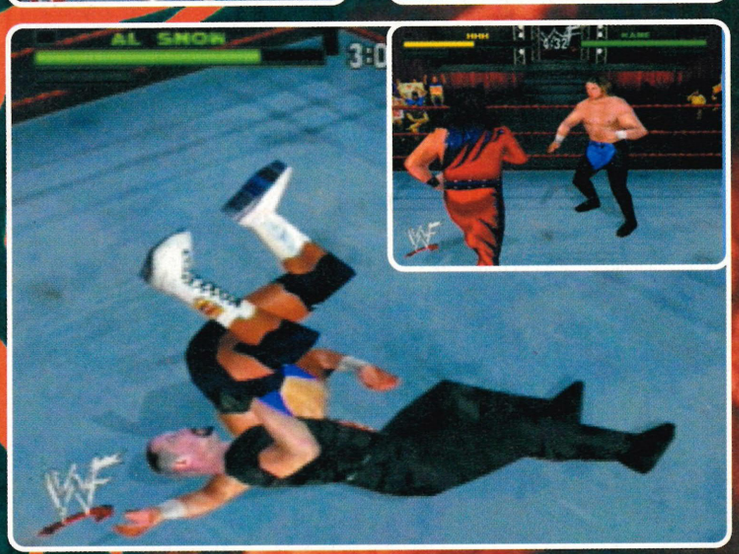
Clothesline: .....P
Opponent Running Dropkick: .....K
Opponent Whipped Back Body Drop: .....P



Now that's an iilegal move unless you're an MP!



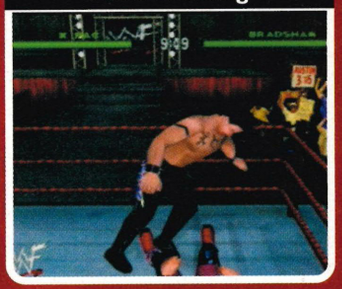




The river dance turned ugly for a drunk Michaal Flattley

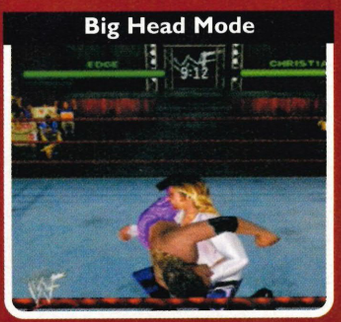
HIDDEN EXTRAS

Extra Clothing



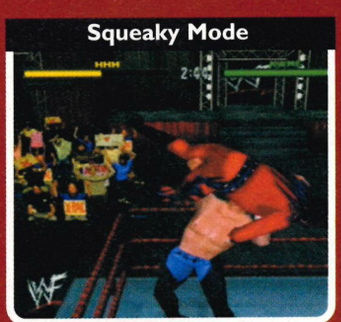
Win the European Belt in career on Easy, Normal or Hard difficulty with anyone to unlock extra clothing in creation mode.

Big Head Mode



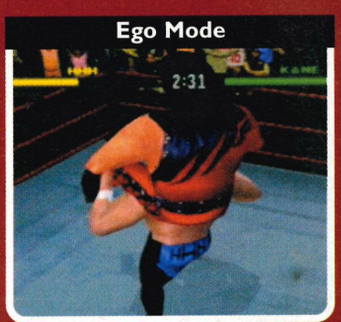
Win the Intercontinental Belt in career Easy, Normal or Hard difficulty with anyone to have you wrestler's head enlarged.

Squeaky Mode



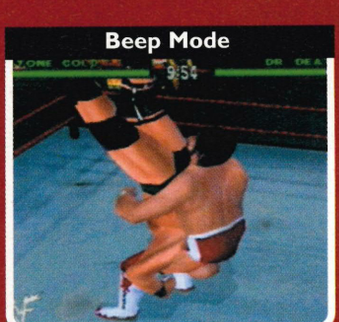
Win the European Belt in career on Easy, Normal or Hard difficulty with anyone to have all the voices sound kinda funny.

Ego Mode



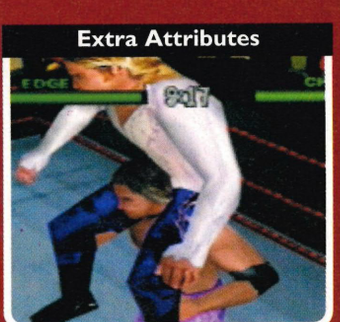
Win the Championship Belt in career on Easy, Normal or Hard difficulty with anyone to get Ego Mode. When Ego Mode is enabled, a wrestler's head will grow bigger when he's being cheered for, and it grows smaller when he's being booed.

Beep Mode

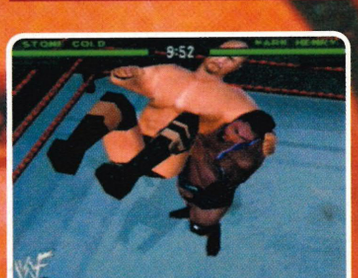


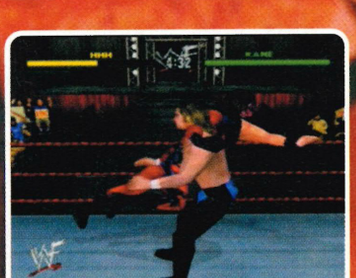
Win the Championship Belt in career on Easy, Normal or Hard difficulty with anyone to beep out all the profanity.

Extra Attributes



Win the Intercontinental Belt in career on Easy, Normal or Hard difficulty with anyone to increase all your created wrestlers' attributes by three.





solution

HIDDEN CHARACTERS

Unlock Shawn Michaels

Win the Summerslam PPV in career on Easy, Normal or Hard difficulty with anyone to unlock Shawn Michaels.

Unlock Chyna

Win the Survivor Series in career on Easy, Normal or Hard difficulty with anyone to unlock Chyna.

Unlock Head

Win the Championship Belt in career on Easy, Normal or Hard difficulty with anyone to unlock Head.

Unlock Jerry 'The King' Lawler

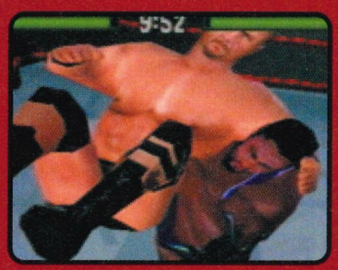
Win the Royal Rumble PPV in career on Easy, Normal or Hard difficulty with anyone to unlock Jerry Lawler.

Unlock Marc Mero

Win the European Belt in career on Easy, Normal or Hard difficulty with anyone to unlock Marc Mero.

Unlock Paul Bearer

Win the Royal Rumble PPV in career on Easy, Normal or Hard difficulty with anyone to unlock Paul Bearer.



Unlock Sable

Win the European Belt in career on Easy, Normal or Hard difficulty with anyone to unlock Sable.

Unlock Sgt. Slaughter

Win the Summerslam PPV in career on Easy, Normal or Hard difficulty with anyone to get Sgt. Slaughter.

Unlock Jacqueline

Win the Survivor Series in career on Easy, Normal or Hard difficulty with anyone to unlock Jacqueline.

Unlock Trainer

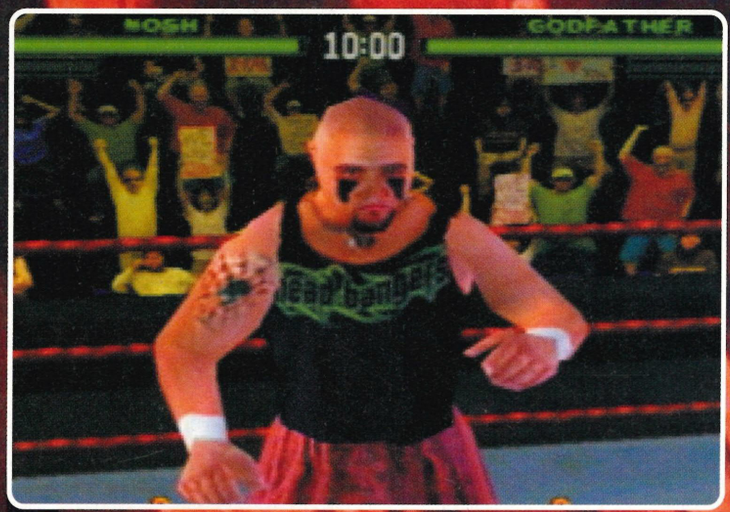
Win the European Belt in career on Easy, Normal or Hard difficulty with anyone to unlock the Trainer.

Unlock Taka Michinoku

Win the King of the Ring in career on Easy, Normal or Hard difficulty with anyone to unlock Taka Michinoku.

Unlock Kurrgan

Win the King of the Ring in career on Easy, Normal or Hard difficulty with anyone to unlock Kurrgan.

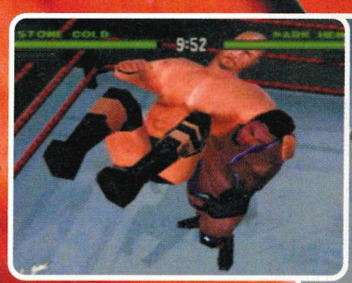


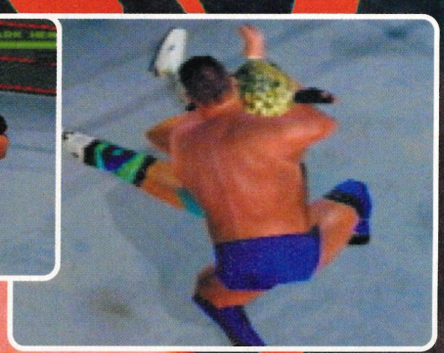
No, no, my favorite Sunday evening program is Ballykissangel, I feel Last of the Summer Wine has lost it's zest!

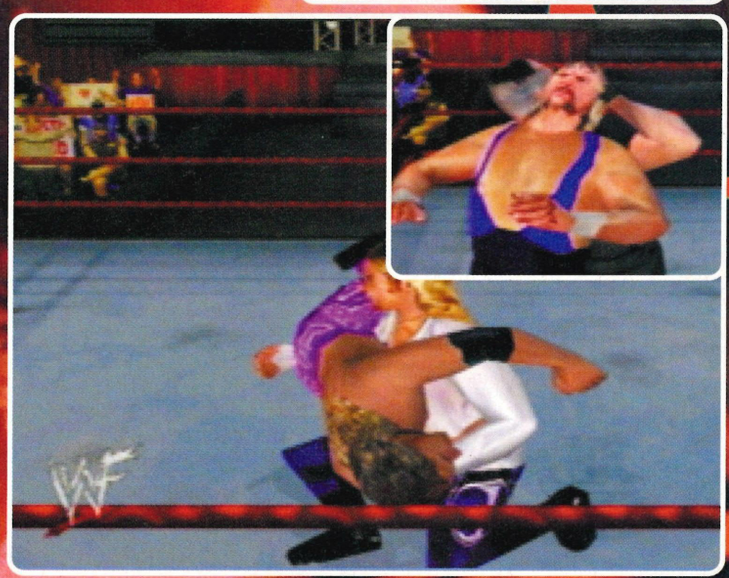
HIDDEN THEME SONGS

Extra Theme Tunes

Go to Utilities, then change the Language option from Everybody to Teen. After doing these you will get the "No Chance from Hell" theme song for Chyna, plus Mark Henry (the theme song he has with D'lo in the current WWF) and X-Pac's (the one with "suck it" said after every few seconds) real theme songs. It also makes Road Dogg, HHH, and Bad Ass Billy Gun say their mottos during their intros, and allows the crowd, wrestlers, and even the commentators to say foul language.



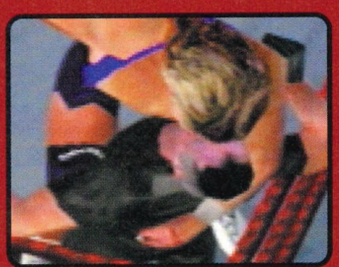




MOVE DESCRIPTION

(P+BL)

Press the buttons in the brackets at the same time.

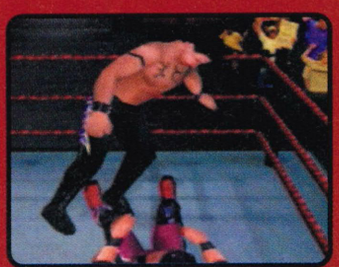


Tie-Up

Moves that must be performed during a tie-up.

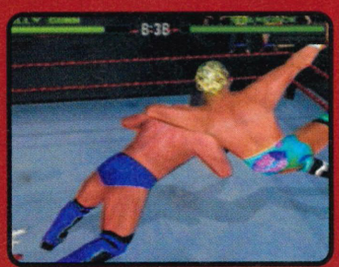
Ground Attacks

Use these moves when your opponent is grounded.



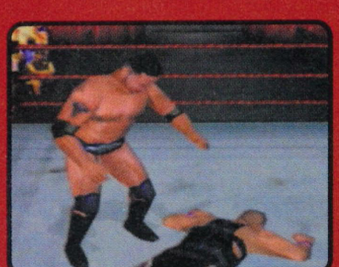
Running

This move is performed when running.



Submission

This move will make your opponent submit.



Back Tie-Up

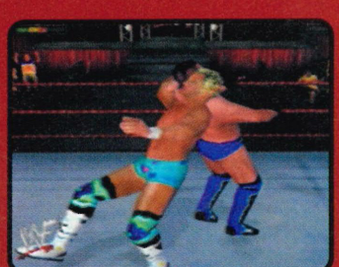
Moves that can only be done when tieing up behind your opponent.

Top Rope

Use these moves when you are on the top rope and your opponent is standing.

Trademark

This is your wrestler's trademark move, and can only be done when your opponent's energy is in the yellow.



Normal

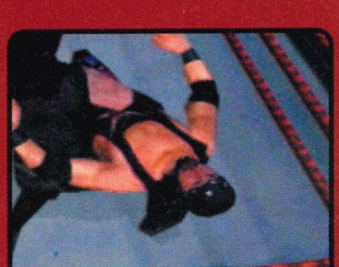
Moves that can be perform when close up and facing your opponent's front.

Turnbuckle

Moves that must be done while your foe is dizzy in a corner.

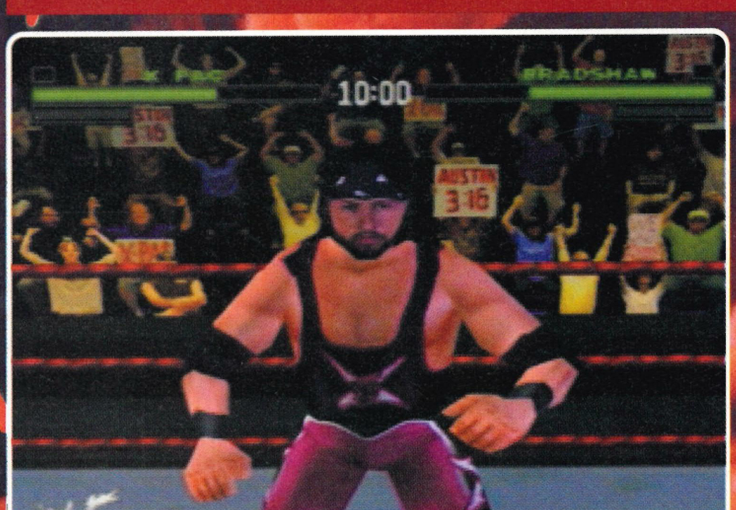
Top Rope Slam

Use this when your foe is grounded.

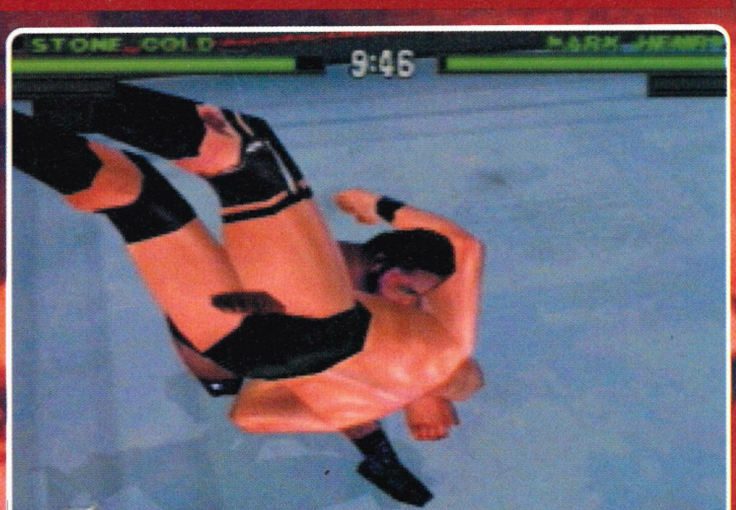


Finisher

Your character's ultimate finishing manoeuvre. Use this when your opponent's health is in the red or below.



Purple pant man came back to teh factory where his pants were born. No longer would fellow purple pants be enslaved!!



ooohhh....I'd say about ...mmmm....eleven stone?

THE GOOD GUYS

STONE COLD STEVE AUSTIN

Normal Moves

Drop Toe Hold: R,D,K
Samoan Drop: R,D,T

Vertical Suplex: R,U,K
Snap Mare: R,D,P
DDT: U,D,P

Tie-Up Moves

Vertical Suplex: R,U,K
Samoan Drop: U,U,P
Neckbreaker: R,K
Inverted Atomic Drop: R,P
Piledriver: R,L,D,T

Turnbuckle

Belly-to-Back Suplex: U,P

Ground Attacks

Mount Punches: R,D,T
Texas Cloverleaf: R,D,K
Knee-to-Shoulder: R,D,P

Back Tie-Up

Sleeper: R,P <submission>
Roll Up Pin: R,K

Top Rope Slam

Driving Elbow: (P,T)

Whipped Opponent

Power Slam: T

Trademark

Thesz Press: (while running) T

Finisher

Stone Cold Stunner: (Normal) U,D,U,T

WWF attitude features all your favorite ugly wrestlers sweating all over eachother like a boy scouts field trip

THE ROCK

Normal Moves

DDT: R,D,P
Laying the Smack Down: R,R,D,K
Samoan Drop: R,D,T
Vertical Suplex: U,D,K
DDT: R,U,K
Hairgrab Takeover: R,L,K
Neck Breaker: R,L,P

Tie-Up Moves

Samoan Drop: R,T
DDT: R,P
Chest Breaker: R,K
Vertical Suplex: R,D,K

Ground Attacks

The Rock Stomp: K
Fist-to-Groin: R,R,D,K
Camel Clutch: R,R,D,P

Back Tie-Up

German Suplex: R,T
Sleeper Hold: R,P <submission>
Roll Up Pin: R,K

Turnbuckles

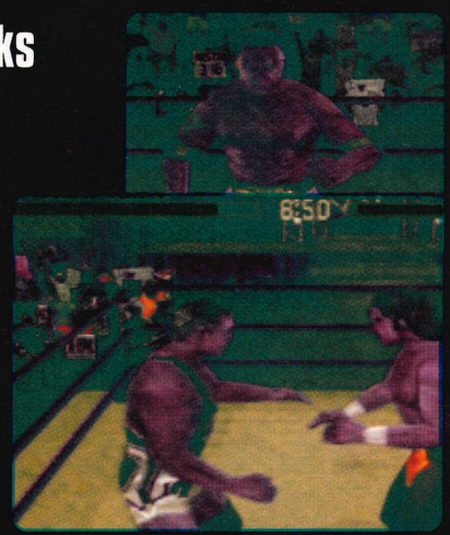
Choke with Boot: D,K
Flying Head Scissors: U,D,P
Charging Clothesline: (running towards opponent) K

Trademark

People's Elbow: (ground beside body) U,D,P

Finisher

Rock Bottom: (Normal) L,R,D,T



MANKIND

Normal Moves

DDT: R,D,P
Double-Underhook Suplex: U,D,P
Vertical Suplex: R,D,K
Leg Drag: R,U,K

Tie-Up Moves

Vertical Suplex: R,U,K
Piledriver: R,L,D,T
Bulldog: R,T
DDT: R,P
Backbreaker: R,K

Turnbuckle

Tree of Woe: U,U,P

Ground Attacks

Leg Lock: R,D,K
Knee-to Shoulder: U,D,P

Back Tie-Up

Roll Up Pin: R,K
Russian Leg Sweep: R,P
Reverse DDT: R,T

Running

Tackle with Punches: T

Trademark

Double-Arm DDT: (Normal) R,L,D,P

Finisher

Mandible Claw: (Normal) R,L,D,T <submission>
Mandible Claw: (ground beside head) R,L,D,P <submission>

KANE

Normal Moves

Throat Toss: R,L,L,P
Spine Buster: U,D,T

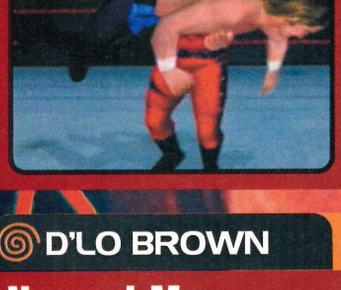
Vertical Suplex: R,L,K
DDT: R,D,P
Front-Face DDT: R,L,P
Choke: R,U,K
Running Knee-Hit: U,D,K

Tie-Up Moves

Chest Breaker: R,K
Fisherman's Suplex: R,P
Northern Lights Suplex: R,T

Ground Attack

Choke: U,D,P
Back Tie-Up
Roll Up Pin: R,K
Sleeper: R,P <submission>
German Suplex: R,T
Reverse Vertical Suplex: U,D,U,P



Top Rope

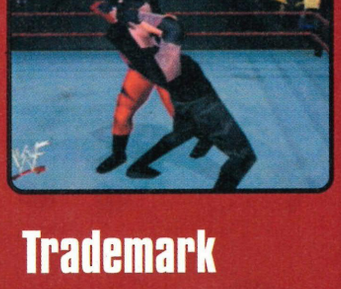
Shoulder Tackle: (P,T)

Running

Flying Back Elbow: T

Whipped Opponent

Boot to Face: K
Power Slam: T



Trademark

Choke Slam: (tie-up) R,L,P

Finisher

Tombstone Piledriver: (Normal)
U,U,D,T

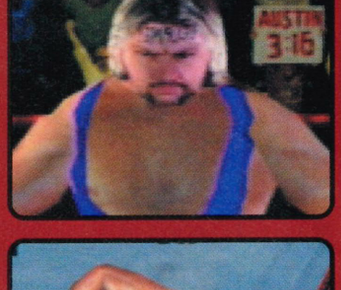
AL SNOW

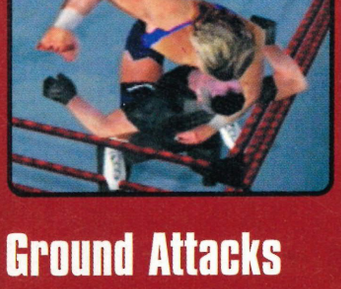
Normal Moves

Reverse Tiger Suplex: R,K,L
Leg Scissor Stomp: U,D,P
Front Face DDT: U,D,T
Double-Underhook Suplex: R,D,P
Arm Drag: U,D,K

Tie-Up Moves

Piledriver: U,D,U,T
Double-Underhook Suplex: R,P
Side Slam: R,K





Ground Attacks

Crossface Punches: U,D,P
STF: U,D,K <submission>

Back Tie-Up

Rolling German Suplex: R,U,K
Reverse DDT: R,P Roll Up Pin: R,K

Top Rope

Sky-Twister Press: (T,BLK)

Top Rope Slam

Moonsault: (T,BLK)

Whipped Opponent

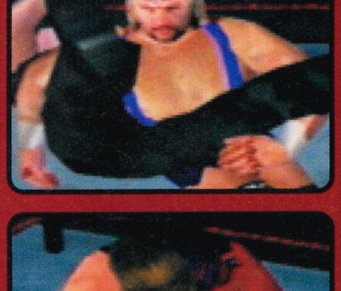
High-Leg Clothesline: K

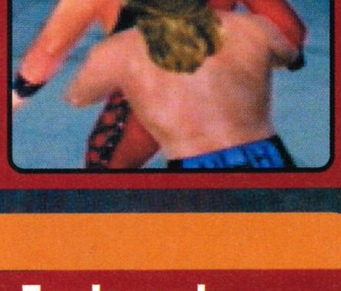
Trademark

Underhook Headbutts: (tie-up) R,T

Finisher

Snowplow: (tie-up) R,U,P





D'LO BROWN

Normal Moves

Running Power-Bomb: U,D,U,P
Fall Forward Power-Bomb: R,L,T
Fisherman's Suplex: R,D,T
Spine Buster: U,D,T
Short-Arm Clothesline: U,D,P

Tie-Up Moves

Power Bomb: R,T
Fisherman's Suplex: R,P
Backbreaker: R,K

Ground Attacks

D'lo Leg Drop: R,R,L,T
D'lo Leaf: U,D,K

Back Tie-Up

Pumphandle Slam: R,L,K
Sleeper: R,P <submission>
Roll Up Pin: R,K

Whipped Opponent

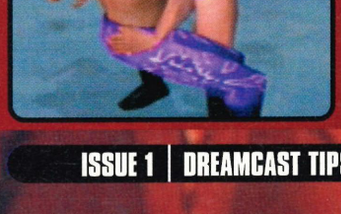
High-Leg Clothesline: K
Sky High: T

Trademark

Sky High: (Normal) U,D,K
Sky High: (opponent is running) P

Finisher

Frog Splash: (top ground) (T,BLK)



KEN SHAMROCK

Normal Moves

Leg Drag: R,L,K
Hurricanrana: R,D,T
Side Belly-to-Belly Suplex: R,U,P
Arm-Drag R,U,K
Reverse Painkiller: R,D,K

Tie-Up Moves

Three-Knee combo: R,D,P
Leg Stretch: R,U,K <submission>
Side Belly-to-Belly Suplex: R,U,L,K

Ground Attacks

Longbow Back Breaker: R,K,D,T
Short-Arm Scissor: U,D,P
Mount Punches: R,D,P
Elbow-Drop to Leg: U,D,K

Back Tie-Up

German Suplex: R,T
Beast Choker: R,P
Victory Roll: R,K

Top Rope

Hurricanrana: (T,BLK)

Top Rope Slam

Kamikaze Headbutt: (K,BLK)

Running

Flying Back Elbow: K

Whipped Opponent

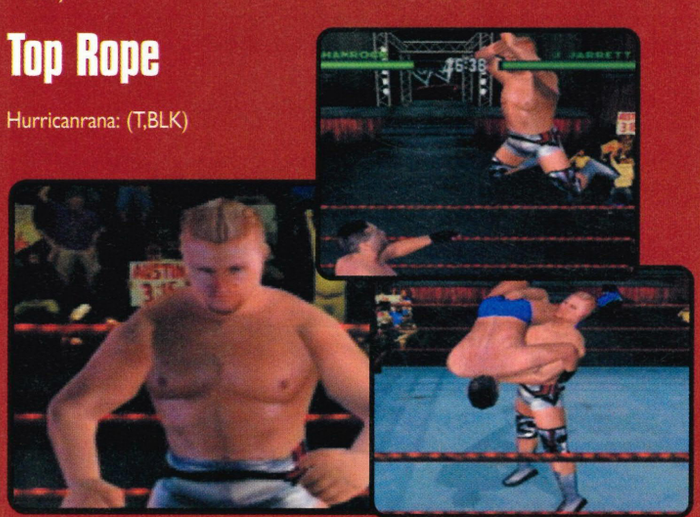
High-Leg Clothesline: K
Power Slam: T

Trademark

Belly-to-Belly Suplex: (Normal) R,U,T

Finisher

Ankle Lock: (ground at feet) R,D,L,K <submission>



EDGE

Normal Moves

Single-Arm DDT: R,U,P
Crucifix: R,D,K
Crucifix Drop: R,U,K
Seated Crucifix Drop: U,D,U,P
Drop Toe-Hold: U,D,K

Tie-Up Moves

Front Suplex: R,T
Vertical Suplex: R,L,K
DDT: R,P
Neckbreaker: R,K

Ground Attacks

Leg Drop: R,D,T
Elevated Crab: R,L,D,K <submission>
Leg-Lock Choke Hold: R,D,P <submission>
Back Tie-Up
Atomic Drop: R,P
Rolling Prawn-Hold: R,K

Top Rope

Body Press: (B,BLK)

Top Rope Slam

Splash: (T,BLK)

Running

Running Head-Scissors: K

Whipped Opponent

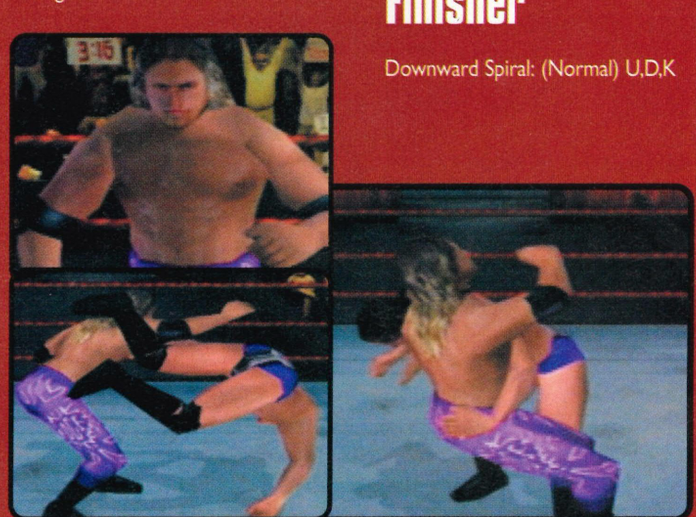
High-Leg Clothesline: K

Trademark

Dragon Suplex: (tie-up from behind) R,D,P

Finisher

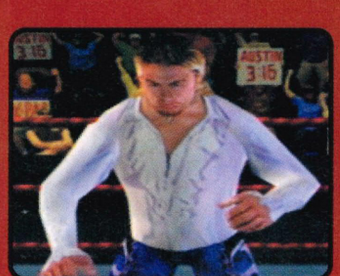
Downward Spiral: (Normal) U,D,K



CHRISTIAN

Normal Moves

Chin Crusher: R,L,P
Enziguri: U,D,K
Fisherman's Suplex: R,U,T
DDT: U,D,P
Japanese Arm-Drag: R,D,K



Tie-Up Moves

Float-Over Vertical Suplex: R,T
DDT: R,P
Back Breaker: R,K

Ground Attacks

Toe-Hold Half Crab: U,D,D,P
Leg Grapevine: U,D,K

Back Tie-Up

German Suplex: R,T
Victory Roll: R,K
Octopus Hold: R,P <submission>

Top Rope

Dropkick: (K,BLK)

Top Rope Slam

450 Splash: (K,P)

Running

Running Head-Scissors: K

Whipped Opponent

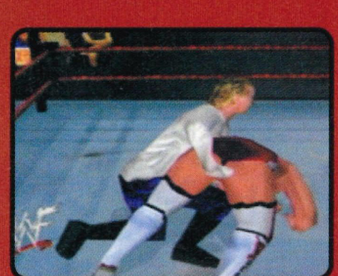
High-Leg Clothesline: K

Trademark

Falling Reverse DDT: (tie-up) L,R,K

Finisher

The Impaler: (Normal) L,D,T



THE BAD

BAD ASS BILLY GUN, AKA MR. ASS

Normal Moves

Gorilla Press-Slam: R,L,R,P
Drop Toe-Hold: R,D,K
Fisherman Suplex: U,D,P
Sidewalk Slam: R,D,P
Running Knee Hit: R,U,P

Tie-Up Moves

Hanging Vertical Suplex: U,D,K
Hanging Power Slam: U,D,T
Bulldog: R,T
Inverted Atomic Drop: R,P
Neckbreaker: R,K

Turnbuckles

Overhead Press: U,U,P
Ground Attacks
Knee Drop: U,D,T
Neck Whip: U,D,P
Step Over Toe-Hold: U,U,K

Back Tie-Up

Reverse DDT: R,T
Sleeper: R,P <submission>
Roll Up Pin: R,K

Whipped Opponent

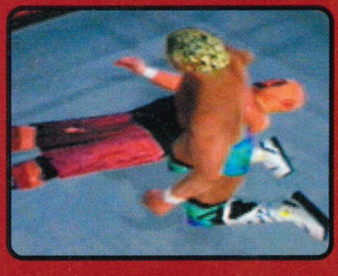
Power Slam: T

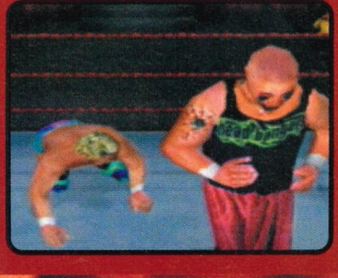
Trademark

Ass Kisser: (opponent stunned in turnbuckle) U,U,K

Finisher

Fame Asser: (Normal) R,L,D,P





TRIPLE H

Normal Moves

Knee Lift: R,D,P
Front Back Breaker: R,D,T
Sidewalk Slam: U,D,K
Overhead Belly-to-Belly Suplex: R,L,K

Tie-Up Moves

Seated Guy-Wrench Powerbomb: R,L,D,T
Northern Lights Suplex: R,T
Inverted Atomic Drop: R,P
Backbreaker: R,K

Turnbuckles

Kick-Choke with Boot:U,U,K
Belly-to-Back Suplex: U,U,T

Ground Attacks

Painkiller: R,U,P
Reverse Chin-Lock: R,L,T
Blatant Choke: U,D,P
Wishbone Leg-Splitter: U,D,K
Low Blow: R,D,K

Back Tie-Up

German Suplex: R,T
Sleeper: R,P <submission>
Low Blow: R,K

Whipped Opponent

Tilt-The-World Slam: T

Running

Running Head-Scissors: T

Top Rope

Shoulder Tackle: (K,BLK)

Trademark

Knee to Face: (Normal) L,D,K

Finisher

Pedigree: (Normal) U,D,D,T

UNDERTAKER

Normal Moves

Choke Slam: U,D,U,P
Throat Toss: R,L,K
Front Back Breaker: R,U,T
Short-Arm Clothesline: R,U,P
Knee to Face: R,U,K

Tie-Up Moves

Side Back Breaker: R,T
Side Slam: R,P
Chest Breaker: R,K

Turnbuckle

Overhead Press: U,U,P
Choke with Boot: U,U,K
Walk the Ropes Arm-Wrench: L,R,K
Punch Combo: L,L,K

Ground Attacks

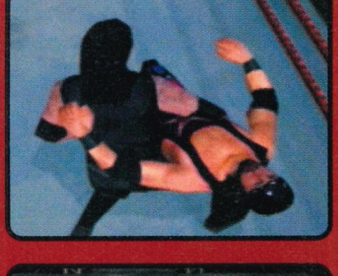
Elbow Drop: U,D,P
Leg-Lock Chokehold: R,L,P
Leg Grapevine: U,R,U,K

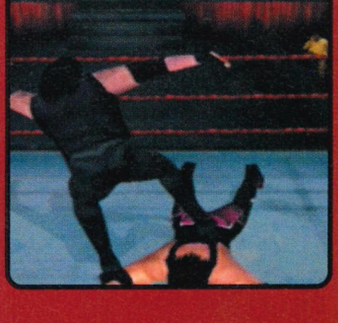
Back Tie-Up

Reverse Brainbuster: U,D,T
Bulldog: R,T
Sleeper Hold: R,P <submission>
Side Russian Leg-Sweep: R,K

Whipped Opponent

Boot to Face: K





Trademark

Choke Slam: (tie-up) U,D,P

Finisher

Tombstone Piledriver: (Normal) U,D,U,T

VAL VENIS

Normal Moves

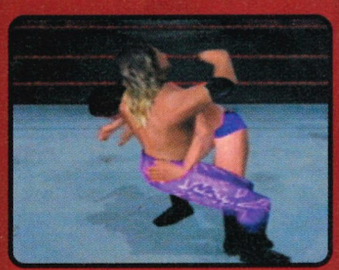
Samoan Drop: U,D,T
Vertical Suplex: U,D,K
Fireman's Carry: R,D,K
Fall Forward Power-Bomb: R,L,R,P
Bear Hug: R,L,P
Spine Buster: R,U,P
Headlock Takedown: R,L,K

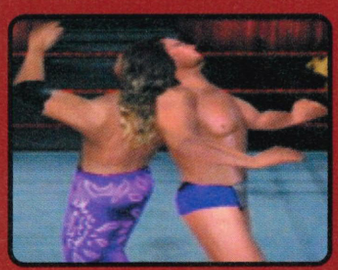
Tie-Up Moves

Inverted Atomic Drop: R,R,T
Samoan Drop: R,D,K
Backbreaker: R,K
Hanging Brainbuster: R,D,L,T

Ground Attacks

Fist-to-Groin: U,D,K
Kick-to-Spine: U,D,P
Porn Pretzel: U,D,T <submission>
Swivel-Mount Punches: R,L,R,T





Back Tie-Up

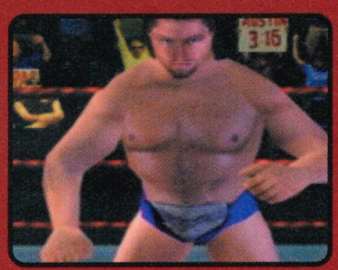
Russian Leg-Sweep: R,P
Rolling Prawn-Hold: R,K
Reverse Vertical Suplex: R,T

Trademark

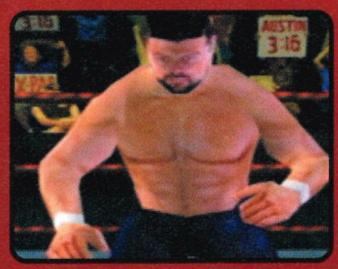
Fisherman's Suplex: (Normal) R,D,T
Fisherman's Suplex: (tie-up) L,P

Finisher

Money Shot: (Top Rope Slam): (K,P)



STEVE BLACKMAN



Normal Moves

Reverse Tiger Suplex: L,U,K
Hurricanrana: L,U,T
Snap Mare: L,R,P
Spine Buster: U,D,P
Small Package: U,D,K
Drop Toe Hold: L,D,K

Tie-Up Moves

Overhead Belly Suplex: L,T
Three Knee Combo: L,P
Backbreaker: L,K

Ground Moves

Scissored Sleeper: U,D,P <submission>
Longbow Backbreaker: L,R,D,T
Leg Lock: U,D,K
Spinning Toehold: L,D,K

Top Rope

Missile Drop Kick: (P,T)

Running

Thesz Press: T

Whipped Opponent

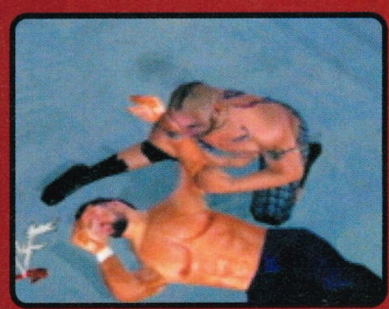
Powerslam: T

Trademark

Four Kick Combo: (opponent in Turnbuckle) U,U,T

Finisher

Pump Kick: (Normal) L,D,T



ROAD DOG JESSE JAMES

Normal Moves

Spinal Tap: U,D,P
DDT: R,L,T
Vertical Suplex: R,D,K
Drop Toe-Hold: R,L,K

Tie-Up Moves

Vertical Suplex: R,D,K
Piledriver: R,U,L,T
Inverted Atomic Drop: R,P
Neck Breaker: R,K

Turnbuckles

Swinging DDT: U,D,K

Ground Attacks

Groin Push: U,D,K
Texas Cloverleaf: R,L,L,K
Neck Whip: U,D,P

Back Tie-Up

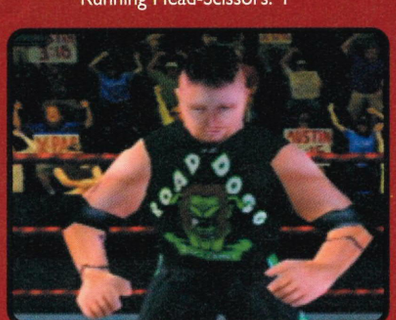
Russian Leg-Sweep: R,P
Roll Up Pin: R,K

Top Rope

Drop Kick: (P,T)

Running

Drop Kick: K
Running Head-Scissors: T

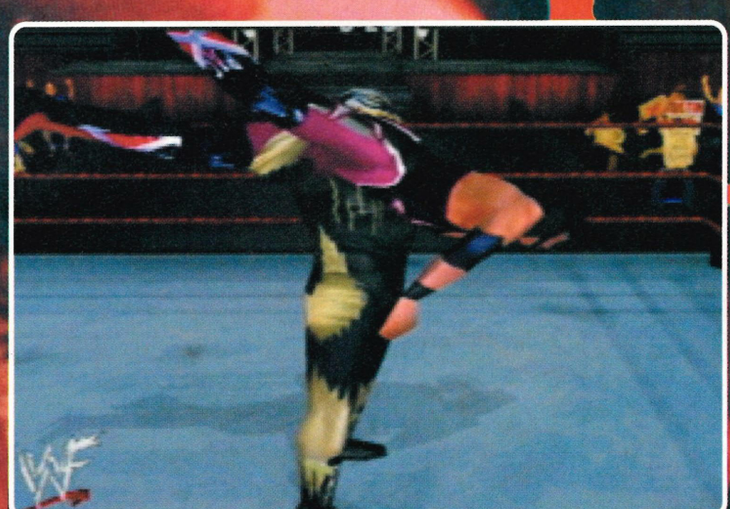


Trademark

Grinding Knee-Drop: (ground beside body) R,L,T

Finisher

Pump Handle Slam: (behind) R,L,K



Ahh!, the art of scripted fighting...boootifull.

X-PAC

Normal Moves

Hurricanrana: R,U,P
Running-Knee Hit: R,D,P
Vertical Suplex: R,U,K
Leg Drag: R,D,K

Tie-Up Moves

Bulldog: R,T
Leg Stretch: R,K

Turnbuckles

Knee Combo: R,L,P

Ground Attacks

Front-Face Lock: U,D,P
Fist-to-Groin: U,D,K
Quick Leg-Drop: (running towards opponent)

Back Tie-Up

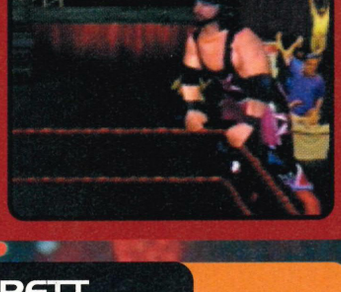
German Suplex: R,T
Sleeper Hold: R,P <submission>
Victory Roll: R,K

Top Rope

Hurricanrana: (T,BLK)

Top Rope Slam

Shooting-Star Press: (K,P)



Running

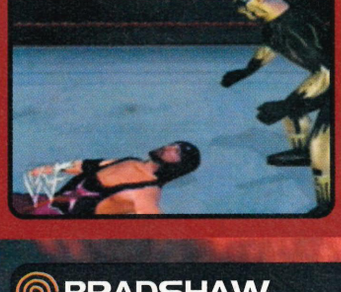
Cross Body-Block: K

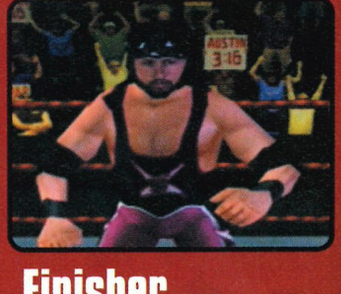
Whipped Opponent

X-Pac Leg Clothesline: K

Trademark

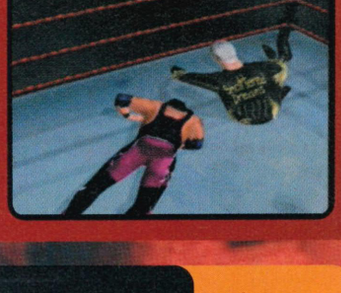
Bronco Buster: (opponent in Turnbuckle) U,D,P





Finisher

X-Factor: (Normal) U,D,T



DOUBLE J JEFF JARETT

Normal Moves

Fall-Away Slam: R,L,P
Spine Buster: U,D,T
Spinning Neck Breaker: R,U,P
Japanese Arm-Drag: U,D,K
Small Package: R,L,K
Single-Arm DDT: U,D,P

Tie-Up Moves

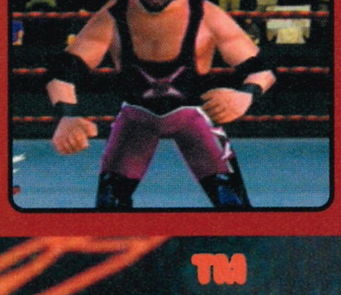
Piledriver: U,D,U,T
Front Suplex: R,T
Shoulder Breaker: R,P
Inverted Atomic Drop: R,K

Turnbuckle

Oklahoma Stampede: U,U,P

Ground Attacks

Spinning Arm-Hold: R,L,T
Head-Stomp Puller: U,D,U,P



Back Tie-Up

Bridging German Suplex: R,T
Roll Up Pin: R,K

Top Rope

Body Press: (K,BLK)

Top Rope Slam

Kamikaze Headbutt: (K,BLK)

Running

Dropkick Thunder: K

Whipped Opponent

Dropkick: K

Trademark

Front Russian Leg-Sweep: (tie-up from behind) R,P

Finisher

Figure Four Leg-Lock: (ground at feet) R,L,D,K <submission>

BRADSHAW

Normal Moves

Seated Crucifix Powerbomb: L,R,R,P
Press Slam: L,U,K
Front Backbreaker: L,D,P
Single Arm DDT: L,R,P

Tie-Up Moves

Piledriver: U,D,U,T
Overhead Belly to Belly Suplex: L,T
Shoulder Breaker: L,P
Backbreaker: L,L
Powerbomb: U,D,K

Ground Moves

Kick to Spine: L,U,P

Back Tie-Up

German Suplex: L,T
Sleeper Hold: L,P <submission>
Roll Up Pin: L,K

Top Rope

Shoulder Tackle: (P,BLK)

Top Rope Slam

Splash: (K,BLK)

Whipped Opponent

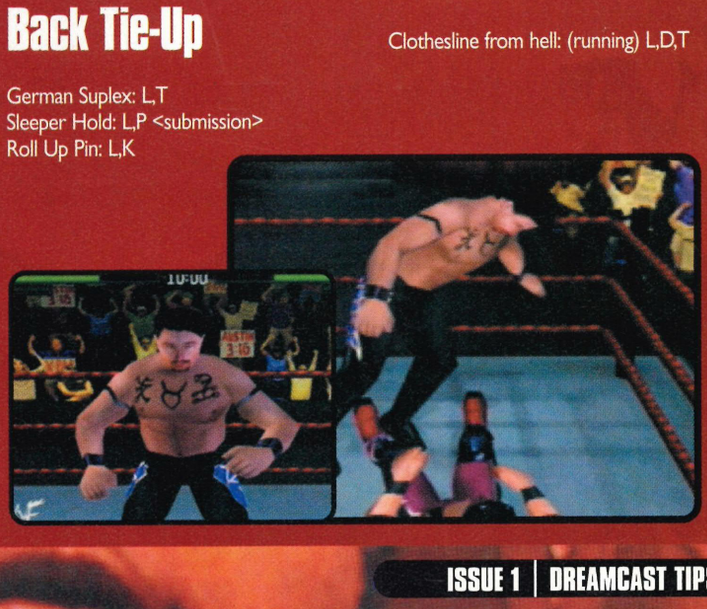
Tilt-the-world Slam: T

Trademark

Powerbomb: (tie-up) U,D,K

Finisher

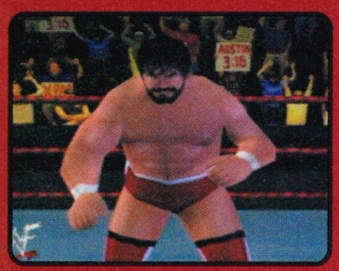
Clothesline from hell: (running) L,D,T



DR. DEATH

Normal Moves

Running Powerslam: L,R,D,T
Press Slam: L,U,K
Shortarm Clothesline: L,R,P
Fireman's Carry: U,D,K
Japanese Arm Drag: L,D,K



Tie-Up Moves

Hanging Vertical Suplex: L,R,P
Piledriver: L,T
Samoan Drop: L,P
Side Backbreaker: L,K
T-Bone Suplex: L,U,K

Ground Moves

Reverse Chin Lock: L,D,P
Standing Splash: L,R,T
Knee Drop: U,D,T
Half Crab: U,D,K <submission>

Back Tie-Up

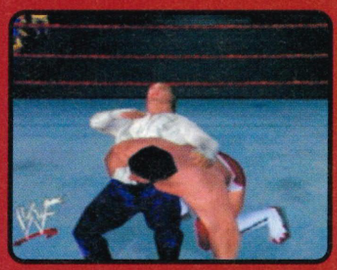
High Angle Back Drop: L,R,P

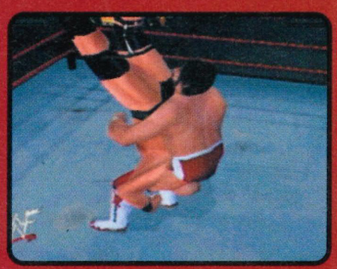
Top Rope Slam

Senton Bomb: (P,T)

Whipped Opponent

Sidewalk Slam: T





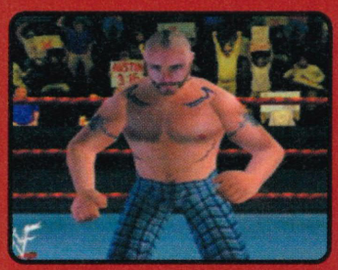
Trademark

Dr. Bomb: (Normal) U,D,U,T

Finisher

Oklahoma Stampede: (opponent in Turnbuckle) U,D,K

DROZ



Normal Moves

Seated Crucifix Powerbomb: L,R,L,P
Fallaway Slam: U,D,T
Gorilla Press Slam: L,R,L,T
Neckbreaker: L,U,P

Tie-Up Moves

Powerbomb: L,D,K
Front Suplex: L,T
Shoulderbreaker: L,P
Armbar: L,K

Turnbuckles

Overhead Press: U,U,P
Charging Shoulder: U,U,K

Ground Moves

Scissored Armbar: U,D,P
<submission> Wishbone
Legsplitter: L,R,K Surfboard: U,D,K

Back Tie-Up

Neckbreaker: L,P
Roll Up Pin: L,K

Running

Flying Back Elbow: T

Whipped Opponent

Powerslam: T

Trademark

Double Underhook Suplex: (Normal) L,D,T

Finisher

New Jersey Naptime: (tie-up) L,R,P

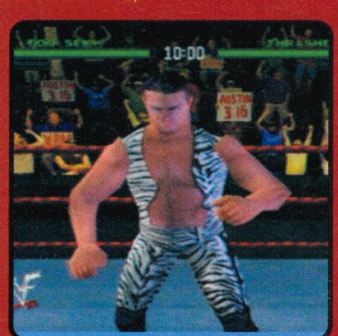
'TOO SEXY' BRIAN CHRISTOPHER

Normal Moves

Crucifix Powerbomb: U,D,K
Leg Scissors Stomp: U,D,P
Hurricanrana: L,U,P
Headlock Takedown: L,R,K

Tie-Up Moves

Piledriver: L,D,L,T
Powerbomb: L,R,K
Bulldog: L,T
DDT: L,P
Neckbreaker: L,K



Ground Moves

Camel Clutch: L,R,U,P <submission>
La Magistral: L,D,P
Leg Drop: L,D,T
Head to Groin: L,D,K

Back Tie-Up

Dragon Suplex: U,D,P
Victory Roll: L,K
Bridging German Suplex: L,T

Top Rope Slam

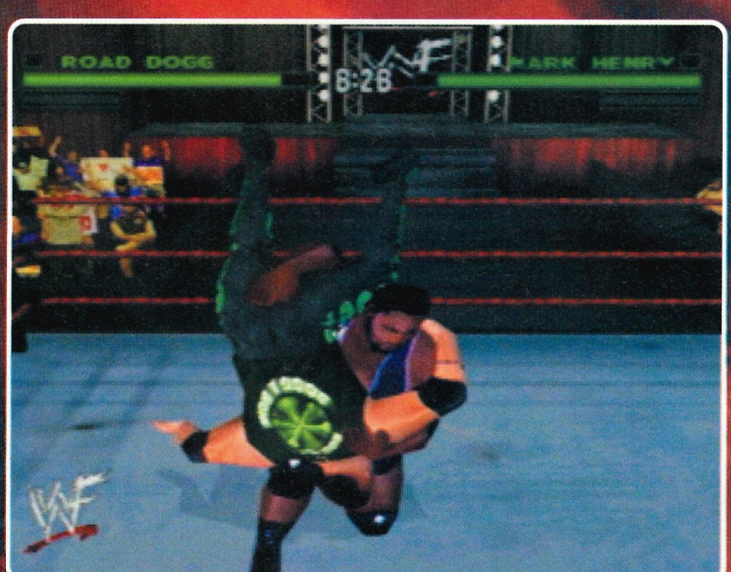
Senton Bomb: (K,BLK)

Trademark

Front Russian Leg Sweep: (tie-up from behind) L,P

Finisher

Tennessee Jam: (Top Rope Slam)(BLK,T)



He fights like a man, he fights like a women but tonight they're our best hope for a night's entertainment.

THE BIG BOSSMAN

Normal Moves

Choke: U,D,K
Neckbreaker: U,D,P
Bearhug: R,L,P
Fall Forward Slam: U,D,T
Press Slam: R,L,K
One-Handed Chokeslam: R,L,U,P

Tie-Up Moves

Neckbreaker: R,K
Side Slam: R,P
Brainbuster: R,T

Turnbuckles

Splash: (while running) K

Ground Moves

Squeeze Head: (beside head) U,D,P
Wishbone Legsplitter: (beside feet) R,D,K

Back Tie-Up

Sleeping Neckbreaker: R,T
Sleeper Hold: R,P <submission>
Crossface Chickenwing: R,K <submission>

Top Rope Slam

Shoulder Tackle: (T,BLK)

Running

Flying Clothesline: P

Whipped Opponent

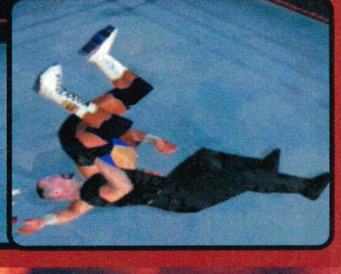
Power Slam: T

Trademark

Bossman Slam: (whipped opponent) K

Finisher

Sidewalk Slam: (tie-up) R,U,K

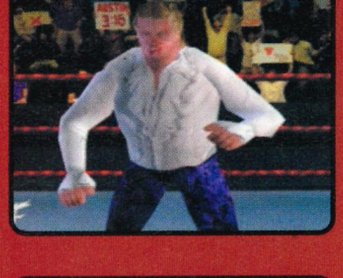


...And the undecided

GANGREL

Normal Moves

High Angel Belly-to-Belly Suplex: R,L,T
Snap Mare: U,D,P
Crucifix: R,U,K
Overhead Belly-to-Belly Suplex: R,D,K



Tie-Up Moves

Powerbomb: R,R,D,P
T-Bone Suplex: R,U,K
Fisherman's Suplex: R,P
Chest Breaker: R,K
Brain Buster: R,T

Turnbuckles

Tree of Woe: U,U,P

Ground Attacks

Toe-Hold Half Crab: U,D,U,P
Elevated Crab: R,L,L,K

Back Tie-Up

Reverse Vertical Suplex: U,D,K
Sleeping Neck-Breaker: R,T <submission>
Neck Breaker: R,P
Rolling Prawn-Hold: R,K

Top Rope

Dropkick: (P,T)

Top Rope Slam

Kamikaze Headbutt: (P,T)

Trademark

Float-Over Vertical Suplex: (tie-up) R,T

Finisher

Implant DDT: (Normal) U,D,K

'SEXUAL CHOCOLATE' MARK HENRY

Normal Move

Fall Forward Powerbomb: R,L,D,P
Bear Hug: R,L,K
Choke: R,U,K
Press Slam: R,L,K
Short-Arm Clothesline: R,D,P
Spine Buster: R,U,P

Tie-Up Moves

Hanging Vertical Suplex: R,U,P
Side Belly-to-Belly Suplex: R,T
Shoulder Breaker: R,P
Back Breaker: R,K

Turnbuckles

Belly-to-Belly Suplex: U,U,K
Vader Splash: (running) K

Ground Attacks

The Big Squeeze: U,D,P
Half Crab: U,D,K <submission>

Back Tie-Up

Full Nelson Slam: R,T
Atomic Drop: R,P
Roll Up Pin: R,K

Whipped Opponent

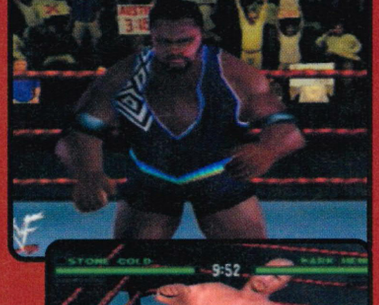
Power Slam: T

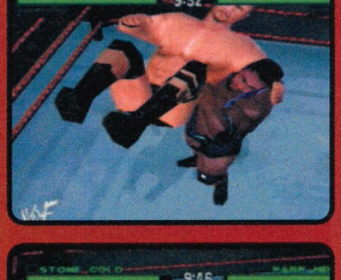
Trademark

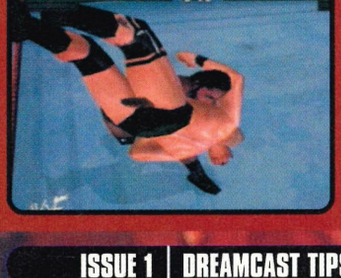
Gorilla-Press Slam: (Normal) U,D,U,P

Finisher

Death From Above: (ground beside body) R,L,U,T



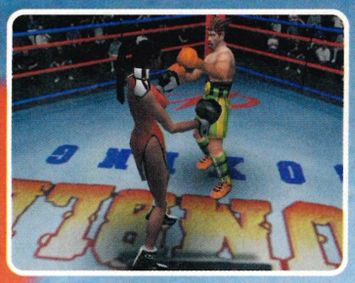


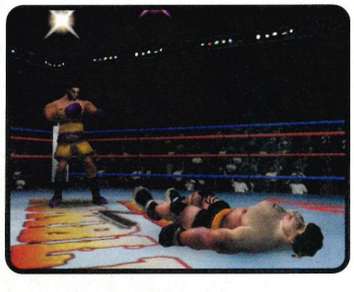


Outcast

Publisher	MIDWAY
Developer	MIDWAY
Players	1-2
Released	OUT NOW

verdict 85%





Seconds away, round one! Ding! Ding! Dreamcast Tips steps into the ring to present our full guide to Capcom's cartoon fight fest...

Complete Players' Guide

Ready to Rumble

SELENE STRIKE

Hometown: Brasilia, Brazil
Weight: 130 lbs
Height: 6'2"
Reach: 80"
Age: 24

Profile:

Selene is, pound for pound, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Not particularly fast, this young contender makes up for her lack of speed with awesome toe to toe tactics.

Other Info:

Selene is one of the best fighters in the game. She is fast and has a good amount of moves. She also has a good Rumble Flurry. In addition, one of her taunting moves is a backflip which can actually be useful in defensive situations.

Basic Attacks:

Lightning Jab: X
Overhand Smash: u or d, X
Stylin' Uppercut: l, X
Powercut: Y
Head Turner: d, Y
Step & Strike: u, Y
Brain Bruiser: l, Y
To The Moon: r, Y
Jolly Punch: A
Blocking Hook: u or d, A
Slide & Stab: r, A
Fakie Jab: B
Low Blow: u or d, B
The One-Two: r, B

Taunts:

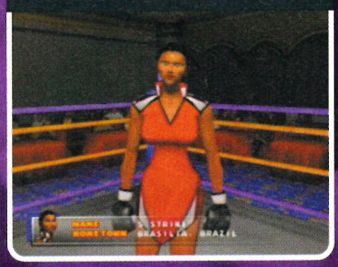
Taunt 1: Backflip (this can be used as an escape move)
Taunt 2: Let's Get Busy

Special Attacks:

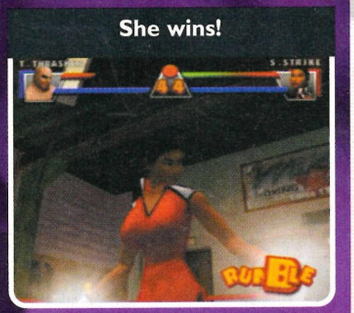
Rush: r, r
No Love: l, r, B
A powerful shot below the belt. Good as a surprise move.

Rejection: r, l, Y
A powerful head shot.
Superwoman: l, r, X
A quick two-punch combo
Below the Belt: r, B
Just what it says – a useful move to use up-close.
Cold Shoulder: l, l, r, A
A powerful low elbow shot. Fast and does a lot of damage. Selene's best move.

Selene Strike

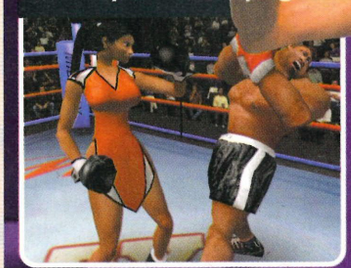


She wins!



OOF!!!

Lady chin chumping



BORIS KNOKIMOV

Hometown: Zagreb, Croatia
Weight: 220 lbs
Height: 6'3"
Reach: 73"
Age: 30

Profile:

Boris is a folk hero in his country as well as being a living legend all across Eastern Europe. He is arguably one of the most complete fighters in the circuit with both inside and outside attacks. With the support of the best Olympic coaches and gyms in Croatia, Boris trains intensely for every fight, believing that he must never let his country down.

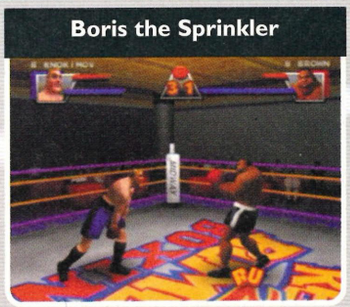
Other Info:

Boris is a very well-rounded character, with decent speed, good power, and an above average Rumble Flurry.

Basic Attacks:

Jab: X
Mighty Hook Left: u or d, X
Iron Uppercut: l, X
Sliding Jab: r, X
From Croatia With Love: Y
Mighty Hook Right: u or d, y
Superior: l, y
Moving Bruiser: r, Y

Boris the Sprinkler



Zagreb Crusher Left: A
Sweep Left: u or d, A
Evasive Jab: r, A
Zagreb Crusher: Right B
Sweep Right: u or d, B
Stomach Splatter; r, B

Taunts:

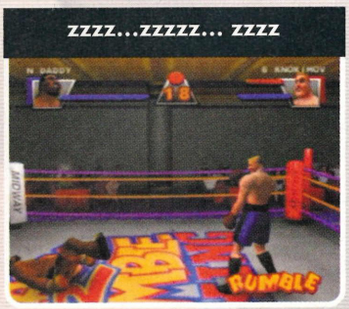
Taunt 1: Game Over
Taunt 2: No Pain

Special Attacks:

Justice Axle: l, r, X
A mighty backhand body blow. Try this technique out. Use the Justice Axle, then when it connects, quickly press d+B, followed by l+A. If you can pull off this combo, it'll do tons of damage.
Reigning Axle: r, l, Y
Similar to the justice Axle, but is aimed at the head.
Dividing Shaker: u, X, Y
Delta Axle: r, A, Y, X
Axle Combo: r, l, Y, X, X

Knockimov

zzzz...zzzzz... zzzz



Shin pads weren't gonna help the big boy win this battle!

SALUA TUA

Hometown: Waipahu, Oahu
Weight: 358 lbs
Height: 6'0"
Reach: 77"
Age: 33

Profile:

Salua is a former sumo wrestler who originally came from Hawaii but later moved to Japan to take on the world's greatest sumo wrestlers. After becoming Grand Champion, Salua was concerned with the lack of recognition sumo receives from the rest of the world. A consummate disciplinarian, he has entered boxing and left his championship behind in an attempt to represent and bring respect to the sport he loves. (Sounds suspiciously like E. Honda if you ask me.)

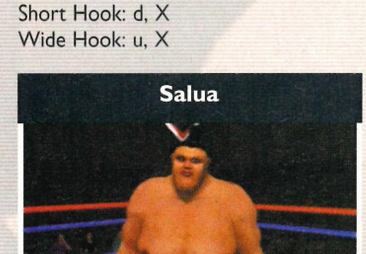
Other Info:

Despite his size, Salua is still fairly agile. Use this to your advantage. Better than average Rumble Flurry.

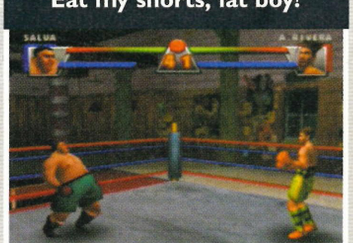
Basic Moves:

Straight Jab: X
Short Hook: d, X
Wide Hook: u, X

Salua



Eat my shorts, fat boy!



Flubber Fisc: l, X
Hidden Uppercut (close): r, X
Hula Tula; Y
Quick Hook: u, Y
The Wai Ki; d, Y
Skull Smasher; l, Y
Running Uppercut: r, Y
Below the Belt: A
Fat Sweep Left: u or d A
Belly Bruiser Left; r, A
Mr. Fisto: B
Fat Sweep Right: u or d, B
Belly Bruiser Right: r, B

Taunts:

Taunt 1: Butter Man
Taunt 2: Big Target

Special Attacks:

Porkchop: l, r, Y
Nothing special, just a big damaging punch.
Ton of Fun: l, X
A belly flop. Very useful in close.
All You Can Eat: r, l, X
A more damaging belly flop with more range. Probably Salua's best move.
Gut Buster: r, l, r, B
A big body blow. Not as useful as some other moves.
Monster: d, A, r, l, X
A big punch followed by a belly flop. A useful combo attack.

TANK THRASHER

Hometown: Guntersville, Alabama
Weight: 290 lbs
Height: 6'4"
Reach: 80"
Age: 26

Profile:

Tank used to fight in the extreme sport of crocodile rodeo, but soon got bored from the "lack of serious competition." Boxing is his forte now, and he has become a leading contender, often misleading opponents with his apparent lack of conditioning. Talking trash and pummelling his opponents into submission, Tank holds up convincingly against the better trained boxers.

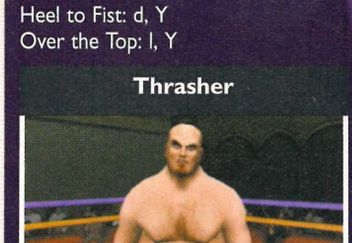
Other Info:

Tank is rather slow and not a very good character, though he does pack some power. Rumble Flurry is terrible.

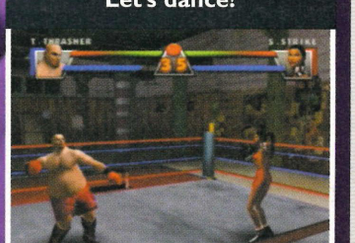
Basic Moves:

Sloth Punch: X
Nose Bleeder: r, X
Earth Shaker: u or d, X
Over-Extended Jab: Y
Le Tardo: u, Y
Heel to Fist: d, Y
Over the Top: l, Y

Thrasher



Let's dance!



Tiring Punch: r, Y
Sloth Gut Shot: A
Hidden Delight Left: u or d, A
Duck & Punch Left: r, A
Tummy Tucker: B

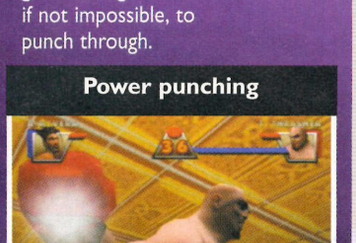
Taunts:

Taunt 1: No Hurt
Taunt 2: Huh?

Special Attacks:

Blitz: l, X
A powerful two-fisted punch. Does a lot of damage and usually earns multiple RUMBLE letters.
Rush: r, r
Crash Test Right: r, r, Y
Crash Test Left: r, r, X
Shameless Left: r, r, A
A rapid fire body blow. Does good damage and is difficult, if not impossible, to punch through.

Power punching



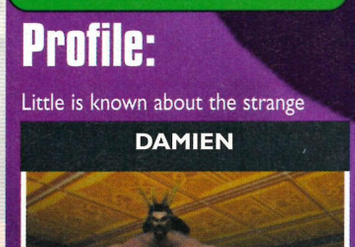
DAMIEN BLACK

Hometown: ???
Weight: 250 lbs
Height: 7'3"
Reach: 105"
Age: 500

Profile:

Little is known about the strange abomination known as Damien Black. It is speculated that he is a being from another dimension and that he funds and promotes many boxing events, including his own. It is also rumoured that the Blackheart Spear, his patented body blow, causes fighters to become ill the instant it connects. His goal is unclear, but few wish to stand in his way.

DAMIEN



Other Info:

Damien is the Akuma of *R2R*. He is designed to be able to destroy almost any opponent when used by a player of even reasonable skill. He has a ton of powerful moves, including the devastating Blackheart Spear. His Rumble Flurry is good. Overall, Damien has no real weaknesses, and is by far the most powerful player in the game.

Basic Moves:

Demon Slayer: X
Splatter Machine: Left u or d, X
Underworld Uppercut: l, X
Extendo Man: r, X
Bone Breaker: Y
Final Blow; u, Y
Splatter Machine Right: d, Y
Wind Up Slam: r, Y
Growl Uppercut: l, Y
Tummy Squisher: A
Chestal Harassment: u or d, A
Satan's Fixer: r, A
Reckless Right: B
To Hell & Back u or d, B

Taunts:

Taunt 1: "Come Here!"
Damien only has one taunt

Special Attacks:

Scorcher: l, r, X
A big uppercut. Good to use as a surprise move.
Damien's Grip: r, X+Y
A powerful clapping style punch.
Damien's Fury: r, X+Y, B, A, Y, X
Pitchfork: l, r, Y
A two-fisted punch. Fast and damaging.
Raging Storm: r, l, X
A leaping uppercut. Like the Scorcher, but more powerful.
Hades: l, r, A
A backhand blow. Not too useful.
Blackheart Spear: l, l, r, B
This punch is huge and does lots of damage. Arguably the best move in the game. Also pretty fast and does damage even if the enemy blocks.

BIG WILLY JOHNSON

Hometown: Chester, England
Weight: 172 lbs
Height: 5'9"
Reach: 72"
Age: 108 (?!)

Hard Willy

Profile:

Willy comes to us from the late 1800's, when he was the undisputed fist-a-cuffs champion. Brought to the present through a mysterious rift in time, he resurfaces among modern day gladiators in an attempt to remind the world where the sport originated. From a time where there were hardly any rules, no time limit, and little protection, Sir Johnson serves up a rowdy blast from the past.

Other Info:

Willy is a pretty good character. He has a good variety of moves and decent speed. His Rumble Flurry isn't all that great, but is still reasonably useful

Basic Moves:

Knuckle Sandwich: X
Haymaker: u or d, X
Rising Dragon: r, X
Maker's Mark: Y
Jolly Ol' Punch: u or d, Y
Thunder Thwack: l, Y
The Fancy Man's Punch: r, Y
Jab the Ribber: A
The Hasty Pudding: u or d, A
Kidney Killer: r, A
McGrumpy Stab: B
The Tasty Pudding: u or d, B
Overhead Stab: r, B

Taunts:

Taunt 1: "Let me show ya something!"
Taunt 2: "You've got nothin' left!"

Special Attacks:

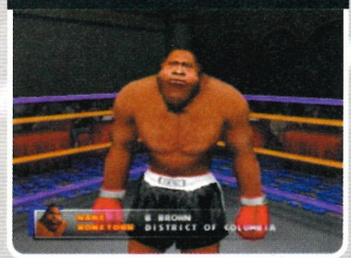
Clockwork: r, r, l, X
A rapid fire series of punches. Fairly easy to block, but can do some good damage.
Tea and Crumpets: r, r, Y
A powerful pair of uppercuts that can do monster damage.
Willy's best move.
Stealing Props: u, d, X or d, u, X
A quick straight followed by and overhead punch. Useful as a confusion tactic, as it's hard to block both moves.
Old School: d, u, X, A
Timeout: u, d, X, X

Willy moves

BUTCHER BROWN

Hometown: District of Columbia
Weight: 232 lbs
Height: 5'9"
Reach: 82"
Age: 23

Butch



Profile:

Butcher is a goofy, cocky boxer who was once the undisputed champion, but lost his title in a controversial match with Boris Knockimov (my guess is he was DQ'ed for attempting to bite Boris's ear off). After a leave of absence and a long bout with personal turmoil and disillusionment, an inspiring relationship with the spiritual Kemo Claw reunited him with the sport that once made him famous. Armed with newfound confidence, Brown is now determined to not only reclaim his belt, but to unify the championships as well.

Other Info:

Butcher is well balanced, and one of my favourite guys to use. His Rumble Flurry is so-so. Usually at least part of it connects.

Basic Moves:

Lil' Butcher:X
Ear Mutilator: u or d, X
Jump & Jab: r, X
Tooth Taker: Y
Small Hook: u or d, Y
Wind-Up Slam: r, Y
Brute Disaster: r, Y
Evasive Jab: r, A
Machine Jab: B
Doctor Gut Killa: r, B
Wild Hook Right: u or d, B
Low Blow; A
Fierce Hook: u or d, A
Hair to Gut: r, A
Gut Thumper: B
Belly Button Tap: r, B
Fro Wind-up: u or d, B

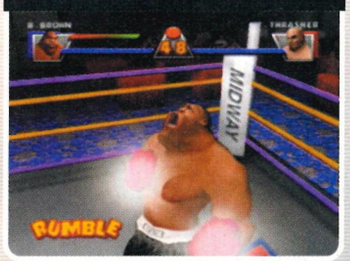
Taunts:

Taunt 1: "You better put yo' money on me!"
Taunt 2: "I'm Angry Now!"

Special Attacks:

Disaster Blaster: l, Y, X
Scrape the Gutter: Y, X, X
Bad Manners: l, X
A headbutt. Useful up-close move.
Total Disrespect: l, X, A, B
A headbutt followed up by two more punches. Very useful.
Wild Ride: r, l, Y
A powerful swinging punch. It resembles Super Macho Man's move in *Punch Out.*
Probably the Butcher's best move.
No Turning Back (RUMBLE Mode only): r, l, Y, X, Y
The Wild Ride followed up by some more punches. Devastating. Usually results in a knockdown if it connects.

Butch's power punch



AFRO THUNDER

Hometown: New York City, New York
Weight: 120 lbs
Height: 5'7"
Reach: 70"
Age: 21

Profile:

Afro Thunder is obviously a stage name for this ex-cab driver. Immensely agile and talented, he tried his hand at many careers before heeding the call to professional boxing. While not having the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flare.

Other Info:

Afro is agile, but not very strong. His punches are also limited in usefulness. He does, however, have a very good rumble flurry.

Basic Moves:

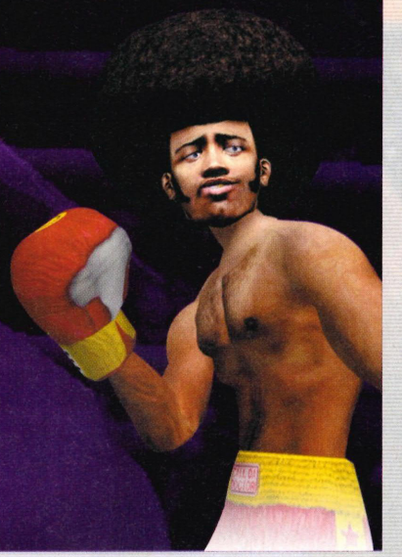
Sissy Punch: X
Groovy Hook: u or d, X
Left Uppercut: l, X
In Yo' Face: r, X
Fro Jab: r, Y

Taunts:

Taunt 1: "I can't go on!"
Taunt 2: "Call da doctor!"

Special Attacks:

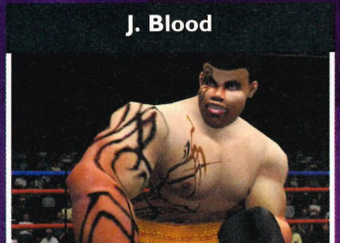
Up Tempo: X rapidly
A rapid series of punches. Useful if the opponent is in a corner
The Supa Stupid Funky Punch: l, r, Y
A big lunging punch. Slow to come out, but does good damage
Sucka Punch: u, d, Y, Y, Y, Y
Useless. This is a big wind-up punch. It takes forever to come out, but does lots of damage. If you hear him say "sucka punch!", hit him immediately.



JIMMY BLOOD

Hometown: Oamaru, New Zealand
Weight: 226 lbs
Height: 6'2"
Reach: 87"
Age: 23

J. Blood



Profile:

A furious and malicious fighter, Jimmy is uncontrollable at the sound of the bell. While he's often criticised for his lack of discipline, no one can deny his fight-winning power and audacity among the professional ranks. His weapons of choice are devastating lunging hooks to the head.

Other Info:

Jimmy is a midcarder at best in the world of *R2R*. He doesn't have any glaring strengths or weaknesses. His best ability is his reach. Rumble Flurry is average.

Basic Moves:

Dashing Punch: X
Leaping Lefty: u, X
Eyebrow Shuffle: d, X
Super Uppercut Left: r, X
The Bruiser: l, X
Nut Soccer: A
Full On Left: u or d, A
Streaking Jab: r, A
Blistering Bliss: B

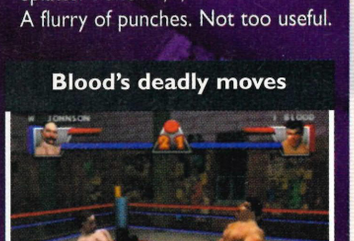
Taunts:

Taunt 1: (Jimmy Screams really loud)
Taunt 2: Constipator

Special Attacks:

Blood Rush: l, l, r, Y
A rushing punch. This move does fair damage and is very useful for closing the gap if the opponent is at a distance
Blood Shot: r, l, B
A lunging punch. Packs some power, but not much else.
Splatter Punch: r, r, X
A flurry of punches. Not too useful.

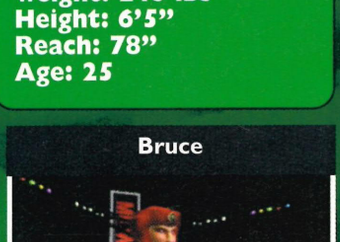
Blood's deadly moves



BRUCE BLADE

Hometown: San Diego, California
Weight: 243 lbs
Height: 6'5"
Reach: 78"
Age: 25

Bruce



Profile:

A skilled naval engineer and notorious ladies man, Bruce moonlights as a boxer in identity-shielding headgear. The added protection is also rumoured to protect his dashing good looks, not to mention his over inflated ego. New to professional boxing, his hit and run tactics might seem cowardly to some and have also caused critics to doubt his seriousness for the sport.

Other Info:

Bruce isn't too fast, but he's strong. All his special moves do a lot of damage, but none of them are very fast. His Rumble Flurry is okay if you can connect.

Basic Moves:

The Rock: X
Long Left: d, X
Over-Extended Long Left: u, X
Street Sweeper: r, X
Jab & Hide; Y
Nuclear Right: u, Y
Armageddon: d, Y
Straight Line: r, Y
Sit Down: l, Y
In Check: A
Roundhouse Left: u or d, A
Flying Eagle: r, A
Below the Belt: B
Roundhouse Right; u or d, B
The Hammer: r, B

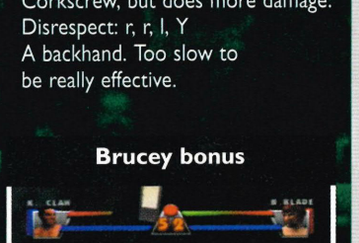
Taunts:

Taunt 1: Touch the Weasel
Taunt 2: Resident Dork

Special Moves:

Corkscrew Blade: l, r, X
A powerful uppercut punch. Slow and damaging.
Sit Down: l, l, r, Y
An even more powerful jumping uppercut. Slower than the Corkscrew, but does more damage.
Disrespect: r, r, l, Y
A backhand. Too slow to be really effective.

Brucey bonus



ANGEL 'RAGING' RIVERA

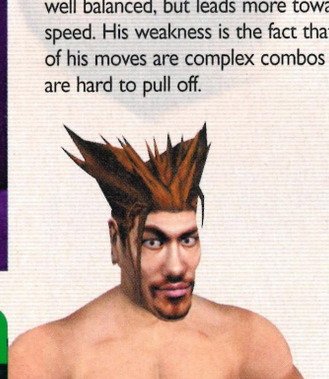
Hometown: Monterrey, Mexico
Weight: 155 lbs
Height: 5'9"
Reach: 71"
Age:23

Profile:

Angel is one of the toughest and most endearing boxers. Undefeated in the amateur circuit, he was known for adhering to the styles of boxing purists. His professional debut was no different, and after swiftly winning his first championship belt, Angel lost it in his first title defence against a former classmate, the brutal Rocket Samchay. Puzzled by the new champ's unorthodox fighting method, Rivera abandoned the confines of his traditional techniques in exchange for a wilder, more reckless path. Now fueled by revenge, he has little respect for those he must defeat in order to again face his nemesis.

Other Info:

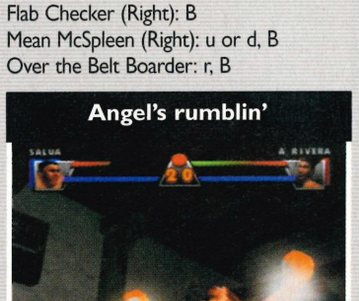
Angel is a decent character. He is pretty well balanced, but leads more towards speed. His weakness is the fact that a lot of his moves are complex combos that are hard to pull off.



Basic Moves:

Smell da Glove; X
Neck Snapper: u, X
Downcast: d, X
Around the World (Left): r, X
Step & Jab: Y
Repeat Offender (up-close): Y
Ear to Chin: u, Y
Around the World (Right): r, Y
Extendor: d, Y
Monterrey Power: l, Y
Flab Checker (Left): A
Mean McSpleen (Left): u or d, A
Gut Shot: r, A
Flab Checker (Right): B
Mean McSpleen (Right): u or d, B
Over the Belt Boarder: r, B

Angel's rumblin'



Taunts:

Taunt 1: Yo Ese
Taunt 2: Check the Machine

Special Attacks:

A leaping uppercut, during which Angel screams "SHORYUKEN!!!" (just kidding) A powerful, strong move.
Lowrider: r, l, B
A quick right body blow. Though fast, this punch has no real use.
Crusin: r, l, B, r, B, A, B
Salsa: r, A, l, r, X
A right body blow followed by the Ghetto Blaster. A very powerful combo if done right.
Lambada: r, l, B, r, B, A, B, l, r, X

KEMO CLAW

Hometown: Gallup, New Mexico
Weight: 120 lbs
Height: 7'1"
Reach: 99"
Age: 34

Kemo

Profile:

Kemo is a wise old boxer who baffles opponents with his somewhat mystic fighting style. It is said that he channels the spirits of the greatest warriors from his family, and that his long reach and towering height are the products of a shaman. Rarely uttering a word, his actions speak loud and clear.

Other Info:

I personally don't think Kemo is a very good character. He's not overly strong or fast. The only thing he has going for him is his range. Rumble Flurry is nothing great.

Basic Attacks:

Rubber Jab: X
Back at Ya: u or d, X
Power Slap: r, X
Elastic Uppercut Left: l, X
Overhead Pound: Y
Fake & Pound: r, Y
Elastic Uppercut Right: l, Y
All Corners: A
Fierce All Corners: d, A
Step & Tap Left: r, A
Backward Flurry: B
Righteous Hook: u, B
Step & Tap Right: r, B

Kemo taunts

Oof!

Taunts:

Taunt 1: (Kemo Cowers in the corner)
Taunt 2: Chicken Wings

Special Attacks:

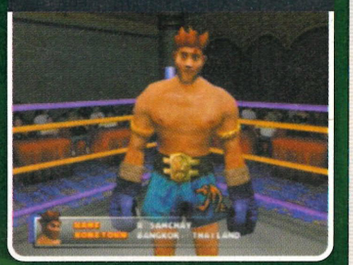
A powerful overhead punch. Slow, but powerful if it connects.
Arrowhead Punch: l, l, X
Shaman Punch: l, l, r, Y
A powerful roundhouse blow. Kemo's best move. Warpath: l, l, r, Y, B, A, X

Power punchin'

ROCKET SAMCHAY

Hometown: Bangkok, Thailand
Weight: 165 lbs
Height: 6'2"
Reach: 78"
Age: 23

Rocket



Profile:

A Muay Thai champion in his home country, Rocket wanted to prove to the world that his kickboxing school is the best with hands as well as feet. Although restricted by the rules of Western boxing, he often punctuates his wins with Eastern-style fury. After studying boxing in the States and winning the championship from Angel "Raging" Rivera, Rocket is now convinced that he is unstoppable.

Other Info:

A well-rounded character. His Rumble Flurry is entirely high, so you either hit the whole thing or have it totally blocked.

Basic Moves:

Quick Jab: X
Overhead Bash: u or d, X
Crazy Uppercut: l, X
Step & Jab: r, X
Pumpin' Punch: Y
Thai Hook: u or d, Y
Forehead Crunch: l, Y
Stab: A
Left Hook: u or d, A
Trouble in Belladise: r, A
Tight Tuck: B
Right Hook: u or d, B
The Dominator: r, B

Taunts:

Taunt 1: The Champ
Taunt 2: Duck Taunt

Special Attacks:

Rocket Launcher: r, l, X
If Angel's punch was the Shoryuken, this I guess would be the Tiger Uppercut.
Left Elbow Smash: l, r, X
A quick elbow attack. Very useful at close range.
Right Elbow Smash: l, r, Y
Pretty much the same as the left elbow smash.
Double Trouble: l, r, X, l, Y
No Trouble: l, r, X, l, Y
Bangkok Express: r, l, r, B, Y

LULU VALENTINE

Hometown: Seattle, Washington
Weight: 105 lbs
Height: 5'2"
Reach: 64"
Age: 21

Valentine's day

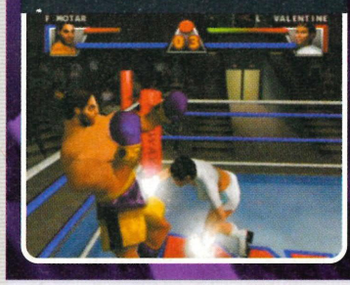
Profile:

A graduate student in Business and Fashion Design, Lulu Valentine supplements her world famous clothing line with her other profession – prize fighting. Her compact and efficient punches generate surprising power that often catches opponents off guard. This, along with her stunning looks and knowledge, is more than enough to help her climb the ranks, where she hopes to make a name for herself and her business.

Other Info:

Lulu is probably the fastest character in the game, and is therefore effective despite her limited range and power. She has some good specials and her taunt is a cartwheel that can be useful for escaping from corners. Rumble Flurry is average.

Lulu gets hard



Basic Moves:

Sweet & Petite: X
Running Clobber Left: u or d, X
Double Time: l, X
Spinning Soundgarden (close): l, X
Speedy Uppercut: r, X
Uppercut (close): r, X
Nirvana Shotgun: Y
Running Clobber Right: u or d, Y
Monster Smash: l, Y
Power Uppercut: r, Y
Side Uppercut (close): r, Y
Navel Knocker: A
Rock Rocker Left: u or d, A
The Juggulator Left: r, A
Spin Navel Knocker: B

Taunts:

Taunt 1: Cartwheel (This move is effective as an escape move if you are against the ropes).
Taunt 2: Go Diva

Special Attacks:

Springing Assault: l, X
A powerful pair of blows. Use this up close to wear out your opponent.
Backhand: r, l, Y
This is a backhand punch. Fast, but has next to no range.

FURIOUS FAZ MOTAR

Hometown: Riyadh, Saudi Arabia
Weight: 230 lbs
Height: 6'5"
Reach: 76"
Age: 28

Profile:

The former bodyguard of a wealthy middle eastern entrepreneur, Faz comes to the ring with a gritty, no-nonsense style. Fully backed by his wealthy benefactor, he is a cutting-edge specimen in the world of pro sports. Don't let the flashy garb fool you – he is dangerous both in and out of the ring.

Other Info:

This guy is brutal. He has one punch that can be used to decimate almost anyone. So-so Rumble Flurry, but you probably won't need it.

Basic Moves:

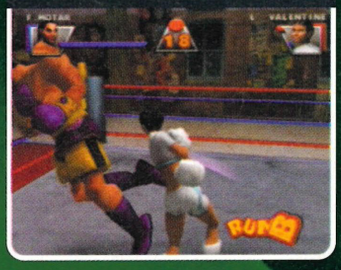
Jabber Jab: X
Harem Scarem: u or d, X
Uppercut: l, X
Step & Jab; r, X
Sir Jabalot: Y
Right of Agony: u or d, Y
Head Crusher: l, Y
Step & Smack: r, Y
Jewel Jab: A
The Scud: u or d A
Duck & Fly: r, A
The Right Stuff: B
Naval Navigator: u or d or r, B

Taunts:

Taunt 1: Feel No Pain
Taunt 2: Oh Yeah

Furious

Ouch!



Prince Faz!

Special Attacks:

Cruise Missile: r, r, Y
This is a devastating punch, especially on the computer. You can fully spell out RUMBLE in one fell swoop with this attack, and possibly knock off over half the opponent's power.
Urban Attack: d, u, X
A powerful two-punch attack. Slow and easy to block.

JET 'IRON' CHIN

Hometown: Taipei, Taiwan
Weight: 150 lbs
Height: 5'8"
Reach: 78"
Age: 20

Profile:

Jet once made a living as the stunt double for a famous Hong Kong movie star. (Can't be Jackie Chan, he does all his own stunts). After living in the shadow of his hero for many years, he made his way to the ring to make a name for himself outside of the theatre. Being new to the sport, Jet's lethal brand of martial arts often overrides his traditional boxing training.

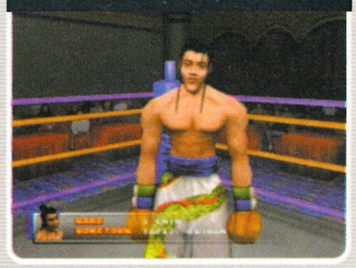
Other Info:

Jet is a great character due to his speed and many moves. Excellent Rumble Flurry.

Basic Moves:

Backhand: X
Arch Protest: l, X
Holy Hand Slap: d, X
Karate Fury: r, X
Slap: Y
Iron Angst: u or d, Y
Firecracker: l, Y
Sacred Slam: r, Y

Jet 'Girly' Chin



Uppercut (Close): r, Y
Forearm Check: A
Small Hook: u or d, A
Step in Jab: r, A
Taiwan Thunder: B
Rocket Right: u or d, B
Iron Strike: r, B

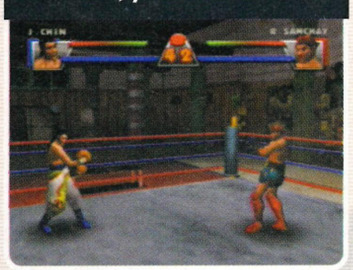
Taunts:

Taunt 1: Come Get Some
Taunt 2: Check It

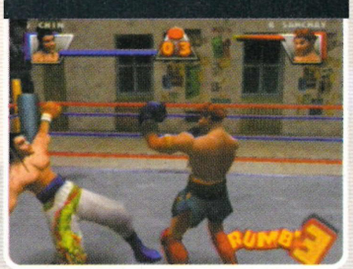
Special Attacks:

Giving Order: r, l, Y
A powerful spinning move. Does a lot of damage up-close.
Arch Nemesis: l, X, A, B, Y
Great Fang: l, r, X
A powerful two-fisted punch. One of Jet's better moves.
Fists of Fuzzy: r, l, r, X, Y, X

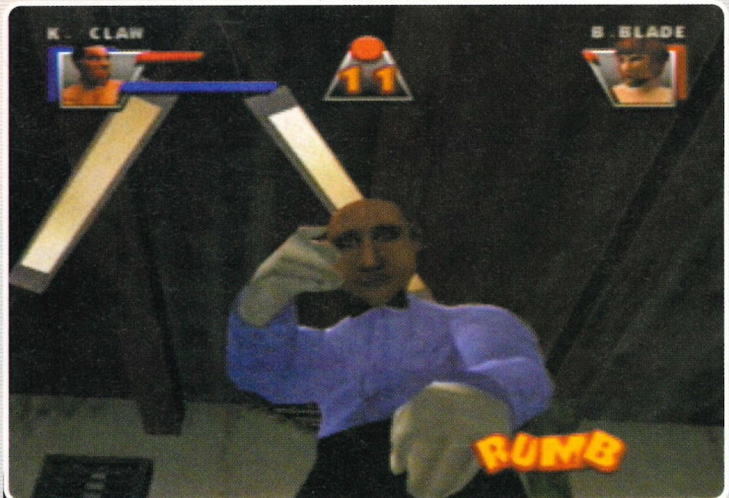
Oh, you is dead!!



Ouch!



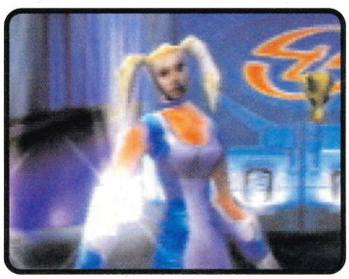
Sometines when you lose, you really win. And sometimes when you win, you really lose. In *R2R*, if you lose you really bleed!!



The ref didn't fancy Bruno's chances of making it to the hospital in time.

trickst

Complete Players' Guide



HAVING TROUBLE CHOOSING YOUR CHARACTER? DON'T QUITE KNOW HOW TO PERFORM THOSE ELUSIVE POWER MOVES? WELL READ ON TO FIND OUT EVERYTHING YOU NEED TO KNOW ABOUT ALL OF TRICKSTYLE'S TRICKS, TRACKS AND CHARACTERS.

Outcast

Publisher	ACCLAIM
Developer	IN-HOUSE
Players	1-2
Released	OUT NOW

verdict 90%

yle

solution

CHARACTER TYPES

There are three types of character in *Trickstyle* – Stunters, Racers and Bullies. Each of these character types excels in one area. Stunters, for example, obviously excel at performing stunts. It's really that easy to understand. Below is brief rundown of the character types and what each one is best suited for.

STUNTERS

Stunters naturally excel at stunts and can quite often found at the lead of each race. As well as being able to perform ridiculously impressive tricks, Stunters are able to use these tricks to get to all the shortcuts in the game. You'll quite often find yourself overtaking a Stunter only to have them suddenly appear in front of you in the middle of an annoying yet impressive trick which has managed to boost them way ahead of you. The Stunter is most definitely suited for those of you want to master all of your character's tricks and perfect your trick combinations.

RACERS

Racers are in these races for one reason and one reason only. To win. Stunters may have the edge when it comes to tricks, but Racers take the lead when it comes to speed. If you want to win and aren't particularly bothered about performing loads of tricks, then Racers are for you. The only way to beat a Racer is to either take them on mano-a-mano in their own game, using shortcuts and anything your disposal. Alternatively, you could try and knock them off their boards as much as possible, using every dirty tactic you can come up with.

BULLIES

If you're not in the race to perform spectacular stunts and you're not in it to reach the fastest speed possible you must only be in it for one other reason. To win the races by inflicting as much discomfort as possible on the unsuspecting opposition. Due to their sheer physical girth, Bullies are very difficult to knock off their boards but they find it very easy and enjoyable to knock you from yours.

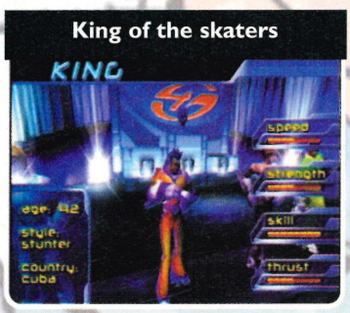
CHARACTERS

There are nine characters in *Trickstyle*, each one having their own unique stats and figures. Below is a list of the characters and a brief rundown of their attributes…

INDIVIDUAL STATISTICS

KING

King of the skaters



Real Name: . . . . . .Carlos
Country: . . . . . .Cuba
Type: . . . . . .Stunter
Age: 42
Height: . . . . . .5'9"
Weight: . . . . . .210 lbs.
Hair: . . . . . .Jet Black
Eyes: . . . . . .Blue
POB: . . . . . .Guantanamo, Cuba
Known Enemies: . . . . . .Non
Known Allies: . . . . . .None
Occupation/Hobby: . . . . . .Celebrity Impersonator, Entertainer

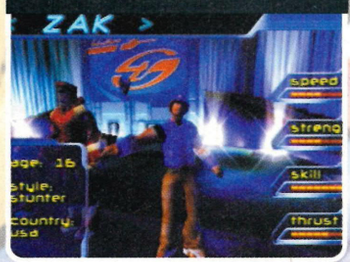
MIA

Missing action

Real Name: . . . . . .Mia
Country: . . . . . .France
Type: . . . . . .Stunter
Age: 24
Height: . . . . . .5'9"
Weight: I . . . . . .27 lbs.
Hair: . . . . . .Red
Eyes: . . . . . .Blue
POB: . . . . . .Paris, France
Known Enemies: Angel, Precious Rose
Known Allies: . . . . . .Max
Occupation/Hobby: .Spoiled debutante

ZAK

Benji and the alien prince



Real Name: . . . . . .Zachary
Country: . . . . . .United States
Type: . . . . . .Stunter
Age: 16
Height: . . . . . .5'8"
Weight: . . . . . .145 lbs.
Hair: . . . . . .Black
Eyes: . . . . . .Brown
POB: .Fettered States of Olde Bayside
Known Enemies: . . . . . .Kolonel Uri
Known Allies: . .None, but has a crush on Angel
Occupation/Hobby: . . . . . .Racer

ANGEL

She is you know!

Real Name: . . . . . .Sarah
Country: . . . . . .England
Type: . . . . . .Racer
Age: 18
Height: . . . . . .5'7"
Weight: . . . . . .Won't tell!
Hair: . . . . . .Blonde
Eyes: . . . . . .Green
POB: . . . . . .Unknown
Known Enemies: . .Mia, Precious Rose
Known Allies: . . . . . .Zak
Occupation/Hobby: . . . . . .Student

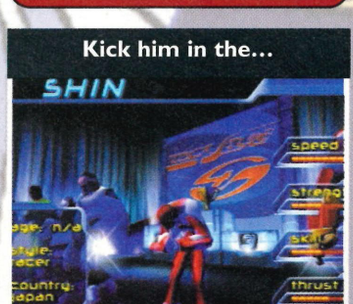
BRAD

Typical Yanker

Real Name: . . . . . .Brad
Country: . . . . . .Australia
Type: . . . . . .Racer
Age: 25
Height: . . . . . .6'2"
Weight: . . . . . .175 lbs.
Hair: . . . . . .Bleached Blonde
Eyes: . . . . . .Blue
POB: . . . . . .Brisbane, Australia
Known Enemies: . . . . . .None
Known Allies: . . . . . .None

SHIN

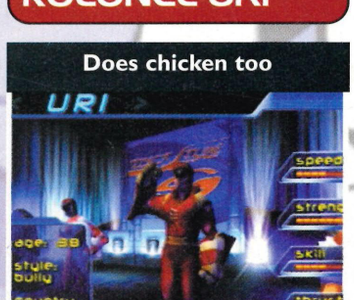
Kick him in the...



Real Name: . . . . . .Unknown
Country: . . . . . .Japan
Type: . . . . . .Racer
Age: .Unknown (rumoured to be 117)
Height: . . . . . .Unknown
Weight: . . . . . .Unknown
Hair: . . . . . .Unknown
Eyes: . . . . . .Unknown
POB: . . . . . .Aerial Tokyo
Known Enemies: . . . . . .All entrants
Known Allies: . . . . . .None
Occupation/Hobby: . . . . . .Unknown

KOLONEL URI

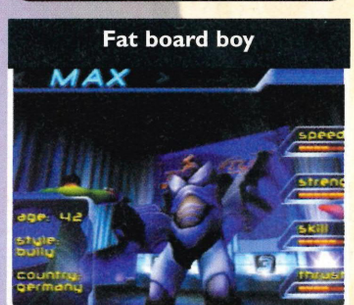
Does chicken too



Real Name: . . . . . .Uri
Country: . . . . . .Russia
Type: . . . . . .Bully
Age: 38
Height: . . . . . .6'6"
Weight: . . . . . .275 lbs.
Hair: . . . . . .Black
Eyes: . . . . . .Ice Blue
POB: . . . . . .Arkhangel'Skoye, Russia
Known Enemies: . . . . . .Max, Zak
Known Allies: . . . . . .None
Occupation/Hobby: . .Military History Professor

MAX

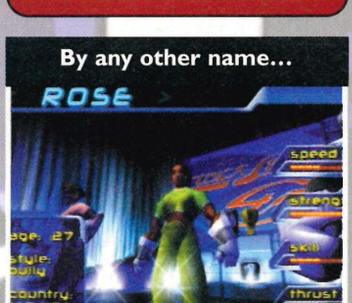
Fat board boy



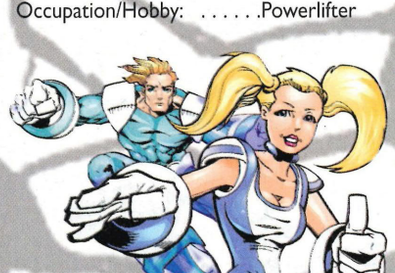
Real Name: . . . . . .Magnus
Country: . . . . . .Germany
Type: . . . . . .Bully
Age: 42
Height: . . . . . .6'5"
Weight: . . . . . .375 lbs.
Hair: . . . . . .Grey
Eyes: . . . . . .Blue
POB: . . . . . .Neskaupstadur, Germany
Known Enemies: . . . . . .Kolonel Uri
Known Allies: . . . . . .Mia
Occupation/Hobby: . . . . . .Mercenary

PRECIOUS ROSE

By any other name...



Real Name: . . . . . .Nettie
Country: . . . . . .Jamaica
Type: . . . . . .Bully
Age: 20
Height: . . . . . .5'11"
Weight: . . . . . .140 lbs.
Hair: . . . . . .Black
Eyes: . . . . . .Brown
POB: . . . . . .Kingston, Jamaica
Known Enemies: . . . . . .Angel, Mia
Known Allies: . . . . . .None
Occupation/Hobby: . . . . . .Powerlifter



Though *Trickstyle* is a fast furious ride, don't let that stop you going wild through the tracks!

TRICKS

Ollie - A
360 Spin - X
Speedluge - B
Boogiedrill - Y

Stall
After doing a boogie or speedluge hold UP

Backflip
Double press A while in mid air

720 Spin
After a 360 spin press X

720 Dir
Press X after a 360 in the air

1080spin
Press X after a 720 spin

Method
Press A then LEFT

Mute
Press A then UP Stall to 360 - press X while stalling

Hammerdrill
Press Y after a boogie

Kickflip
Press A + X in the air 1080 Spin - press X after a 720

Doubleflip
Press A after a backflip

Frontside
Press A + RIGHT in air

Bone
Press A + DOWN in air

Lugespin
Press X when in a stalled luge

Lugeflip
Double press X while stalling luge in the air

Boogiespin
Press X when in stalled boogiedrill

Boogieflip
Double press A while stalling a boogiedrill in the air

Handswitch
Double tap Y from luge or B from lay

Gyro
Press A,X in quick succession

Handspin
Press X while stalling a handstand

Handflip
Press A twice while stalling a handstand in the air

Handflip
Double press A while stalling a handstand in air

Tripleflip
Press A after a double flip

Handstand
Double press B while stalling a boogiedrill, or Y when stalling a speedluge

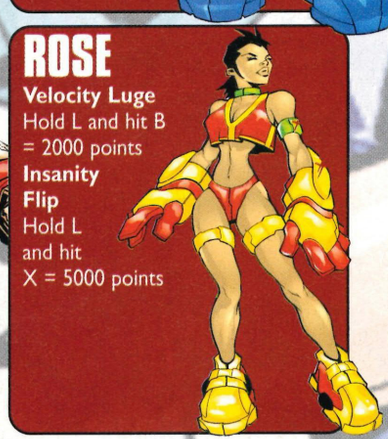
POWER MOVES

As well as the standard tricks, each character has two power moves which can only be used when you've picked up a power globe. There is a power globe hidden on each level and when picked up, it will hover next to your board for a brief period. During this period press one of the following key combinations to activate the characters power move.

ZAK
Velocity Luge
Hold L and hit B = 2000 points
Bronx Slam
Hold L and hit X = 5000 points

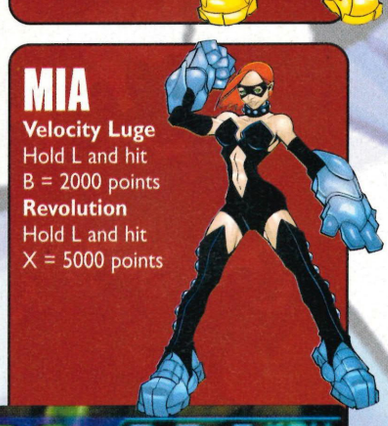
MAX
Velocity Luge
Hold L and hit B = 2000 points
Insanity Flip
Hold L and hit X = 5000

URI
Velocity Luge
Hold L and hit B = 2000 points
Insanity Flip
Hold L and hit X = 5000 points



ROSE
Velocity Luge
Hold L and hit B = 2000 points
Insanity Flip
Hold L and hit X = 5000 points

SHIN
Katana Board
Hold L and hit B = 2000 points
Insanity Flip
Hold L and hit X = 5000 points



MIA
Velocity Luge
Hold L and hit B = 2000 points
Revolution
Hold L and hit X = 5000 points

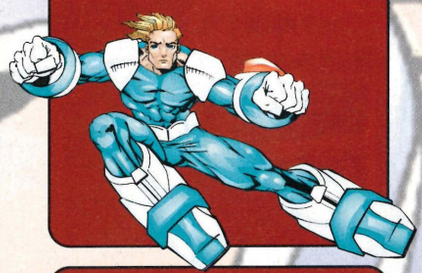
Trickstyle betters any other skating game on the market with its futuristic overtones.

KING

Velocity Luge -
Hold L and hit
B = 2000 points
Vegas Special -
Hold L and hit
X = 5000 points

BRAD

Wave Dancer -
Hold L and hit B = 2000 points
Insanity Flip -
Hold L and hit X = 5000 points



ANGEL

Angel Wing -
Hold L and hit
B = 2000 points
Insanity Flip -
Hold L and hit
X = 5000 points

THE TRACKS

London:

Even though this is the first city on the Pro-Tour, it's still difficult. Watch out for Landmarks such as Big Ben as they reward the player with shortcuts. In the first two UK races Boogiedrill through Big Ben to get a substantial lead on your opponents. There are also quite a few shortcuts hidden away in tube tunnels, bridges and various other places

Manhattan:

The second leg of the Pro-Tour championship, Manhattan isn't what it once was. Gone are the old concrete buildings as they're ripped open jungle undergrowth to be replaced by Plas-Steel towers. Despite the drastic change in climate, Manhattan still retains the business of years ago. Watch out for these hectic streets as they can pose quite a threat on the race circuit.

Tokyo:

Home of the Pro-Tour, Ariel Tokyo is the final stage in the championship. As well as being the home of the Pro-Tour, it's also the home of the hardest tracks to be seen in the tour. Only the best players can beat the tracks and get the victory.

Get into Japan early

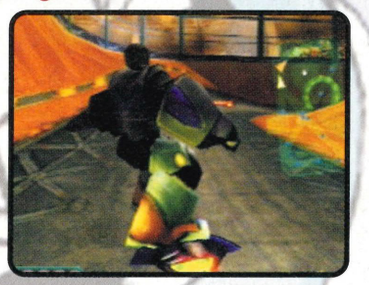
Enter the UK area and you'll see a hill right before a wall blocking you from the area containing Japan. Hit the wall as fast as you can and do a spin in the air. When this done correctly you'll spin over the wall and into the Japan area. If the doors to Japan are closed and you wish to leave the area you need to do the following: Go up the small pipe section that runs next to one of the doors. Once again perform a jump with a mid-air spin to get over to the fence. This technique does work but can sometimes take several tries before you gain success.

Track Features

Speedpads -
You'll find Speedpads scattered about the tracks. Ride over one of these to receive a temporary boost to your speed. Make sure you can handle your board though or you might find yourself spread over the nearest wall.

In *Trickstyle* you can travel at incredible speeds up, around, down and along. This game's incredible!

Magnnorails



Speedluge onto these glowing rails to avoid hazardous areas of track. Once you're on these can't get off until you reach the end or fall off the rail.

Speed Hoops

These are exactly like Speedpads and will give you a boost of speed whenever you travel through one.

Vehicles

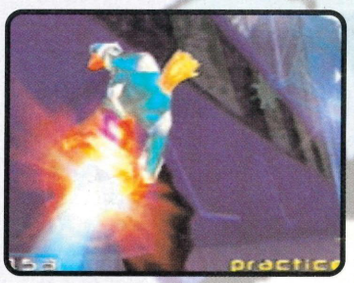
One of the more irritating features, vehicles have a habit of cropping up where you really don't want them. Although the vehicles are a hazard, they're still avoidable. Some vehicles you can Luge under while others can simply be destroyed with a Boogiedrill.

Power-ups

These are found in the form of Power Globes. There is one Power Globe hidden in each circuit where only the best boarder can find it. Once you have found one you are able to perform some of the most spectacular moves in the game.

BOARDS

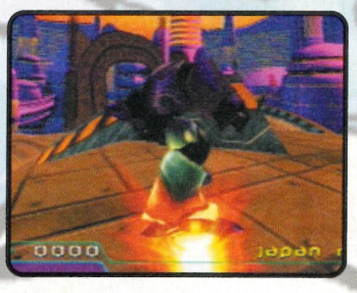
Standard Board



You start the game with this board. The Standard Board is an all rounder with a good balance of speed, manoeuvrability and robustness. As you progress in the game you'll receive the opportunity to purchase boards that are more in tune with your style of racing.

Stunt Board

In order to obtain the Stunt Board you must first defeat the Japan Boss. This board has its focus solely on achieving maximum lift and manoeuvrability. The drawback of this design is that that the overall speed has been cut, making this the slowest board available. Okay under the circumstances.



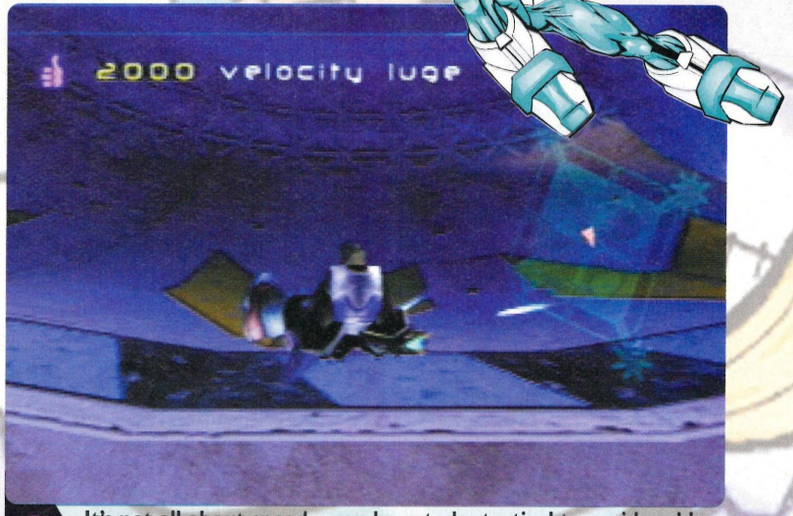
Turbo Board

The Turbo Board is the fastest board in the game and offers the top speeds in the game. Take car when using this board as due to the increase in speed the Turbo Board is lighter and therefore easier to crash.

Combat Board

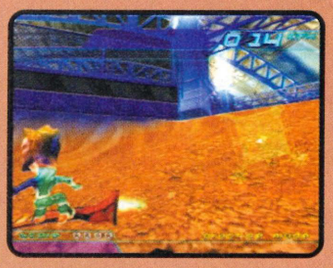
The Combat Board has its attributes set solely in the elimination of other players. Acceleration has been sacrificed for weight, making it a slow starter.

In Blighty the Tower Bridge still stands proud in the future. And in *Trickstyle* you'll get to bomb around on your board... wahey!



It's not all about speed – you have to be tactical to avoid scabby knees. Use your noggin or you'll be flat on your back!

CHEATS



Cheats

For those of you that are morally challenged or just plain lazy, here are some more little tips and cheats to help you on your road to victory.

Quick Start

At the start of the race press R as the numbers count down. If you do this correctly you will go into a spin trick, allowing you to start more quickly than walking the usual three steps before getting on the board.

Cheat Menu

Enter the following cheats in the cheat menu in the pause screen:

TRAVOLTA
special moves unlimited

CITYBEACONS
unlock everything

INFLATEDEGO
big heads

IWISH
unlimited time on levels

TEAROUND
always win despite your position

Trickstyle shows off why it's one of the Dreamcast's stronger titles... wow!

Name	Cheat
AEROWINGS	DESCRIPTION: Unlock Everything. When the game loads and it says PRESS START push both L and R buttons on the control pad. It will say GOOD OK and you will have all planes, dolphin, and R/C car, plus all levels to fly
BLUE STINGER	DESCRIPTION: Big eyes. Beat the game twice on middle level, and once on hard. Then you will get big eyes mode, and you will still have the raygun.
BLUE STINGER	DESCRIPTION: Bonus Images. When you put the game disc into a computer, open the folder called Omake. In this folder are bitmap images of characters (in bathing suites and bunny outfits), sound files, and game artwork.
BLUE STINGER	DESCRIPTION: More Money. If you wait to use Eliot's ATM card until the date changes to December 25th there will be more money in his account because it's his pay day.
BLUE STINGER	DESCRIPTION: Lab Card Passcodes. Obtain the Lab card from Rat's Place, then return to Janean. Eliot will give Janean the Lab card and she will ask for the passcode, enter 0513 as the passcode.
BLUE STINGER	DESCRIPTION: Special Gun and Infinite Ammo. Get a special gun by finishing the game twice. If you play the game out three times, you will receive infinite ammo. If you finish the game four times you will receive every special gun.
BLUE STINGER	DESCRIPTION: Mad Mode. Complete the game three times and then save it. Then start a new game from the saved game file. The phrase Mad Mode will appear next to the health bar. Enjoy.
DYNAMITE COP	DESCRIPTION: Bonus Game. To unlock the Tranquilizer Gun hidden game, complete any mission.
DYNAMITE COP	DESCRIPTION: Extra Missions. Beat the first three missions without running out of continues and you will get Missions 4, 5, and 6 to play. These missions are in the same areas, but they are extremely challenging.
DYNAMITE COP	DESCRIPTION: Infinite Credits and Tranquilizer Gun. To unlock Infinite Credits and the Tranquilizer Gun complete missions 1, 2, 3 with out using any continues.
DYNAMITE COP	DESCRIPTION: Play as Bruno from *Die Hard* arcade. To play as Bruno from the original *Die Hard* arcade, collect all the Picture Frames in the game .

READY 2 RUMBLE

coming soon

Enter "Arcade Mode" from the main menu and select two player mode. At the character selection screen, hold R while selecting a boxer.

Change Cornerman Voice

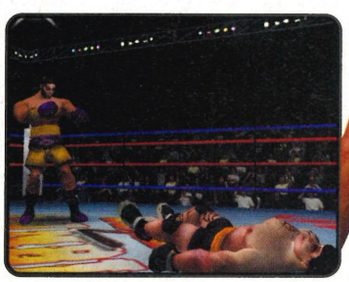
At the character selection screen, press X + any button on the D-Pad to change cornerman voices.

Cheap Training

You can get cheaper training in championship mode. Example: Just bring the screen to vitamin (or the training below the one that you want) and then press right on the control pad or stick to bring it to the next training, but while the screen is changing press A. You will get the training you want at the cheaper training price. This trick also works in reverse. Put the cursor on the cheapest training (Rumble Aerobics) then push left (To highlight Rumble Mass) While the cursor is scrolling hit A. You'll get Rumble Mass, a $25000 value, for the low, low price of only $500! You can pump your guys up quickly and cheaply using this method. Your strength will soon be up to 100%, thus rendering you a pretty tough cookie.

Different Costume

When you are selecting a boxer press X+Y. Your boxer will be wearing different shorts.



Easy Money

Go to prize fight and win the first match, then bet the money that you just won on another prize fight. If you start to lose just quit your match and try again.

Extra Lu Lu Outfit

In the two player Arcade mode hold the R trigger and choose Lu Lu as your desired boxer. At the vs. screen press the X button three times. When the fight begins Lu Lu will be wearing a red lace deal instead of her old outfit.

Holiday Backgrounds

Set the internal clock for Christmas (Dec 25) and there will be Christmas trees in the arena with the tables(prize fight arena). Set the clock for Halloween (Oct 31) and there will be skeletons in the crowd in the arena with tables and chairs.

Level Select in Two-Player Mode

In two-player mode, press L for the two tier arena and R for the championship arena. L + R selects the gym.

PC Wallpaper

If you insert your *R2R* game disc into a PC CDROM drive, you will have access to a directory called "extras". Inside you'll find a number of *R2R* wallpapers you can decorate your PC's desktop with.

Percentage Jump

Have your VMU hooked up and pick Afro Thunder, Hit X, X , X, Y and watch your percentages go up into the 200's.

Recover Life

While your opponent is knocked to the ground, rotate the analogue stick in a circle to recover lost life.

Removing the Pause Menu

Pause the game during a fight and press X+Y at the same time to remove the pause window.

Unlock All Classes

To unlock Bronze Class enter your gym name as "Rumble Power". To unlock Silver Class enter your gym name as "Rumble Bumble". To unlock Gold Class enter your gym name as "Mosma!". And to unlock Champ Class enter your gym name as "Pod 5!". The Pod 5! code also unlocks all the hidden fighters

BLUE STINGER Top of Form 1

coming soon

$20000 in 20 minutes

Make sure that Eliot has his axe or stun rod, and about 3 or 4 clips in his hand gun (this is also easier if Doggs has his rail gun). Go to the bait and tackle shop and kill the creatures that attack you, then go outside and do the full axe combo on the monster in the green T-shirt right outside the tackle shop door. This will kill him. You will then attract the attention of a monster wearing a white T-shirt. This monster leaps at you but gives you $250. Kill him away from the water and go into the tackle shop and repeat. If you have about 20 small hassys you can get about $20000 in about 20 minutes. This is easier if you can lay down the full axe combo on the green guy, because if he is still alive he and the leaper will team up on you. If things are getting ugly then switch to Doggs and Blast them with your rail gun. This takes a bit of practice but the rewards are great.

200 Hassy Drinks

Successfully complete and save the game. Then start a new game from the saved game file to have 200 Hassy Drinks (100 small and 100 large) in the inventory. This should allow the game to be played with near-invincibility, and the additional bonus of not having to buy any other health items. Additionally, any money left from the last game will also be available in the new game.

Bank Card Passcodes

Go to the Bank Of Kimra (across the street from Rat's Place) and enter the passcode for one of the following bank cards to access that account with the corresponding amount of money:

Bank Card	Passcode	Amount
Eliot's	3532	$20
Kimra	1008	$4000
Yucatan	1861	$5700
Bermud	1394	$6000

If you wait to use Eliot's ATM card until the date changes to December 25th there will be more money in his account because it's his pay-day.

Big eyes

Beat the game twice on middle level and once on hard. Then you will get big eyes mode, and you will still have the ray gun.

Bonus Images
When you put the game disc into a computer, open the folder called "Omake." In this folder are bitmap images of characters (in bathing suites and bunny outfits), sound files, and game artwork.

Door Passcode
During the game there is a part where you get the Sega game token, play jungle hunter, and win the gaily doll. In that room is a door that can only be opened by a passcode. In case you didn't catch it the girl says "I'll give you a present, it's Christmas Eve!" So the passcode is 1224! (Christmas Eve's date: 12/24)

Find the Metal Bat
To get the metal bat go to the place where you have to find Jeanene. Go to the room where there is a Goro-looking creature. Behind it there are going to be two mutated bats. Kill them and get behind the box where the bats were. You will find the metal bat and a big hassy next to it.

Freezer temperature control
When going through the freezers to get to Rat's bar you pick up an item called an invert key. Then after you battle the ice monster, there is a place to insert the invert key. Put it in and enter a number between 5000-5999. Enter these numbers because if you put in a number higher than 5999 nothing will happen, as that is the mode that the freezer was in when you entered. If you put the number lower than 5000 the temperature will rise too much and it will be too hot. Also, in lower than 5000 mode in freezer B you have to navigate a pretty tricky water maze, while in 5000-5999 mode you have to go over ice blocks (the ice melts in lower than 5000 mode). Also, in freezer C there is a bull in a block of ice in 5000-5999 mode and you don't have to fight the bull. However, in lower than 5000 mode you have to fight the bull

Heat-seeking Laser Gun
Successfully complete the game twice and save the game. Then, start a new game from the saved game file to receive a heat-seeking laser gun, which is not available in any shop or vending-machine. It fires four heat-seeking lasers.

Hello Market Shutter Passcodes
When you first go into the Hello Market there are two emergency shutters that you must unlock in order for you to get farther into the game. When you get to the Emergency Shutter Release control panel, the two four number codes that you must enter are 0030 and 0050.

How to Solve Problem with Defective Games
If you have one of the games that have problems starting up and you want to play it before you return it, simply start the Dreamcast without a game inserted. Once the main menu loads insert the game and choose the first option (play-run the game) to start the game. You may have to do this twice, but it will work

Lab Card Passcodes
Obtain the Lab card from Rat's Place, then return to Janean. Eliot will give Janean the Lab card and she will ask for the passcode. Enter "0513" as the passcode.

Lots O' Cash
Fairly early in the game, it is possible to gain a large sum of money. This is done right after you get the napalm gun from the elevator.
1. Kill the humanoid just outside the lift for $70.
2. Go to map, save vending machine room and buy arrow clip for $60.
3. Wash, rinse, repeat

Mad Mode
Successfully complete the game three times and save the game. Then start a new game from the saved game file. The phrase "Mad Mode" will appear next to the health bar. In this mode 200 Hassy Drinks, all weapons (including the ray gun) and full ammunition will be available.

Special Gun and Infinite Ammo
If you win the game twice you get a special gun. If you play the game out three times, you will receive infinite ammo. If you finish the game four times you will receive all of the special guns.

HOUSE OF THE DEAD II
coming soon

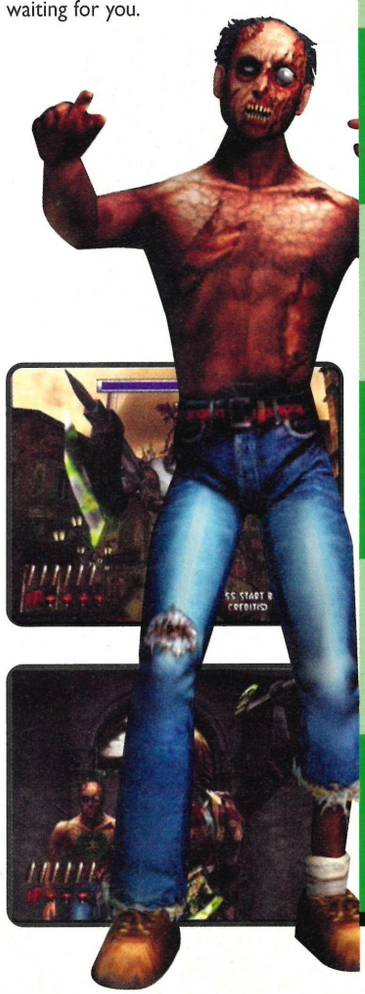
All Items (Original Mode)
For all items in Original Mode, successfully complete training mode on all difficulty settings.

Bonus Room 0
Death Bullets
You can get the death bullets in level three. All you need is 2.0 bullets. Wait until you get to the hostage in the boat and don't save him (if you save him the 2.0 bullets, grenade launcher or shotgun appears on the back of the boat). After going through, having not saved him, you'll come to a section where piranha are leaping out of the water. Shoot the door behind them with the 2.0 bullets, and the death bullets should be there.

Display Score
To show your score, push the D-pad LEFT [2], RIGHT [3], LEFT, RIGHT then press Start. If the code has been entered correctly, a "0" will appear in the upper-left corner of the screen.

Special Items
The special items don't appear always on the same spots. There are just some spots that give you very special items every time you shoot them. First of all, use a 1.5 or 2.0 ammo in original mode (these are not too hard to find in normal boxes) – only with these bullets do you get all those extras. Only the 1.5 and 2.0 ammo is able to open secret doors. Here are four spots where you get extras:

1. In Level 2 a car drives towards you with a zombie on it. Shoot the zombie down. The camera turns around – on the right side is a parking blue car. Shoot the back door of the car and it opens. After the guy says thank you, the camera moves to the right and into the blue car where an extra is waiting for you.



Name	Cheat
DYNAMITE COP	DESCRIPTION: Play as Cindy. To play as Cindy from the original *Die Hard* arcade select Ivy and hold Start.
DYNAMITE COP	DESCRIPTION: Extra Level. Collect ALL pictures, use no continues and complete all missions.
EXPENDABLE	DESCRIPTION: Extra Lives. This must be done while playing the game. Enter: A, B, X, Y, Left Trigger, Right Trigger, Up, Down, Left, Right.
EXPENDABLE	DESCRIPTION: Level Skip. This must be done while playing the game. Enter: Y, Y, X, X, Left Trigger, Right Trigger, Down, Down, Up, Up.
EXPENDABLE	DESCRIPTION: Grenades. This must be done while playing the game. Enter: Down, Down, Down, Down, Up, Up, Up, Up, Right Trigger.
EXPENDABLE	DESCRIPTION: Level Select. This must be done while playing the game. Enter: Up, Down, Up, Down, Up, Down, Left, Right, Right, Y.
EXPENDABLE	DESCRIPTION: Credits. This must be done while playing the game. Enter: A, B, Left, A, B, Right, B, A, Down, Right Trigger.
EXPENDABLE	DESCRIPTION: Shields. This must be done while playing the game. Enter: Up, Down, Left, Right, X, Up, Down, Left, Right, Y.
EXPENDABLE	DESCRIPTION: Instant Win. This must be done while playing the game. Enter: Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left, Right, Left, Right, Y, X.
EXPENDABLE	DESCRIPTION: Easter Egg. This must be done while playing the game. Enter: Left Trigger, Left, Right Trigger, Right, X, X, Down, Down, Right Trigger, Left Trigger.
GODZILLA GENERATIONS	DESCRIPTION: Bonus Monsters. Godzilla 1st – Beat the game as Godzilla Godzilla-USA – Beat the game as Godzilla- 1st Minilla – Beat the game as Godzilla-USA Dr. Serizawa – Beat the game as Minilla

cheat arena

Name	Cheat
GODZILLA GENERATIONS	DESCRIPTION: Unlock VMS Monsters for Stadium Battle. Go to the VS Battle and select the third choice. Once in this screen, hold x and y buttons, then press down on the D-pad and press the trigger buttons at the same time.
GODZILLA GENERATIONS	DESCRIPTION: Keep VMS Monster from Death in Battle. In VS Battle Mode, if you know your monster is about to die and don't want to start all over again, turn the game off before your monster is pronounced dead.
HOUSE OF THE DEAD 2	DESCRIPTION: Napalm Gun. To get the napalm gun, get a perfect head shot on the first three zombies in Stage One. If you're successful their heads will fly off and a new gun will appear on the ground. Shoot it and the napalm is yours.
HOUSE OF THE DEAD 2	DESCRIPTION: Bonus Room. To access the Bonus Room you'll have to beat the game without killing any of the hostages or allowing any hostages to be killed.
HOUSE OF THE DEAD 2	DESCRIPTION: Fight All Bosses. Complete boss mode and obtain a ranking for all bosses.
HOUSE OF THE DEAD 2	DESCRIPTION: Getting the Goldman Costume. To get the Goldman costume in Original mode, simply beat Original mode the whole way through. When you start a new game the Goldman costume should appear in your trunk.
HOUSE OF THE DEAD 2	DESCRIPTION: One Shot Kills and Unlimited Ammo. Finish the training mode with 5 red star difficulty on each training stage for a nice reward.
HOUSE OF THE DEAD 2	DESCRIPTION: Red Blood option. To get the red blood option in *House of the Dead 2* you need to beat the game in the original mode. Then, after you beat it, go back to the options menu. Now there should be the option for blood colour.
HOUSE OF THE DEAD 2	DESCRIPTION: Free Play. To access the free play in the options menu, beat the Boss mode with all stars. Free play will be available in the continue settings. Note: this is for the U.S. version of *The House of the Dead 2*.
HOUSE OF THE DEAD 2	DESCRIPTION: Play as Gary in one-player mode. To play as Gary in the one-player mode, instead of putting the controller into the player 1 slot, put the controller into the 2nd controller socket and you can play as Gary instead of James!
HOUSE OF THE DEAD 2	DESCRIPTION: Item Translation Guide. Click on the image in-game for an item translation guide. This explains what the items in Original Mode are for.

2. After that you go up the stairs and shoot a group of zombies, then you turn to the left and a knife-throwing zombie jumps from the rooftops. Kill him. After that you move some steps forward. Now hurry and shoot the door at the end of the hallway. It will open if you have 1.5 or 2.0 ammo. Kill the two jumping zombies that now will block your way and a man will come out of the open door and give you something special.

3. In Level 3 is a scene where a green zombie attacks a man on a motorboat. Kill the zombie without killing the man. In the background on the right you see a box – shoot it to open it (it contains a one-life extra). In the second you shot the one-life extra, another special extra appears on the boat. Shot it – the camera will move away quickly!

4. In Level 5, after you killed the waterboss with the open heart, your car will continue driving over the bridge toward two cars and a group of zombies. You can shoot the backdoor of the left car and open it that way. Now kill the zombies between the cars and the two zombies with critters in their chest that come out of the right car. After that the camera turns toward the left open car and you can shoot a special extra.

There are more spots like that, but that should help you to get the point how to get those extras. Oh, all those extras are then only available in the NEXT game you start in Original mode. Some extras can only be used a single time – others seem to be saved and useable time after time.

Faster Shooting with the Dreamcast Joystick

If you play the game with the Dreamcast joystick, then just put one finger on the A button and another finger on the B button. Press them together (instead of pressing A several times and then B to reload). You'll fire much quicker – it's like having a minigun.

Free Play

To Access the free play in the options menu, beat the Boss mode with all stars. Free play will be available in the continue settings. Note: this is for the U.S. version of *The House of the Dead 2*.

Getting the Goldman Costume

To get the Goldman costume in Original mode, simply beat Original mode the whole way through. When you start a new Original mode game, the Goldman costume should appear in your trunk.

Getting the Rogan costume

In Original mode, take 2.0 Bullets and the double score items with you to play the game. Rescue all the hostages except for the second one in level 4, and play through the game. If you make it all the way up to the end, you should come across a secret room like the one you find if you beat the game while rescuing all hostages. Inside, you'll find the Rogan costume and an infinite credits token. PLUS, if you're good enough to beat the game, you get a special ending where Rogan comes out just before you exit the building.

Infinite Death Bullets

In Boss Mode, beat all the options (including the Emperor and Fight All) five times so that the stars turn red. You will now be able to select Death Bullets every time you start Original Mode.

Napalm Gun

To get the napalm gun, get a perfect head shot on the first three zombies in Stage One. If you're successful their heads will fly off and a new gun will appear on the ground. Shoot it and the napalm is yours.

One Shot Kills and Unlimited Ammo

Finish the training mode with five red star difficulty on each training stage for a nice reward.

Play as Gary in one-player mode

To play as Gary in the one-player mode instead of putting the controller into the player one slot, put the controller into the second controller socket and you can play as Gary instead of James!

Red Blood option

To get the red blood option in *House Of The Dead 2* you need to beat the game in the Original mode. Then, after you beat it, go back to the options menu. Now there should be the option for blood colour.

Unlimited Credit (Original Mode)

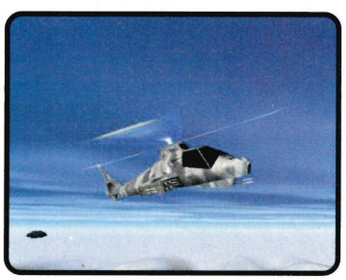
For unlimited continues in Original Mode, successfully complete training and boss modes.

Unlock "Emperor" and "Fight All Bosses" Options

To unlock "Emperor" and "Fight All Bosses" options, complete boss mode and obtain a ranking for all bosses.

INCOMING

coming soon



Cheat Menu

When you turn on the game, press START. When the main menu appears, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y to reveal the cheat menu. Here you may choose your starting mission, infinite lives, infinite shields, etc.

POWER STONE

coming soon

Alternate Colours

To choose another colour outfit for your character, just hit "B" when selecting them. The "A" button will select their default colour.

Bonus VMS Games

To obtain three VMS games, beat the game 5, 6, and 7 times with different characters than the extra items. You should only have one character left to beat the game with after this. The three VMS games you'll get include Fokker's Plane Chase, Ayome's Ninja Star Throwing and Gunrock's Slots.

Clean Pause

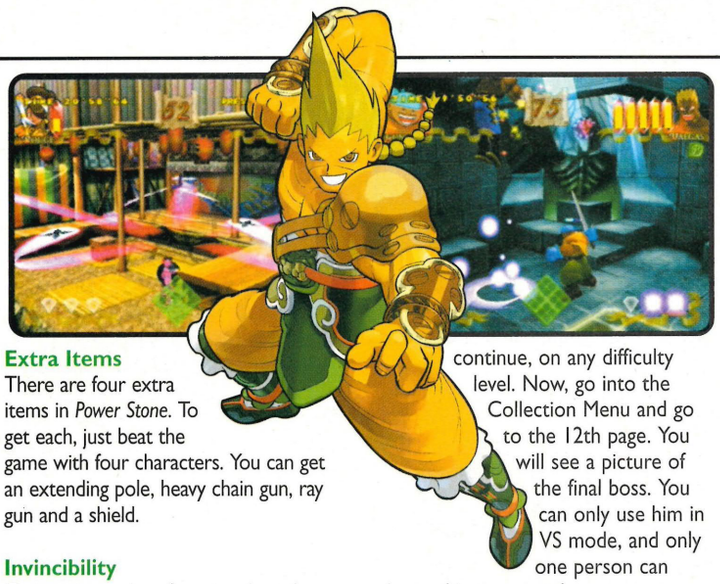
Pause the game and press X + Y.

Dual Virtual Battle Mode

Just beat the game normally with Valgas to unlock his ending and this mode. This is a Split Screen VS mode using the Virtua Battle system. Just go to the page with this option and hit "A". It is page 6 in the Collection

Easy win on final Valgas

To easily beat Final Valgas just go under his armpit and keep on punching or kicking him. He'll shoot missiles at you, but you will kill him before he kills you.



Extra Items
There are four extra items in *Power Stone*. To get each, just beat the game with four characters. You can get an extending pole, heavy chain gun, ray gun and a shield.

Invincibility
Go to extra options (once you beat the game with someone) and turn transformation damage to 0%. When you're in a match get three jewels, and once you transform don't use any attacks just throw things. This way you can't be hit.

Manipulate the Victory Camera
When you get a victory, you can manipulate the camera using the following:
- A: Zooms in when pressed, zooms out when released. This can be activated at any victory screen.
- X,Y,B: Same as A, but only activated after A is pressed.
- Digital Pad & Analogue Joystick: Rotate the camera around the victor.

Other Secrets
To get other secrets in this game, beat the game with any character. Beating the game once with any character, opens ONE extra option in the "The World of Power Stone" book (located above the "Arcade" option at the main screen) and the first time you beat the game, you'll also get the "Extra Options" option. To get two of the secret options, download the three games downloadable at the "WoPS" book. Earn at least 2000 coins in any of the games and you'll be treated to a music option and an art book option with exclusive reproduction artwork.

Play as Kraken
Beat the game as every character and Kraken will appear at the character select screen.

Play as Valgas
Beat the game as Kraken and Valgas will appear at the character select screen

Play as the Bosses
To play as the bosses of this game, beat the game with each character once. Also, note that beating the game with any character opens up one extra option in "The World of Power Stone" book.

Play as the Final Boss
Beat the game without using a continue, on any difficulty level. Now, go into the Collection Menu and go to the 12th page. You will see a picture of the final boss. You can only use him in VS mode, and only one person can choose him per match.

Play as the Transformed Valgas
After beating the game with Valgas (after you get him) play versus mode with two players and only one player can be the second Valgas (the transformed Valgas)

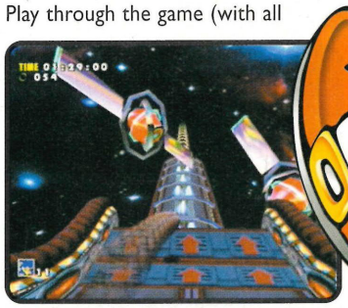
Playing Tip
To do this trick, you need two controllers. Everytime you are close to dying, press START on the second controller. Once you beat the second player you will have another chance to face your computer opponent. You can do this as many times as you like.

View Endings
Page 14 of the Power Stone Collection is viewed after the first time you beat the game. You can use this to view each character's ending and the credit sequence.

Virtual Mode
You get this mode after you obtain Valgas – it is page 5 in the Power Stone Collection. This mode has the camera following behind your character for the whole match. (Note: You can beat the game this way and see the character's ending, but it will not be saved in the game settings). Just go to the page with this option and hit "A".

SONIC ADVENTURE
coming soon

A Clone of Knuckles
Play through the game (with all the characters) until you get Super Sonic. In Super Sonic's Adventure, go to the crashed island. There you see Knuckles and Eggman (Robotnik). After the clip, press A+B+X+Y+Start. Then choose Knuckles. Go to the same place, and there are two Knuckles! This works with other characters too, but it's not as funny.



Aztec Forest Shortcut
To get to the Frog and the Emerald as Tails in one step, do as follows. After riding the trolley to the Aztec Forest, you should be standing up high on a platform overlooking the forest. If you stand on the edge and look down and to the left you will see two trees sticking out of the canopy that are close together. Fly toward the trees and land next to the one that is closest to the ledge you jumped from. You should be standing on top of the canopy. Walk around the first tree until you fall through the canopy and end up right by the emerald and the frog.

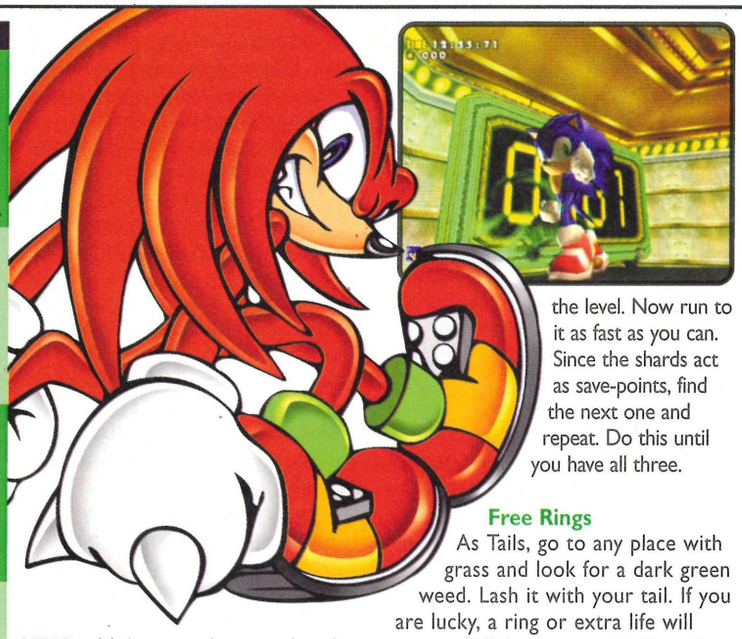
Black Chao
First you have to be the robot. To get a black chao go into the egg catcher and go to the bridge. On the bridge you see three doors. Go in the one with the prison. Open the middle cell by jumping on the peg and take the egg back to the bridge. On the bridge go behind the chair Robotnik sits on – behind it is a door with six buttons in front of it. Stomp on them in an order that spells E-G-G-M-A-N and the door will open. While still holding the egg, step into the teleporter in the room, then you'll be in the egg catcher chao garden. Now just hatch the egg.

Change View in Twinkle Park Race
To change the view in Twinkle Park Race, press UP to toggle between inside, outside, and far out view. This also works when playing the first bumper car portion of the level.

Chao to English Dictionary
When you are at the gardens, little expressions will appear above the chao's head. Here is a list of what it means.

Name	Cheat
HOUSE OF THE DEAD 2	DESCRIPTION: All Items. For all items in Original Mode, successfully complete training mode on all difficulty settings.
HOUSE OF THE DEAD 2	DESCRIPTION: Infinite Death Bullets In Boss Mode. Beat all the options (including the Emperor and Fight All) five times so that the stars turn red. You will now be able to select Death Bullets every time you start Original Mode.
HOUSE OF THE DEAD 2	DESCRIPTION: Unlimited Credit (Original Mode). For unlimited continues in Original Mode, successfully complete training and boss modes.
HOUSE OF THE DEAD 2	DESCRIPTION: One Shot Kills and Unlimited Ammo. Finish the training mode with 5 red star difficulty on each training stage for a nice reward.
HYDRO THUNDER	DESCRIPTION: Race as a Fishing Boat. Enable all of the hidden tracks. Highlight the Thresher at the boat selection screen. Then, hold L + R and press View two times. Select the Churndinger to race in a fishing boat.
HYDRO THUNDER	DESCRIPTION: Clean Pause. While racing, press Start and while the pause menu is up, press X and Y together. This will get rid of the pause menu and you can get a clear picture of what is around you on screen.
HYDRO THUNDER	DESCRIPTION: All Tracks in Two-Player Mode. Play each race in two player mode and win to unlock secret tracks (for two player only). Eventually, you'll unlock all the tracks and then all the secret boats.
HYDRO THUNDER	DESCRIPTION: Turbo Start. Hold left trigger while game is loading. As the number 3 fades, release left and hold Right trigger. As the number 2 fades, do the opposite (release right and hold left trigger). Then do the opposite again as the No. 1 fades.
MONACO GRAND PRIX	DESCRIPTION: Big Glitch. If you go into the pit and back into the dugout wall and press acceleration right before you hit it, your car will be launched.
MORTAL KOMBAT GOLD	DESCRIPTION: Alternate Costumes. Highlight a character and press Start. This will change the colour and/or the costume. This can be done to a character three times before you're back at the first costume.
MORTAL KOMBAT GOLD	DESCRIPTION: Skip credits. After you beat the game the credits will come on. Instead of turning on and off your system, you could just press and hold A,B,X,Y, and then press start. It will skip the credits and bring you to the press start screen.

Name	Cheat
MORTAL KOMBAT GOLD	DESCRIPTION: Switch Your Opponent Order In Arcade Mode. To be able to do this you have to pick the arcade mode. Pick your fighter and then choose your destiny, but don't press A yet. Press start, and your opponent will change.
MORTAL KOMBAT GOLD	DESCRIPTION: View Character's Bios. Go to Kombat Theater. Highlight the character's bio you want to view. Now press L + R triggers! Highlighting the opening sequence will show you Goro's bio.
MORTAL KOMBAT GOLD	DESCRIPTION: Play as GORO Highlight HIDDEN at the bottom of the character selection screen & press L trigger & R trigger. Continue to hold these buttons & press Up, left, A.
MORTAL KOMBAT GOLD	DESCRIPTION: Play as SEKTOR. Highlight HIDDEN at the bottom of the character selection screen & press L trigger & R trigger. Continue to hold these buttons & press Up,Up, Up, Up, Left, Left, Left, Left, A.
MORTAL KOMBAT GOLD	DESCRIPTION: Play as NOOB SAIBOT. Highlight HIDDEN at the bottom of the character selection screen & press L trigger & R trigger. Continue to hold these buttons & press Up, Up, Left, Left, Left, Left, A.
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes One-hit win. 123 123 Noob Saibot mode 012 012 Red Rain (On the Rain stage) 020 020
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Explosive Kombat 050 050 Drawn weapons can not be lost 002 002 Disable throws 100 100
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Disable max damage 010 010 Disable throws and max damage 110 110 Random weapon appears 111 111
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Start with random weapon 222 222 Start with weapons drawn 444 444 Many weapons 555 555
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Silent Kombat 666 666 Big heads 321 321 Fight in Goro's Lair (Spike Pit) 011 011
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Fight in The Well (Scorpion's Stage) 022 022 Fight in Elder God's (Blue Face) stage 033 033 Fight in Tomb Stage 044 044



HEAR – It's happy with you and you're a good parent.
SWIRL – It's angry or upset with you – feed it coconuts.
QUESTION MARK – Your chao is indecisive. It doesn't know what it wants to do next.
EXCLAMATION – Surprised chao. Wait to see if it is good or bad.
XX ACROSS THE EYES – Very unhappy or angry. Feed coconuts.
ACROSS EYES – Very happy chao
HALFED-CLOSED EYES – Tired chao. Feed it or play with it
WAVING ARMS – Your chao wants love. Pick it up.
FLINGING ARMS – Temper tantrum.

Clean Pause

To remove the pause menu, press X and Y together at the pause menu. This is good if you want to take screenshots.

Drive with Anyone in Twinkle Circuit

After completing the game with all six characters, you will be able to race in Twinkle Circuit with anyone. Just select the character you want, then go to station square. Once you're there, go over to the little patch of grass and weeds by speed highway entrance and pick up the ticket. (It will be rotating, and easy to spot.) Then go into the Twinkle Park building, and instead of entering Twinkle Park, enter Twinkle Circuit. You will hear a special noise that tells you that the secret is unlocked. Now just repeat the process for all the characters.

1. Knuckles
2. Sonic
3. Tails
4. E-102
5. Big

Easy Emblems as Knuckles

If you are having trouble getting the one minute emblems as Knuckles, here is a trick that will make it much easier. Find the first emerald shard, but don't touch it! Instead, pause the game and restart

the level. Now run to it as fast as you can. Since the shards act as save-points, find the next one and repeat. Do this until you have all three.

Free Rings

As Tails, go to any place with grass and look for a dark green weed. Lash it with your tail. If you are lucky, a ring or extra life will appear. While playing with Knuckles and if you have the Silver knuckle gloves, go to a place where you can dig and in most places (especially places with plants) you can uncover up to 20 rings.

Golden Chao Baby

There are two open shops in the part of Station Square with the open manhole. The golden chao's egg is in one of them. Unfortunately, every time you lift the egg from its pressure sensitive platform, the doors are barred shut. Go to the city hall area where you fought Chaos 0 and look near the walls and grass. An egg-shaped rock is here, and you can put it on the platform in the store. You may now leave freely with the golden chao egg.

Little Sonic Chao

If you give a chao about 20 of the pink animals (rabbits, kangaroos, deer) it will start to look like everyone's favourite hedgehog.

Metallic Chao Baby

To get the one-of-a-kind metallic chao baby, go to the waterfall near the subway and look to the right of it. You will see a sort of platform. Go to it and push it. A metallic egg will fall down the waterfall and into the pond. When it reaches the land pick it up and bring it to the nearest Chao sanctuary. Throw it and it will hatch.

One-and-a-Half Play

When you are playing Sonic's action stages and Tails is on the screen, a second player can control Tails with a

second controller. Any rings Tails collects will be added to Sonic's totals. Be careful to not make Tails break open any shields, invincibilities or One Up item boxes as those will not be added to Sonic and will be wasted. This feature may seem trivial to most people, but you'd be surprised how much fun it can be trying to outrun player one (who's playing Sonic) when you're controlling Tails.

PC Wallpaper

If you insert your *Sonic Adventure* game disc into a PC CDROM drive, you will have access to a directory called "extras". Inside you'll find a number of *Sonic Adventure* desktop wallpapers you can decorate your PC with.

Secret Chao Puzzle Game

After you start up the *Sonic Adventure* game, place a controller into the D port on your Dreamcast and have a VMS in the controller. A hidden Chao Puzzle game will appear on the VMS screen. It is a tile-based puzzle game where you have to use the Dreamcast's controller to move the pieces of a moving picture around to win. After every five puzzles you solve, a little animation will play on the VMS screen.

Sonic Tokens

You can get five Sonic Tokens from Chao Race. Just raise a chao then go to the Chao Race, chose the first choice, and then the place where your chao is. Then chose a crystal and win each one. A fifth one will appear – chose it. If you have trouble finding levels you have beaten and want the tokens, go to the main options at the chose the second option. You can go to any level you have beaten with out running around for it. This is good if you need to collect more tokens, and it tells you which ones you have got and where. There are Tokens hidden around the world which shouldn't be too hard to find. I have 114 tokens and am missing six with Sonic.

Sonic's Snowboard Select

Just before entering the snowboarding part of the ice stage, press X to get Sonic's blue snowboard (previously seen in *Sonic 3* and *Sonic Triple Trouble*). Press B to get Sonic's yellow board (only seen in *Sonic Adventure*).

Sonic's Special Super Speed Shoes

In the Station Square, head towards where you first fought Chaos (0.) Instead of going in the park, go to the hole in the ground. Fall in, then follow the path. You will find a rainbow coloured area – step in. To get out, speed until Sonic says "Ready?" and keep holding down the speed button. Press the button with the star on.

SEGA RALLY 2

coming soon

30 Frames Per Second Mode
At the title screen press Up, A, Down, Down, Left, Right, B, B, UP. A sound will confirm the code. Now the game has no slowdown and runs at a constant frame rate, the way it should have been.

60 Frames Per Second Mode
At the main menu press Up, A, Down, Down, Left, Right, B, B, Down. A sound will confirm the code.

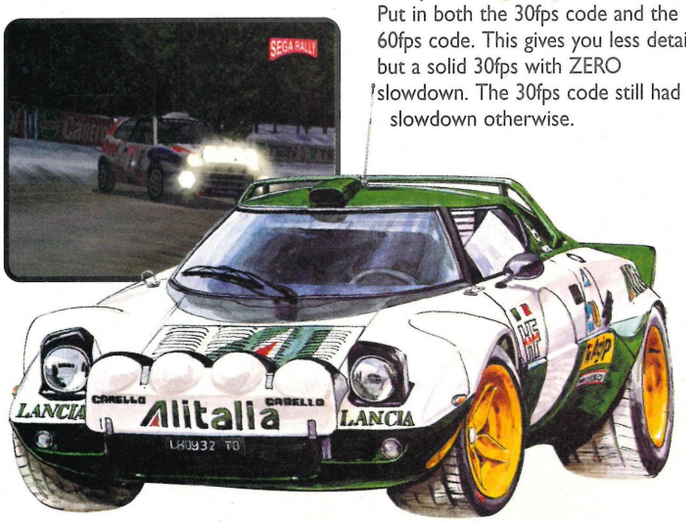
All Cars
At the title screen press Up, Down, Up, B, A, Left, B, B, Down on the digital control pad.

All Tracks
At the title screen, press the following on the digital pad: Up, Left, Down, Right, B, A, B, Right, Down. All of the tracks in the 10 years championship will now become available, including the secret track for completing the championship.

Alternate Car Colours
Hold down the left shoulder button when selecting the Lancia Stratos, Corolla WRC or Lancer Evolution to access an alternate set of colours for that car.

Alternate Replay Camera Views
During a replay, simply press:
- X - Side-mounted "car-cam"
- Y - Inside the cockpit view
- A - Behind the car view
- B - Default "TV cam"

Bonus Cars
To unlock these cars you must meet the criteria shown below.
- Mitsubishi Lancer EVO 4 – Finish 1st in the 2nd Year Regular Mode.
- Toyota Celica GT-Four ST-185 – Finish 1st in the 3rd Year Regular Mode.
- Mitsubishi Lancer EVO 3 – Finish 1st in the 4th Year Regular Mode.
- Peugeot 106 Maxi – Finish 1st in the 5th Year Regular Mode.
- Lancia Delta Integrale – Finish 1st in the 6th Year Regular Mode.
- Fiat 131 Abarth – Finish 1st in the 7th Year Regular Mode.



- Peugeot 205 Turbo – Finish 1st in the 8th Year Regular Mode.
- Renault Alpine A110 – Finish 1st in the 9th Year Regular Mode.
- LANCIA 037 Rally – Finish 1st in the 10th Year Regular Mode.

Bonus Section in Riviera
In arcade mode you can access a special section of the track in the Riviera stage. First, select Arcade Mode and choose either practice or championship.

When you reach the Riviera stage, take note of the final 90 degree turn in the track prior to the final straight. There will be two red cones. Knock both of them down. After you have knocked them down, you will hear two distinct tones saying that the hidden section of the track have been opened. Turn the car around, then look carefully on the car's right. An entrance will have been opened. Drive through it to enter a special point stage, where you will need to drive your car around and knock cones down to gain points.

The points will have no bearing on the game – it's just a fun thing!

Camera Tricks
While selecting car at car select screen, you can manipulate the view of the car using the digital controller. Just press it in the direction you would like the car to rotate to.

Also, you can change the view of the car during the instant replays. Just hit the a button so that you are at the behind the car view. Using the digital pad you can rotate the camera angle as you please.

Plus, while in the driver's view on the replays you can hit down on the digital controller to get the original behind the car view that you see during the race.

Constant 30fps Tip
Put in both the 30fps code and the 60fps code. This gives you less detail, but a solid 30fps with ZERO slowdown. The 30fps code still had slowdown otherwise.

Drive the Renault Maxi Magane
To gain access to the Renault Maxi Magane, finish arcade mode (any position).

Drive the Subaru Impressa 555
To gain access to the Subaru Impressa 555, finish in 1st place on year 1 of the 10 year championship.

Even More Camera Tricks
While using one of the other camera cheats during a replay (hitting the A button) you can also hit the L and R trigger buttons to zoom in and out of the car for a change in distance during the replay.

Secret Rally Track
Finish in first place in every year under "10 Year Championship"mode.

AEROWINGS

coming soon

Unlock Bonus Planes... The Hard Way
Successfully complete the indicated mission to unlock the corresponding aircraft:

Blue Impulse T-4...Blue Impulse 10
T-2 .....Blue Impulse 15
F-86F .....Blue Impulse 20
F-4EJ .....Sky Mission Attack 1
F-1 .....Sky Mission Attack 2
F-15DJ .....Sky Mission Attack 3
Grey F-4EJ .....Sky Mission Attack 4
F-2 (F-16) .....Sky Mission Attack 5
Dolphin .....Sky Mission Attack 8

Unlock Five or Six Jet Formation Mode... The Hard Way
Successfully complete Sky Mission Attack 1 through 8. Then an option to fly a five or six jet formation in Free Flight mode will be unlocked.

Unlock everything
When the game loads and at the main start window where it says "PRESS START", push both L and R buttons on the control pad. The announcer will say "GOOD OK" or something to that effect and you will have all planes, dolphin, and R/C car, plus all levels to fly in and exhibition mode.

HYDRO THUNDER

coming soon

All Tracks in Two-Player Mode
Play each race in two player mode and win to unlock secret tracks (for two player only). Eventually, you'll unlock all the tracks and then all the secret boats. This unlimited two player mode is great for practising and finding shortcuts.

Name	Cheat
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Fight in Rain Stage 055 055 Fight in Snake Stage 066 066 Fight in Shaolin Temple 101 101
MORTAL KOMBAT GOLD	DESCRIPTION: Kombat Kodes Fight in Living Forest 202 202 Fight in Prison (Fan Stage) 303 303 Fight in Ice Pit 313 313
NBA 2000	DESCRIPTION: Screen Saver. Go to a screen other than the main menu (options, or customise) and don't push any buttons then the screen will turn many different colours.
NBA 2000	DESCRIPTION: Cheat Codes. To activate a cheat, enter its code below. (Note: Codes are case sensitive). Display message, 'Hi, Mom! Love, Your Child' - HIMOM Huge players - MONSTER
PEN PEN TRICELON	DESCRIPTION: Alternate Costumes. Finish in first place on all courses and course variations two times to unlock every costume.
PEN PEN TRICELON	DESCRIPTION: PC Wallpaper. Put the *PenPen Trilcelon* CD into your computer. On the CD there will be two files named 'wallpaper1 and 'wallpaper2'.
PEN PEN TRICELON	DESCRIPTION: Play as Hanamuizu. To play as Hanamuizu, beat all the races twice. If you can earn a gold medal on each course he will be unlocked.
PEN PEN TRICELON	DESCRIPTION: Play as Hanamuizu. If you complete every section of all four levels, you can gain access to the secret character, Hinamazu.
POWER STONE	DESCRIPTION: Alternate Colours. To choose another colour outfit for your character just hit B when selecting them. The A button will select their default colour.
POWER STONE	DESCRIPTION: Extra Items. There are four extra items in *Power Stone*. To get each, just beat the game with four characters. You can get an extending pole, heavy chain gun, ray gun and a shield.
POWER STONE	DESCRIPTION: Invincibility Go to extra options (once you beat the game) and turn transformation damage to 0%.When your in a match get three jewels, and once you transform don't use any attacks – just throw things.

cheat arena

Name	Cheat
POWER STONE	DESCRIPTION: Easy win on final Valgas. To easily beat Final Valgas, just go under his armpit and keep on punching or kicking him. He'll shoot missiles at you, but you will kill him before he kills you.
POWER STONE	DESCRIPTION: Play as Kraken. Beat the game as every character and Kraken will appear at the character select screen.
POWER STONE	DESCRIPTION: Play as the Bosses. To play as the Bosses of this game, beat the game with each character once. Also, note that beating the game with any character opens up one extra option in The World of Power Stone book.
POWER STONE	DESCRIPTION: Play as the Transformed Valgas. After beating the game with Valgas (after you get him), play versus mode with two players and only one player can be the second Valgas (the transformed Valgas).
POWER STONE	DESCRIPTION: Virtual Mode. You get this mode after you obtain Valgas – it is page 5 in the Power Stone Collection. This mode has the camera following behind your character for the whole match.
POWER STONE	DESCRIPTION: Art & Music. Earn at least 2000 coins in any of the games and you'll be treated to a music option and an art book option with exclusive preproduction art work.
READY 2 RUMBLE	DESCRIPTION: Rumble combos. After getting RUMBLE Mode you can do combos with your glowing gloves. Just press the A button and the B button at the same time and your character will do a combo.
READY 2 RUMBLE	DESCRIPTION: Championship Arena in Two-Player mode. Enter 'Arcade Mode' from the main menu and select two player mode. At the character selection screen, hold R while selecting a boxer.
READY 2 RUMBLE	DESCRIPTION: Change Cornerman Voice. At the character selection screen, press X + any button on the D-Pad to change cornerman voices.
READY 2 RUMBLE	DESCRIPTION: Removing the Pause Menu. Pause the game during a fight and press X+Y at the same time to remove the pause window.
READY 2 RUMBLE	DESCRIPTION: Easy Money Go to prize fight and win the first match. Bet the money that you just won on another prize fight. If you start to lose, just quit your match and try again.

Clean Pause

While racing, press Start and while the pause menu is up, press X and Y together. This will get rid of the pause menu and you can get a clear picture of what is around you on screen.

Earning Tracks and Boats

To race the medium tracks, finish each of the three Easy courses in the Top 3 positions and you will get all the medium tracks, plus medium hydroboats, too.

To race the hard tracks, finish each of the Medium tracks in first or second position and you will get access to the hard tracks, plus hard boats too.

To get bonus tracks, finish each of the Hard courses in first place only and you will get one bonus track and bonus cars too. Then, finish the bonus track in first to get another, then repeat that to get the others until you've conquered *Hydro Thunder*.

Race as a Fishing Boat

Enable all of the hidden tracks. Highlight the Thresher at the boat selection screen. Then, hold L + R and press View two times. Select the Chumdinger to race in a fishing boat.

Race as the Tiny Titanic

You have to beat the easy courses in the top three to get the medium courses. After you have the medium courses, beat them by placing in the top two to get the hard courses. Beat these by placing first in all the races to get the bonus tracks. Beat the first three bonus tracks in first and you will be able to race with the most awesome boat in the game, the Tiny Titanic.

Turbo Start

Hold left trigger while game is loading. As the number 3 fades, release left and hold right trigger. As the number 2 fades, do the opposite – release right and hold left trigger. Then do the opposite again as the number 1 fades (you should end with right trigger held.)

VIRTUA FIGHTER 3tb

coming soon

Alternate Costumes

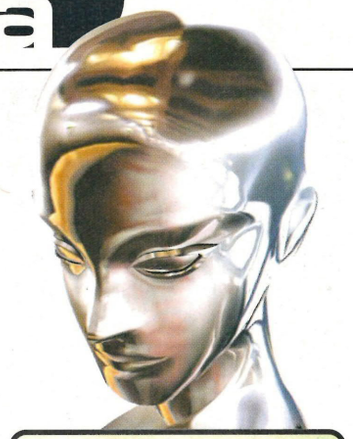
When you are selecting a character, HOLD the start button before you select your character with button A.

Arcade Backgrounds

In training, normal or team battle mode you can change the backgrounds to the original arcade versions by letting the time run out in the stage select screen.

Change Backgrounds

When selecting a stage, hold START and press A. In Team Battle Mode, when selecting a stage, hold down START button until time runs out. If



you have used the above code, you will need to restart (START+A+B+X+Y) before this code will work.

Play Against the Alphabet Character

To play against the alphabet character in normal mode at the character select screen, highlight Akira and press start. Then highlight Lau and press start. Finally, highlight Pai and hold start and press X. All of your opponents will be replaced by the Alphabet character.

Play as Alphabet Man

To play as Alphabet Man:

7. .....Select Normal mode.
8. .....Highlight Akira and press Start.
9. .....Highlight Lion and press Start.
10. .....Highlight Pai and press Start.
11. .....Now pick any character and they will be their Alphabet Man version.

Play as Gold Dural

Press Start + Y + A at the character selection screen. This only works in Training mode.

Play as Silver Dural

Press Start + X + A at the character selection screen.

Slow Motion Replay

Press and hold the Dodge button at the "KO" screen to receive a slow-mo replay.

TRICKSTYLE

coming soon

Access Japan Early

Go into the UK area and there will be a hill right before a wall blocking you from the area where Japan is. In order to do this trick, you must hit the hill fast and jump from it then do a spin. If done correctly you will end up jumping over the wall and into the Japan area. Caution!!! If you have not unlocked Japan you will be stuck in this area because none of the doors have opened.

Break the Glass at UK Races 1 and 2

In UK races 1 and 2, you will see a clock that is really big. On race one, towards the end of the course, go up the ramp and do a boogie drill or hammer drill to break the glass and save some time. In race 2 in the beginning, go on the right side and get the speed boost, then break the glass by using boogie drill or hammer drill to cut off a sharp turn.

Easiest Way to Beat UK Stunt Bowl Boss

Most people have a lot of trouble beating the first UK Stunt Bowl Boss. And I admit, doing those combos is quite hard. Well, I experimented a little. I found a very easy way to win. What you do is this: When the countdown to let you start ends, just stay there, then jump and do a 360 in the air. Repeat that. Make sure you do it in the air. Each time you will receive 500 points! Keep on doing it till you reach 1500! And you can take your time – you'll finish with like 30 seconds!

Globe Location in Japan 1

When you are play Japan 1 there is a globe pretty close to the beginning of the level. Once you go through the figure eight track in the beginning, there is a part going up a wall and down the other side. If you keep to the right and don't go up the wall you can see a loop-de-loop. Go straight and don't try and turn while in the loop or you will fall – it's right at the top. This is also an easier way to go. Be careful. Other boarders can take your globe away by touching you.

New Boards

Combat Board: Get this board by beating the U.K. Boss.
Turbo Board: Get this board by beating the U.S. Boss.
Trick Board: Get this board by beating the Japan Boss.

Quick Start

Press the R button when GO! comes up. If done correctly you will go into a spin similar to the Y-button trick, allowing you to start more quickly than walking for three steps before getting on the board.

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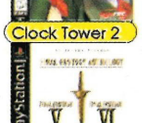

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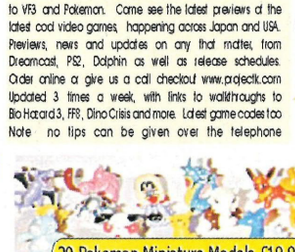

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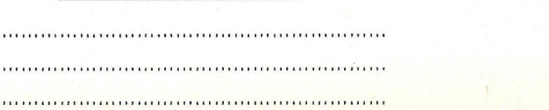

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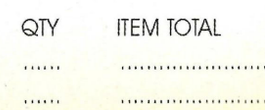

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Ready 2 Rumble FAQ SPECIAL

We've had plenty of questions for this bonce bashing smash. It seems everyone got a copy for Chrimbo and wants some code cracking info. So here as a one-off special are all your *R2R* FAQs answered by the only team who can...

Q How can I get the alternate costumes and intros on *R2R*? I've been trawling the net for this cheat unsuccessfully. Please help!

Kevin Malicious, Orkney.

Okay Kevin, for Alternate outfits and intros, hold X + Y while selecting a boxer. Waa lah!

Q Are there any cheats on *R2R* to get Bronze class boxers? Also, if there is can you see if there's a Championship class boxer cheat?

Frank Lacey, Slough

For Bronze Class boxers Enter "RUMBLE POWER" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode. And yes, if you want Championship Class boxers enter "POD5!" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode to access all boxers. Gold Class boxers: Enter "MOSMA!" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode.

Q Hey, Dreamcasters! I've just been and bought *Ready 2 Rumble* for Christmas, and have played it to death ever since. All I want cheats-wise, if you have them, is different fighting arenas or areas. Oh, and throw in a new outfit cheat for the lady... ooh la la.

Greg Trevelyan, Chester

To fight in championship arena select 2P arcade mode, then hold R trigger while choosing a fighter at the character selection screen. To fight in gym select 2P arcade mode, then hold L + R trigger while choosing a fighter at the character selection screen. To fight in outdoor ring select 2P Arcade mode. then hold X + L + R while choosing a fighter at the character selection screen. To fight in two-tier arena select 2P arcade mode, then hold L while choosing a fighter at the character selection screen. For holiday backgrounds set the internal clock for Christmas (Dec 25) and there will be Christmas trees in the arena with the tables (prize fight arena). Set the clock for Halloween (Oct 31) and there will be skeletons in the crowd in the arena with tables and chairs. Nice.

Sonic FAQ SPECIAL

Yup, if you're thinking the *R2R* FAQ special covered all those niggles and queries, this month's *Sonic* special will improve this incredible game in leaps and bounds. Enjoy...

Q For an early Chrimbo present, Nan gave us *Sonic*. Being a cheating sod, I've tried out every cheat I could find on the Net. However, I've heard there's a Clone of Knuckles cheat. Is this true? I'll be buggered if I can find it!

Christy Sheston, Peterlee

A clone of Knuckles? Yep, but should I really be telling you?! Play through the game (with all the characters) until you get Super Sonic. In Super Sonic's Adventure, go to the crashed island. There you'll see Knuckles and Eggman (Robotnik). After the clip, press A+B+X+Y+Start. Then choose Knuckles. Go to the same place, and there are two Knuckles! This works with other characters too, but it's not as funny.

Q Is there a secret puzzle game in *Sonic*? My friends at school say there is – in the VMU. Is this true? Will I need one to play the secret game if it is?

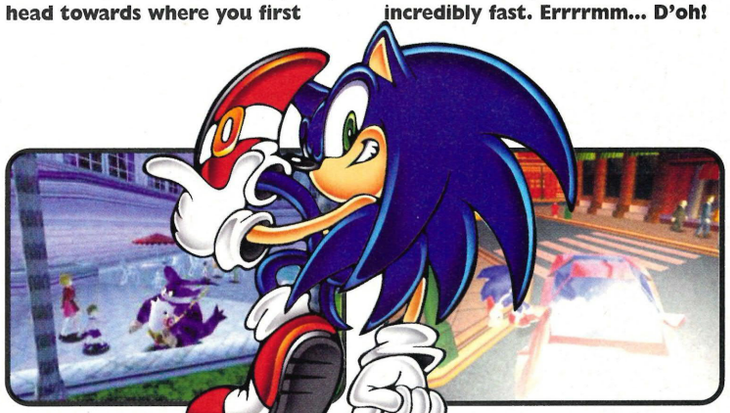
Kelsey, Cambs.

There is, and you will need a VMU. After you start up the Sonic Adventure game, place a controller into the D port on your Dreamcast and have a VMS in the controller. A hidden Chao Puzzle game will appear on the VMS screen. It is a tile-based puzzle game where you have to use the Dreamcast's controller to move the pieces of a moving picture around to win. After every five puzzles you solve, a little animation will play on the VMS screen.

Q What's this I hear about Sonic being able to run faster than he ever has done before? Is it a cheat? Where is it? What does it do? And could you please inform us all?

Adrian Cummins, Lincoln

Sonic's Special Super Speed Shoes. Okay, okay. Let's get this in order. Yes, in the Station Square, head towards where you first fought Chaos (0.) Instead of going in the park, go to the hole in the ground. Fall in, then follow the path. You will find a rainbow-coloured area – step in. To get out, speed until Sonic says "Ready?" and keep holding down the speed button. Press the button with the star on it and let go of the speed button. These are Sonic's Special Super Speed Shoes, and they'll make him run incredibly fast. Errrrmm... D'oh!



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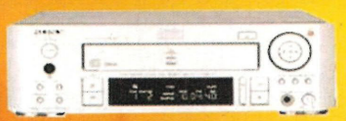
Darth Maul Figure £100
South Parks Collectables
Pokemon Collectables

DVD Players

Denon DVD-5000
Pioneer 515
Sony M35
ALL OUR PLAYERS ARE REGION FREE



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Meet Joe Black £16
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Tombstone £20
What Dreams May Come £16

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THIS WEEK'S M@IL

WELCOME TO M@IL. THIS IS YOUR FORUM FOR SHOUTING YOUR MOUTH OFF!

Sega Dreamcast II?

Sega's newest arcade motherboard is named Hikaru! People were suspicious when their previous board was named Naomi.
Naomi = Namie, as in Namie Amuro, chart topper of late-1990s.
Hikaru = Hikaru as in Utada Hikaru, chart topper for 1999.
Seems like Sega is naming their arcade boards after JPOP singers. What do you think, eh?

Oliver Christian, Lycanthorpe

Hmm, Naomi and Namie... Come to think of it, Yu Suzuki is a big-time fan of the Japanese pop idol who is now a mother (I believe), Hikaru... as in Utada Hikaru.

You appear to be correct – Sega likes to name their systems after Japanese pop idols (Saturn/Megadrive/Genesis/Master System?). Actually, just pop idols in general, I guess...

Your Say...

There are rumours of a DVD player add-on for the Dreamcast. I personally don't think it'll be a success. You can buy DVD players without the need for a console, so why should we buy one that has to run through the Dreamcast? I don't understand the logic behind it.

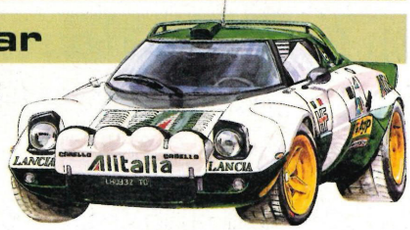
Gregory Salter • Harrow

Your Say...

Why can't you buy third-party controllers for the Dreamcast? The PlayStation has hundreds, and they're usually cheaper. Have Sega blocked this production?

Garry Rasher • Cambs

Craptacular



One thing that I like about playing on consoles (instead of computers) is that the machine can almost always handle its software. But I've noticed many of the frame rates on N64 games are horrible (*Turok2*, *J.F.G.*). It took N64 a while to sink to this level. But I have heard many things about Dreamcast's frame rates already slowing down. Is Dreamcast quickly going from spectacular to craptacular, or am I just hearing things?

Estelle Auder, Marsh Barton

It seems that whenever I hear about bad frame rates, one particular side of DC development pops up – Windows CE. Slave Zero, Sega Rally 2, Centipede – all these games use Windows CE, and none of them can maintain a consistent frame rate. I'm certain that future versions of DC Windows CE will be cleaned up.

Chu Chu Riffic

Do you know whether or not Sega intends to bring *Chu Chu Rocket* over to the DC? I mean, I'm an American, I like fighting/racing/action games like the rest of us, but I also enjoy the occasional puzzle game (heck, I've already pre-ordered *Seventh Cross Evolution*). Considering the game's been getting solid reviews, the fact that it's selling so well in Japan (although that's not necessarily related to a title's potential success over here), and the amount of positive talk it's been getting on the Usenet groups, it would appear to me to make it a no-brainer.
What do you think?

Crazy Dog, The Hood

Sega has stated that they'll be bringing the game over, although they aren't being anymore specific on the matter.

Correct that...

When you review a game like *Slave Zero*, or any game, why not review a final copy, like go to the store and buy it? There's nothing wrong with the frame rate in the copy I played at the shop.

Girth Sphincter, Sutton Coldfield

The copies of games we review are given to us by the publishers as review copies before they reach the shops in order that we keep up to date with the game-buying public's needs. No, they aren't boxed versions, but they are the versions sent for review.

If the version in the store is any better than the version Infogrames sent us, then the score it got may seem unfair. But we are obliged to review the review copy sent before going to press, which is why I doubt that the frame rate in the version you bought is any better than the frame rate in the version we have.

Sonic International

When I looked through a list of software on the net I spotted "*Sonic Adventure International*." They did mention that it is in multiple languages. Could you please tell me about it. Thank you very much. I hope you can help me.

Steve Kelly, Exmouth

It's just the Japanese release of the US version of Sonic Adventure. Not too much in the way of differences, although I'm certain that the default language is Japanese instead of English.

Lara Good Games Coming

I've heard rumours of a *Tomb Raider* game on the Sega Dreamcast. Is this true? Whatever the cynics have been saying about how tired the series is now beginning to look, I for one would welcome Core's hit adventure to the Dreamcast. According to some internet sites, the exclusivity to Sony license is due to expire, and Eidos are going to publish it on all console formats – even the N64! That is, if anybody still owns one then! What do you think? I reckon the 128-bit Sega machine could do the game justice and give it the medium it truly deserves. It would be certainly on my shopping list, and I know a great many others who'd agree.

Carla Fort, Streatham

Thanks Carla. It's good to know ladies are becoming more interested in games, and you have made a valid point. Despite what the critics are saying about Lara Croft and her Tomb Raider titles, the series is still as popular as ever and will always be good for any format. The licensing deal with Sony and Core is due to expire soon, and we may well be seeing it pretty soon. It's already being made for the Game Boy Colour, so there is hope.

Your Say...

With it being Christmas, I would like to tell you the games I want for Dreamcast next year. *ISS Pro*, *FIFA 2000*, *Champions League* and *LMA Manager*. I luv footie!

Steve Shetton • Crawley

Mother

I think Eve was the mother of humanity, not Lilith. Unless, of course, you're in some whacked-out new age religion.

E. Diot, Hammersmith

Uh...

Bloody Idiot

You've got to answer this question for me! Please tell me that *Shenmue* will have some kind of blood in it. Blood will make it so much better. So is there or isn't there?

H. Cannibilasus

This is the last time, the first and last time, we print any letter sent from an American penitentiary for psychopaths and disturbed axe-wielders!!

Dear DC

I have recently bought *Ready 2 Rumble* and think it is an absolute stunner of a game. This game gives *Victory Boxing 2* on the PlayStation a run for its money whilst giving *Knockout Kings 99* a low blow straight from the top spot in my boxing sim charts.

I feel that Midway have spent a long time working on this game to bring it up to its full potential, and that this will bring future games' standards to an all-new high.

Dwayne Stubbs, Kirkaldy

Well then Dwayne, your views of this game are pretty high, giving me the impression you're an avid gamer who won't waste his money on games that don't get the Dwayne approval.

Free Games!

Every month Dreamcast Tips will reward you for writing letters to us! The star letter will receive the game at No. 1 in the charts. Don't worry if you don't win, though, the three next best letters will also receive runners-up prizes, thus giving you even more reason to stand on your soapbox and spurt your opinionated juices!

Your Say...

I am a little disappointed with the poor showing from Nintendo. With three consoles on the market, games prices would have been driven even lower. Thanks a lot, Nintendo!!

Angry Joe • Newcastle

TRASH CAN • TRASH CAN

The trash can is where we ditch the select cuts of your hideous goofs. If you say something stupid or truly bizarre, we will highlight your gaff in this section. Be careful what you write!

The PlayStation has a large following, but so does Sega. Remember the Saturn!!
K. Brint, Somerset

I don't know what to do with the internet lead. Does it go into the wall?
R. Walton, Kirby

I like the Dreamcast being heavy. Anything that is heavy has quality written all over it!
Nathan Devish, Bucks.

I'm not buying a Dreamcast. I'm staying ahead of my friends by waiting for a Dreamcast 2!!
H. Ramsey, Cirencester

I think the Dreamcast is going to be bigger than PlayStation because it has six billion players!

D. Sentis, Liverpool

Please send your letters to: Dreamcast Tips Mail...

LCD Publishing • Level 2 • Renslade House • Bonhay Road • Exeter • Devon • EX4 3AY

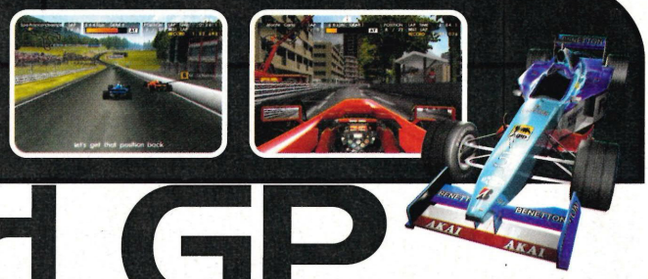
EDITOR

The first issue of Dreamcast Tips should provide you with the créme de la créme of the Dreamcast's launch titles.

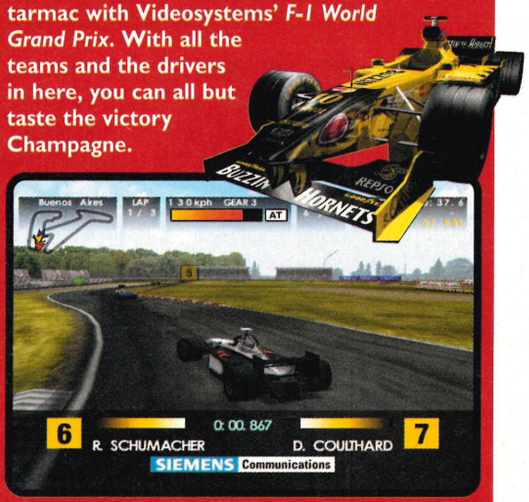
Racing in at the summit of the reviews pile this month is F-1 World Grand Prix from Videosystem. We've lived out our fantasies in the office with this one, I can tell you. Talking of fantasy, how about Soul Calibur! This is arguably the greatest Dreamcast game to date (apart from Shenmue – check out the coverage in the news.) We have also been down to South Park to take part in a game show hosted by Chef, driven a rally car in Sega Rally 2, and even learned the art of acrobatic flying with Crave's Aerowings. It's been an exhilarating month that ended with Blue Stinger's dinosaurs and a good dose of death with MK Gold. We have seen the future.

LEE

F-1 World GP



We pull on our helmets and start raking up the tarmac with Videosystems' *F-1 World Grand Prix*. With all the teams and the drivers in here, you can all but taste the victory Champagne.



Outcast

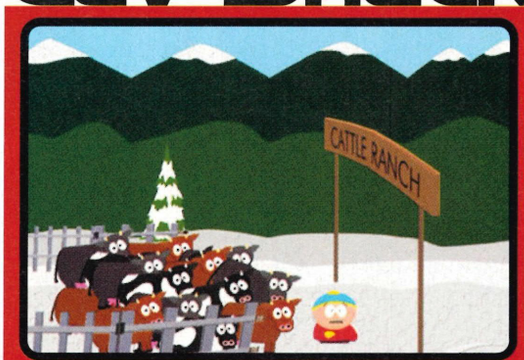
Our Outcast box gives you the information you need before considering the purchase of a title. You might prefer a publisher like EA or Eidos, or you could rely on our verdict score.

90+	Games in this category should be added to your collection immediately.
80+	Still fantastic games that are definitely worth a second look. Could be hot.
60 - 79	Suffers with a few faults.
40 - 59	Quite bad really. Try it first.
20 - 39	No! This is bad! Avoid it!
00 - 19	Haaahaaahahhaaahhaa!

SHENMUE

The latest news and updates from the biggest game on the Dreamcast. Watch this space!

Chef's Luv Shack



No more 'killing Kenny' jibes, we're off down to South Park to have ourselves some fun! Ever fancied being on a game show? Chef hosts this comedy quiz packed with hilarious games and stupid questions. South Park fans will luv it!

Soul Calibur

Namco's supersonic fighter crashed into the office with all swords blazing (uh!), and totally blew us away, dudes. We get stylishly swash-buckled with the classiest game on the Dreamcast so far. Dare you enter the fray. Sharpening yer piece, this action is hot, hot, HOT!

Sega Rally 2

It may not be *Colin McRae*, but it's the best the DC has to offer. Time to dig up that co-driver and have some dirty fun in the car. There are tons of cars, and some of the trickiest courses you'll find this side of a motorway services restaurant!

Mortal Kombat Gold

It has a history, but it's all good, clean, murderous fun. We take to the *Kombat* arena for the latest edition of Midway's classic beat 'em-up. Not squeamish are we?

Blue Stinger

What console launch would be complete without the inclusion of the compulsory adventure game? Activision bring *Blue Stinger* to the party, and we get down with some eerie adventuring. It may not be the '*Raider* we were looking for, but it isn't that bad.

AND THE REST...

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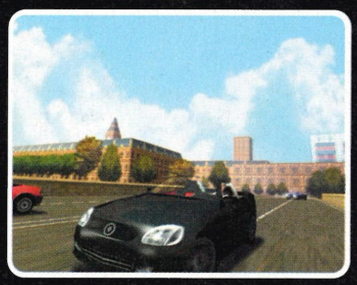
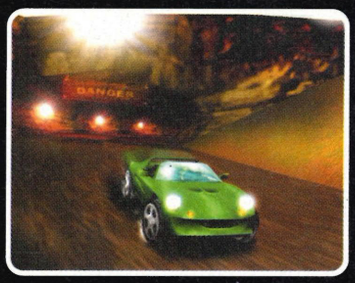
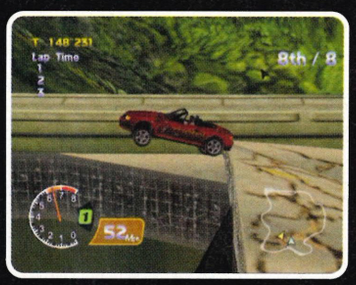






Having already shown great potential on both the PlayStation and the N64, *Roadsters* has finally been confirmed for the Sega Dreamcast. Offering a real alternative to Sega's forthcoming *GT* title, *Roadsters* invites you to snuggle up behind the wheels of more than twelve stylish convertible cars spanning the likes of Mazda and TVR and race over various terrain and several different courses. From what we have seen so far, graphically it threatens to compete with the best of the driving genre on the market.

There are eight fully interactive tracks that throw up all manner of obstacles at random. Varying weather conditions and freak natural incidents such as volcanic eruptions add to the drama.

You can partake in a single player arcade mode, a championship point scoring mode, or a multiplayer game which, via the Dreamcast's four pad ports can be enjoyed by a further three chums. Cars can be upgraded and fully customised as you progress, and you will even have the chance to place bets on yourself to increase your income. Hustling on the tarmac – whatever next? As was mentioned before, it looks stunning and has made good use of the DC's extra capabilities. It also has a bangin' soundtrack to accompany it, and more depth than people may give it credit for. The PlayStation version is a playable little number, and this could be a surprise hit of early next year if it follows suit. We shall see.

ROADSTERS

COMING JANUAR

Roadsters

Oil me up, son!

Show me the Doubter

DREAMCAST SHIPS ONE MILLION

Considering that the soothsayers and industry professionals were predicting an early demise for Sega's Dreamcast machine, the console has now well and truly repelled this prophecy of doom and exceeded even the top brass of Sega's expectations. Since its launch on September 9th, the Dreamcast has now recorded over one million sales in the US alone. The outlook for the console is now looking healthier as both hardware and software sales gather momentum in the run up to Christmas. The million mark also signals greater optimism for the longevity of the Dreamcast; consider that sales of the Sony PlayStation reached the one million mark a whopping 18 months into its launch. This news has confirmed the Dreamcast as the fastest selling system to date!

HOT STUFF

Dance Dance Revolution

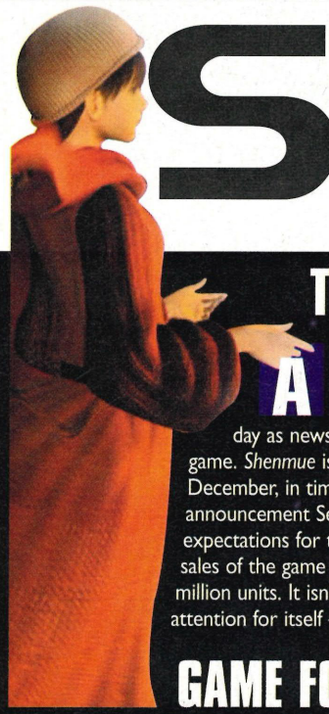
DANCING QUEENS

In Japan, Konami have been a solid supporter of the Dreamcast with a number of titles already launched for the console. Sadly, Europe has seen little of this commitment with nothing from the triple-A software producer of late. Things are seemingly about to change with – surprise, surprise – the impending release of a Konami dancing game. With *Pop n' Music 1* and *2* already available for the Dreamcast, a further sequel is planned and pencilled in for a European release. It is already scheduled for release in Japan early next year, so we could well be seeing it over here in late spring. Keep your limbs well oiled!

music please

Name	Publisher	Date
Armada	metro3D	Out Now
Soul Fighter	Mindscape	Out Now
Incoming	Interplay	Out Now
Centipede	Hasbro Int	Out Now
Sega Rally 2	Sega	Out Now
Seventh Cross	Tommo	Out Now
NFL QClub 2000	Acclaim	Out Now
Roadsters	Racing	Out Now
Test Drive 6	Infogrames	Out Now
Renegade Racers	Interplay	Out Now
Rainbow Six	take 2	TBA
Vigilante 8	Activision	Out Now
Evolution	Ubisoft	Dec. 11
Shadowman	Acclaim	Dec. 14
Caesar's 2000	Interplay	Dec. 15
Fighting Force II	Adventure	Dec. 18
Re-Volt	Acclaim	(TBA)
GTA 2	Take 2	(TBA)
South Park Rally	Acclaim	TBA
Zombie Revenge	Sega	Jan. 18
Street Fighter A3	Capcom	Jan. 4
Star Trek: NW	Interplay	Jan. 11
Viva Football	Interplay	Jan. 11
Kain: Soul Reaver	Eidos	Jan. 12
Castlevania: Res	Konami	Jan. 16
MS Flight Sim	Konami	Jan. 18
Wild Metal	Rockstar	Feb. 1
Espion-Age-Nts	NEC	Dec. 2
NHL2000	Sega	Feb.
Res Evil:Veronica	Capcom	Feb. 3
Rayman 2	Ubi Soft	Feb 16
Deep Fighter	Ubi Soft	Feb. 16
Toy Story 2	Activision	Feb. 16
Space Invaders	Activision	Feb. 16
MDK2	Interplay	Feb. 16
Dark Angel	metro3D	Feb. 23
Crazy Taxi	Sega	Feb. 2000
Climax Landers	Sega	Feb. 2000
Striker	Infogrames	Feb. 2000
Draconus: COTW	Crave Ent.	Mar. 5
Red Dog	Sega	Q1 2000
Boarder Zone	Infogrames	Q1 2000
Star Wars Ep I	LucasArts	Q1 2000
Tee Off Golf	Acclaim	Q1 2000
4 Wheel Thunder	Midway	TBA 2000
Metropolis	Sega	April
J McGrath 2000	Acclaim	April 2000
D2	Sega	Q2 2000
Ecco the Dolphin:	Sega	Q2 2000
Arena Football	Midway	July 2000
Croc 2	Fox Interactive	Q3 2000
Agartha	(TBA)	2000 (TBA)
Baldur's Gate	Sega	2000 (TBA)
Arcatera	Ubi Soft	2000 (TBA)
Psycho Circus	Take 2/GOD	2000 (TBA)
Flesh and Wire	(TBA)	2000 (TBA)
Sega GT	Sega	2000 (TBA)
Deadly Pursuit	Fox Interactive	2000 (TBA)
Planet of the Apes	Fox Interactive	2000 (TBA)
Frontier	Sega	2000 (TBA)
V-Rally 2	Infogrames	2000 (TBA)
Alien Resurrection	Fox Interactive	2000 (TBA)
Berserk	Ascii Ent.	2000 (TBA)
Copy Copy	Copy Copy	Copy
Alone in the Dark 4	Infogrames	Q4 2000
Time Crisis 2	Namco	(TBA)
Unreal	GT Interactive	(TBA)
Floigan Brothers	Sega	(TBA)

SHENMUE

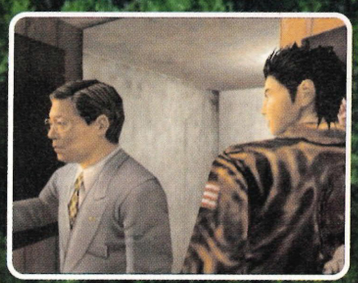


TAKING STOCK

Arguably the most highly anticipated Dreamcast title thus far, *Shenmue* caused a stir on the Japanese stock market the other day as news broke of a confirmed release date for the game. *Shenmue* is planned to ship before the end of December, in time for the festive bonanza. Following the announcement Sega's shares rose by 7%, further highlighting expectations for the title. Sega are expecting over a million sales of the game in Japan and a global return of some 4.5 million units. It isn't surprising to see why it is creating so much attention for itself – check out the screenshots.

GAME FOR A LAUGH

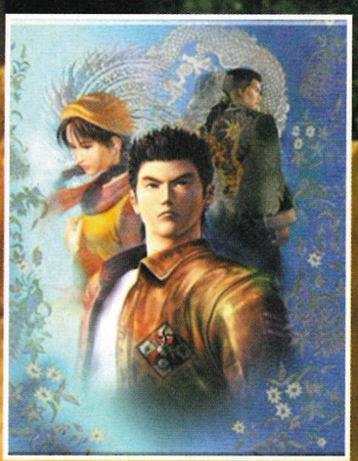
The game hasn't even shipped yet and already tips and hints are being sought out. Mini games, accessible via the VMU, for *Shenmue* have been disclosed and are set to include a diverse range of game styles. One of them consists of a virtual pet in the form of a kitten. You find the little cat in the game curled up by the side of the road. If you choose to befriend the petite feline you will be able to adopt it and treat it as your own, feeding, exercising etc. There is also an arcade in the game that you can visit. This gives you the chance to download several mini-games, including a darts-like little number. More details of these will no doubt filter following the game's release. We will keep you informed.



SITE FOR SORE EYES

It was only a matter of time before it happened... and now it has. For one of THE games of the year, there is now an official *Shenmue* website for you to visit which features every little snippet of information regarding this awesome title. Located at www.shenmue.com, it will provide regular updates on the game's progress up until and after its release. There is one little snag to this site that may cause you one or two problems though – can you read Japanese? If you are a fluent reader of the Nippon language then you will have no problems whatsoever. If, like the majority of us, you do not, you may find it quite hard going. Never mind, we're only interested in the screenshots, right! You didn't read this, did you!

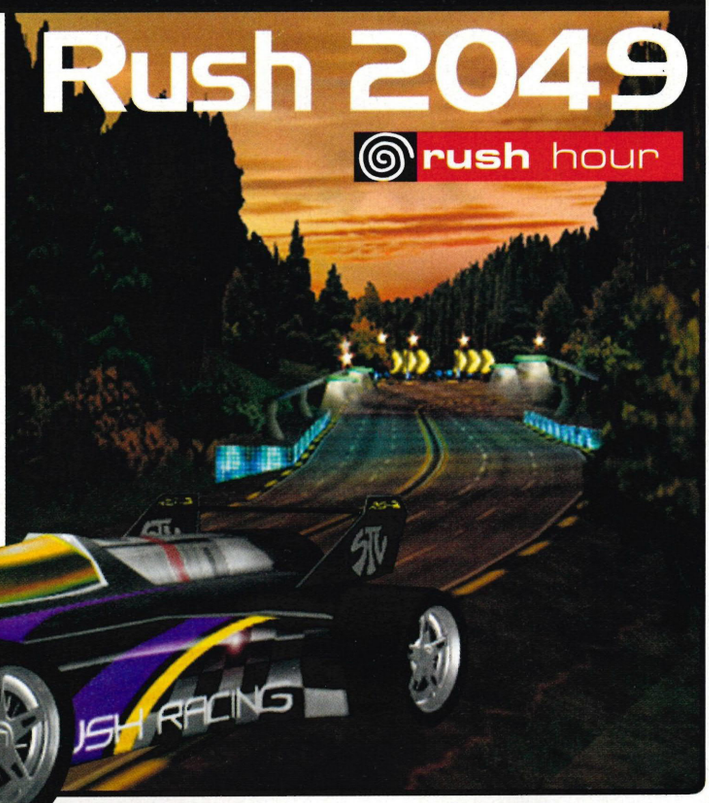
coming soon



San Francisco

RUSH HOUR

Following a mixed reception on both the N64 and PlayStation, Midway's latest *Rush* tile has been pencilled in for a summer 2000 shipping date. *San Francisco Rush 2049* is proving quite a popular number in the arcades at present, and will be the subject of an updated Dreamcast conversion. There are plans to include extra features in the home console version with championship and four-player modes and extra cars and tracks being the priority. There aren't many details at the moment, but if the Dreamcast version looks anything like the coin-op then we could be in for a real treat.



VIRTUA TENNIS

BALLS UP!

ball sport

Another title to find itself catalogued under the *Virtua* label will be Sega's *Power Smash*. The Naomi-based tennis title will be renamed for the European and US market and will play host to Tim Henman's videogame debut. *Virtua Tennis* will appear with fully motion captured players, including a host of top stars, and although it hasn't been officially confirmed for the Dreamcast just yet, we are confident it is only a matter of time before an official announcement is made.

Chu Chu Rocket

chu me

ROCKET MAN

To strengthen what has already been an outstanding last few months for Sega comes the little-known puzzler *Chu Chu Rocket*, which has already hit the number one spot in Japan. Sales of *Chu Chu* totalled 35,000 units for the week ending the 14/11th November, pushing Square's crack RPG *Chrono Trigger* into second place. *Chu* is a fast paced, wacky Japanese puzzler as addictive as they come. You have to guide Chu Chus into a space rocket by placing and guiding 'arrow' barriers in their path. Your opponent will do the same and an orange feline will appear at certain intervals to disrupt the proceedings.

Doc Dreamcast

Dear Doc,

I'm a small fluffy blue hog who keeps getting involved with fat, bald, red suited men. How can I stop my obsession?

Sonic Smith, Emerald Island.

Well Mr Smith there are a number of organisations designed to help you with your problem. Here's one of the best, call 'Obsessed hog red man fetishes' 0800 988 800. Enjoy...

Dear Doc,

No matter how much I try to avoid it, I can't help beating the living crap out of anyone I meet in the street.

Jack, Powerstone valley.

You need to get yourself sorted, try holding your breath and counting to three or somethin'

Dear Doc,

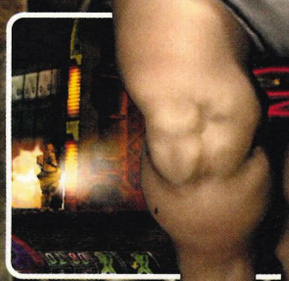
My mum keeps having a go at me because I zoom around the house on my hyper board. Is she out of order or should I get my own pad?

Angel, Trick Stylin' city.

Oh boy you're trippin'. That game's in the future, you think I'm stoopid or what?

COMETH THE HOUR

With the dawn of time came the creator. A creator of man and everything he has grown from and around. It seems that this very creator has been working on this *Messiah*, as it appears to have been 'in development' since the dawn of time itself. The 'has it, hasn't it, will it, won't it' scenario has overshadowed Shiny's software since it was first announced way back in 19... errr... 18... err, anyway. Although it still hasn't shipped on the PlayStation, Shiny's Dave Perry has confirmed a Dreamcast version will indeed go ahead. Without wanting to sound too pessimistic, if such shenanigans happen with the DC version, the thought of the competition it may be facing when it makes an appearance – PlayStation 5, Nintendo 1028! – makes it a shame that such innovation has taken such a prolonged route to completion, because *Messiah* does look like being a stunning addition to the oeuvre, and with the DC's high spec it could be almost ground-breaking. We shall reserve judgement until we get our first ETA. Besides, the actual messiah himself could well be here before the game is!



praise thy kingdom

MESSIAH

STAR WARS

star turn

WHAT AN EPISODE!

Obi fans the world over are salivating at the news of LucasArts' plan to release *Episode One Racer* on the Dreamcast. The move by the giant US company will only strengthen support for the console with the arrival of this exceptional racer. The ease of porting PC titles to the console was highlighted prior to the release of the Dreamcast and is now starting to bear fruit. LucasArts haven't hinted at other PC Star Wars titles ready to undertake 'the change', but if *Episode One Racer* is a success then surely the force will be pushing them to. That'll give them something to Chewy on.

VIVA Football

PITCH INVASION

onion bags

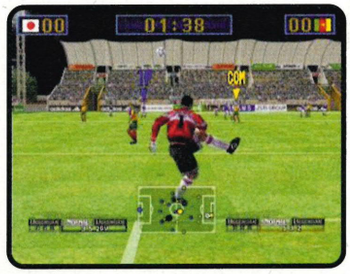
Virgin's retro football title *VIVA Football* is to make an appearance on the Dreamcast via Interplay. *VIVA*, which features teams and stars from football's history, both international and domestic, and gives the player complete control over passing and shooting through a power bar system, will be largely a direct port of the PC version. A date hasn't been set for *VIVA*'s release as yet, but rumours abound that it could be here as soon as January. We shall see.

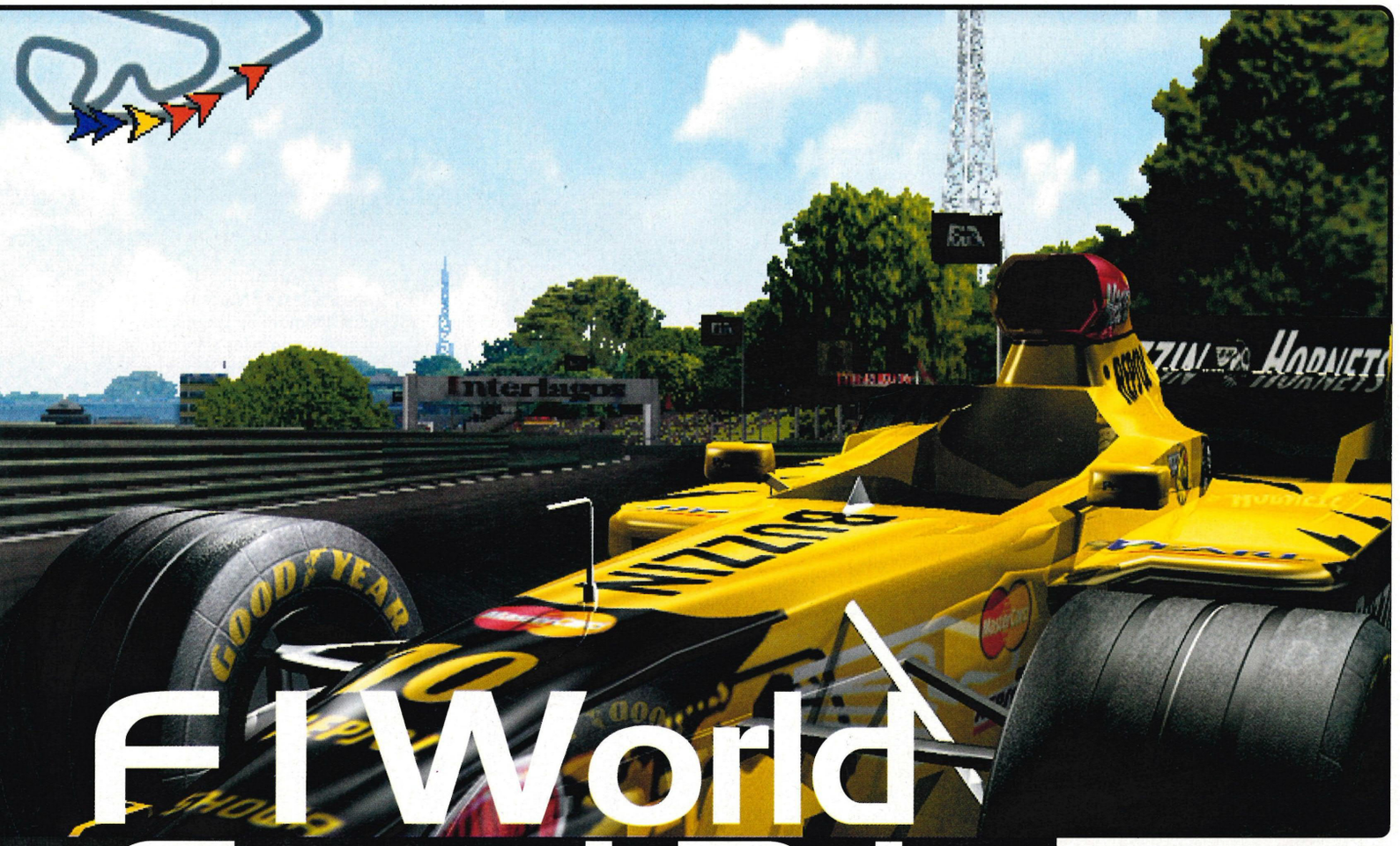
Virtua Striker 2

BOOTS, MY FRIEND

hot potato

Footoball... wahey! We all love a bit of football this side of the Atlantic, and thankfully support for the Dreamcast in this department has been emphatic to say the least! With *UEFA Striker* and *World Wide Soccer 2000* already on the market, and *VIVA Football* from Virgin in the pipeline, Sega's *Virtua Striker 2* seems somewhat unnecessary. Who are we kidding? Porting almost identically to the Dreamcast from the arcade with a few extras – namely league and cup modes and more detailed statistics – *VS 2* will include the usual game rules commonly found in every standard footie console title, i.e. offsides, yellow cards and tactical management. It is due to ship in December in Japan, and will probably make it over here early next year. What better way to get over your millennium hangover than with an overdose of footie?

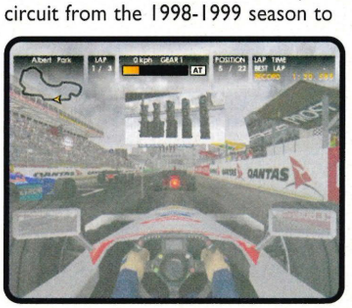




F1 World Grand Prix

NO EXTRAVAGANT SKILL MOVES OR COMPROMISING BUTTON COMBINATIONS – JUST YOU, YOUR CAR AND 20 OTHER NUTTERS !

We call upon the clouds to bring forth a showery decree and rain over the land with the passion of a thousand seas, because, without nature's intervention, the McLarens will run away with the next golden trophy largely due to their horsepower dominance. We don't want that – we want driving, skill behind the wheel, and nerves of steel. We want blood, sweat and tears, not sleep, yawns and jeers. We want leather, oil, a large exhaust that feasts on the environment, an angry German, a dynamic Irishman, and a sulky Finn! We want crashes, smashes, flying wheels and fires in the pit lane. Red flags, yellow flags, black and white chequered flags. How about teams, aerodynamics, change the tyres, the wings – both front and back – apply some downforce, take some fuel out, shaving precious seconds off your last lap? We want to skid off into the gravel trap, ramp ourselves over the kerbs, sample the tyre walls first-hand, and taste the scent of danger as our brakes relinquish their duties. We want the thrills and spills of F-1 racing in the comfort of our living rooms. We want action, adventure, car testing, warm-ups and the qualifying session. We then want the race, the drama, the heroes, the casualties – but we don't want to get hurt. We don't want to get cold. We want safety, comfort, and a cup of coffee mid-race. We want to be able to pause it on the last lap so we can visit the bathroom. We want the F-1 World Championship with ourselves being a part of it. We want to nudge Michael Schumacher, ram Mikka Hakkinen, and have Eddie Irvine as our reliable No. 2. We want every circuit from the 1998-1999 season to



Outcast

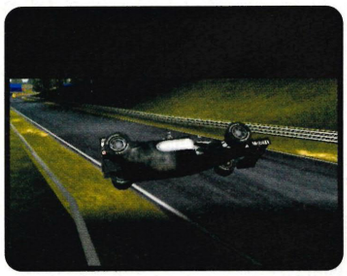
Publisher	VIDEOSYSTEM
Developer	VIDEOSYSTEM
Genre	RACING SIMULATION
Online	1-2
Released	OUT NOW

verdict 92%

KEEPING TRACK

As one would expect for an authentic F-1 simulation, every track from the 98/99 season has been included. From the scenic countryside route of Hockenheim in Germany to the all-action street dynamics and high-brow audience of Monaco. Whether it be wet or dry, each circuit will require negotiation of the highest order. It only takes a split second to make that one mistake that could ruin your race. You have been warned.

We want multiplayer – but why only two? We want four, but we only get two. We want a choice! A full championship season or just a quick race – maybe even a time trial now and again! We want to hear roaring engines and screeching tyres, a loud crowd shouting and waving flags! We want flash photography and glamorous settings. We want to travel the world, but we don't want those mascara-clad plastic models to slow things down!



"We want leather, oil, a large exhaust that feasts on the environment, an angry German, a dynamic Irishman, and a sulky Finn!"

be authentically replicated, we want a stunning frame rate without pop up or any other adverse graphical condition.

We want it fast and furious – if we wanted bimbos we would have found them by now. We need speed and we've got speed. We want thrills and we've got thrills.

We want to be in a Grand Prix, but we don't want to pay millions. We want to be in a Grand Prix and we want to be out of harm's way. Thank you, Videosystem. The most authentic F-1 simulation the Dreamcast will witness for some time.

TEAM ORDERS

With the exception of Jacques Villeneuve – whose absence is still a mystery – every other aspect of F-1 WGP is shrouded in authenticity. Every track is included, as is every driver, but the most detailed element of the game is the teams, and specifically the cars and their design. Each advertising slogan nose cone and almost every minute detail has been applied to add to the realism the game engine delivers. For legal reasons tobacco sponsors have been removed, but did we ever pay any attention to them anyway?!

Blue Stinger

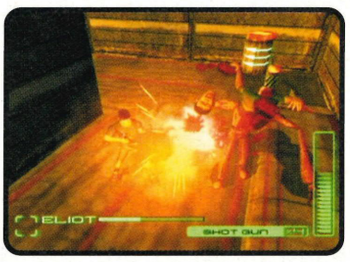
ACTIVISION HAVE LEAPT ABOARD THE SURVIVAL HORROR BANDWAGON WITH THEIR OWN BRAND OF CREEPY CINEMATIC ACTION...

Resident Evil has been touted as one of the most important weapons used by Sony in the console war. A fine blend of eerie atmospheric play and engrossing cinematic sequences made it quite an experience. *Blue Stinger*, from Activision, hopes to emulate the success of the Capcom classic and push Sega's machine like the aforementioned did the PSX.

You take on the roles of one of two characters, Eliot Ballade or Doggs Bower. Your mission is to infiltrate Dinosaur Island and piece together an intriguing story that could lead to the demise of our beautiful planet. There is no time to waste. You control your characters as you would in *Resident Evil*; play is very similar and comparisons will be drawn.

For the first adventure game on the Dreamcast it is by no means a disappointment. Beautiful graphics combine wonderfully with movie-themed audio to provoke the senses frequently. The monsters look fabulous as well, ranging in style, design and size throughout. The only criticism to come out of it thus far is the ease at which you can glide through it! There are so many health bonuses to pick up that it loses some of the nervous anticipation that made *Res. Evil* so great. You just keep topping up your energy, and it doesn't let you feel threatened by unsuspecting danger.

For adventure fans this is going to be a real hit on the Dreamcast, whilst those of you who only share a passing interest in the genre may find it a little un-involving and frustrating at times. Activision have done a good job with *Blue Stinger* considering the age of the Dreamcast. In six months time the natural progression could be showing something very special indeed.



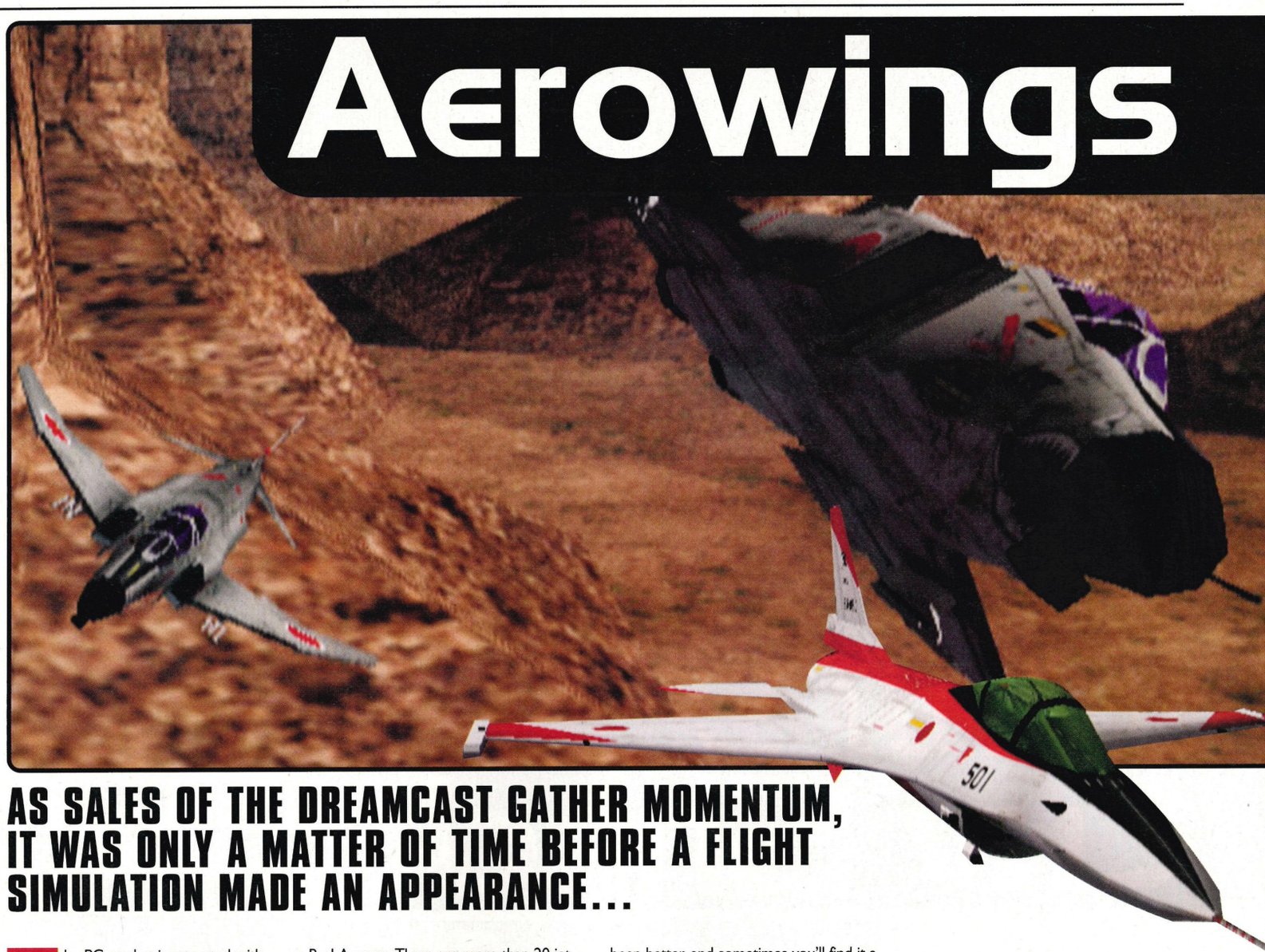
"The monsters look fabulous as well, ranging in style, design and size throughout"

Outcast

Publisher	ACTIVISION
Developer	CLIMAX GRAPHICS
Genre	ADVENTURE
Online	YES
Released	OUT NOW

verdict 80%

Aerowings



AS SALES OF THE DREAMCAST GATHER MOMENTUM, IT WAS ONLY A MATTER OF TIME BEFORE A FLIGHT SIMULATION MADE AN APPEARANCE...

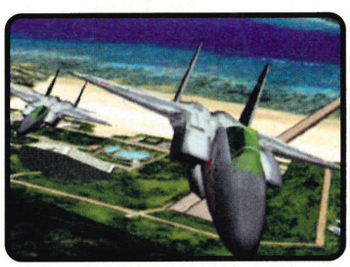
The PC market is saturated with flight simulations, mostly coming from the Microsoft Corporation. So with the Dreamcast drawing such comparisons with the PC, and with news of porting from one format to the other being such an easy process, it was only a matter of time before the flood came. Crave have anticipated such a move and released *Aerowings* – a flight simulation.

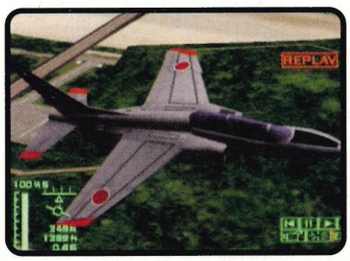
Red Arrows. There are more than 20 jet fighters in there, and a number of tricks and flight procedures for you to master. There are countless varied missions for you to undertake, which range from perfecting daredevil stunts to completing timed checkpoint runs. As you progress through the game and become more attuned to your aeronautical antics, you will eventually be invited to partake in some formation flying, where the fun really begins.

The graphics are stunning, and watching the replays of your expeditions is simply a joy. Sound and music could've been better, and sometimes you'll find it a little slow to get to grips with. Having said that, though, *Aerowings* is a fun little title, and Crave should be rewarded for showing the commitment to provide us with courageous new material. If the Red Arrows are your thing, or you simply want a change from you average flight sim, you should be winging your way to your local store to get yourself a copy.

"Crave have anticipated such a move and released Aerowings – a flight simulation"

This is the first in the genre to appear on the DC, but instead of making it like every other they have explored a different angle. *Aerowings* is more of a simulation of aero acrobatics – an interactive version of the





Outcast

Publisher	CRAVE ENT.
Developer	CRI
Genre	FLIGHT SIMULATION
Online	YES
Released	OUT NOW

verdict 82%

Chef's Luv Shack

WE'RE GOIN' DOWN TO SOUTH PARK, GONNA HAVE OURSELVES A FUN TIME ON A QUIZ SHOW...

South Park, the cartoon, has amassed an army of admiring fans. Simplistic animation techniques and obscure weekly storylines have catapulted this low budget phenomena to mass market status. If you still don't know what all the fuss is about then please just watch it, because you obviously haven't.

The *South Park* game wasn't as fulfilling as had been promised, with pretty shallow gameplay overshadowing colourful visuals and entertaining speech. *Chef's Luv Shack* is a completely different game to the other South Park software and is the one that will most appeal to hard-core fans of the cartoon series. It is a one to four player interactive game show with Chef as the host. You play one of the South Park kids in a trivia challenge that features questions about the hit programme. The topics are all South Park related, and as you continue to play, wacky game challenges arise, such as Asses In Space, where contestants partake in a game of *Asteroids* with 'ASS-teroids' being the targets. Other games include Chicken Lover, where you have to shoot a chicken lover hiding in the bushes, and a pie eating contest – that'll be one for Cartman then!

Overall, the game is quite good fun, and in four-player mode the evening will soon eat itself away – especially if you've got a good selection of beer close to hand! Like the first South Park game, though, there are serious concerns for its longevity. Once you have heard some of the witty retorts once or twice and played through the mini-games, it makes you question whether you will be tempted to pick it up again. Until then, Christmas will be a hoot with this one.

"If you still don't know what all the fuss is about then please just watch it, because you obviously haven't"

Outcast

Publisher	ACCLAIM
Developer	ACCLAIM
Genre	COMEDY QUIZ SIM
Online	YES
Released	OUT NOW

verdict 84%

Mortal Kombat Gold

IT'S SEEN OUT COUNTLESS REHASHES AND EVEN A COUPLE OF DODGY FILMS, BUT THE MORTAL KOMBAT SERIES IS A SURVIVOR...

For one against one beat-em'-up action only *Street Fighter*, *Tekken* and *Mortal Kombat* have really made the grade and continued to survive. In the arcade, *Street Fighter* won its fans with a huge amount of special multi-button combo moves, whereas *Mortal Kombat* did likewise through its sheer brutality. *Tekken* merely learnt from the masters and took it to the comfort of the home console. Now *MK* is back with arguably its best home effort yet. *MK Gold* again presents you with more of the same. The same characters, the same options, the same moves, and even the same secret codes. The only difference is that it is done so much better. The Dreamcast's graphical superiority reigns supreme, and the frame rate (60fps) gives rise to some silky gameplay. There are 20 characters (15 from *MK 4*) and the same quantities of brutal butchery and blood-slinging as ever. What more could you ask for? It has met with some fierce competition in the form of *Power Stone*, and cannot match the Eidos title for sheer speed and dynamics of gameplay, but for the traditionalist it caters more than adequately. All-new arenas, some of the most barbaric fatalities you'll see, and a new weapon select screen add to the proceedings, as do the return of some old favourites seen for the first time in 3D.

MK Gold may not wet your whistle to the degree that other beat-em'-ups have in the past, but it will certainly please the old school. There is one other good point about *MK Gold* – it is exclusive to the Dreamcast, so you can taunt your PlayStation buddies – if they are still buddies, that is.

"Now, MK is back with arguably its best home effort yet"

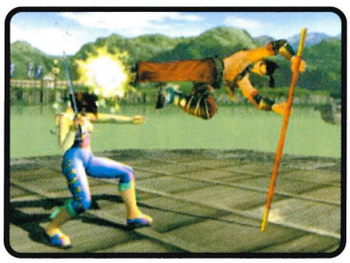
Outcast

Publisher	MIDWAY
Developer	MIDWAY
Genre	BEAT 'EM-UP
Online	YES
Released	OUT NOW

verdict 82%

Soul Calibur

THERE ARE SOME GAMES THAT NEED NO INTRODUCTION, AND FIRST IN THE MINDS OF MANY WILL BE NAMCO'S SUPERLATIVE SOUL CALIBUR

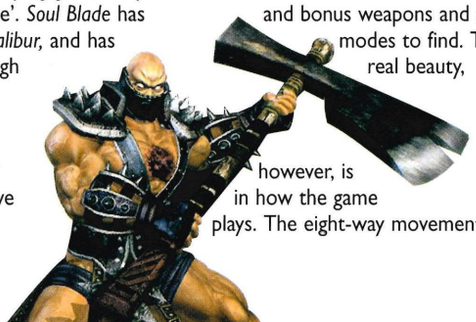


Stooped in history, *Soul Calibur* is the much anticipated follow-up to the remarkable *Soul Blade*, which began life on the PlayStation back in 1996. It was a memorable 3D fighter that fought tooth and nail with *Tekken* for the beat 'em-up crown. It was by far the best weapons-based fighter on the console, and it gave us access to some of the greatest graphics ever seen in a beat 'em-up. Well, as the saying goes, 'only the strong will survive'. *Soul Blade* has morphed into *Soul Calibur,* and has become reason enough for anybody to buy a Dreamcast.

Carrying on from whence it came, *Soul Calibur* will again prove itself to be the best weapons-based beat em'-up, even in the infantile times of the Sega console. The graphics are astounding. One could comment on *Sonic Adventure*'s visuals, or some stunning monsters in *Blue Stinger*, but the characters and backgrounds in *Soul Calibur* take some beating. The gameplay also adds much to the overall package, with countless special and combination moves unique to each character, and several game modes as well. There are the added bonuses of secret characters to unlock, and bonus weapons and game modes to find. The real beauty, however, is in how the game plays. The eight-way movement of characters running at 60 frames-per-second makes for compelling and incredibly detailed viewing.

The omens are good for Dreamcast, with Namco being responsible for *Ridge Racer* – the game the critics say 'sold' the PlayStation. If any title on the DC were to be as effective as *Ridge Racer* was back then, then *Soul Calibur* will be the one. You must get this game – the fate of your console depends on it.

"By far the best weapons-based fighter on the console, it gave us access to some of the greatest graphics ever seen in a beat 'em-up"



Outcast

Publisher	NAMCO
Developer	NAMCO
Genre	BEAT-EM'-UP
Online	YES
Released	SEPTEMBER

verdict 95%

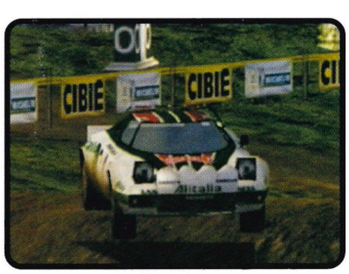
Sega Rally 2

YOU CAN KEEP YOUR COLIN McRAE AND V-RALLY – I'VE GOT A DREAMCAST AND THE FASTEST, SLICKEST RALLY GAME EVER

It doesn't have the mass market appeal of Formula One racing, but a small segment of society do see rallying as paramount to their own existence. Whether it's the way the drivers fling their cars around the edge of cliffs on slippery soil or how they blatantly disregard their own safety that makes it such a thrilling sport, there can be no doubting the safest way to involve yourself in the muddied sector of motorsport is to put your feet up in front of the fire on a chilly winter's day and relax indoors with a copy of *Sega Rally 2*.

Apart from some slick graphics and a super smooth frame rate, there's more depth to *Sega Rally 2*'s gameplay than people initially gave it credit for. For a start, there are sixteen different, extremely detailed courses fraught with hazards and twisting turns. Nineteen different types of vehicle, including eleven exclusive to the Sega Dreamcast, and four different game modes including multiplayer, arcade, and time trial. The music could have been a lot better, but that seems to be the only drawback in what is a fantastic piece of software.

> **"For a start, there are sixteen different, extremely detailed courses fraught with hazards and twisting turns"**



To reinforce the depth of *Sega Rally 2*, all of the cars are fully customisable, allowing you to change aerodynamics and tyres to accommodate all sorts of terrain, style of course, or adverse weather patterns. The multiplayer option is a little disappointing with only two players able to partake in a split-screen Versus mode. Where is the four-player? The Dreamcast has four pad ports...

Despite this, *Sega Rally 2* would make a welcome addition to anybody's library. It is fast, challenging, and dirty as hell. Enjoy.

Outcast

Publisher	SEGA
Developer	SEGA
Genre	DRIVING
Online	YES
Released	SEPTEMBER

verdict 87%

Favourites

- http://www.sega.com
- http://dreamcast.ign.com
- http://www.dc-united.com
- http://www.doctordreamcast.com
- http://www.sega-zone.com
- http://www.dreamcastlife.com
- http://www.dreamcastweekly.com
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- http://www.segadreamcast.net
- http://www.sega-dreamcast.org
- http://www.dchq.com
- http://www.sega2000.net
- http://www.dreamcast.net
- http://ukdreamcast.com
- http://www.dreamcast.uk.net
- http://www.shenmue.com

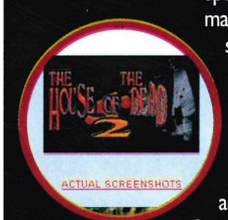
Internet.

WELCOME TO THE DREAMCAST TIPS NET SECTION, WHERE WE'LL BE GIVING YOU A MONTHLY INSIGHT INTO THE VAST COSMOS OF THE WWW.

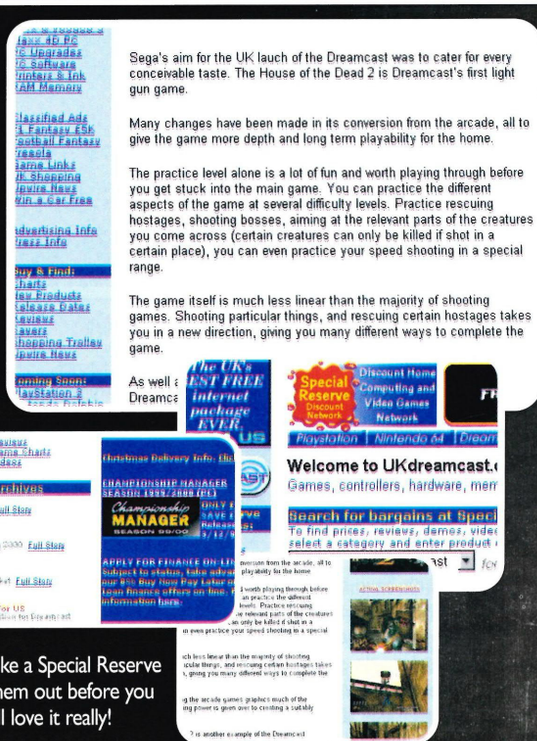
Shop online for all the latest Dreamcast games

1] http://ukdreamcast.com/

Reserved



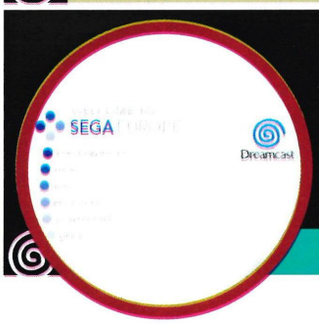
It's not often that internet magazines highlight online shopping sites. Well, with such a huge site we thought we'd welcome you into the world of the cyber-supermarket and let you browse whilst you browse, so to speak. Special Reserve have been responsible for mail order sites for years now, so it is no surprise to find them leading the way on-line. The site is absolutely huge, especially the UK Dreamcast section. Here you'll be able to peruse through the entire Dreamcast software library and find out the latest news with Sega as well. If you can buy it, it'll probably be here! The prices are lower than those you would find in the high street, and without sounding like a Special Reserve rep, it might be worth you checking them out before you buy your next game. Shopping – we all love it really!

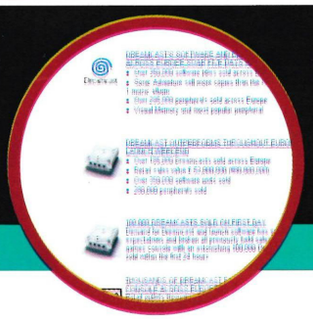


1] http://ukdreamcast.com/

Go through the keyhole with Sonic's UK home on the net

2] http://www.sega.co.uk/english/





This is the European address for Sega – the creators of the Dreamcast. This aesthetically charming site will offer you knowledge and information about anything related to Sega – not just Dreamcast. As one would expect with the console being of infant age, the site is currently wedged with Dreamcast news and information.

2] http://www.sega.co.uk/english/

Doc

AS EACH MONTH PASSES WE'LL BE GUIDING YOU TOWARD THE BEST SITES ON THE NET AND WHERE TO BE FOR ON-LINE GAMING. THIS MONTH, THE BEST OF THE DREAMCAST SITES.

US gamers unite behind Sega's super-console

http://www.dc-united.com

Utd Story

This very gothic looking site gives you seemingly boundless options. Based in America, you will be presented with stream after stream of American Dreamcast developments, which more often than not make the transition to the European market anyway. There is a healthy selection of links and a VMU download section for your unit. Early news for the US market may not be to everybody's liking, but for those of you considering importing a Dreamcast it could be very useful. We're not so sure about the name – doesn't everything with 'Utd' in it remind you of those all-conquering Red Devils that we all love to hate? – but reliable sources inform us the site producers have never been anywhere near Old Trafford. That's alright then...

http://www.dc-united.com

Dull, dull, dull... and double dull

http://www.dreamcast.uk.net/

WHAT'S NOT

Oooh, you should really be avoiding this. If you're like us, always entering different URLs containing the words 'Dreamcast' or 'Sega', you will stumble across arguably the most boring site on the Internet. For such an advantageous URL www.dreamcast.uk.net is very disappointing – not the slightest whiff of a blue hedgehog. Instead we found out how to "Use your favourite FTP application to move your website to the web server."

WELL-BRED HQ OF THE SEGA DREAMCAST

http://www.dchq.com/

WHAT'S HOT

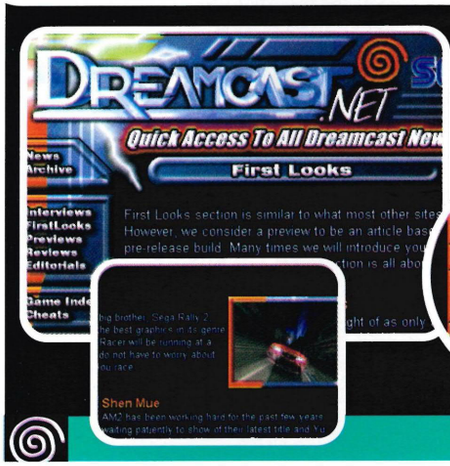
This one of our favourite DC sites of the moment. DCHQ touts itself as being one of the original Dreamcast sites, and from what we have seen of it they can be proud of their claim. A wonderfully designed site, DCHQ is easy to read and far from difficult to browse. Up to the minute news litters the home page with some clearly defined buttons that will take you all over the site. Features include a Hardware section, a downloads section, and a healthy supply of links.

Dreamcast your net into the yawning world of SEGA.

4] http://www.dreamcast.net/

Smart Net

This is a fantastically designed site. Looking like somebody has sprayed stylish graffiti all over it, Dreamcast Net is a superb looking site. Like the others, it has its own opinion on how you should approach the Sega Dreamcast. Whilst the official sites have opted for pastel shades and a very 'lifestylish' look, Dreamcast Net has adopted a dynamic and in-yer-face design. Bright colours and a bold font are liberally used to great effect. The usual news, previews, reviews and a cheats section accompany a community chat link – just some of the many features on offer. A good thing about this site is that it is updated at weekends as well!! Do these on-line anoraks never go to sleep!!?



4] http://www.dreamcast.net/

latest update >Possibly the sexiest pizza box in the world

Anatomy of a Dreamcast

THE DREAMCAST IS UNDOUBTEDLY A POWERFUL CONSOLE, BUT ITS INTEGRATION WITH THE INTERNET AND ONLINE GAMING OPENS MANY NEW DOORS.

Here's a closer look at just what makes a Dreamcast tick; its hardware, software, peripherals and technical data revealed.

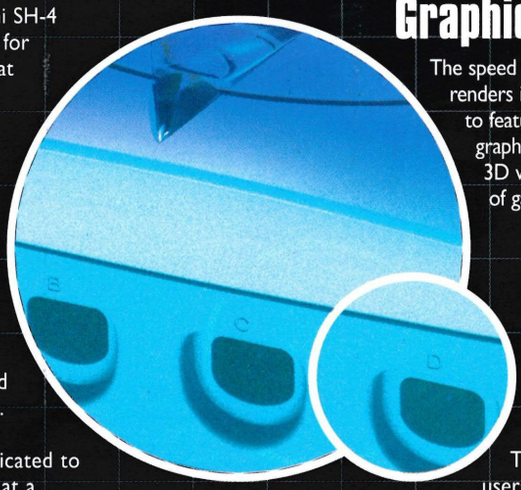
Sega has learned from its mistakes of the past. Dreamcast is no stop-gap technology, and boasts features that others will have to follow; multiple player ports, Internet connectivity via BT, and videodisc capability.

We've lifted the lid of this technical marvel for a closer look, and we all agree that even the most sceptical of us should consider sacrificing £199 of our kids' further education fund to become part of what could be a gaming revolution. Here's a quick rundown of what's happening in the heart of a typical Dreamcast.

The Dreamcast – Technical

Under the hood you'll find a GD-ROM drive that runs twelve times faster than a normal CD-ROM and has nearly twice the storage capacity. Its 200 MHz Hitachi SH-4 CPU makes this the most powerful 3D processor ever installed into a console system. This Hitachi SH-4 features a 128bit processor for intensive 3D calculations that are carried out at a rate of 1.4 billion floating point operations per second.

Simply...
The Dreamcast's CPU is four times faster than Intel's Pentium II for processing 3D graphics. The Hitachi SH-4 creates intense speed, allowing extremely fast gameplay and incredibly fluid 3D graphics. Its speedy architecture and powerful hardware are dedicated to building 3D graphic images at a smoother and faster rate than any other console or PC system.



Artificial Intelligence

The Dreamcast contains advanced artificial intelligence. This means in-game enemies will have the ability to observe your actions, think and counter-act. This'll create a more realistic gaming experience and is yet another innovation which will only serve to make the playing experience on the Dreamcast vastly superior to that of any other console system.

Graphics

The speed at which the DC renders images allows games to feature crystal clear 3D graphics and huge detailed 3D worlds to cover miles of game area.

Dreamcast – the Net Modem

The modem will allow users to play games online with other Dreamcast owners anywhere in the world, in either massive multi-player arenas or head to head. Users can access the Internet to download game-expanding information to their Dreamcast and VMU. An online Internet service can host thousands of players at one time too – whole Dreamcast communities will spring up online.

Memory

With 26 total megabytes of RAM, the Dreamcast can afford to be liberal with memory, using 16MB as main RAM, 8 MB for video, and 2 MB as audio RAM.

Simply...
Because so much memory is available to every component of gameplay, developers don't have to sacrifice any one aspect of the game in order to enhance another. This means an entirely satisfying game experience with every area of a game backed up with a great deal of memory.

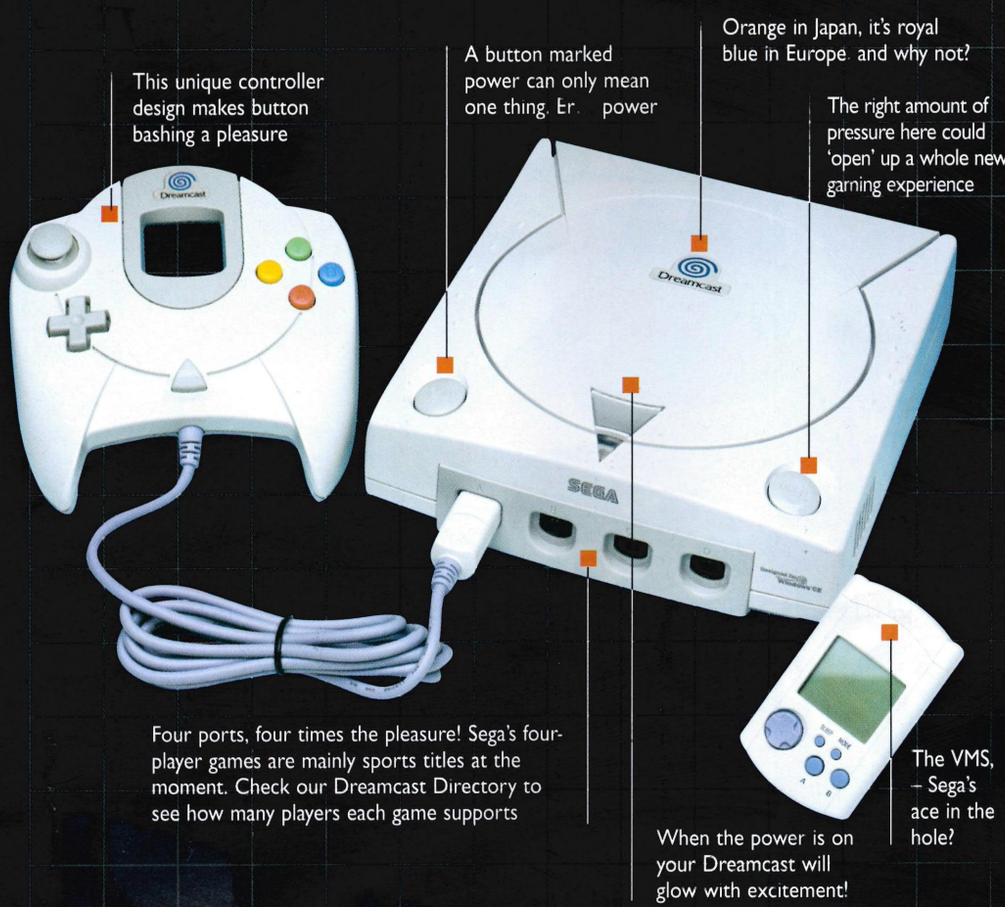
Controller

The secret of an excellent controller is to try to make the player feel that it's an extension of their hands. The Dreamcast controller achieves this by its thoughtful design which fits snugly into the hands of any user.

The controller has two peripheral ports in the back, which are currently compatible with the VMS and Puru Puru Pack (DC Rumble Pack). Sega has other peripherals planned for those ports. Unlike the PlayStation 2, It has four ports for your multi-player pleasure. And don't forget that the Dreamcast has a fishing reel for its *Get Bass* fishing game.

For now, the most important plug-in for the controller remains the VMS, which fits into either port, and of course, the VMS screen shows up in the built-in window on the controller. When connected to the controller the VMS can run without batteries, but to be used away from the Dreamcast it requires separate battery power. This is a minor nuisance as the coolest feature of the VMS, which is to play games away from the DC, does require frequent battery changes.

Price: £28.99 • From: Sega • Release: Out now • Compatible games: All



Price: £24.99 • From: Sega • Release: At Launch • Compatible games: All

VMU (Visual Memory Unit) – Gaming in Your Hand

The VMU is a 128K memory card with a built-in LCD screen that plugs into the control pad. This serves as a memory device or a game enhancing peripheral. The VMU can also be removed from the control pad for portable gameplay and trading game data with other users' VMUs. This unit features an 8-bit CPU with 48X32 dot monochrome LCD display. Its size? A little larger than a credit card, but a lot more intelligent than all cards (and many users).

Simply... The VMU is a portable game device and data save card complete with a directional pad, control buttons, and an LCD screen. Dreamcast owners will use the LCD screen to set up plays in sports games or plan secret attacks in RPG scenarios without their opponents' knowledge.

INS AND OUTS

As a next generation console, Dreamcast must be able to adapt to survive. Here's a quick look at the different ways in which it can expand and communicate with the outside world.

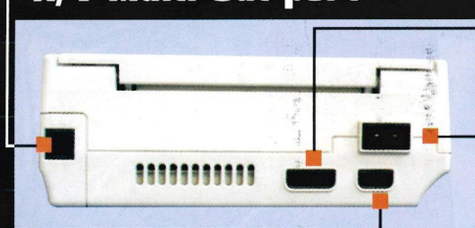
Controller ports

The Dreamcast could have ill-afforded not to have more than two control ports. As it happens there are four controller ports, making multiplayer connections simple to achieve. But these ports are also designed to house other peripherals such as keyboard, mouse, printer and digital cameras etc.

Modem port

This is where you attach the connection to your phone port. The modem can be removed for replacement with a faster model (to be released in the future). Also, this port will serve to connect future upgrades sliding underneath the system offering their own modem connection.

A/V Multi-Out port



Connected here you'll find four video output options – S-video, composite video, the high quality VGA box, or an RFU adaptor.

Power Port

Plug in, turn on, and prepare to be amazed.

Serial Port

It's likely that Sega's proposed Local Area Network adaptor will be connected here. This high speed serial port allows Sega to enhance the system with additional peripherals and technologies at any time in the future. This allows Dreamcast the ability to move and evolve with technology, and compete effectively with other next generation consoles.

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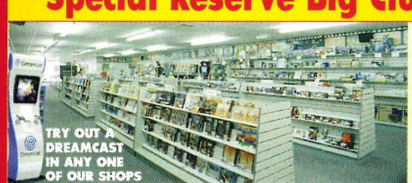

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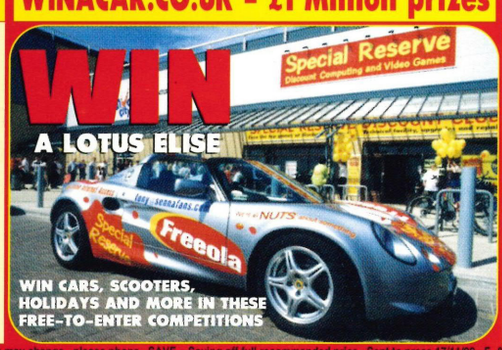

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