THE DREAMCAST MAGAZINE DC-UK 14

THE DREAMCAST MAGAZINE DC-UK

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October 2000

14

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Power Stone 2

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Half-Life on Dreamcast

Get the lowdown on the Online multiplayer mode!

29 PAGES OF IN-DEPTH PREVIEWS!

EXCLUSIVE! IT'S HERE!

Metropolis Street Racer

Yes, DC-UK gets EXCLUSIVE access to the near complete racing epic. Read our stunning eight-page feature!

INSIDE!

FERRARI 355
New tracks revealed for Dreamcast! p018

PHAT TIPS!
FUR FIGHTERS and ECCO THE DOLPHIN
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REVEALED! SWWS 2K1 Vanishing Point Star Lancer Urban Chaos

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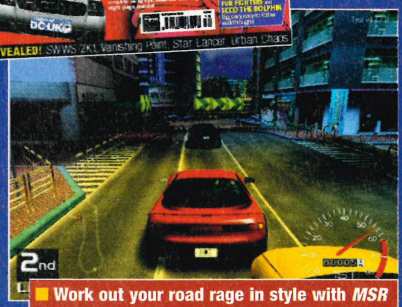
ON THE COVER



Work out your road rage in style with *MSR*

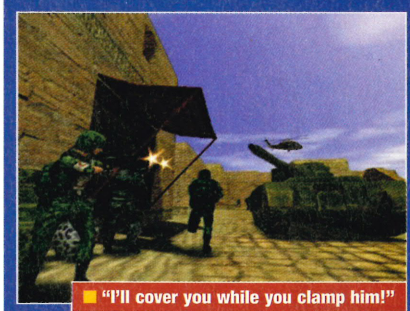
006 *Metropolis Street Racer*

We visited the team behind the game and demanded that they show us the very latest 'build' (as they call it in the industry). After we sat outside the office for three hours singing 'we shall not be moved' they relented. Here then is what you can truly expect from *Metropolis Street Racer*. All the cars, all the cities, all the team's favourite circuits – they're right this way. Oh and so is quite an attractive model...

"The sky is so beaut... oh I've spun off"

018 *Ferrari 355*

DC-UK ran the first in-depth preview of this Dreamcast conversion back in July (a whole month before another magazine claimed they had the 'exclusive'). Now we've played the Japanese version to death. For the lowdown on Yu Suzuki's masterpiece, head straight for our preview. Be warned: if the constant screams of agony coming from the games room are anything to go by, this is a VERY difficult game.



"I'll cover you while you clamp him!"

032 *Half-Life*

Regular **DC-UK** contributor Jon Jordon donned his ten gallon hat and headed out to Texas to meet the good ol' boys converting *Half-Life* to Dreamcast. He's played the game, he's hassled the team for all the latest news, he's fired a Colt 45 at a near-by rifle range (!) and now he's returned a jet-lagged mess. Read all about one of the greatest games of all time and what we can expect from the DC conversion.

You're not complete without these games

048 *Forbidden Games*

Strangely, not all the Dreamcast software released in Japan finds its way over here. Bus driving sims, dating sims and giant robot warfare sims are just some of the gems that we're denied, just because they're a bit odd. Don't give up yet, though. If you fancy learning more about such classics as *Densha De Go*, *Tokimemi Memorial* and *Puyo Puyo Da* go straight to our comprehensive import gaming feature.

DC-UK RECOMMENDS

"Sir, no flame throwers on deck, please"

058 *Power Stone 2*

Combine Jackie Chan, Indiana Jones, *Streets of Rage*, *Mario Party*, Alien and about a dozen other cool cultural influences, add more gameplay than you could shake a spinning bird kick at and then leave in the oven for one hour on gas mark 'mental'. Yes, Capcom is back with the second instalment of it's off-the-wall 3D beat 'em up series. It's the fighting game for people who hate fighting games. Just read the darn review.

Welcome

The very first time I wrote about *Metropolis Street Racer* – way back in DC-UK 08 – I ended with a cliché (on purpose I might add), 'driving games may never be the same again.' Well now I've played the almost complete *MSR*, via a last-minute demo and I stand by that cliché.

This game, quite simply, is the beginning of a new generation. Not because it has excellent visuals (although it does, of course), but because it takes videogame design to a higher level of ambition. No developer on any other platform has ever tried to faithfully reproduce a real city in a game – let alone three. And the fact that Bizarre Creations has used these cities so well, to construct over 200 circuits is awe-inspiring. Just read the whole story on page 006 and see what you think.

And if the presence of *MSR* is galling to Dreamcast nay-sayers, the bad news isn't over for them yet. *Power Stone 2* has more colour, invention and exuberance in it's stage selection screen than most games manage in a whole series. *Ferrari 355* will be a beautiful but disturbing wake-up call to anyone who thinks they've ever played a driving 'sim' before. And not only is *Half-Life* going to be better than it was on PC, it's also going to come with a second mission – Guard Duty – at no extra cost.

Rest-assured you bought an excellent console and you're going to get a lot of fun out of it in the next six months. And that's the important thing, innit? You can debate technical issues until you're blue in the face (and please don't do it anywhere near me – I had enough of that while I was working on Edge), but its the games that count. And let's face it, playing *Power Stone 2*, *Virtua Tennis* and *MSR* this Autumn is going to be a lot more fun than filling out pre-order forms. If you get my drift ■

Keith Stuart
Editor

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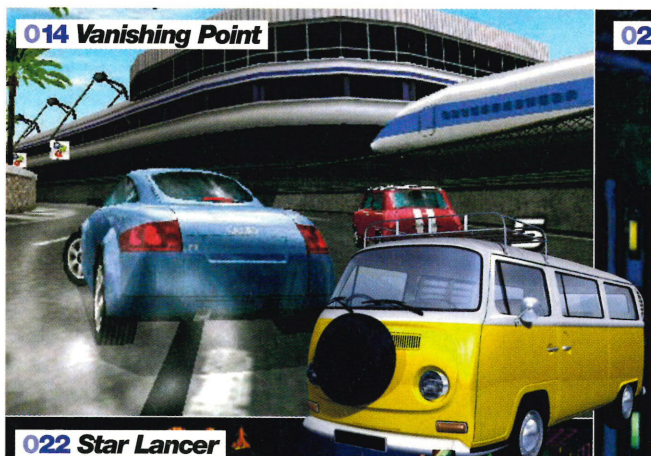
What's inside this month's issue of the best Dreamcast mag in the world



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FEATURES

Because it's not just about playing

006 MSR Unleashed

Cover Story It's one of the best racing games ever made and we've played it more than anyone else on the planet! Check out our massive feature to discover everything you need to know about Dreamcast's next superstar. Vroooooom!

048 Forbidden Games

From dating games to train sims, there are some Japanese titles far too obscure to be released on these shores. We go deep undercover to reveal these games and the different methods of playing them...

DC-PREVIEW

Games to watch out for

014 Vanishing Point We take an in-depth look at Acclaim's promising arcade-style racer and find a turbo-charged engine under its bonnet!

018 Ferrari 355 Yu Suzuki's magnum opus (as long as you don't count *Shenmue*, or *Daytona*, or *Virtua Fighter*...) is the most realistic racer you'll ever play. We take it for a final pre-review spin, and check out the new Dreamcast-exclusive tracks

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News, views, hype, happenings

038 Half-Life The classic firstperson shooter will soon be here and we've uncovered some *very* interesting info on plans for multiplayer gaming and possible *Half-Life* sequels appearing on DC in the future...

040 Unreal Tournament

Here's the deal: it hasn't been officially announced as yet and there are no DC screenshots, but we know for a fact that this PC classic is coming to Dreamcast next year courtesy of Infogrames

041 *F1 Racing Championship, SWWS 2K1*
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DC-REVIEW

Reviews you can trust

058 Power Stone 2 The original game revolutionised the beat 'em up genre with its free-roaming scrapping action making full use of 3D for the first time in beat 'em up history. Fighting fans rejoice, because the sequel has now arrived with fourplayer feuding fun tucked under its black belt!

064 Sydney 2000 Get ready to attack those joypad buttons like a frenzied pianist as multi-event, button-bashing athletics action finally takes its bow on DC in this official game of the Sydney Olympics

068 Aerowings II Take to the skies in the sequel to one of Dreamcast's worst games. But never fear fly-boys, the original may have crash-landed, but this sequel takes the title of Top Gun. "I feel the need, the need for speed!", etc...

070 Bangai-o Japanese shoot 'em up legend, Treasure, has done the business yet again with this insanely enjoyable retro blaster

072 Super Magnetic Neo We'll never underestimate the power of magnetism again since discovering Neo, a cute platform hero with a giant magnet attached to his head

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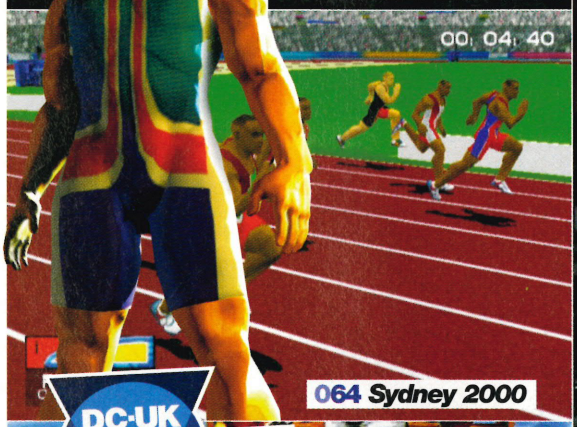
DC-UK RECOMMENDS

068 Aerowings II



064 Sydney 2000

DC-UK RECOMMENDS

058 Power Stone 2

006 MSR Unleashed

Bizarre Creations provides the cool cars, we provide the hot girls. The rest is history

DC-UK EXCLUSIVE!

DC-TIPS

Your favourite games made easy

084 *Ecco The Dolphin*
Sega's aquatic mascot has had many of you swimming around in increasingly-confused circles, thanks to the sheer size and non-linear nature of his adventure. Good news, folks! The frustration is at an end thanks to the first part of our exhaustive *Ecco* swimthrough

094 *Fur Fighters* The second part of our fulsome, furry guide takes off from Cape Canardo and lands at the end of the humungous Dinotopolis world. Don't miss the concluding part of the walkthrough in the next issue

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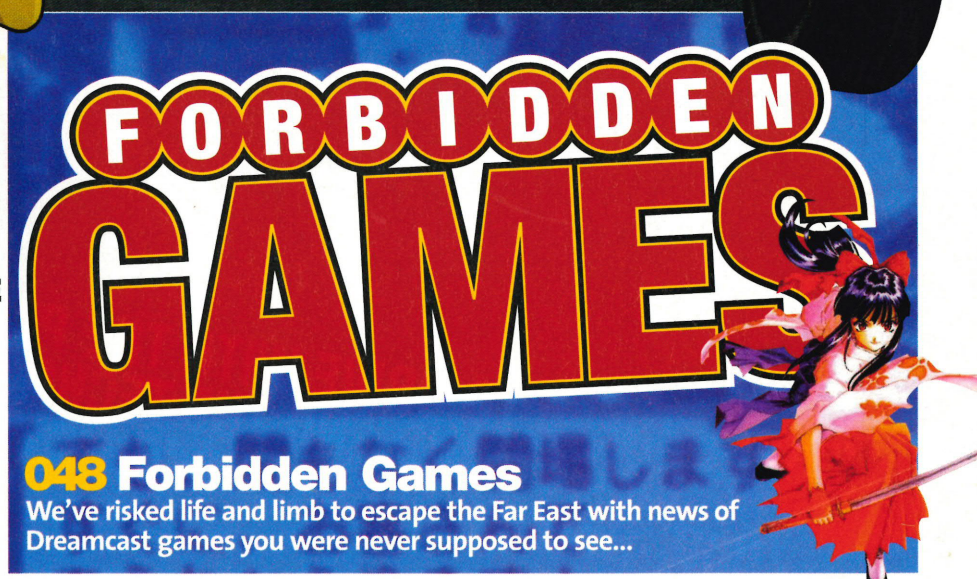
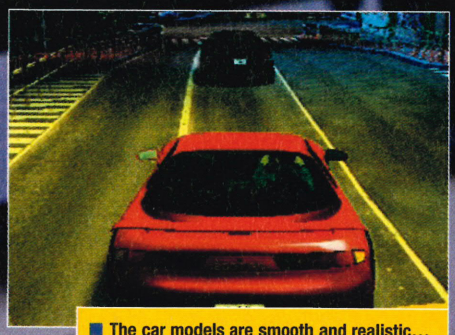
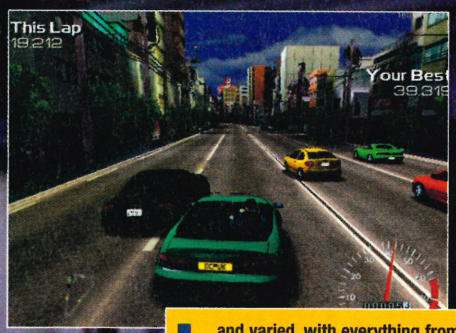


048 Forbidden Games

We've risked life and limb to escape the Far East with news of Dreamcast games you were never supposed to see...



■ The car models are smooth and realistic…



■ …and varied, with everything from innocent-looking saloons (left) to cool convertibles (right)

THE DREAMCAST MAGAZIN
DC-UK

"YOU'LL NEED TO DRIVE WITH THE PANACHE OF JAMES BOND AND THE TECHNICAL KNOW-HOW OF MICHAEL SCHUMACHER"

MSR UNLEASHED

DC-UK transforms into a lad's car mag to celebrate the decade's finest racing game. Get your filthy leather driving gloves on and hop in!

We're screeching round into Drumm Street, the Lancer Evolution VI GSR's 340bhp engine roaring like a wounded Tyrannosaurus Rex. Ahead there's just a Skyline GT-R to beat, and he's decelerating, making the final adjustments before hitting the 90-degree turn into the treacherous alley section. We have a choice: slow down along with him, or accelerate, hit the handbrake and skinny round him on the inside. The latter will probably earn us a hefty Kudos boost – if we get it right. Get it wrong and we'll clip the Skyline, which would be a Kudos-draining nightmare.

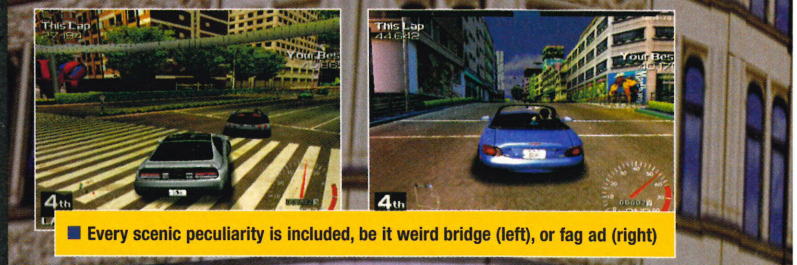
MSR is full of these split-second decisions. The game constantly demands that you assess your own skill levels, then spanks your fat butt if you get it wrong. And it's going to test you for a very long time – the single player game consists of 25 consecutive chapters, each made up of ten events. Not only will you spend months completing these (and attempting them again and again to shave seconds off your best times), but you'll also be able to save your records to VM and then email them to friends and/or dedicated *MSR* Websites. So it's you against the rest of the world. Just the way you like it.

But wait, we're getting ahead of ourselves. Let's go right back to the beginning. Start *MSR* for the first time and the game asks you to select either the single or multiplayer mode. Choose single and go for Create A New Game. This option lets you input your time zone so that any races you compete in will take place at the correct time of day. Then you enter your details – nickname, date of birth, etc – to fully personalise the experience. Then you're off.

This is where the real thing

THE CAR LIST

	MAKER	TYPE	SPECIFICATION
01	ALPHA ROMEO	Alfa 156	2.5 V6 24V
02		GTV	3.0 V6 6-speed
03		Spider	2.0 Twin Spark
04	AUDI	TT Coupe	1.8T Quattro (225bhp)
05		TT Roadstar	1.8T Quattro (225bhp)
06		A3	1.8T Quattro S3
07	FIAT	Barchetta	
08		Coupe	2.0 20V Turbo
09	FORD	Mustang	
10	JANSEN	S-V8	
11	MAZDA	MX-5	SE
12		MX-5 Miata	
13		Roadster	1800 DOHC
14		RX-7	Type R
15	MERCEDES	SL	320
16		SLK	
17	MITSUBISHI	Eclips	GT
18		Eclips Spyder	GT
19		Eclips '99	GS-T
20		3000GT	
21		GTO	Twin Turbo
22		FTO	GPX
23		Lancer Evolution VI	GSR
24	NISSAN	Silvia	Spec-R Aero
25		Silvia	Cabriolet Aero
26		Fairlady Z	300ZX Twin Turbo 2x2
27		Fairlady Z	Cabriolet Varietta
28		Skyline	GT-R
29	OPEL	SpeedSter	
30		Astra Sports	OCP
31		Astra Coupe	
32	PEUGEOT	206	2.0 Gti
33		306	Gti-6
34		306	Cabriolet 2.0
35		406	Coupe
36	RENAULT	Megane	Coupe
37		Spider	
38		Sport Clio	V6 24V
39	ROVER	MGR	
40		MGF	1.8i VVC
41	TOYOTA	Celica	Cabriolet '99
42		Celica	SS II'99
43		Celica	GT-S '99
44		Celica	GT-Four '99
45		Celica	SS II
46		Celica	GT-S
47		MR-2	GT
48		MR-S	
49		Supra	RZ
50	TVR	Chimaera	
51	VAUXHALL	VX220	
52		Astra Coupe	

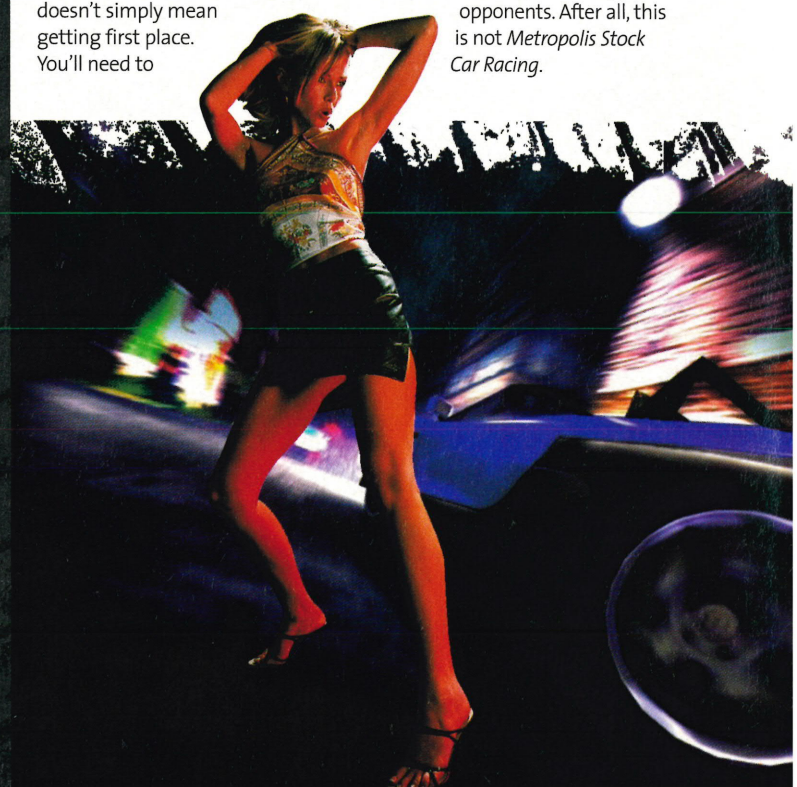


■ Every scenic peculiarity is included, be it weird bridge (left), or fag ad (right)

"PERFORMING WELL DOESN'T SIMPLY MEAN GETTING FIRST PLACE"

opens up. Once you've fiddled around for a while in the Your Garage option (see Fill Yer Garage), hit Street Racing – which leads to that mammoth central game. You begin, logically enough, in Chapter One – to get onto Chapter Two you'll need to earn at least 1,000 Kudos points (this figure may well change for the final game) by performing well in each of the ten events. And so on.

Performing well doesn't simply mean getting first place. You'll need to drive with the panache of James Bond and the technical know-how of Michael Schumacher to really rack up those points. As explained last month, extra Kudos is rewarded for cool moves and chancey tactics – powerslides that go on forever, whooshing between two rivals, cornering on a sixpence – they're all great earners. To balance this out, points are deducted for hitting the scenery or cynically shunting your opponents. After all, this is not *Metropolis Stock Car Racing*.



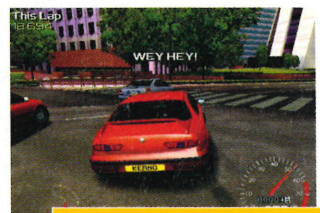
BEEP BEEP!

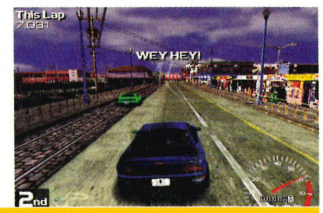
FILL YER GARAGE

> When you start *MSR* your garage is empty and you only have three spaces for cars. Every time you complete all ten events in a chapter you get access to a new car, plus certain challenges offer a bonus car if you perform particularly well. As you go on, you can also open up three extra slots allowing you to have six different vehicles in your arsenal at anyone time.

Yes, you can only own six cars – but that's the point of the game, you do effectively *own* them. You choose the colour, the number plate, the shading on the windows, the handling (real or arcade) etc, and once you've done all that, it can't be changed. This approach demands a completely different set of priorities than, say, *Gran Turismo*. You have to think very carefully about buying a car, using the in-game statistics to plan a varied garage.

And there's no point in filling your car port with six over-powered monsters. You get more kudos points for attempting tough challenges with the lower spec models, so it's good to keep a Barchetta or Peugot 206 about the place. You'll also need a few all-rounders with good solid handling – like the MX-5 or the MR-S. Some of *MSR*'s circuits are curvier than a convention of plus-size models ■





■ The temporary 'wey hey!' message means you've pulled off a cool move

In a game that demands such high levels of excellence from the player, handling was always going to be vitally important. Luckily the lead coder (and Bizarre Creations Managing Director) Martyn Chudley is a total perfectionist, who has already scrapped all the code once, early in the game's development cycle when a different (now departed) lead coder was on the game.

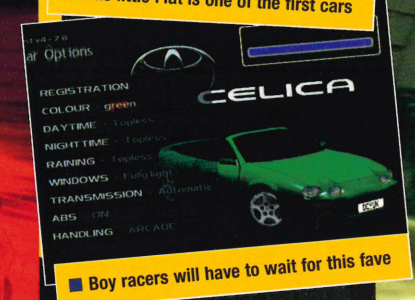
The handling he's developed is a slick, joyous hybrid of realism and arcade histrionics. The usual data from car manufacturers has all been employed – wheel base, power, transmission, etc – for the realism aspect, but in places Chudley has taken liberties with the figures. "In videogames, handling realism is very much a perceived thing," he asserts. "The problem we had – and *F355* suffers from the same thing – is that 0-60 in real-time, without the G-Forces hitting your body feels dead slow. So we exaggerated it a bit."

This interplay between realism and exaggeration works fantastically well. Approach a corner at 120 mph and hit the standard break and you'll probably just plough into the railings, or come to a boring stop – which may well disappoint fans of slippy arcade racers. Pull the handbrake, however, and it's spin city – your back end will be out

"THE HANDLING IS A SLICK, HYBRID OF REALISM AND ARCADE HISTRIONICS"

VVVRRRROOOOM!
VVRRRROOOOM!
VVVRRRROOOOM!

■ This little Fiat is one of the first cars



■ Boy racers will have to wait for this fave

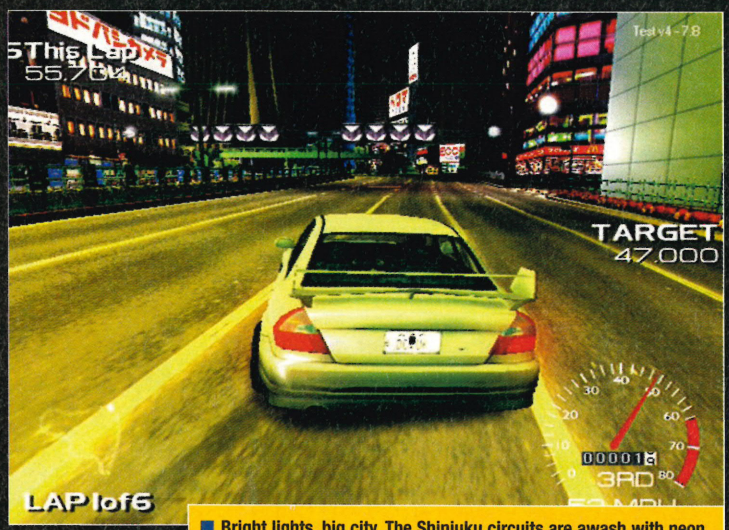
WAHH HHHH!

FAVOURITE COURSES

> With over 200 circuits to scorch through it's not easy picking a favourite. Unperturbed we asked the *MSR* team to select the circuits that get their engines purring like horny lions.

There's a varied mix, taking in the exotic delights of Shibuya, the familiar majesty of Trafalgar Square and the wide, wide roads of San Francisco. As you must know by now, the artists built the game around nine 2m square areas – three from each city. Everything in those areas is accurately replicated and the different circuits are created by dropping in barricades to block unwanted roads. In this way, the level designers have an almost unlimited palette with which to create different tracks. **DC-UK** just wants to know what cities we can expect in *MSR 2*. Bath, perhaps? ■

Peter Wallace Associate Producer



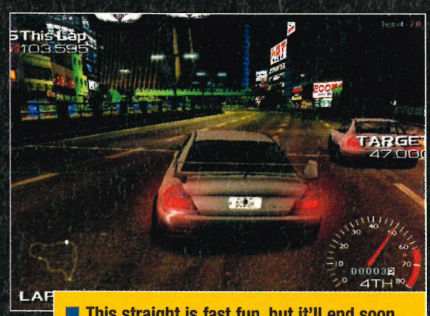
■ Bright lights, big city. The Shinjuku circuits are awash with neon

Course: Katsuhisa Wa Okama Desu (Chapter 16)

> Peter chose this one because, "there are a lot of quick left turns and also loads of alternate routes". It's a cool nightlife area with loads of bright neon and red lighting. It's also a toughy with loads of traffic islands in the road and razor sharp corners ■

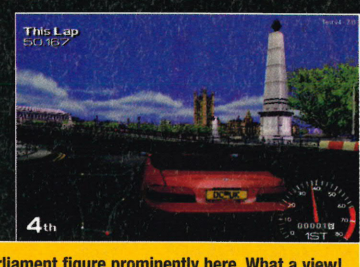
Best Time: 42.318 secs

Car: N/A

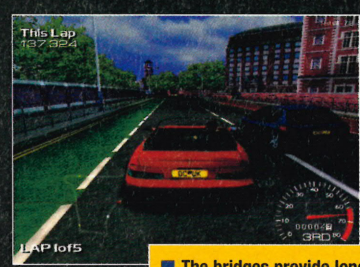


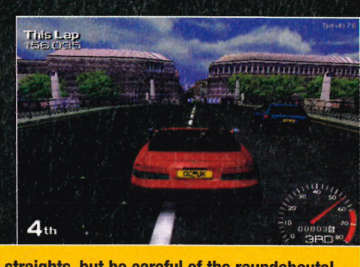
■ This straight is fast fun, but it'll end soon

Ged Talbot QA Manager



■ The Houses of Parliament figure prominently here. What a view!





■ The bridges provide long straights, but be careful of the roundabouts!

Course: London, Westminster, Old Palace Yard North (Chapter 05)

> "The track that takes the player across two of London's many bridges (inc. Lambeth) has everything a speed demon needs, including long straights with lots of bumpy changes in elevation. These throw the car around and one mistake means game over (until the next lap). The best thing about the track is the corners. The circuit is roughly square with a roundabout on three of the four edges and the trick is to race along the straight at warp speed, then brake hard as late as possible to get round the roundabouts which are about the size of a new 10p piece" ■

Best Time: 1:03.142 secs

Car: MR-S

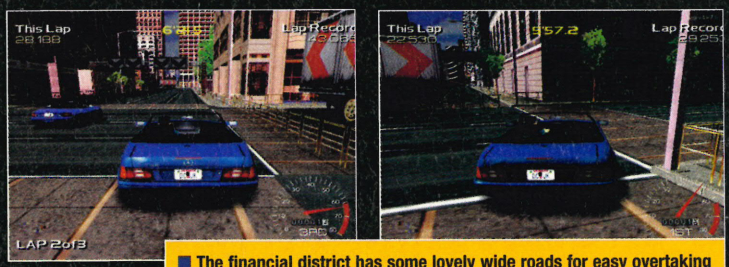
"THE ARCHITECTURAL ACCURACY IS JUST STAGGERING. IT'S THE WORK OF OBSESSIVES"

quicker than Gail Porter's arse in an FHM photoshoot. The thing is, subtle use of either brake can result in beautiful swooping slides – just like those you're used to from *Sega Rally* et al. Judging by the demo we've played, it's easily the most multi-textured driving experience since *Gran Turismo*.

The circuits are excellent fun, too, brilliantly utilising the illogical and labyrinthine nature of city design. You get hideous hairpins leading you off main streets and onto overpasses, you get teeth-grindingly skiddy gravel tracks snaking though St James Park, you get erotic statues (we're not kidding), you get bowel-loosening drops through the hills of San Francisco. The architectural accuracy is just staggering. No, it's scary. It's the work of obsessives. As Martyn explains, "One day our London artist got bored and started graphically reconstructing the tables outside one London pub with individual planks of wood." Apparently they're still in the game.

The varied nature of *MSR*'s 250 events also adds to this diversity. There are five different types: Timed Run gets you to complete a circuit while city traffic trundles around getting in the way; Hot Lap allows you three attempts to beat a target laptime; Challenge is an open test of your handling skills that can be anything from attempting

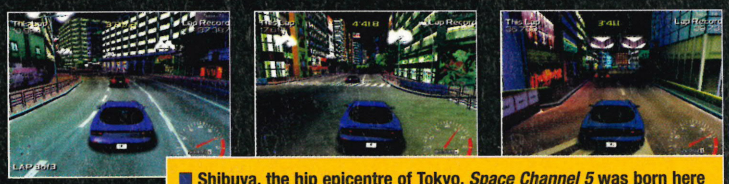
David Al-Daini AI Programmer



■ The financial district has some lovely wide roads for easy overtaking

Course: San Fran, Financial District, Merchant East (Chapter 16)
> "A nice combination of fast straights and narrow corners" says David. We found it short, sharp and devilishly twisty with one really cool straight to let rip on ■
Best Time: "Haven't played it enough yet" **Car:** "don't know"

Derek Chapman 3D Modeller



■ Shibuya, the hip epicentre of Tokyo. *Space Channel 5* was born here

Course: Tokyo, Shibuya, Denryoku-Mae Kita (Chapter 07)
> "There are some long, winding streets with the odd 90-degree corner. You can really get some good speeds up". Yep, it's another typical Tokyo circuit with sky-scrapers and neon everywhere. The corners are truly bitchy at times ■
Best Time: 54.198 Secs
Car: Opel Speedster

Mark Sharratt 3D Artist

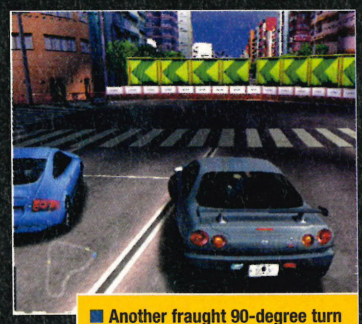
■ Hmm, where are those tourists?

Course: London, Trafalgar, Regent Street North (Chapter 06)
> "This track feels fast, with an uneven road surface and narrow streets". We like the fact that it has so many tourist hotspots in there – Picadilly Circus, Leicester Square, etc – and you can drive up some stairs! ■
Best Time: 37.641 Secs
Car: MR-S

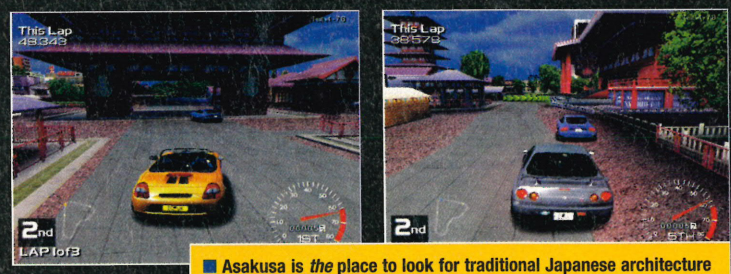
DC-UK Your favourite Dreamcast mag

■ The swooping curves practically beg you to spin-out and hit the barriers

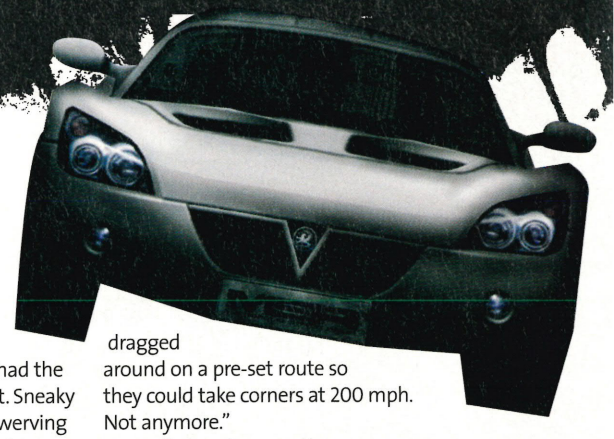
Course: Asakusa Elementary Higashi (Chapter 07)
> Lee prefers the bright and breezy San Francisco courses, but Keith definitely favours this visually arresting beauty, taking in the classical architecture of Tokyo's Asakusa district. A tight and partially hidden alley, a long indoor market and some groovy straights make this a typically varied ride. Just keep well away from the computer driver! ■
Best Time: 39.488 Secs
Car: MR-S



■ Another fraught 90-degree turn



■ Asakusa is *the* place to look for traditional Japanese architecture



to reach 115 mph on two short stretches of London's Millbank, to shooting around Tokyo's Shinjuku district trying to overtake five other cars in five minutes; Street Race is a straightforward race against a varying number of other cars; and finally One on One is a pretty self-explanatory race against just one other driver.

Interestingly, most of these are modifiable. With Street Race and One on One you can give your opponents a head start of your choosing, which will lead to more Kudos points if you come in first. Similarly with Hot Lap and Timed Run you can lower the time to beat, giving yourself less time to scorch round the circuit. Essentially then, the game gets as tough as you want it to, and – like a rich football club – it constantly rewards players for testing their silky skills to the limit.

"WHEN YOU'RE NOT TESTING YOURSELF THE CARS WILL DO IT FOR YOU"

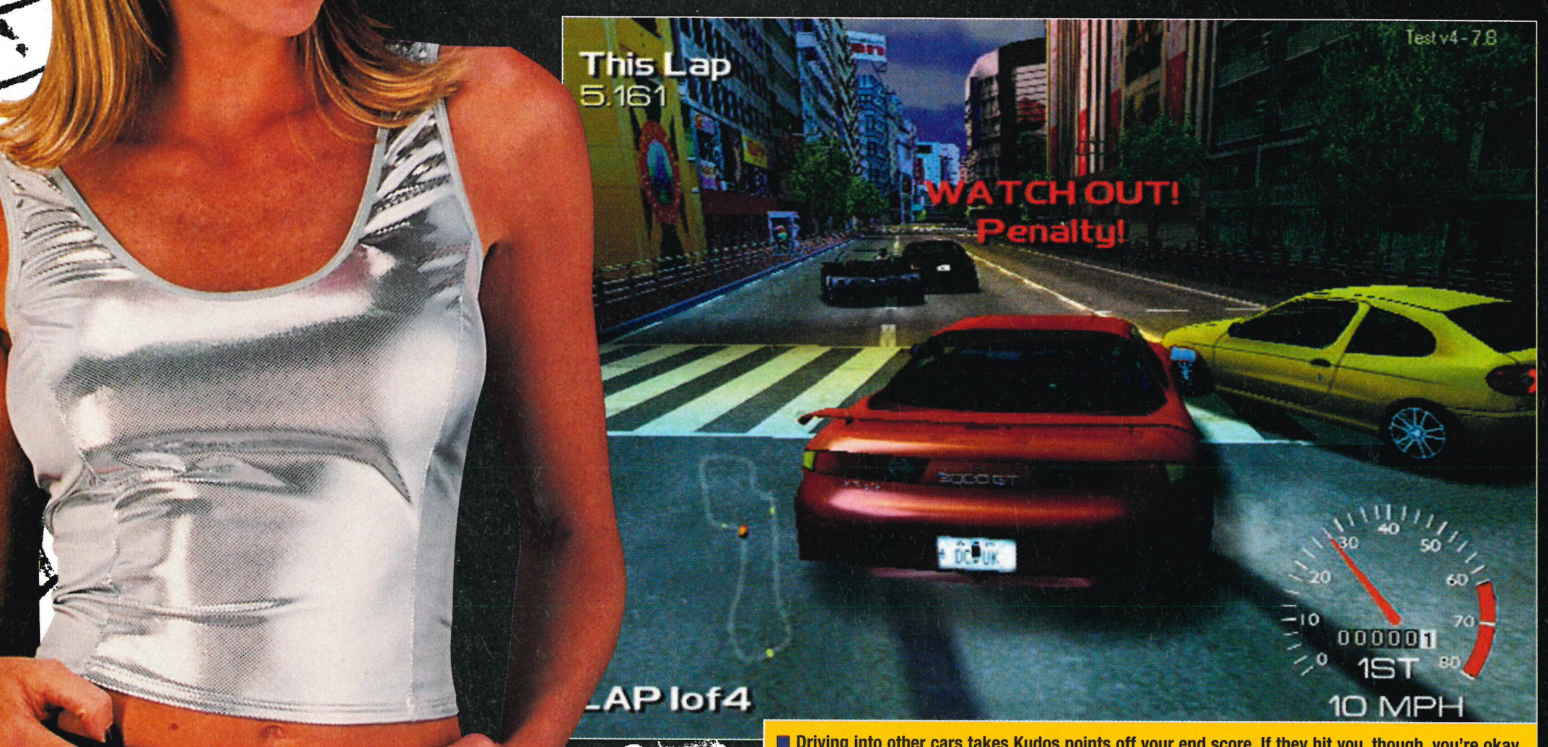
But when you're not testing yourself, the computer controlled cars will do it for you. These are some of the most devilish competitors we've had the misfortune to go up against. Sneaky nudges on corners, manic swerving on straights – they'll do anything they can to stay ahead. As Chudley states, "One of the things that's taken the longest is the Artificial Intelligence. All the computer-controlled drivers actually have virtual joypads and their cars have exactly the same properties as the player's. Before, they were just dragged around on a pre-set route so they could take corners at 200 mph. Not anymore."

In fact we've seen them mess up loads of times – especially where there's an obstacle like a statue in the middle of the road. They'll try and overtake each other, mistime and hit it. They're devious, but flawed. We love 'em.

Complaints? Hmmm... not really. Although, the one thing

Picadilly Circus at dusk. No tourists!

Driving in San Francisco can be like mountain climbing. But without unpleasant frostbite



Driving into other cars takes Kudos points off your end score. If they hit you, though, you're okay

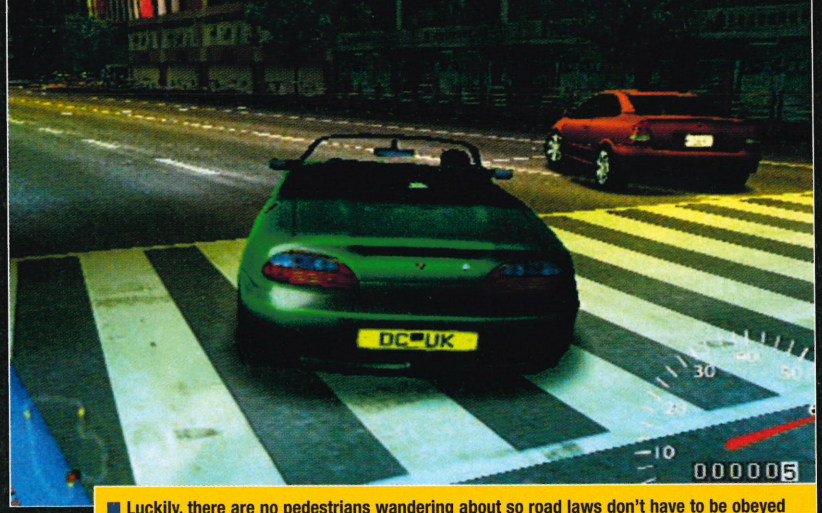
that many mentioned after playing the E3 demo was that sometimes it's hard to see where the corners are coming up. The railings that often line the roads in straights hide the turning until the last minute, so if you're bombing along at 180 mph, you can miss the corner and hurtle into the scenery.

At the moment, Bizarre is still tweaking the game, making sure direction signs are placed clearly and that players won't get caught out too much by any nasty surprises. However, Chudley is not entirely repentant. "You have to learn the courses," he argues. "That's quite deliberate. This is a street racing game, not a circuit game. Driving round San Francisco is not like going out onto Silverstone."

A fair point.

So with work on *MSR* coming to a conclusion, **DC-UK**'s mind naturally moves to the future. What can Bizarre Creations do next? Predictably the phrase *MSR2* comes up, something Martyn seems to have considered. When asked what he would have in a sequel, he quickly replies, "No cars and no cities." But that could be all the late nights talking. Perking up, though, he adds, "We'd like to do a Naomi version of the game, because all the London courses actually link up, so we

"THE TEAM OBVIOUSLY WENT THROUGH HELL TO FINISH THIS BEAST"



Luckily, there are no pedestrians wandering about so road laws don't have to be obeyed

"THE CIRCUITS ARE AMAZING, THE CAR MODELS ARE EXQUISITE, THE HANDLING IS SUPERB"

The chevrons at the end of the street give a clear indication of the route

could do some enormous tracks – unfortunately the DC doesn't have enough texture space or memory." Sounds like a great plan.

We've played *MSR* for two days solid at Bizarre Creations and we're only just scratching the surface. For once, here is a hyped game that lives up to the hype. A game which is trying to do something different with a painfully formulaic genre. The circuits are amazing, the car models are exquisite, the handling is superb – all of which is safely tucked into the near complete version that we saw, and it ain't gonna change.

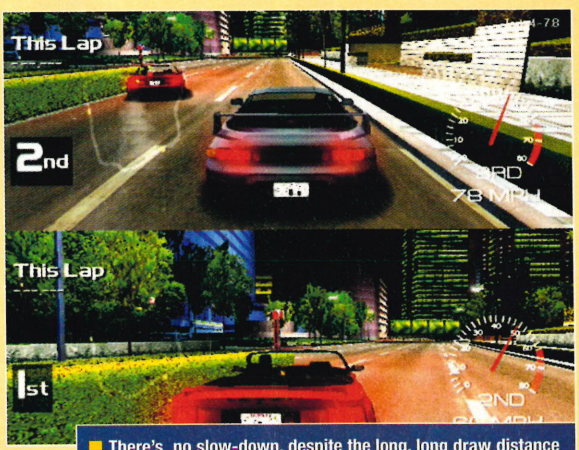
Which is good news, as Martyn Chudley and his team obviously went through hell to finish this beast. They tossed everything away once and started again, they set up complex licensing deals with 16 of those notoriously anal car manufacturers, they took 30,000 photos of cities thousands of miles apart, one of them even fell victim to a text-messaging stalker during the last weeks of development and had to put up with suicide threats every ten minutes. From a gamer's point of view, we think it's all been worth it. We already have a score for the review in mind. We don't think Bizarre Creations will complain ■

MULTIPLAYER MODE

The amazing lighting effects are retained in split-screen mode

> *MSR* lacks a traditional fourplayer split screen mode which would be impossible in this game due to the sheer number of polys being drawn on screen. Instead, the team has concocted a series of four-to-eightplayer tournaments designed for those legendary post-pub gaming sessions.

"The idea came about after talking to my brother," says MD Martyn Chudley. "I know he plays *Gran Turismo* a lot – which doesn't have a fourplayer mode, so I asked him what he did for a multiplayer game. He said him and his mates played one at a time, keeping scores in their heads and creating their own knock-out tournaments – so I took that and made it more regulated." Another brilliant, genre-bending idea from Bizarre Creations ■



There's no slow-down, despite the long, long draw distance

Treacherous arches and narrow tunnels are great fun in two player

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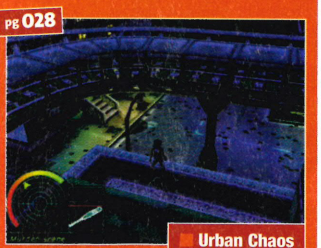
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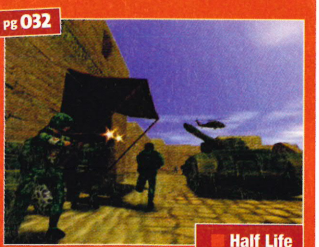
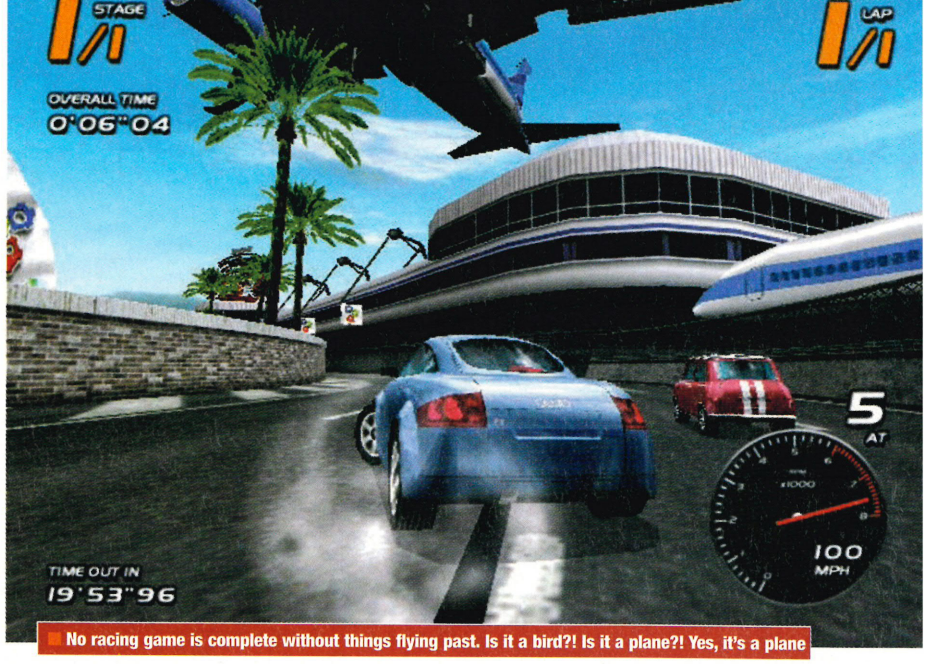

Half Life



No racing game is complete without things flying past. Is it a bird?! Is it a plane?! Yes, it's a plane

VANISHING POINT

You've seen the film, you've heard the album, now get in your VW Camper and play the game...

IN A NUTSHELL

> **A racing game with a difference. No really. Here, players cruise through a series of road tracks avoiding other racers and traffic.**

The realistic physics are packed with arcade thrills, and there's a really cool multiplayer set-up

DETAILS

Publisher:	**Acclaim**
Developer:	**Clockwork Games**
Origin:	**UK**
Players:	**One to eight**
Release date:	**September**

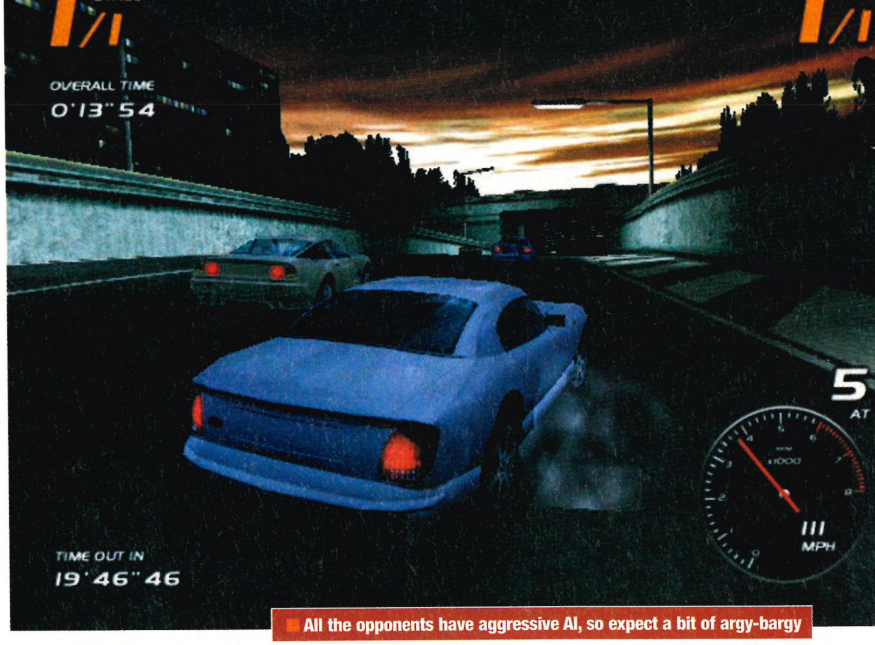
Thirteen floors up a tower in central Nottingham, full of lunch (and happy memories of the waitress who served it), DC-UK settles down for a choice dessert. We are visiting the home of Clockwork Games, an ex-Psygnosis affiliate now hammering toward the completion of its creamy racing game, *Vanishing Point*.

Inspired by Sega's past driving glories, particularly *Daytona USA* and *Sega Rally*, Clockwork's racer has powered through almost two years of development under the guidance of director and texture artist Neil Casini. The game differs from many other racers in that it drops you in the middle of a wild road race. You can be on the Tarmac with anything up to 79 other cars, some competing with you, others just getting in the way.

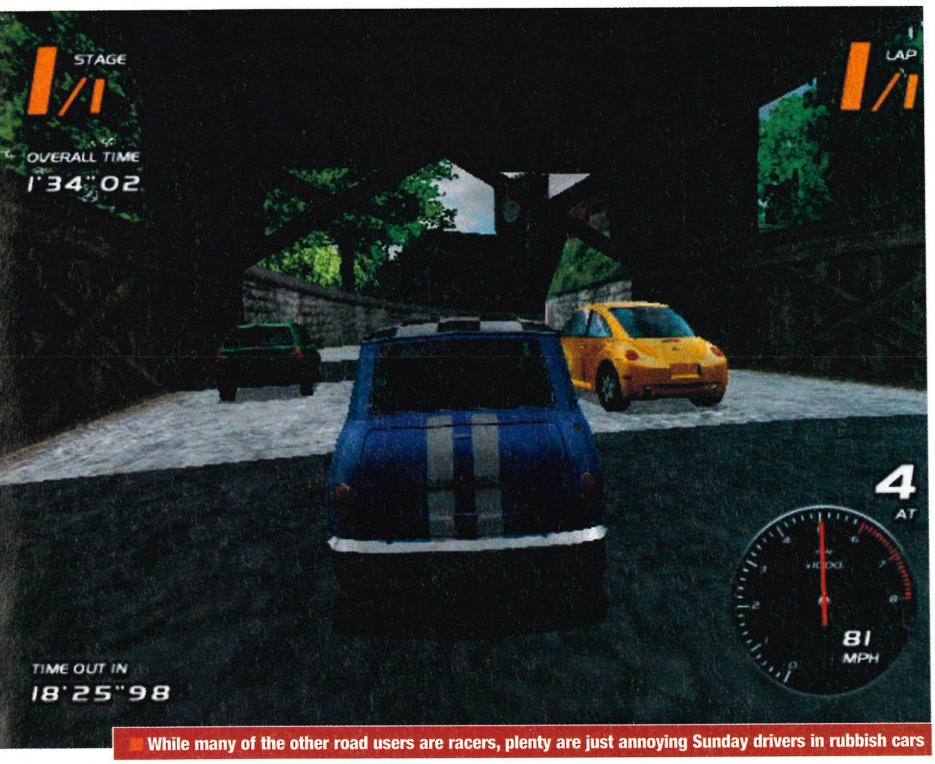
"We were fed up with racing games where you start on a grid with eight other cars, all about to drive around in close proximity," explains Casini. "We wanted to get things on a proper road with proper traffic." Originally the game's 3D engine was designed to handle up to eight cars on-screen at any time, but it has since been discovered that so many cars would possibly be too hectic.

Instead of moving up or down places in the traditional way, it's your lap times that affect your overall race position. There are still increasingly tough

This is perhaps the most glamorous line-up in a racing game ever!



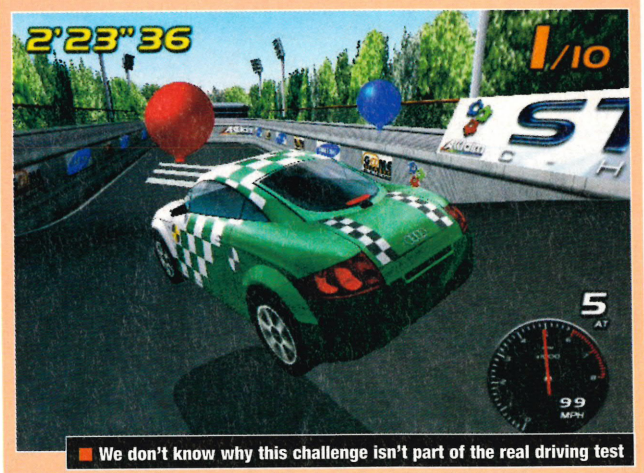
All the opponents have aggressive AI, so expect a bit of argy-bargy



While many of the other road users are racers, plenty are just annoying Sunday drivers in rubbish cars

OFF THE **WALL**

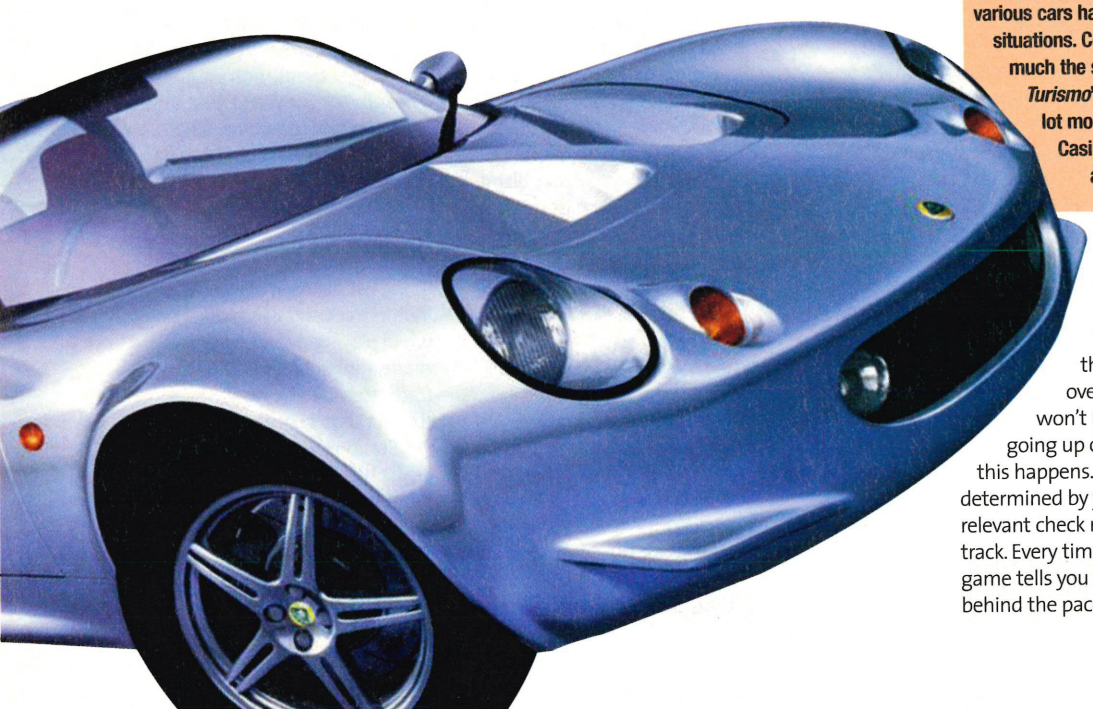
Vanishing Point has lots of useless-but-great sub games...



We don't know why this challenge isn't part of the real driving test

> Specially designed to show off the power of *Vanishing Point*'s handling model, the Stunt Driver mode is also a good way to discover how the various cars handle in extreme situations. Conceptually, it's pretty much the same as *Gran Turismo*'s license tests ("But a lot more fun," insists Neil Casini. "It's all arcade, it's all exaggerated reality"), with a stack of challenges for you to work through.

There are some odd-but-cool tests, including cross-over jumps, barrel rolls, relays, slaloms and even balloon popping. Completing each one with so many points unlocks the harder challenges. Do them all and a special bonus motor will be revealed. The Stunt Driver mode is an extra, but as with the *Crazy Taxi* Box mode, it's almost a game on its own ■



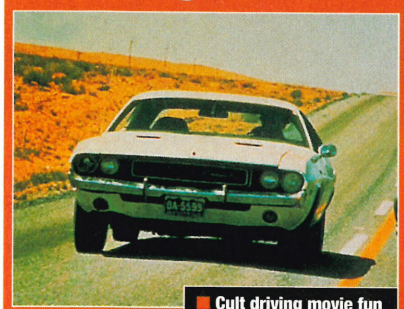
opponents to battle past, but as Casini explains, "You may overtake them, or they may overtake you, but you won't necessarily be going up or down a place as this happens. Your position is determined by your time at the relevant check markers around the track. Every time you pass one, the game tells you how far in front or behind the pace you are."

Unusual maybe, but it makes for one hell of a race – all other cars are fully controlled by the game, they're not simply cruising around on a line. Because of this, Casini guarantees you'll never play the same game twice. "Each car is in full 3D, so you can roll and crash any car on the track," he grins. "As you go tearing round corners you could encounter almost anything. It's all completely random. You're never quite sure what the cars are going to do or where they're ▶

OH, WHAT'S THE (VANISHING) POINT?!

When we were at school, a vanishing point was just something that stuffy old art teachers made us draw when we were learning all about perspective. Not any more, though. Since then, the phrase has taken on a cool life of its own, lending its enigmatic charm to films and music alike. Come, let DC-UK take you on a fabulous journey through all two of the other famous Vanishing Points you may or may not have heard of... ■

Vanishing Point – the film



Cult driving movie fun

In this cult 1971 road movie, an ex-racing driver/ex-cop named Kowalski drives a Dodge Challenger from Colorado to California pursued by the police and random memories of his chequered past. Some call it a counter-culture classic, others find it impenetrable and pretentious. Really, really nice car though ■

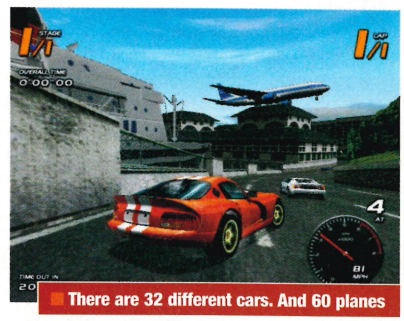
Vanishing Point – the album

Cult experimental electronica

In this cult 1997 Primal Scream album an ex-goth/ex-Mick Jagger wannabe named Bobby Gillespie drives a bunch of indie chancers from trip hop jazz to thudding big beat pursued by memories of dodgy 'Give out but don't give in' album. Some call it a counter culture classic, others find it... etc, etc

The handling in the E3 demo was notoriously slippy, something which should be toned down

"Sod the race, let's camp!"



There are 32 different cars. And 60 planes

The England circuit is suitably quaint

"Fly, my beauty, fly to the checkpoint!"

"Clockwork can set online challenges for you to download"

going to go. It's down to driver skill every time you play."

Good stuff; and there's plenty more of it. Three members of Clockwork's team are experts in vehicle dynamics, and they've been doing the maths in a very serious way for the last couple of years.

Every effort has been made to ensure that when *Vanishing Point*'s motors move, it's in the most realistic way possible.

Picking up the controller for the first time, though, we were disappointed to find the cars a bit floaty, almost skimming along the track. But as Casini pointed out, Clockwork is still tweaking and tuning the game; there's a lot of playtesting to come. It's obvious that the potential is there for some great handling, so let's hope it is realised over the next couple of months. Right now *Vanishing Point*'s handling reminds us too much of *San Francisco Rush*, and not enough of *Gran Turismo* – presently, it's rather light on its wheels and slow to react.

There are 32 motors available to play with, from Lotus' sexy Elise to a dowdy VW Camper. Unfortunately, cars from the Far East don't feature because their manufacturers are not keen to see their creations rolled over; even virtually. In the West it's not seen as a problem. "We didn't have any problems getting the other cars, and most people were happy to let us damage them," says Casini.

Vanishing Point's title was taken from the remarkably distant horizon it achieved on its original host, PlayStation. Now ported to Dreamcast, a big effort has been made to make the best of the console's extra horsepower, with added graphic details and all-new texture maps throughout. A slick upshift to 60 frames per second has been clicked into place; as Casini puts it, "Dreamcast just swallows it all up – whatever you throw at it, it can do." Casini's a big fan of Dreamcast, and is already thinking about making a *VP* sequel.

Dreamcast's modem is in for a treat, too: *Vanishing Point* has a cool online Tournament mode that takes advantage of the game's unusual structure. Because you're essentially setting fastest laps and times, Clockwork can set online challenges for you to download from the game's website. Then, using whichever car and circuits it chooses, you take part in a massive multiplayer event, with entrants from all over the world. Best times, complete with downloadable ghost cars, will be regularly posted on the Internet.

Other than its online challenges, look out for *Vanishing Point*'s neat eightplayer league game (where each player has a 'home' track and wins added points when playing 'away'), twoplayer mode, tuning options and stunt tracks (see Off The Wall). And forget the fact that it comes from PlayStation roots (spit, hiss), as long as the handling receives its promised tweaks, *Vanishing Point* has all the ingredients to make a sweet alternative to the F355s and MSRs of this world. Dreamcast cats: welcome to the cream ■

gameplay

THE GATEWAY TO GAMES

DEAD OR ALIVE 2

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It might not be as famous as Tekken or Street Fighter, but Dead or Alive 2 is the fastest moving, freshest feeling beat'em up of recent years. The gameplay is fast and intuitive for beginners but also deep and involving for the fighting aficionado - with a unique countering system that takes some mastering but is immensely satisfying when it works. The presentation and graphics alone are almost worth the price of the game but the cracking multiplayer mode will make this one to enjoy forever.

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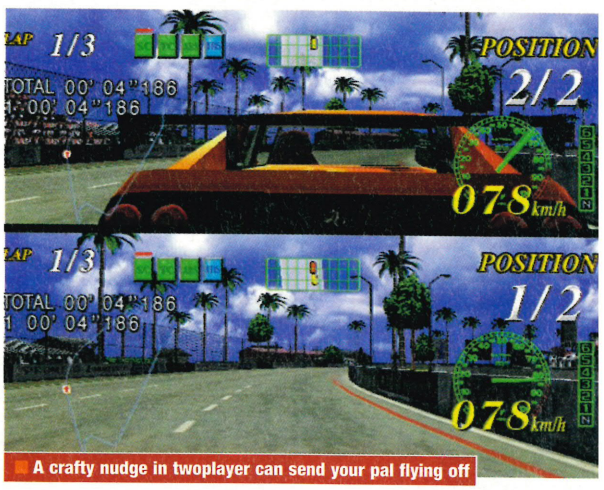
The sky alights in response to the fiery racing inferno burning up the track

Wahey! We're not in last place. Break out the champers!

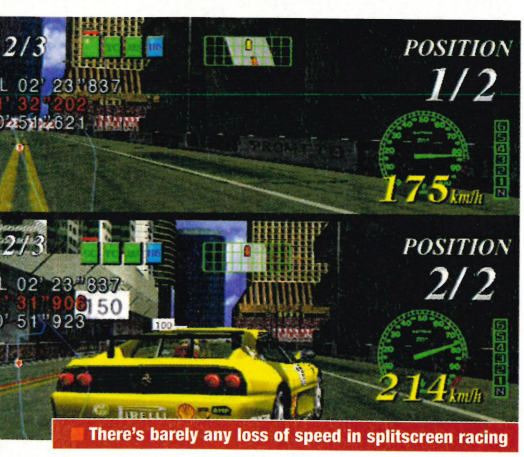
FERRARI 355 CHALLENGE

The ultimate development team brings the ultimate car manufacturer to Dreamcast



A crafty nudge in twoplayer can send your pal flying off

Taking corners correctly requires hours of hard practice



There's barely any loss of speed in splitscreen racing

If there's one thing that Dreamcast has in abundance, it's driving games. Name-dropping the likes of *Sega Rally 2* or *Crazy Taxi* already shows off the system's potential, but these are really only apéritifs as just over the horizon is a clutch of serious racers waiting to sew up the driving market for good. *Toyko Highway Challenge 2*, *Sega GT*, *MSR* – all cracking racing games that not only play like (Delorean) dreams, but offer radically different experiences. But over all of these it is *Ferrari 355 Challenge* that will provide the most authentic thrills yet, not to mention testing your driving 'skills' to the max. Sega's ultra realistic racer is solid. So solid in fact, that you may well find yourself driven, foaming at the mouth to a slightly less taxing title – like *Pong*, for example. Prepare to be sorted, boy racers from men.

Yu Suzuki is the undisputed master of driving games. Fact. From *Outrun*, through *Virtua Racing* to *Daytona USA*, this man is responsible for driving games being what they are today and his latest project has been a vision from start to finish. If you've been reading the mag religiously, you'll be well aware that *F355* originated in the arcades as a three-screen monster that actually delivered a printed analysis of your automotive performance once the race was up. Now, Suzuki-san's love of The Prancing Pony has been instilled in a GD ROM, allowing us mere plebs to hopefully gain small insight into what the real thing actually feels like. And according to the Ferrari test drivers, it's about as close as you'll get. Ever.

We've been at the wheel of *F355* and

IN A NUTSHELL

> An Italian thoroughbred captured and canned in a videogame.

This game gets you closer to the real thing than ever before. Hard beyond belief, it lays down enough work for a whole year. Give up your life now ■

DETAILS

Publisher:	Acclaim
Developer:	Sega AM2
Origin:	Japan
Players:	One to two
Release date:	October

This in-car view is the only angle available and adds considerably to the realistic feel of the game

Using the rear-view mirror is a must to block cheeky overtakers like this monkey

DO YOU NEED ANY ASSISTANCE, SIR?

Driving aids are essential to begin with but ultimately just hold you back

> AM2 felt that novices to *F355 Challenge* would need some help with their driving. To this end they included four options; Stability Control, Traction Control, Anti-Lock Braking System and Intelligent Braking System. These assist in body-roll, wheelspin, brake-locking and brake timing. Taking them off will show you just how hard *Ferrari 355 Challenge* really is. Learning to shed these grown-up stabilisers is the key to winning, but only when you release their control is it apparent just how much work they are doing for you. Like an old, comfy pair of jeans, you'll be sorry to see them go ■

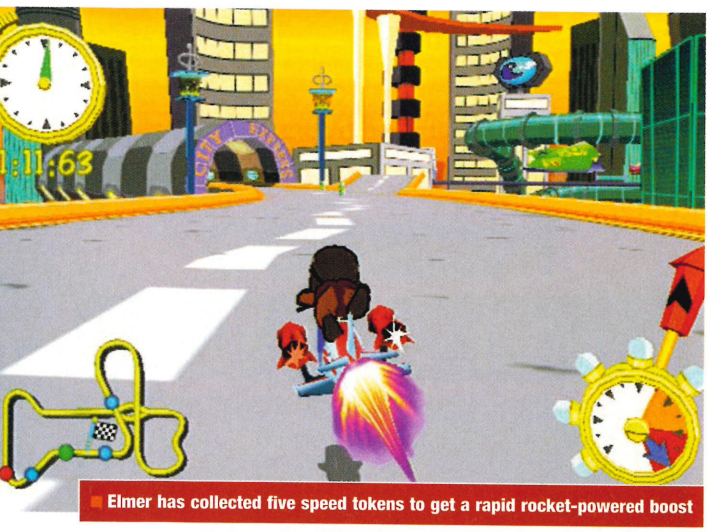
The Atlanta oval is the only one of the six new courses we've unlocked so far

Yu Suzki's old *Outrun* fave, the checkpoint, makes a welcome return

"You'll hate the other drivers for running you onto the grass"

are delighted to say that Sega has actually improved it for Dreamcast; five empty slots are present, obviously home to extra courses, should you have the talent and the resolve to crack them open. In three days we managed to open the first new track, namely Atlanta, a bright, sunny oval that brings back memories of a certain beach in Florida. The other four are nowhere in sight, but we know they include the famous Laguna Seca, Nurburg Ring, Sapang and Fiortino, the Ferrari Test Track. All are supposedly unlocked through a time-release function based on your mileage – a 1,000 Km should secure all five tracks. However, other drivers have unlocked the goods by coming first in the single races and by switching off assistance settings. Add to this a hidden password menu and you've got the possibility of all kinds of secret treats.

Make no mistake, *F355* will teach you to drive. Ignoring the rules of braking, cornering and four-wheel drift will see you left at the back. Take the assistance off and you might think the control returns. Not so. You'll crash on the first corner. The learning curve is slow and steep. You'll hate the other drivers for running you onto the grass. You'll curse as they slipstream you on each hairpin. Expect to remain in third place for a month. Expect to lose sleep, time and your grip on reality. Then you'll be ready to take the *Ferrari 355 Challenge*. We'll see you on the grid next month ■



Elmer has collected five speed tokens to get a rapid rocket-powered boost

The mute Wile E is victorious for the first time in his Roadrunner-plagued existence

LOONEY TUNES SPACE RACE

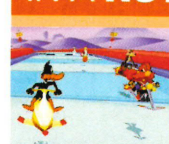
More cartoon fun awaits as Bugs, Daffy and chums go interstellar for some rocket-racing madness

Slowly but surely, all our childhood friends are being placed inside a Dreamcast. Dastardly and Muttley can be found causing mischief in *Wacky Races*, the superhero-tastic Spidey and Wolverine are kicking ass in Marvel Vs Capcom and now Looney Tunes' legendary stable of characters are heading our way for some racing antics. All we need now is a game starring the tramp who shouted at pigeons in our local park and we'll be laughing.

As far as animation studios go, Disney has a bunch of twee characters that everyone secretly hates, Hanna Barbera can boast the fantastic likes of Tom and Jerry, Top Cat and Hong Kong Phooey but nothing can compare to the genius of Looney Tunes whose cast of Bugs Bunny, Daffy Duck, Wile E Coyote and the rest made getting up on Saturday mornings seem worthwhile. Those three can all be found in *Space Race*, along with Elmer Fudd, Yosemite Sam and Sylvester the cat (plus two secret characters), bombing around on jet-powered vehicles for *Mario Kart*-inspired fun and games.

Oh yes, it's time for power-up laden comedy racing action once again, except this time the under-sized karts have been replaced with hovering rocket-type thingies. Your cartoon favourites burn around twelve tracks in seven interstellar worlds inflicting typical Looney Tunes violence on each

IN A NUTSHELL



> Comedy racing moves from the usual karts to rocket things as the Looney Tunes crew take their places on the starting grid.

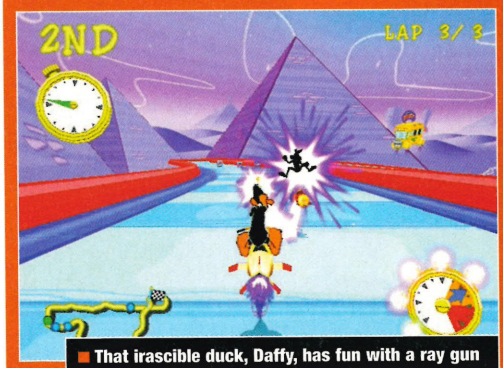
Crazy speeds and power-ups are on offer in the most promising DC *Mario Kart* clone so far ■

DETAILS

Publisher:	Infogrames
Developer:	Melbourne House
Origin:	Australia
Players:	One to four
Release date:	October 18

> "Your cartoon favourites burn around tracks inflicting typical Looney Tunes violence"

YOU'RE DESSSPICABLE!

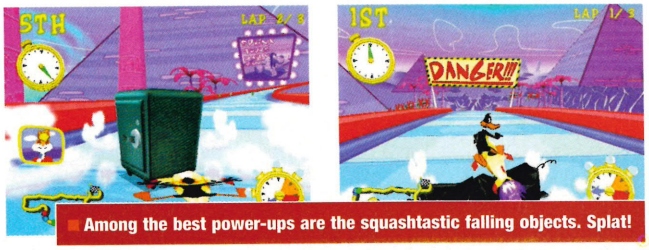


That irascible duck, Daffy, has fun with a ray gun

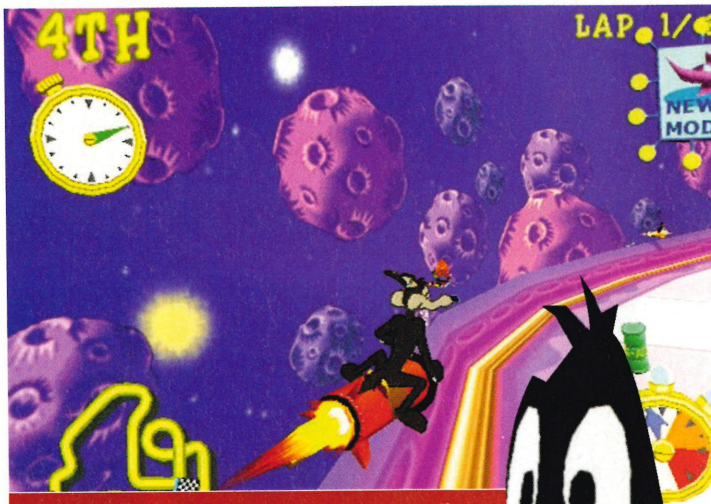
A weather cloud hovers above to provide a nasty shock

Power-ups are an obligatory part of any cartoon racer but the comedy weapons found in *Space Race* are particularly worthy of note. Collected by zooming into the plethora of Acme boxes scattered around the courses, the pick-ups are totally in-keeping with the world of Looney Tunes and can't help but inspire a wry grin even if you're the victim of the attack (well, probably).

Weather clouds can be sent to throw lightning at an opponent; boxing gloves extend to clout characters; pianos and anvils rain from the sky; and ray guns shoot a burst of alien firepower. However, our favourite is the legendary mobile black hole which can be placed on the track for an unsuspecting racer to plummet through. Classic



Among the best power-ups are the squashtastic falling objects. Splat!



Gravity plays a part as you corner in outer space sections

All the racers handle differently and Bugs (on his carrot) is the speediest

Challenge mode can be unlocked for one-on-one races

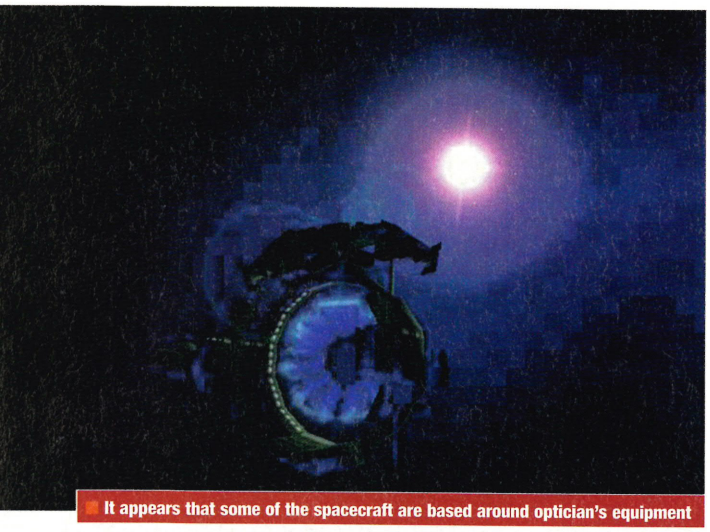
(Left) The clover makes you invulnerable (Right) Extended boxing glove ahoy!

other. The handling and frame-rate are both top-notch but to take the chequered flag you'll need more than just driving skills as successful racing is equally dependant on the mischievous use of power-ups (see You're Desspicable! box).

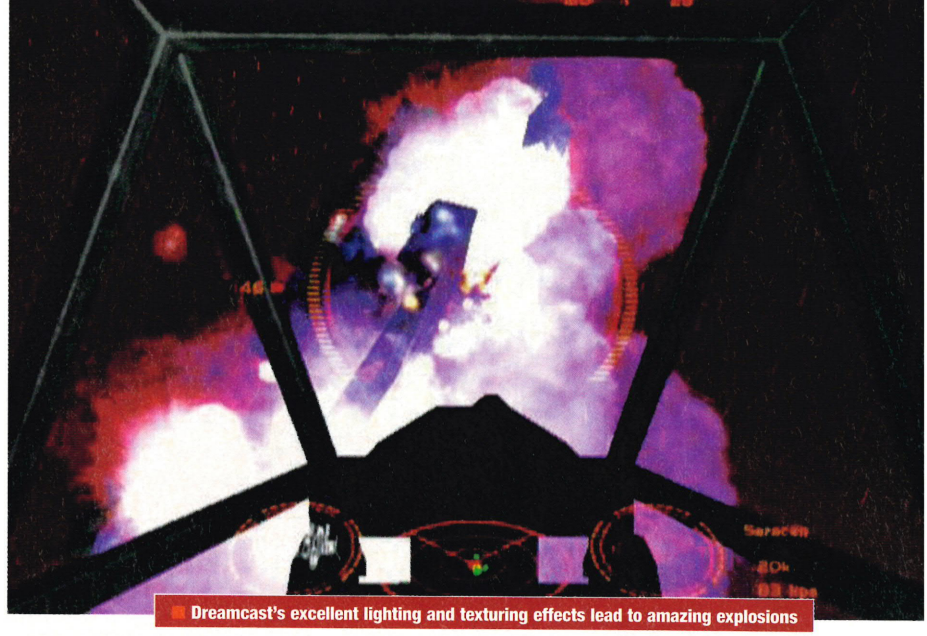
As well as basic first-to-the-finish contests, there are 16 Acme Events to unlock (using tokens collected by winning races). These offer a more diverse range of challenges including Duck! where you have to avoid a constant downpour of pianos, anvils and safes raining from the sky, and Vanishing Slowpoke where the backmarker at the end of each lap disappears from the race. Additionally, fourplayer larks will be available in the finished version to take the competitive madness to its logical extreme.

Aside from *Space Race*'s quality space racing and its generous bunch of options, the most appealing thing about the game is its nostalgia-inducing presentation. As you'd expect, the graphics and animation are completely faultless and the characters' speech – from Daffy's, "You're desspicable!", to Bugs's catchphrase, "What's up Doc?" – has been performed by the actual Warner Bros. voice artistes. Moreover, the 'feel' of the Looney Tunes world has been successfully implemented and that's pretty much irresistible to most people below pensionable age.

With *Walt Disney World Quest: Magical Racing Tour* and *South Park Rally* whiffing like flatulent mules, Infogrames own *Wacky Races* is leading the karting pack on DC. However, we're expecting *Space Race* to zoom past it faster than Roadrunner on PCP because, from our time spent in its cartoon clutches, this game is looking like the best *Mario Kart* clone yet to grace Dreamcast. Until next issue's review, "Th-Th-That's all folks!"... (I'll get me coat)



It appears that some of the spacecraft are based around optician's equipment



Dreamcast's excellent lighting and texturing effects lead to amazing explosions

Fly me to the moon and let me play among the stars

"Chewie, get us out of here!"

"I'm afraid you've failed your space pilot test"

STARLANCER

3D online gaming is a thing of the future for Dreamcast, and the future is almost here thanks to this networked space shooter...

IN A NUTSHELL

> Taking the seminal *Wing Commander* series to the next level, *StarLancer* mixes frantic space combat with an immersive story and 24 missions.

Cue shouts of "Roger, look out! They're on your six, red leader!"

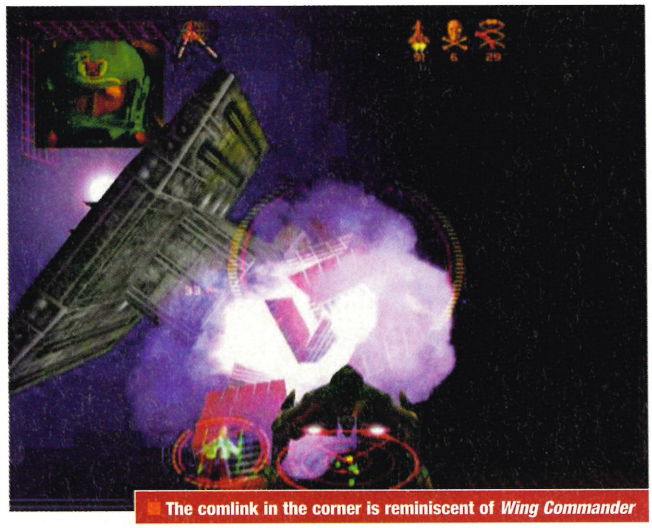
DETAILS

Publisher:	Crave
Developer:	Warthog
Origin:	UK
Players:	One to eight (online)
Release date:	October

Years ago, in the beginning, darkness covered the universe. Then some kids fiddling with a BBC Micro Computer said, "Let there be pixels to represent planets, and vertex graphics for spaceships" and lo, a legend sprang into existence. *Elite* was its name, trading and shooting was its game; and all that played it saw that it was good. But *Elite* was only the firstborn and soon after, from its loins, gushed forth a multitude of copycats, some trading, but most shooting. Who'd want to transport cobalt ore for three hundred light years when they could be an intergalactic space ace, wiping out evil Barzoids from the planet, er, Barzoid?

That happened way back in the '80s, but many people, including *StarLancer*'s lead programmer Paul Hughes, would love *Elite* to return. Years ago he converted the game for the Z80 processor. "It would be great to see it on the Game Boy Advance," he says, rubbing his hands together. But while he's waiting on that pipedream, there's plenty to do working on the Dreamcast version of *StarLancer*, the PC space shooter produced with the help of brothers Erin '*Privateer*' Roberts, and Chris '*Wing Commander*' Roberts. Many of *StarLancer*'s development team actually worked on *Privateer 2*. "With *StarLancer*, we wanted to change the way space shooters were done," Hughes explains. "In essence, we wanted to create a new *Wing Commander*, one that didn't require tons of FMV." And with such pedigree behind it, it's no surprise that *StarLancer*'s

> "The Deathmatch mode enables up to eight pilots to fight it out"



The comlink in the corner is reminiscent of *Wing Commander*

"*StarLancer* is well connected to the 21st century"

shaping up to be the best space shoot 'em up of the year.

StarLancer is simple, and we mean that in the best sense of the word. But thanks to the judicious use of 30 minutes of dynamically-generated cinematics, a cast of over 60 characters and a well-constructed plot (see There's Something Going On!), there is a definite point to it. *StarLancer* may have old-skool leanings, but it's also well connected to the 21st Century.

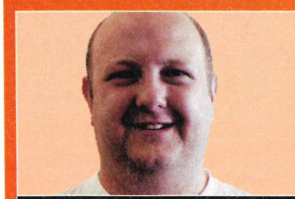
And if there is one defining quality that makes *StarLancer* worth getting excited about, it's the online capability. Yes, *StarLancer* is likely to be the first proper 3D-action game you'll be able to play online from the comfort of your Dreamcast. Hallelujah!

The reason this is possible is because *StarLancer*, the Dreamcast game, is being converted straight from *StarLancer*, the PC game using Microsoft's WinCE operating system. This makes it relatively easy to port both the code and the PC game's online options over to Dreamcast. The Deathmatch mode enables up to eight pilots to fight it out in up to six different scenarios. As well as the basic 'highest number of kills wins' game, there's also a 'tag with a time bomb' mode and another mode in which, when one player collects six space beacons, the others players explode. For the less competitively minded, the Co-operative mode means you are able to play through the missions of the entire singleplayer game with three online buddies.

Unlike *ChuChu Rocket!* and the forthcoming *Quake III*, *StarLancer* won't be running on Sega's online network. Instead Warthog has chosen GameSpy, the online PC gaming network. "We told people at Sega what we wanted to do and because of the time constraints of our release schedule, they said 'If ▶

THE TEAM

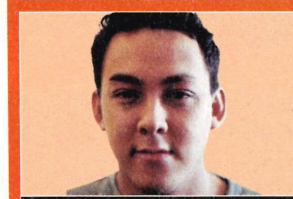
Paul Johnson: producer



Paul Hughes: lead programmer

Derek Senior: lead programmer

Darren Vaile: mission designer



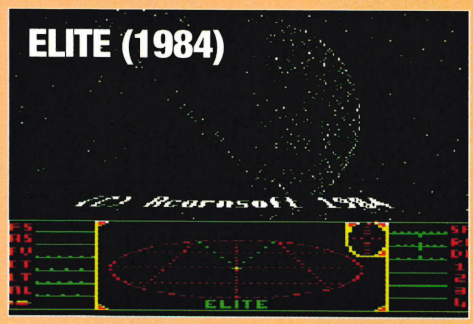
Kev Ng: programmer

What previous games have you worked on?
PJ: *Independence War, Hogs of War, Star Trek Invasion*
PH: *Privateer 2, Batman, Robocop2*
DS: A football game that shall remain nameless
DV: *Asterix*
KN: Lots of terrible shareware

What's your favourite space-based film?
PJ: Event Horizon
PH: Star Wars, of course!
DS: Galaxy Quest
DV: Flash Gordon and The Clangers
KN: Spaceballs

What was the highest ranking you got on Elite?
PJ: Black Belt, third Dan
PH: Elite, but then I was responsible for the Z80 conversion
DS: Elite
DV: I had my own way of playing Elite that's beyond your Earth logic
KN: Mostly Harmless

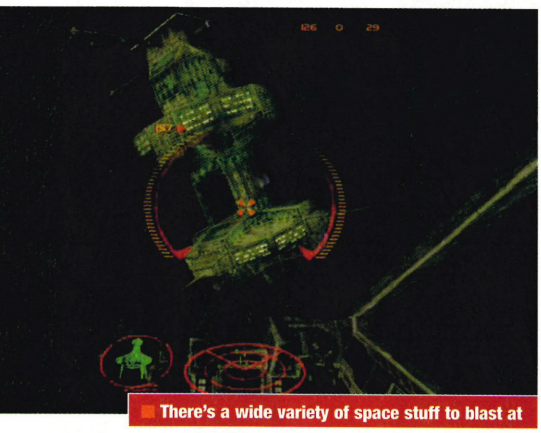
SPACE SHOOTER? WHERE'D THAT IDEA COME FROM?



> Originally developed for the BBC Micro computer, *Elite* was a space trading and combat game where players were free to become pirates, traders, miners or more usually a mixture of all three. Your ranking started at 'Harmless' but as you shot down other craft you gradually worked towards 'Elite Status' ■

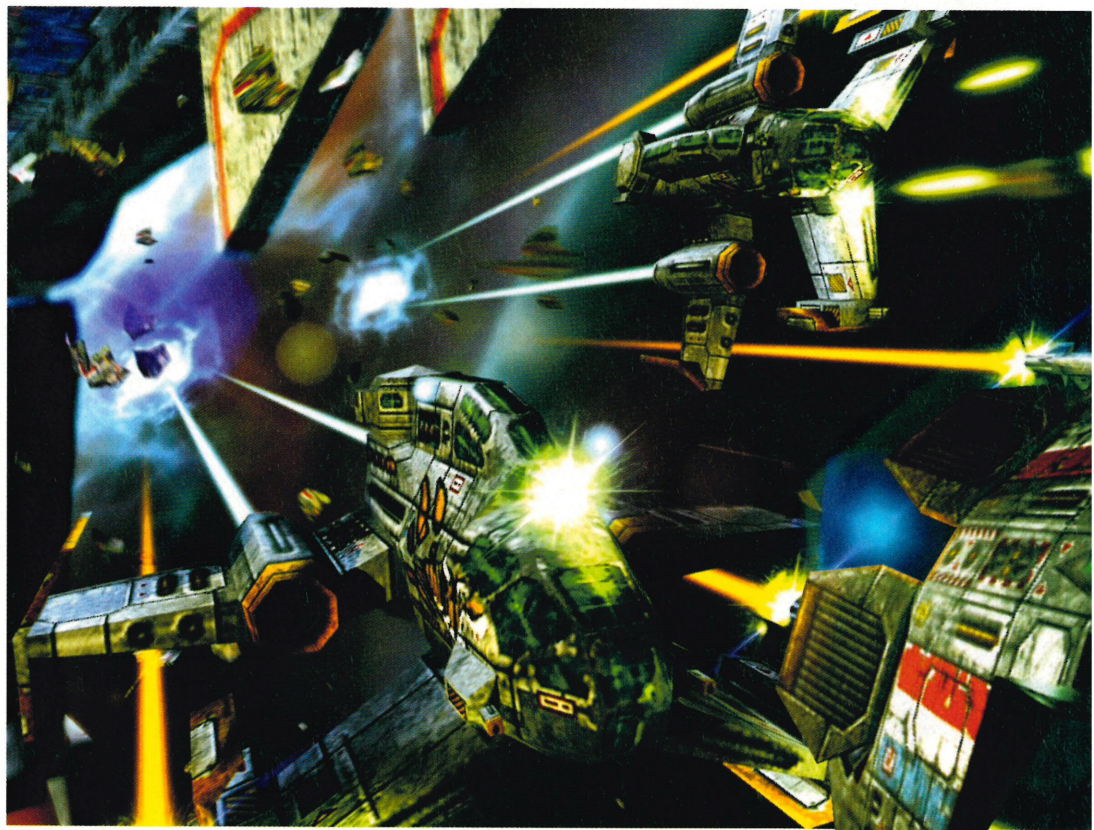
> Early PC space combat game designed by Chris Roberts (brother of Erin). The battle between the humans and kilrathi has since raged through several sequels, many weighed down with huge FMV sequences (starring the likes of Mark Hamill and the guy with the beard in 'Raiders of the Lost Ark') ■

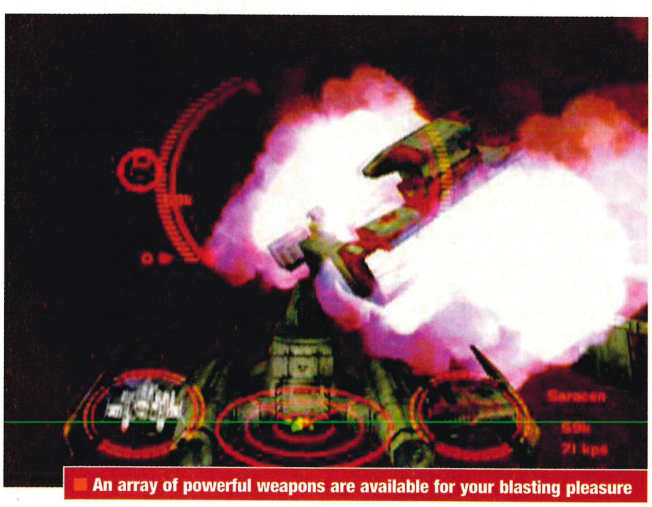
> Most of the *StarLancer* team previously worked on this PC space action/trading title for Origin. As with *Elite*, players could choose from several jobs within a living galaxy, although here an FMV-led plot (featuring John Hurt and Clive Owen) gave the game more of a narrative structure ■



There's a wide variety of space stuff to blast at

"Stay on target... Stay on target...", etc, etc



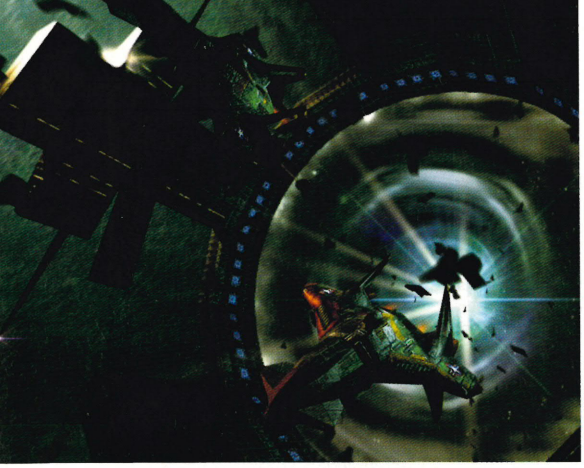


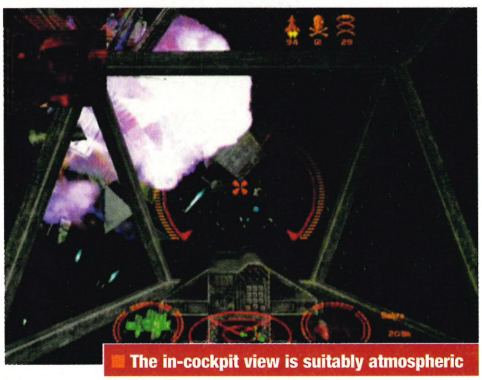
An array of powerful weapons are available for your blasting pleasure

▶ you want to go with GameSpy, go with GameSpy'," explains *StarLancer*'s other lead programmer Derek Senior.

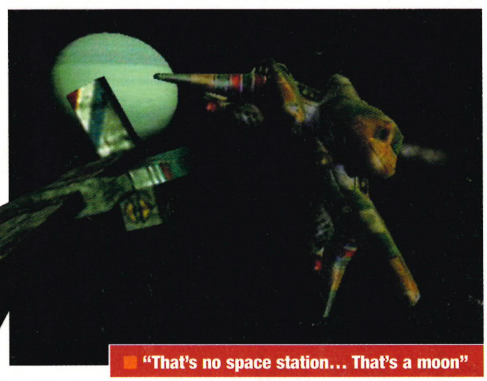
It works like this: once you have selected an online mode from the game's starting menu, and chosen the gamers you want to play with in the Gamespy lobby, each of the Dreamcasts in the selected game will talk directly to each other, rather than logging on to a central server. One potential problem this creates is, the further away you are from your fellow players in terms of network speed, the more lag the game will suffer. Derek Senior doesn't think it will be a major problem though. "We've put in some code to minimise the lag and we interpolate between the ships' positions to maintain smooth movement as well," he explains. Games such as *StarLancer* don't suffer from lag as much as games such as *ChuChu Rocket!* either, as it is much less important to know the

"Plays better than the PC version"





The in-cockpit view is suitably atmospheric



"That's no space station... That's a moon"

THERE'S SOMETHING GOING ON!

> In the year 2160, the Solar System is being quickly colonised by the Eastern Coalition and the Western Alliance, until a Coalition pre-emptive strike on Mars completely takes out the Franco-Italian fleets and the Alliance's command structure. All available combat crews are rushed into space. And, rusty as your skills are, you find yourself stationed on the veteran carrier Reliant with the ragtag 45th Volunteers Squadron. You must learn quickly in order to stay alive, protect your fellow squadron members and fulfil the various missions you are assigned. Remember, the future of the free world depends on you ■

"Guys, you're a ragtag fleet, with old craft and rusty skills, but godammit, you're the best"

position of every object in the game all the time.

Another issue Warthog had to deal with was the game's control system. In the PC version there were 68 key combinations on the mouse/keyboard set-up. Thankfully, these have been reduced down to a far more manageable 30-odd for the joypad. Although it still sounds like quite a lot seeing as there are only ten buttons on a joypad, after playing through the first few levels, moving between the two submenus quickly becomes straightforward. And, as treacherous as it will sound to PC gamers, even the designers now prefer to play the game using a joypad rather than the standard Microsoft force-feedback joystick. "We're really proud of the system; it's very intuitive and it plays better than the original PC version," says Paul Hughes.

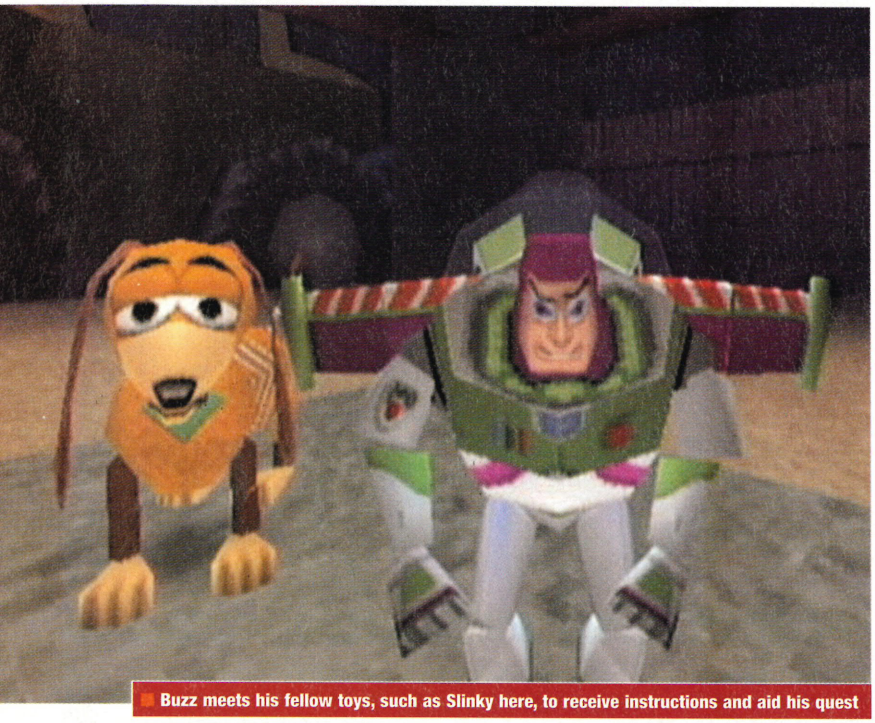
Converting to Dreamcast also means that the team has been able to improve the game's graphics considerably. In particular, Dreamcast's excellent handling of spectacular lighting effects and multipass texturing means that everything from the misty pink space nebulae to fierce orange explosions, and the shadows creeping across huge battleships as they circle luminous planets, look much better than they did on PC. The only major problem has been squeezing the massive install of the PC game on to a single GD-ROM. The dynamic cinematics and the audio samples take up an enormous chunk of memory. Currently the Dreamcast code is around 300Mb over capacity, but with a couple of months of optimisation still to go, everyone remains confident they will be able to make it fit.

> "*StarLancer* is simple, and we mean that in the best sense of the word"

"We should get a medal for the amounts of stuff we've compressed into this game," jokes Derek Senior. But from what **DC-UK** has seen so far, come October, Warthog is more likely to be picking up the plaudits for making a fine game with an excellent online experience attached. Fellow Dreamcasters, prepare to reach for the stars! ■

TOY STORY 2

Buzz sets out to save Woody in film license/platform adventure shocker!



Buzz meets his fellow toys, such as Slinky here, to receive instructions and aid his quest

Pixar's masterful 'Toy Story 2' stretched the boundaries of animated film-making when it was released almost a year ago to the unanimous appreciation of youngsters and oldies alike. It would be far too much to expect its videogame incarnation to show the same kind of innovation and, predictably, this heavily-franchised 3D adventure follows the standard platform formula associated with film-licensed videogames.

Sticking fairly closely to the plot of the film, you control Buzz Lightyear in his attempt to rescue Woody from a despicable toynapper. All the skills the 'real' Buzz possesses are at your disposal; although when it comes to flying, virtual Buzz can barely manage falling with style. You can, however, jump, swing and shoot your way through real-life environments such as Andy's house and garden. In a slight departure from the film, Mr Lightyear's pitifully impotent laser is now a highly effective weapon of destruction (well, it destroys plastic toys). This can be used in a Sniper mode which features an automatic lock-on system and enables you to waste enemies from long-range (see Eat It Toy Boy!), or in the thirdperson view for more close-up toy murder.

Each level contains the standard platforming fare of collecting items – coins for Hamm the piggy bank, sheep for Bo and so on – but to progress to the next level you have to complete missions, such as beating the

IN A NUTSHELL

DETAILS

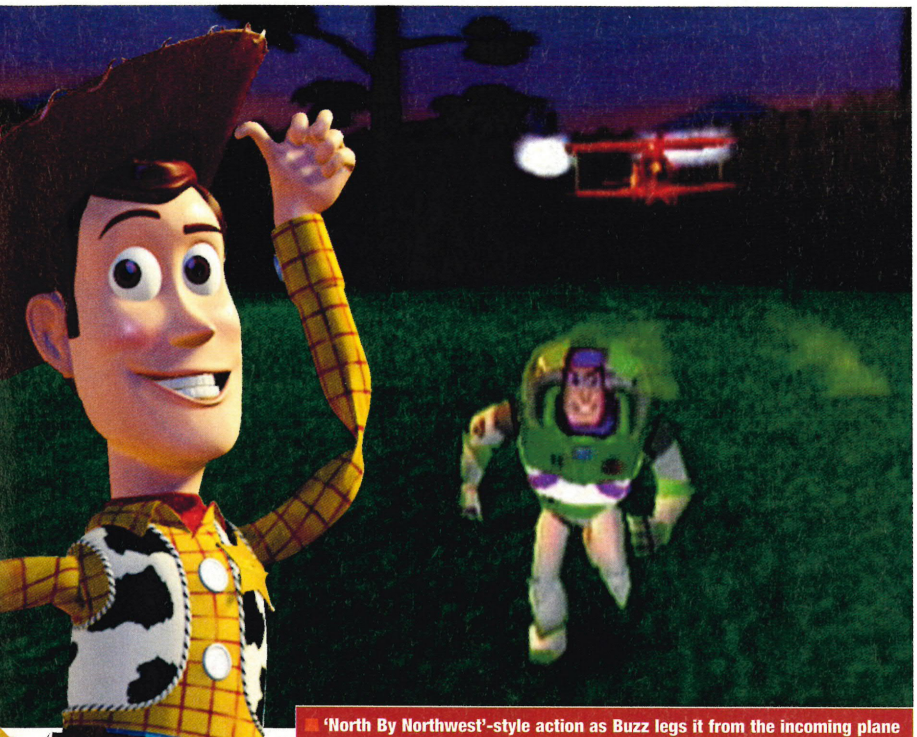
Publisher: **Activision**
Developer: **Traveller's Tales**
Origin: **US**
Players: **One**
Release date: **September**

> Film-licensed games have never been much good, possibly because there are just too many big cheeses to keep happy. *Toy Story 2* is aiming to buck the trend but don't expect this Buzz-based platformer to take you "To infinity and beyond!" ■

Evil toys lurk in the house to blast your plastic ass

> "Each level contains standard platforming fare"

Another one bites the dust as Buzz unleashes his lethal death ray

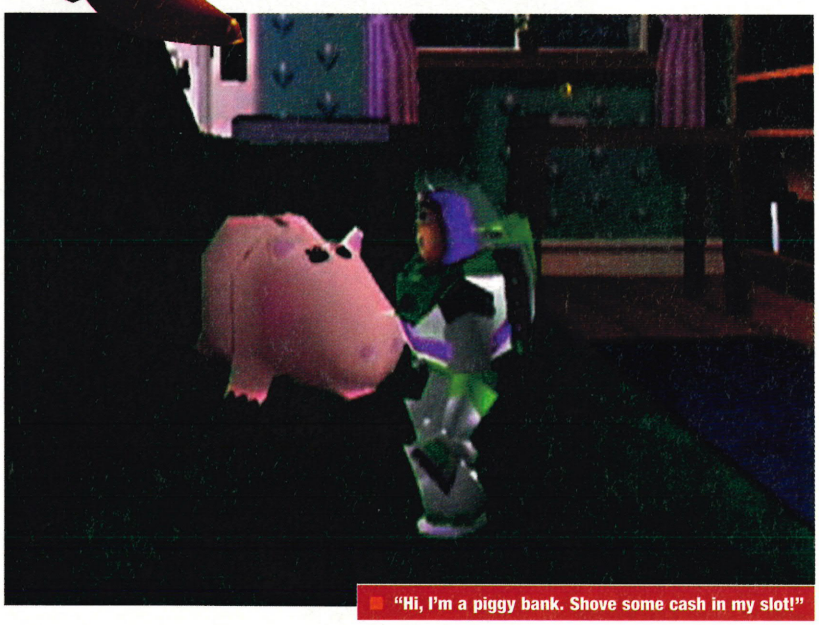


'North By Northwest'-style action as Buzz legs it from the incoming plane

sparky RC in a three-lap race. Clearing a stage rewards you with the chance to watch one or two scenes from the movie. This, of course, can be good or bad depending on whether you liked the film or not. But, then again, if you thought the movie was a load of CGI bobbins you're hardly likely to be interested in the game.

As you'd expect, *Toy Story 2* is aimed at the younger audience with its predictable 'Buzz and friends save the day' storyline and bold visuals. Unfortunately, if our preview version of the game is anything to go by, many youngsters will have trouble completing the first few challenges, let alone the entire game. The problem comes from that age-old curse of the platform adventure – the evil 'leap of faith' syndrome. Each jump has to be lined-up perfectly and timed just right to reach the next section and many of the platforms are precariously high, so one wrong move means plummeting to your doom and having to start again. This isn't helped by the currently overly-sensitive controls and a dodgy camera which often points in the opposite direction to the one you want to go in; meaning you're regularly forced to take said leaps of faith and cross your fingers that you'll land on solid ground. Frustrating? Just a bit.

Despite these irritants, *Toy Story 2* seems reasonably fun to play, particularly in the carnage of Sniper mode. The game probably won't attract the kind of universal adoration the movie enjoyed, but, in the words of the Space Ranger himself, you won't have to be a "Sad, strange little man" to eek out some entertainment from this platform romp ■

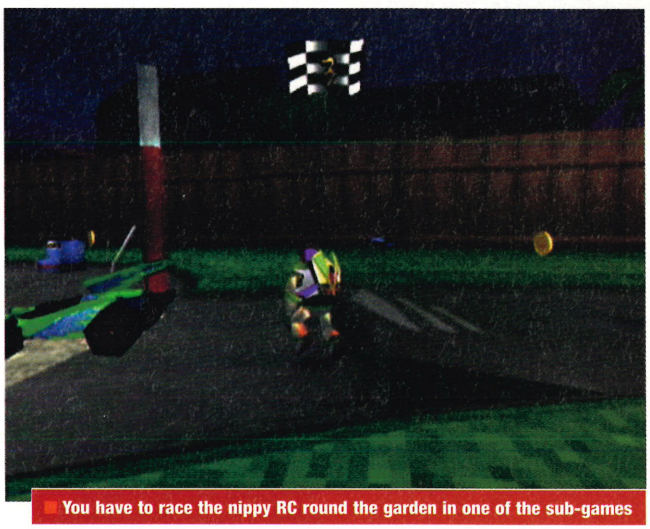


"Hi, I'm a piggy bank. Shove some cash in my slot!"

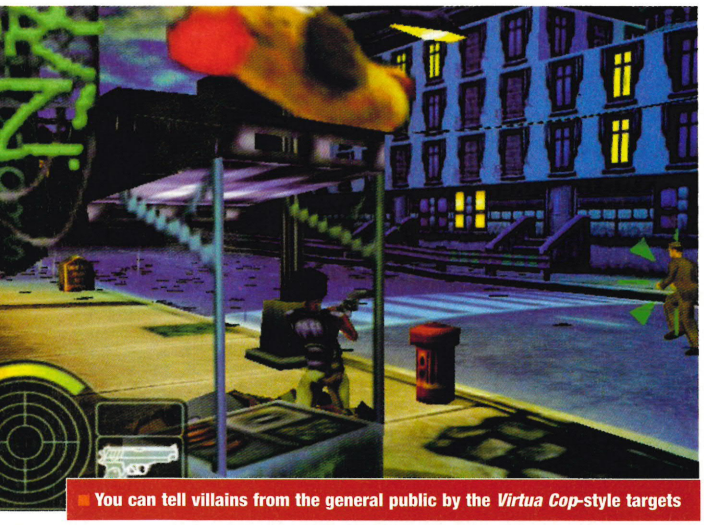
EAT IT **TOY BOY!**

As well as basic close-range blasting action, Buzz can employ a more stealthy approach to toy destruction. When you see a plastic predator lurking in the distance, pressing Y puts you into the firstperson view and then holding down the right trigger zooms into the target and locks on enabling you to pick them off sniper-stylee (to be a successful hit-toy you'll need a steady aim to keep the crosshairs on your target). Admittedly, it's hardly *Silent Scope* but this sniper-lite action is a welcome inclusion in an otherwise formulaic cartoon platform adventure ■

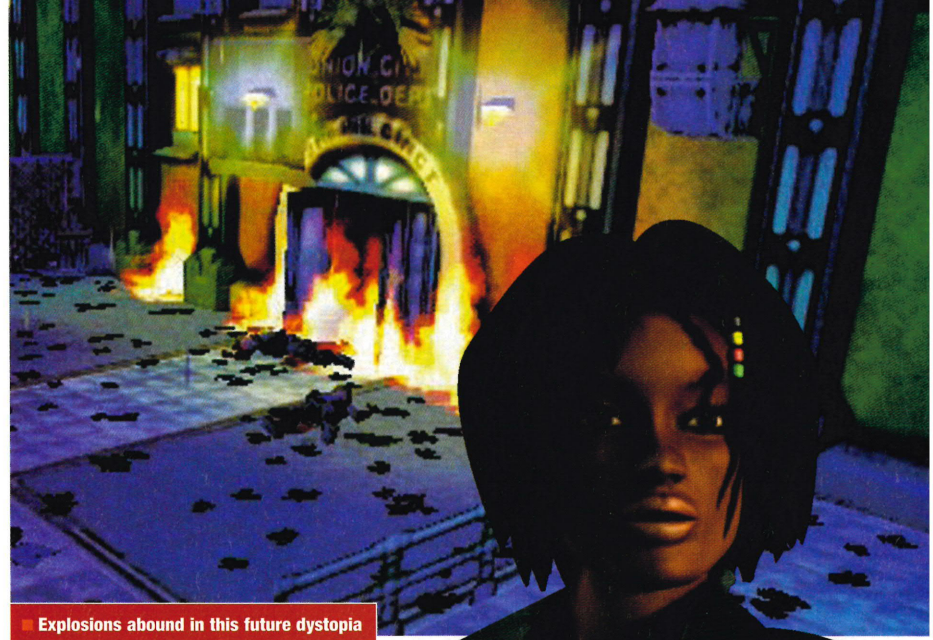
The game begins in Andy's house, but you have to venture outside to find Woody



You have to race the nippy RC round the garden in one of the sub-games



You can tell villains from the general public by the *Virtua Cop*-style targets

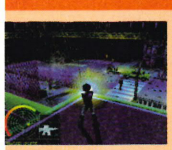


Explosions abound in this future dystopia

URBAN CHAOS

Forget '20 seconds to comply'. In the future, law enforcement is far less forgiving...

IN A NUTSHELL



> *Tomb Raider* meets 'NYPD Blue'. Rookie cop, D'arci, is in battle with the police and a criminal cult as she patrols the streets of Union City.

Armed with a gun and her wits, she must smash the cult and nick the ringleader ■

DETAILS

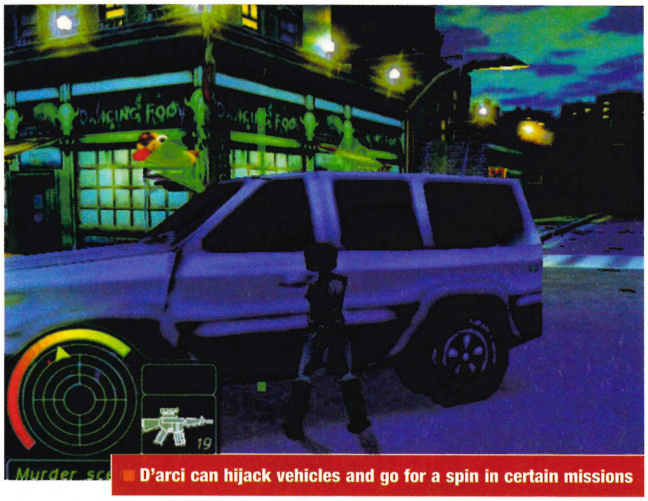
Publisher:	Eidos
Developer:	Mucky Foot
Origin:	UK
Players:	One
Release date:	September

Guildford isn't the sort of place you'd associate with rampant street crime. Nevertheless, it plays host to Mucky Foot, the company behind *Urban Chaos*, a tale of cops versus robbers (and muggers and murderers), and the latest entry to the free-roaming thirdperson adventure genre.

At first, it's pretty obvious that *Urban Chaos* owes a lot to its Eidos stable mate, *Tomb Raider*. Both star a curvy and spunky female heroine – in *Urban*'s case rookie cop D'arci Stern – and both are set within detailed 3D locations brimming with bad guys and a series of missions. This is where the similarities end, however, with *Urban Chaos* being a more open-ended experience than the linear adventures of Ms Croft.

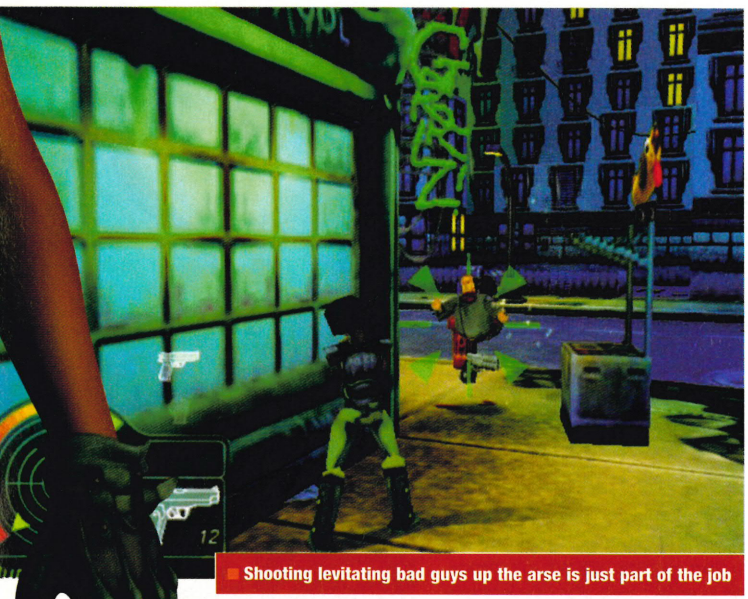
The key to *Urban Chaos* is its sheer scale and flexibility. Set within a sprawling metropolis called Union City, the locals are under siege from a crime wave orchestrated by a criminal cult. As the crime figures escalate, D'arci finds herself embroiled in missions that draw her further into the cult's reign of terror. Thus, her initial duties of arresting drunk drivers and muggers soon give way to more involved tasks such as rescuing hostages or blowing up stockpiles of nuclear weapons the cult have somehow stashed away.

Each mission begins at the cop shop where D'arci is given her orders for the day. From here, the game switches to its traditional view from behind our heroine as she pelts across the 13 blocks that make up the mean streets of Union City. A small



D'arci can hijack vehicles and go for a spin in certain missions

> "The open nature of the city brings the game to life"

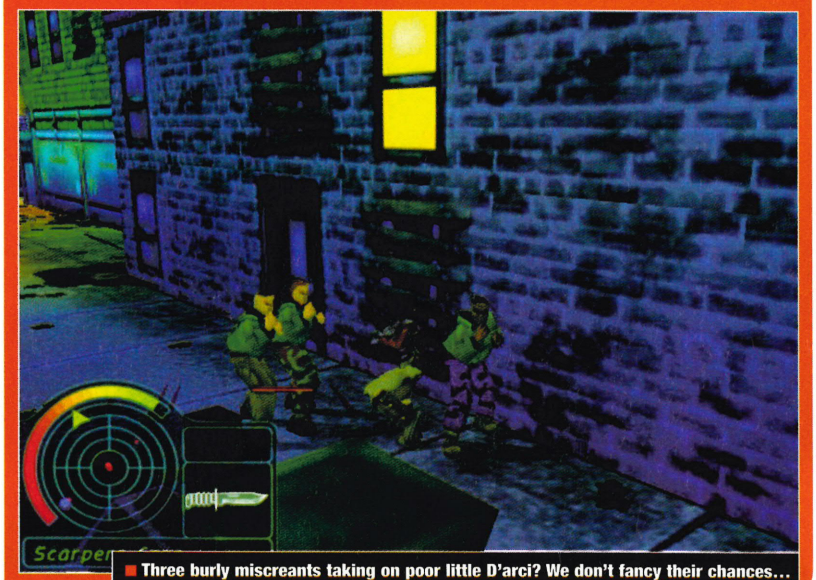


Shooting levitating bad guys up the arse is just part of the job

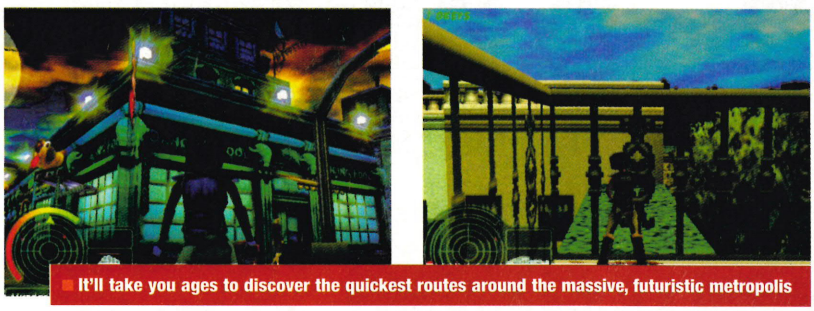
The fighting action consists of basic kicking and punching combos

IT'S A FAIR COP, GUV

Before D'arci is let loose on the Union City populace, she must prove her worth in a series of training missions designed to introduce her many skills to the player. These begin with an obstacle course where you can get to grips with her athletic running, jumping and climbing skills. This is then followed up by a bit of hand-to-hand and foot-to-face fighting, wherein D'arci takes on up to four felons as she masters the side and back kicks and punching skills that are available in the game. Next up, her driving skills are put to the test, courtesy of a couple of skidpan tracks. finally there's a visit to the shooting gallery to polish up on gun skills



Three burly miscreants taking on poor little D'arci? We don't fancy their chances...



It'll take you ages to discover the quickest routes around the massive, futuristic metropolis

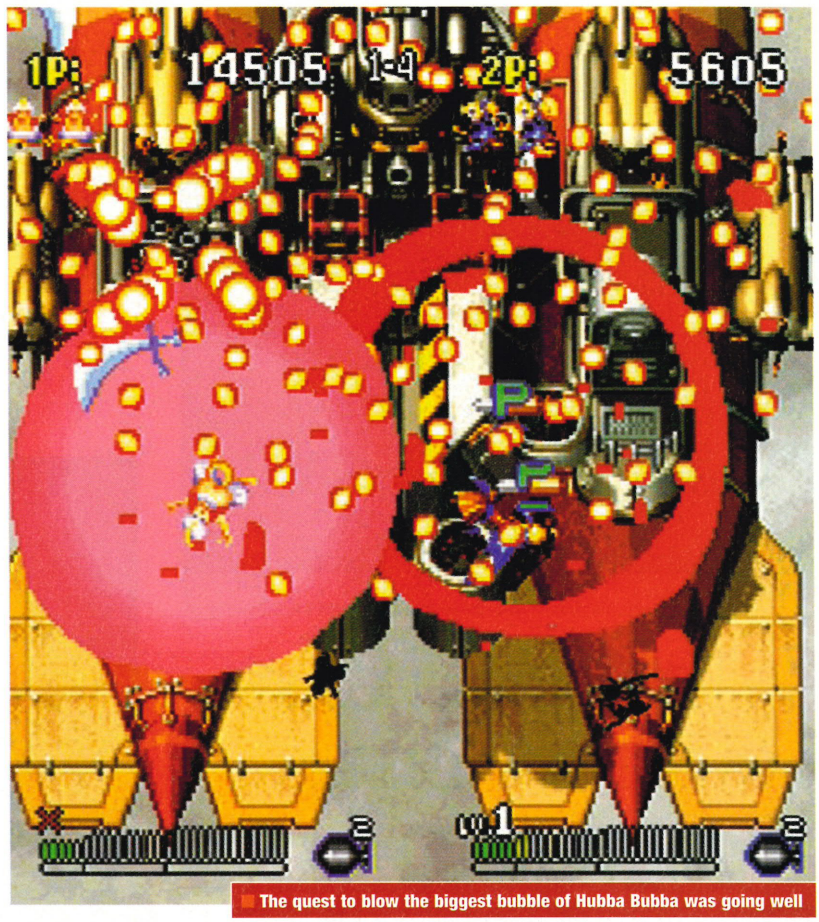
radar device is located at the bottom-left of the screen with current targets marked as yellow icons, and each mission basically boils down to hunting a targeted felon and either nicking them or, if they put up a fight, killing them. While this hardly sounds like groundbreaking stuff, it is the truly open nature of the city that brings *Urban Chaos* to life.

During the course of the game, D'arci runs across roof tops, climbs up walls and even uses phone wires to death-slide to other locations. Similarly, for a cop in the know, there are dozens of shortcuts leading to key locations – and part of the fun of *Urban Chaos* is getting to know the city in order to reach crime scenes in the shortest possible time. Also adding to the believable atmosphere are the local Union City inhabitants. These guys wander around doing their own thing, but also react to certain situations. If D'arci is running after a criminal with her gun drawn, for example, passers-by will leg it or drop to the floor.

Other neat touches include secondary missions where colleagues ask D'arci to give them a hand, you get the chance to drive cars, bikes and vans; and there's the inclusion of a mysterious colleague called Roper McIntyre. Roper is an old pal of D'arci's dad (himself an ex-cop) and pops up throughout the game and, at one point, your control switches to the old duffer for a couple of missions.

Urban Chaos is currently 70 per cent complete but it's already looking promising. The ability to do virtually anything within the city has created a very entertaining game but it remains to be seen whether the bustling cities will provide enough cover for what can be very simplistic missions. You'll find out for yourself soon, when **DC-UK** goes on the beat with D'arci for the full review

Giant robots feature heavily and waste no time in locking on to you



The quest to blow the biggest bubble of Hubba Bubba was going well

GUNBIRD 2

That's what we like – enormous explosions!

If Lewis Carroll ever went on a killing spree, this would be his story...

Retro fans will soon have good reason to rejoice because Virgin is gearing up to launch Psykio's vertically-scrolling 2D shooter later this year. Last month's *Giga Wing* gave us a taste of this ancient gaming formula and it wasn't half bad – a symphony of destruction in neon and plasma. Short-lived it may have been, but there's only so much eye-frying and brain-searing action you can take before meltdown occurs. Such is the case with *Gunbird 2*, which lumbers you with the Hurculean task of blasting everything that passes into your firing range, while dodging an ever-increasing sea of enemy bullets. Oh, should be a piece of cake, then?

The original game appeared on the Sega Saturn in Japan only, but was nevertheless very successful – its bizarre anime-style design obviously appealing to Nipponese Manga otaku (see Forbidden Games on page 48).

Gunbird 2 continues the original's indecipherable plot as you step into some of the strangest shoes ever to take up arms against a common foe (a mixed metaphor if ever there was one). And when we say common we don't mean normal. Some of these guys are freaky. The characters range from a fat genie on a magic carpet, to a flying vampire armed with a load of bats and an inverted cross. Typically Japanese in style, *Gunbird 2* has an impenetrable plot that only native inhabitants could possibly comprehend, and for this reason, all we can fathom is that it's another 'you vs the world' scenario.

IN A NUTSHELL

> A traditional 2D shooter where the relentless destruction of endless enemy ships is the order of the day, and you can expect around a zillion bullets on-screen at once. Try to never blink and you might just make it through to the end!

DETAILS

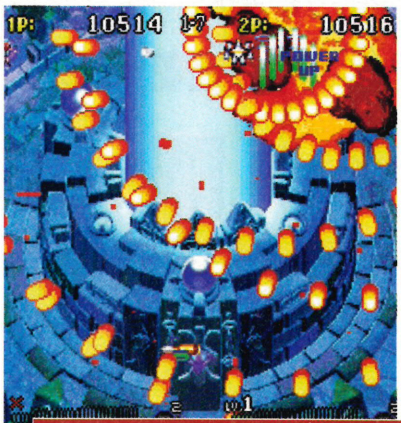
Publisher: **Capcom/Virgin**
Developer: **Psykio**
Origin: **Japan**
Players: **One to two**
Release date: **September**

"Psykio's shooters have always had a distinctive flavour"

There are times when you won't have a clue what's going on

FLIP-SCREEN

Along with many other vertically-scrolling 2D shooters, *Gunbird 2* has several screen options, the most enticing of which is the Arcade mode. Because of the aspect ratio of the arcade original, there are heavy black bars either side of the game field when it's played on a standard 4:3 ratio television. To combat this, it's possible to flip the screen horizontally, then turn your TV on its side in order to preserve the game as it was intended. Fine for a 14-inch, not so easy with a 32-incher. Drop it off its stand and you're likely to get in trouble



Bosses will take every opportunity to fill the screen with bullets leaving you playing dodgems

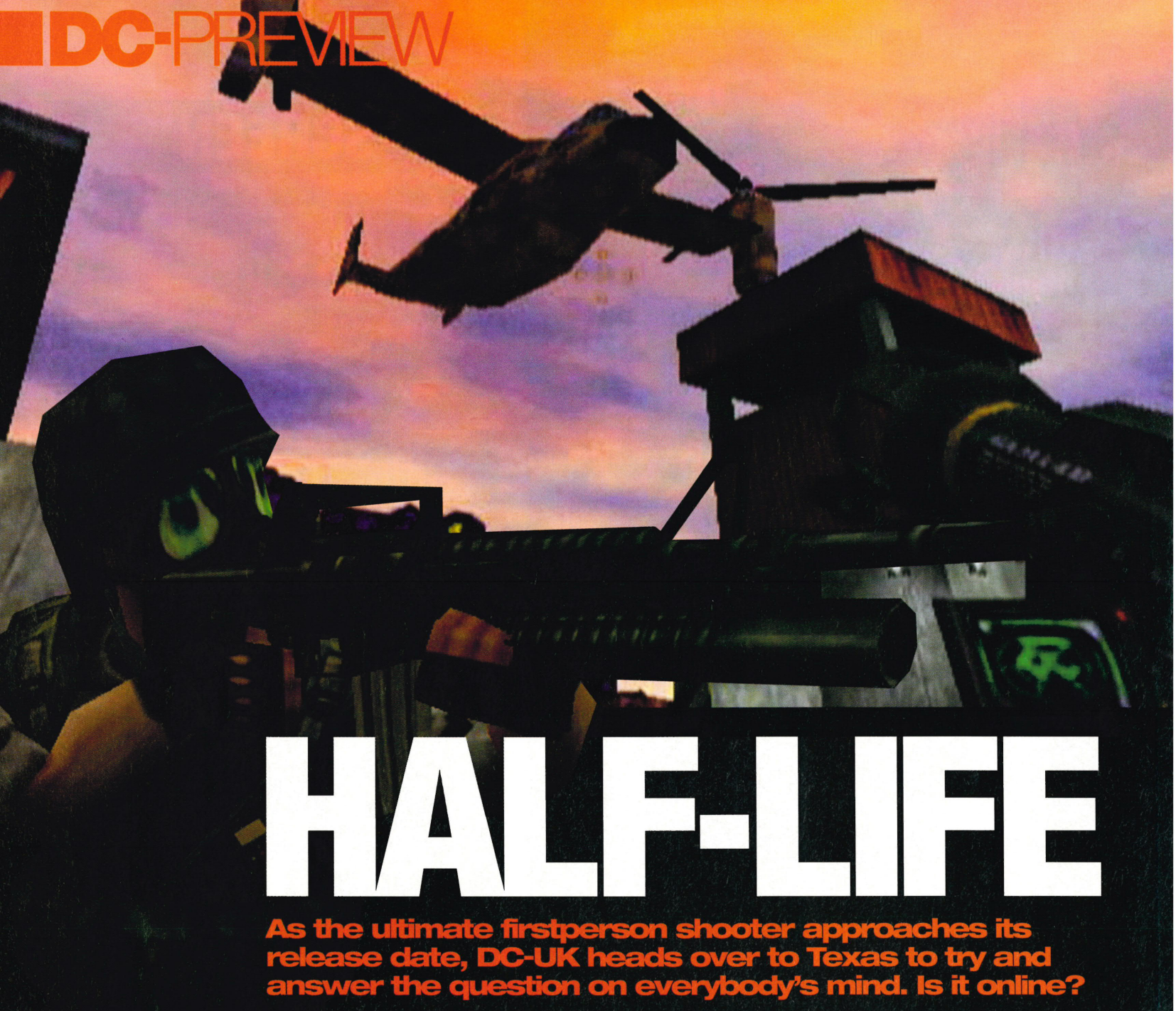
Taking chunks out of enemy ships is all part of the fun

> "All we can fathom is that it's another 'you vs the world' scenario"

As predictable as this may seem, Psykio's shooters have always had a distinctive flavour of their own; the *Strikers 1945* series and *Sol Divide*, both on Saturn, were suitably weird, with seemingly innocent trains and aircraft morphing into enormous mechs at the drop of a hat. *Gunbird 2* follows this trend, so keep your eyes, (and mind) open – surprises of this ilk are commonplace.

These quirks aside, it's business as usual. You and a mate fly up the screen, fingers firmly on your fire buttons, roasting all and sundry. Enemies (or rather victims) range from the tiniest pods to the most gargantuan of robots. Destroying the red enemies rewards you with various icons that increase the power of your weapons or add to your bomb stock. There's also a function that charges up your character's guns in order to unleash extra heavy portions of death on the enemy. These range from latch-on cannons, to energised fists that streak forward to punch anything in your path; and there's a host of other crazy weapons depending on which of the six characters you select. A meagre choice, maybe, but all perfectly equipped to deal out oversized firepower.

Judging by what we have seen so far, *Gunbird 2* is looking like a quality piece of old-school shooting action, with it's rapid-fire gameplay and strange, gaudy graphics. If you've ever felt the need to fly backwards on a broomstick with a white rabbit on your lap while blasting at disembodied eyes, you'll know where to come next month. We'll see you there, once we're out of quarantine



HALF-LIFE

As the ultimate firstperson shooter approaches its release date, DC-UK heads over to Texas to try and answer the question on everybody's mind. Is it online?

Plano, Texas is one of the least inspirational places in America. A rash of boxy retail units grouped around the fast-moving North Central Expressway, even those who inhabit the Dallas suburb describe it as flat, hot and ugly. And as if to prove the point, Mike Judge, creator of 'Beavis and Butthead', is a local. His monosyllabic screw-ups are based on the dysfunctional neighbourhood kids that hang out in Plano's malls. Even the pair's McJobs at the nauseous BurgerWorld are mirrored in the notorious WhataBurger fastfood joint; it's just visible from the tenth storey of the monolithic black-glass block which is home to Gearbox Software – the only reason anyone would want to visit Plano. Gearbox is currently busy overseeing one of the most anticipated and controversial games in development, *Half-Life: Dreamcast*.

IN A **NUTSHELL**

> The best PC game in the world just got better, thanks to an exclusive mission and improved graphics. But will you be able to frag Germans at Team Fortress Classic? Who knows? Expect a full review soon ■

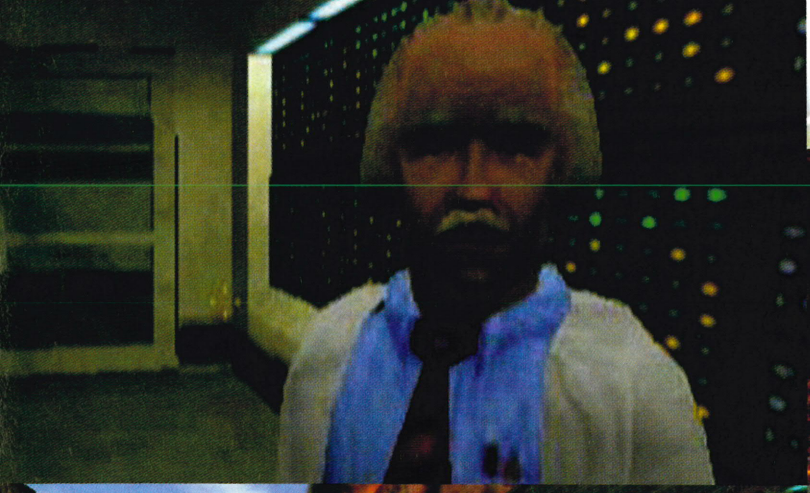
DETAILS

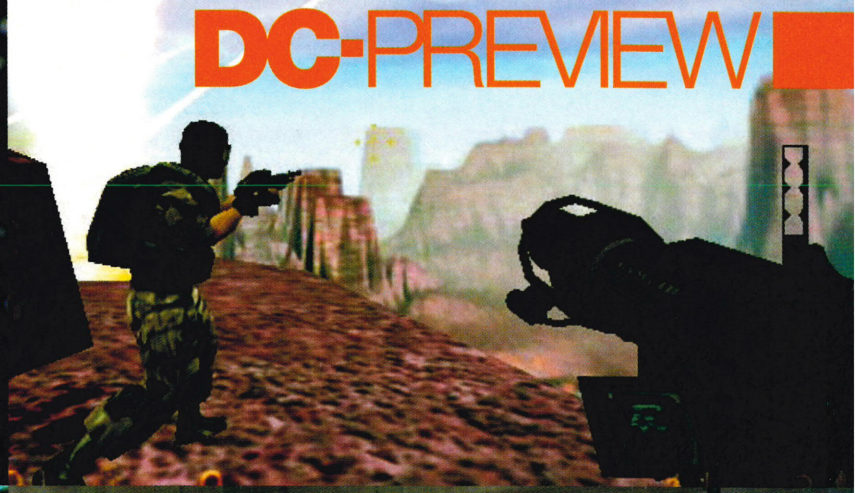
Publisher:	**Havas**
Developer:	**Gearbox & Captivation Digital**
Origin:	**US**
Players:	**One**
Release date:	**October**

> "The game is looking and playing well"

While the anticipation of the gaming media stems from *Half-Life*'s reputation as the greatest PC game ever, controversy is bound up in the multiplayer aspects of the Dreamcast version. Throughout the 4,668 mile flight between Gatwick and Fort Worth-Dallas, one simple mantra has bounced around **DC-UK**'s head: it is online, it isn't online, it is online, it isn't online, please, please let it be online...

Theoretically, the case should be open and shut. In the game's defence, the PC version of *Half-Life* has excellent online capabilities in the team-based Team Fortress Classic. It is the most popular online game in the world, porting PC code to Dreamcast is straightforward, Sega's future depends on its ability to roll out great online content, therefore *Half-Life: Dreamcast* must support online gaming. Simple.





DREAMCAST

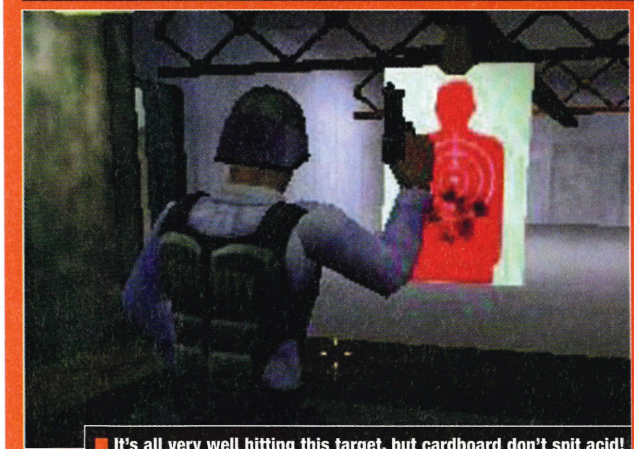
Join the army. Guard very large boxes (left) or step in dog poo while your mate shoots at... very large boxes (right)

The prosecution has been gaining force recently though as Sierra, the game's US publisher, has been steadily backtracking. Its official line is; "We have not made any announcements concerning online support yet," which as a bold statement of fact is true enough, but many have taken this to also mean that the game will not ship with an online component. It's all as clear as mud.

Ten floors up and a greasy WhataBurger meal later, the mystery continues to deepen.

"If you look at the interviews I've done since we started this project, you'll notice that I have not talked about the multiplayer options," explains Randy Pitchford, the game's producer and president of Gearbox. "It's not my job to mention anything about the multiplayer ▶

BARNEY'S STORY



It's all very well hitting this target, but cardboard don't spit acid!

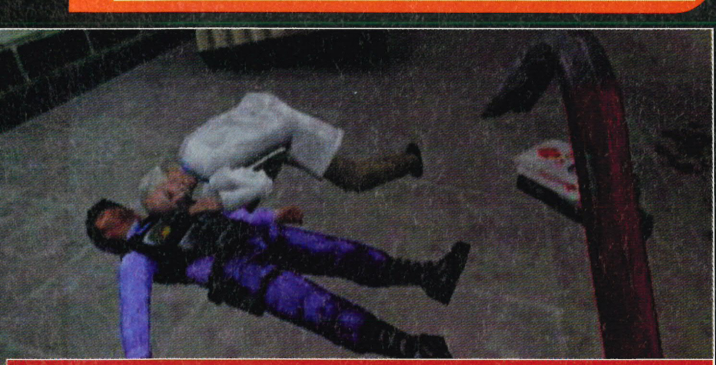
In addition to the 100-odd levels that make up the original *Half-Life* game, 'Guard Duty' is a sub-game that weighs in at a substantial 30 levels. "We reveal lots of other things about the *Half-Life* universe in the Barney game that were never revealed before," says Pitchford. "After Barney's game, there are probably not going to be any new plot entries for the first *Half-Life*."

The basic philosophy behind Barney's story was to rework the terror at the Black Mesa research facility from a different point of view. Instead of the scientist-turned-action-hero Gordon Freeman, Barney's experience is more down to earth. As a security guard, his priority is to protect the facility and the scientists that work in it.

"You're working with the civilians a lot more than Gordon did," reveals Pitchford. Whereas Gordon deals with the alien threat away from earth, Barney just tries to get out alive with his co-workers. There's a more co-operative feel to the mission.

Key to this is a character called Dr Rosenberg. He's one of the scientists behind the teleportation technology in the Black Mesa facility. "Rosenberg can help Barney and the civilians escape," says Pitchford. "I don't want to give away the ending, but if it's done right, Barney and Dr Rosenberg will conclude the mission together"

Sneak past now while he's posing for the cover of 'Guns and Ammo'



"Roger? Dr Layton? Dammit, I knew there was something going on between you two!"

Right, they've got multiple soldiers and a tank. You've got a Colt M4. Have at them!

The alien world – a strange place that frustrated some PC gamers

options," he ends apologetically.

And to emphasise the point, a PR executive immediately turns up and issues a stern warning. "We're not talking about the multiplayer aspects of the game today," she says, handing out non-disclosure agreements like confetti.

With that subject firmly off the agenda, the only comfort comes in the playable form of the game's exclusive Dreamcast content. Currently labouring under the working title 'Guard Duty', this stand-alone game follows a Black Mesa security guard as he starts work on the same day as Gordon Freeman in the original game. Incidentally the generic *Half-Life* guards were all known as 'Barney', so in this new game, the playable character has been named Barney Calhoun.

The opening cut-scene of the game mirrors Freeman's tram ride into the Black Mesa facility. Throughout the game many subtle interactions between the two occur, as the untold story of *Half-Life* is revealed. In the early stages, Barney sees Freeman riding his tram to work and also views him moving around the facility on security cameras.

"The Barney story really needed to be told," says Pitchford. "When *Half-Life* first came out, he was one of the most popular characters, and you got the feeling this guy has a real story to him. There was a neat back-story written by Marc Laidlaw (a horror writer and now Valve game designer). This includes stuff about the first team that went to the alien planet Zen and brought back the crystals on which Gordon was experimenting."

And despite the fact that DC players will be able to play 'Guard Duty' before the original game, Pitchford believes it will make sense to everyone. "As a stand-

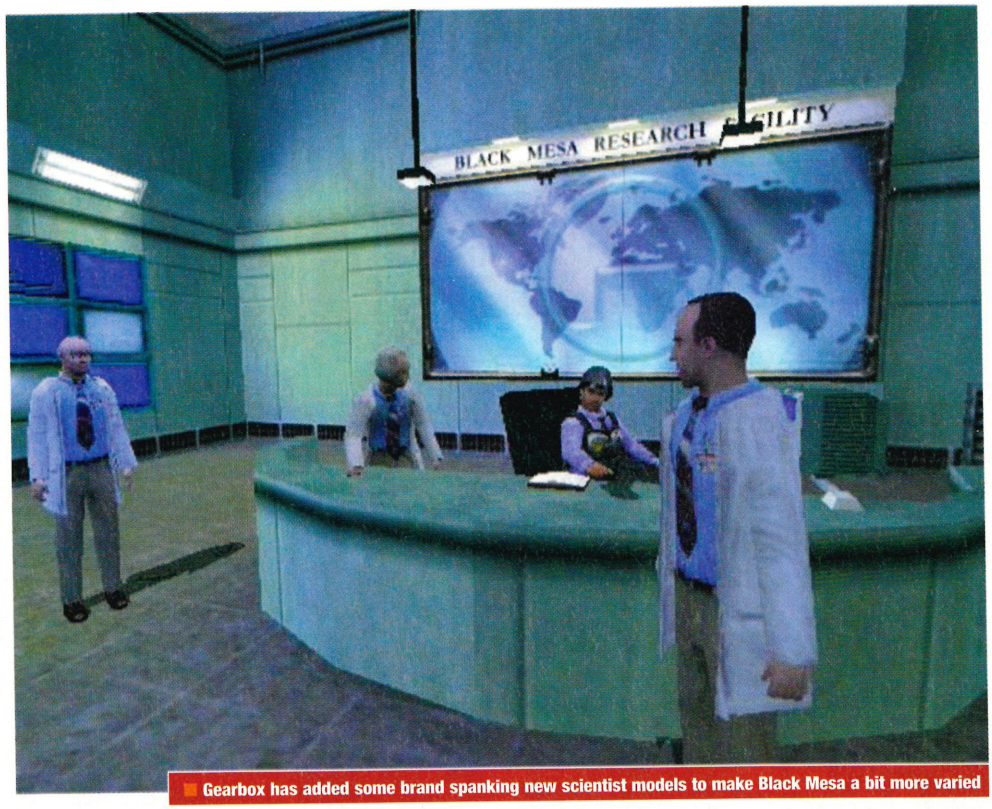
IT CAME FROM OUTTA PLANO

> Two years ago Randall 'Randy' Pitchford was not a happy man. He and his Rebel Boat Rocker team had made the decision to can the game they had been working on. Despite having members who had worked on seminal titles such as *Civilisation*, *Duke Nukem* and *Quake*, the technology base of *Prax War 2032* wasn't good enough. But as the team considered its next move, the phone rang. It was Gabe Newell, Managing Director of Valve Software.

He asked me what we were going to do next, recalls Pitchford. Newell then asked if they would be interested in working on a mission pack for *Half-Life*. Pitchford didn't have to think for too long, and out of the ashes rose Gearbox Software and *Half-Life: Opposing Force*. This add-on, which placed players in the role of one of the soldiers caught up in the Black Mesa facility disaster, went on to win a games Oscar for best PC action game, beating titles such as *Quake III* and *Unreal Tournament*.

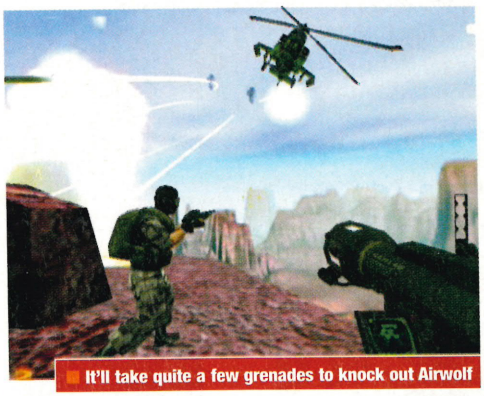
The success of *Opposing Force* convinced Valve and Gearbox that more additions could be made to the *Half-Life* story, and the intervention of Sega resulted in the introduction of security guard Barney Calhoun to the Black Mesa plot as an exclusive stand-alone game within *Half-Life: Dreamcast*.

Gearbox isn't the only codehouse involved in the Dreamcast version. While Gearbox upgrades the graphics and models, a little-known developer called Captivation Digital Laboratories is porting the PC code to Dreamcast. Based on a beach near San Francisco, the six-man team put together the original Dreamcast technical demonstrations shown at E3 in 1998. It has also worked on development tools such as rendering engines and, interestingly, it built the code for SegaSoft's online **Heat.net** service for PC games ■



Gearbox has added some brand spanking new scientist models to make Black Mesa a bit more varied

Helpful guards will often aid you in your slaughter



It'll take quite a few grenades to knock out Airwolf

alone game, Barney works," he explains. "We've tested it with people that have never played *Half-Life*. They won't get the deep significance playing it that way round but it's still pretty cool."

With a couple of weeks of development time left, the game is looking and playing well. The main task remaining is the usual one of optimising the code to ensure a brisk frame-rate. Use of the analogue stick for mouse-look is solid, especially when compared to the sensitivity of m-look in *Quake III*. Mapping the PC controls to the joypad has caused a couple of problems, though. The main one being implementing the crouch-jump on a D-pad.

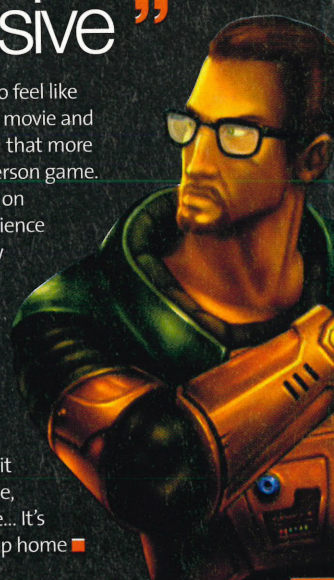
Gearbox's other main addition to *Half-Life* has been a general sprucing up of the models and textures. "*Half-Life* looked pretty good when it came out, but it's starting to look at little old now," says Pitchford. "It was important to give it a visual overhaul that really takes advantage of the new hardware. When *Half-Life* came out the minimum system requirement was a Pentium 133MHz, with 24Mb of RAM, and the game was capable of running in software mode, without 3D acceleration. So we were able to use the additional power of Dreamcast, take all the characters and monsters in the game and enhance them by adding more polygons, better textures, more detail in the animations..."

Shown side by side, the graphical improvements made to the Dreamcast code are certainly impressive. Character models now have the benefits of polygonal ties and coats. Human faces have morphed from caricatures to realistic likenesses. The Gearbox art team has done a good job, but a question remains: For many PC gamers, the longevity of *Half-Life* was bound up in Team Fortress Classic, and if Sega hopes to get Dreamcast off the ground as an online gaming machine, this is an opportunity it can't afford to pass up. As a veteran deathmatcher who has fought under the handle 'DuvelMagic' since the early *Doom* days, Pitchford understands people's frustrations. He also believes getting the singleplayer game finished on time is crucial.

"*Half-Life* sold more than two million units on the PC and there have only been about 100,000 people actually playing it online," he cautions. "I play online, I love it, but for most people they want the narrative, they want to feel like they're the star of the movie and *Half-Life* has delivered that more than any other firstperson game. So we really focussed on upgrading that experience and presenting a new one in this version of the game."

Ten storeys down, on ground level and with 4668 miles to go, the mantra restarts: It is online, it isn't online, it is online, it isn't online, please let it be online... It's going to be a long trip home ■

> "Improvements made to the Dreamcast code are certainly impressive"



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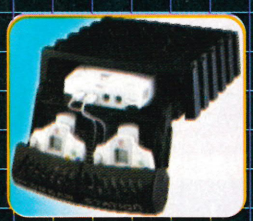

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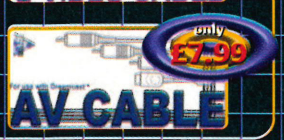

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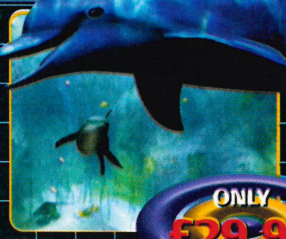

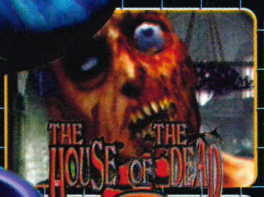

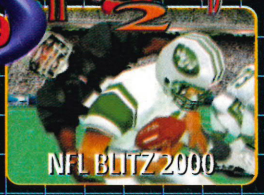

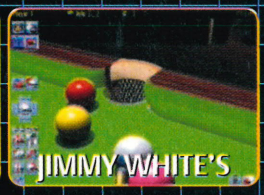

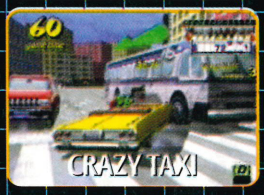

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October 2000
A quick guide to this month's news nuggets...

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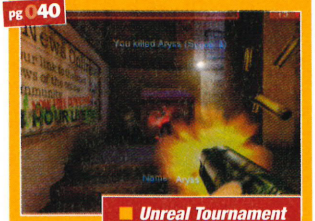

Unreal Tournament

PG 041

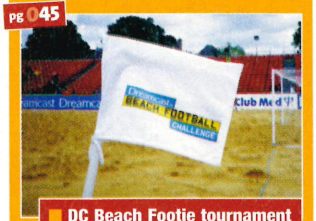
Formula 1 on DC!

PG 041

More SWWS...

PG 042

Sega Marine Fishing

PG 045


DC Beach Footie tournament

PG 046

Sega launches cafe!

PG 047

Card Captor

News
Essential up-to-date info from the world of Dreamcast

"It's Rudolph the red-nosed alien! Happy Chri... Hey, why are you eviscerating me?"

Half-Life to go online

Could the 'is it or isn't it online?' farce finally be sorted out?

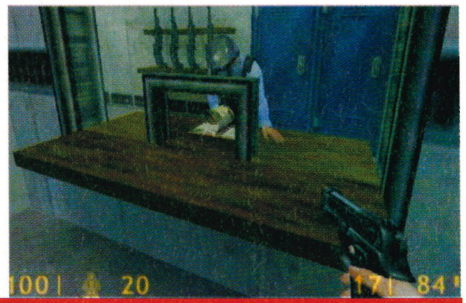
Since E3, no-one has been sure whether to expect the Dreamcast version of *Half-Life* to have online capabilities or not. The debate has been raging ever since the game failed to make a playable appearance alongside the likes of *Quake III* at the major computer games show in LA earlier this year.

However, **DC-UK** has since investigated the situation, and we reckon there are plenty of reasons to be cheerful about the online possibilities of this great shooter. Sega Europe has the game

> "Be cheerful about the online possibilities"

INFOGRAMES GAMES CANCELLED!

Disappointing news has reached us that three Infogrames games have been pulled from the release schedule. The footie sequel, *UEFA Striker 2001*, the hit PC snowboard-'em-up *Supreme Snowboarding* and the tactical space shooter *Independence War* are no longer heading for a DC near you after the French giant decided to drop the Dreamcast versions. Curse those Froggies!



■ Barney runs into a zombie like alien (left), then visits the gun shop! (right)

■ There will be one or two new alien faces in the Guard Duty mission, including this one

TOO HOT TO HANDLE?

COMING SEPTEMBER/OCTOBER	HOW FIRED UP SHOULD YOU BE?
Extreme Sports	3
Ferrari 355 Challenge	5
F1 World Grand Prix 2	3
Gunbird 2	3
Half-Life	5
Le Mans 24 Hour	3
Looney Tunes Space Race	3
Magforce Racing	2
Metropolis Street Racer	5
San Francisco Rush 2049	3
Silent Scope	4
Space Channel 5	3
Street Fighter III: Third Strike	3
Stunt GP	4
Ultimate Fighting Championship	4
Urban Chaos	3
Vanishing Point	3
Virtua Athlete 2K	2
WWF Royal Rumble	3

COMING NOVEMBER/DECEMBER	HOW FIRED UP SHOULD YOU BE?
Alone in the Dark IV	4
Cannon Spike	4
Ducati World	3
Grandia II	5
Jet Set Radio	5
Mr Driller	4
Phantasy Star Online	5
Quake III: Arena	5
Ready 2 Rumble: Round 2	4
Sega GT	3
Shenmue	5
Spawn: In the Demon's Hand	5
SWWS 2001	3

prepared as a launch title for its online roll-out, and while the October timescale seems likely to slip, it's hoped that *Half-Life*'s online component will be released by the end of the year.

Sources close to the game's American publisher, Sierra, also confirm that a joint announcement with Sega about online play is expected soon, possibly at the European Computer Trade Show in early September. Sega is obviously keen that *Half-Life: Dreamcast* ships before PS2 is launched, even if this precludes releasing the game's online functionality. It's also unlikely that the networking code would actually fit on the game's single GD-ROM, considering the combined size of *Half-Life* and the exclusive 'Guard Duty' stand-alone mission. The most obvious solution to this problem would be the retrospective release of a free *Half-Life* online disc to those who purchased the singleplayer game. Some rumours have even suggested that this online code might be combined with the *Opposing Force* mission pack that is currently part of the PC *Half-Life* bundle.

"We haven't decided how *Opposing Force* will come across but it may happen later," commented Gearbox president Randy Pitchford, before adding cryptically, "And if it does it may be cheaper than your typical Dreamcast title and it will probably include some other junk that we are used to seeing included in the *Half-Life* package" ■

Dreamcast Price Drop?!

DC to fall in price in time for Chrimbo?

A rumour – that is almost certainly a fact, but for the moment must remain disguised as a rumour – has reached us about Sega's Dreamcast pricing plans. Allegedly, a price drop to around the bargainous £140 mark is planned for the very near future to act as a cunning spoiler prior to the release of the PS2 (on November 24).

However, considering most retailers are already selling Dreamcast's for about £150, if this official price cut occurs they will probably lower the cost even further, to between £99 and £120 we reckon. That may only be an educated guess, but we'd bet our beloved grannies that DCs will be in the shops for that price in the run up to Christmas. And if those people who have yet to be converted to the charms of Dreamcast still resist its lure at around a hundred quid, then they really don't deserve to own such a great gaming machine anyway. Vive la DC! ■

DAILY RADAR UK

The latest gaming news courtesy of **dailyradar.co.uk**

Sega sorts its life out

Sega Europe is capitalising on the recent PlayStation2 cock-ups to affirm its position in the UK games market. The company has officially stated that all of its games for this year will now hit the shops on time. (Apart from *Black & White* and *Phantasy Star Online* of course). Over the coming months then, we'll definitely get our grubby mitts on *MSR*, *Space Channel 5*, *Virtua Tennis*, *Extreme Sports*, *DeeDee Planet!*, *Jet Set Radio*, *Sega Worldwide Soccer 2001* and *Sega GT*. Phew ■

Star Wars crashes on to Dreamcast. Again

A recent videogame release schedule printed on the Electronics Boutique Website suggests that LucasArts is planning to release *Star Wars Demolition* on DC. This arena-based car combat game is being developed by the team behind *Vigilante 8* and stars several characters from the original trilogy as well as Episode 1. LucasArts has made no official announcement (the game is currently a PlayStation project), but we'll keep you posted ■

Samba 2 plans

Get ready to move your thang and shake your maracas twice as hard, because *Samba De Amigo 2* is being planned by Sega. The sequel to the original, crazy shake 'em up is in development for Japanese arcades, complete with brand new latino grooves and moves. The monkey will make a welcome return to show you how it's done although there's no word on which popsters are set to star in this one. Gives us Jennifer Lopez! ■

■ Keep your fingers crossed for online play as Unreal has some of the best multiplayer action ever

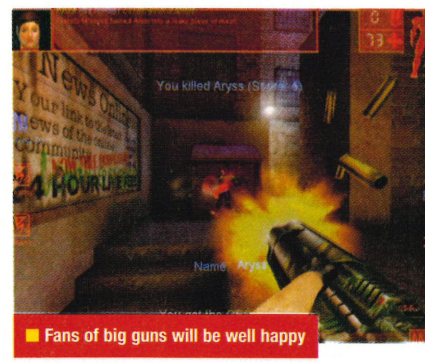
Unreal Tournament

The PC smash hit is on its way to DC!

After months of speculation we can now confirm that the classic firstperson shooter, *Unreal Tournament*, will soon be filling Dreamcast full of lead. Although an official announcement had yet to be made as we went to press, our Secret Squirrel-like source at Infogrames admitted the company would be publishing the game early next year.

Unfortunately, specific details on the Dreamcast version are non-existent at present, with no word on who will be handling the conversion or whether any new and exciting DC-exclusive features will be added to the game. However, we do know that *Unreal Tournament*'s celebrated online action is almost guaranteed to be retained, which will be a massive relief to all deathmatch fanatics.

With *Half-Life*, *Outtrigger*, *Quake III* and *Soldier of Fortune* all heading our way in the coming months, the future is looking especially rosy for fans of firstperson shooters on DC ■



■ Fans of big guns will be well happy

Hmm, where did that come from ?!

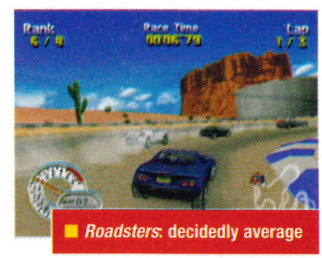
Games they didn't want us to review

As standard, if rather underhand practice in the murky world of videogames, is to rush a title onto the shelves before providing review copies for magazines if the publisher thinks it's likely to get diabolical scores. This happened with an almost unprecedented three games in July; Acclaim's *Spirit of Speed: 1937*, Titus's *Roadsters* and Activision's *Star Wars Episode One: Racer*.

The worst offender of the three is *Spirit of Speed*, a retro driving game where you race Formula One deathtraps from the 1930s. Obviously attempting to be a console version of the PC hit, *Grand Prix Legends*, the appropriately-acronymed *SOS* is, in fact, a desperate distress signal of a game: boasting hideous graphics, a terrible frame-rate and diabolical controls. Avoid it like an especially virulent strain of the black death.

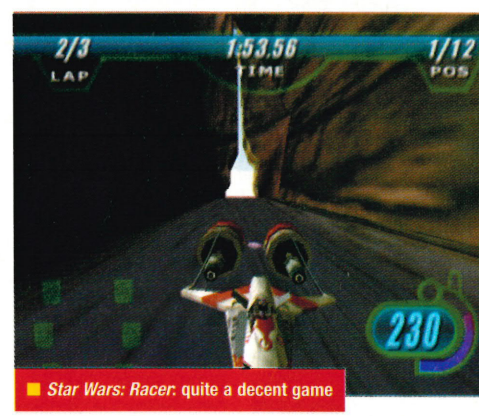
Roadsters is merely an average arcade-style racing game, with decent track design spoiled by a dodgy frame-rate and PlayStation visuals. Again, we'd advise you not to spend your money on it.

Star Wars Episode One: Racer, on the other hand, is actually quite a decent game and it's a bit of a mystery why Activision chose to release it without prior reviews. There's absolutely no point in us covering the game now it's out and about, but if you still want the all-important **DC-UK** verdict on the game, just check out our review of the US import version (Issue 11, 7/10) as it's identical to the UK release ■



■ *Roadsters*: decidedly average

■ *Spirit of Speed*: avoid like the black death



■ *Star Wars: Racer*: quite a decent game

"Ooh, be careful luv, you'll ladder your tights!"

SWWS 2K1

A Christmas present for DC footie fans

The graphical improvement is evident in these early shots

After the special *SWWS: Euro 2000 Edition* released to coincide with this summer's glorious tournament (and, sadly, England's shambolic displays), Dreamcast's best football game is making a comeback in December as a true sequel rather than a cynical, repackaged cash-in (cough! Electronic Arts, cough!). Silicon Dreams is currently putting *SWWS 2K1* through a rigorous workout on the training pitch to try and get it in tip-top shape for the big Christmas kick off.

A whole new front-end has been designed to make selecting options, picking your team and starting a game a far more user-friendly process; graphics and motion-captured animation are being improved as a response to the rather ropey visuals in its predecessors; and you will now be able to play both Arcade and Traditional matches depending on your preference for simple or technical footie.

Additionally, you'll be able to play around with women (ooer!) in *2K1* as, in the interests of equality, the best female teams (such as the all-conquering USA) have been included. The best news as far as our Keith is concerned though, is that due to their promotion to the Premiership, Man City will now be in the game. Consequently, we can look forward to realistic Manchester derbies in the game room as Lee's Man Utd give Keith's poor old City a 4-1 drubbing! (You're sadly deluded *and* fired – Ed)

CHARTS

ChartTrack

Dreamcast top ten...

1 **Dead Or Alive 2**
Publisher: Acclaim
New entry
The boobtastic beat 'em up bounces straight to the top of the charts. And we're sure it's success is entirely due to the excellent fighting action...

2 **Tony Hawk's Skateboarding**
Publisher: Crave
Dropped
The world's greatest skate 'em up is still larking about near the top of the chart half-pipe.

3 **Resident Evil Code: Veronica**
Publisher: Eidos
Non-mover
The best survival horror ever is no longer climbing up the charts. Probably because every DC owner has already bought it.

4 **Wacky Races**
Publisher: Infogrames
Dropped
The cartoon racer is on its way down the charts. "Muttley! Do something!"

5 **Marvel Vs Capcom 2**
Publisher: Virgin
New entry
The best Versus fighter ever made proves that the 2D beat 'em up genre is still alive and kicking.

6 **Ecco The Dolphin**
Publisher: Sega
Dropped
The tuna nets are gathering ominously for Sega's aquatic hero.

7 **Fur Fighters**
Publisher: Acclaim
New entry
The fantastically furry adventure fails to get the chart placing it deserves.

8 **Crazy Taxi**
Publisher: Sega
Dropped
One of Dreamcast's true smash hits is beginning to slip out of the charts.

9 **Rayman 2**
Publisher: Ubi Soft
Climber
The armless platform hero jumps heroically back into the top ten.

10 **V-Rally 2**
Publisher: Infogrames
Dropped
DC's best rally game is powersliding down the slippery chart slope.

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

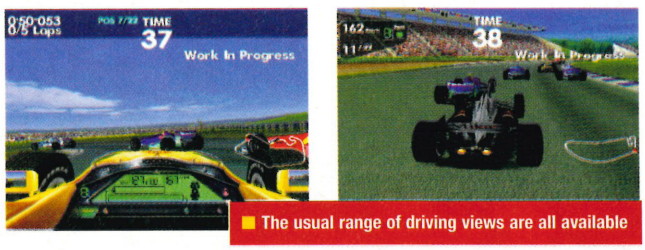
F1 Racing Championship

Ubi Soft joins the F1 circus with its upcoming racing sim

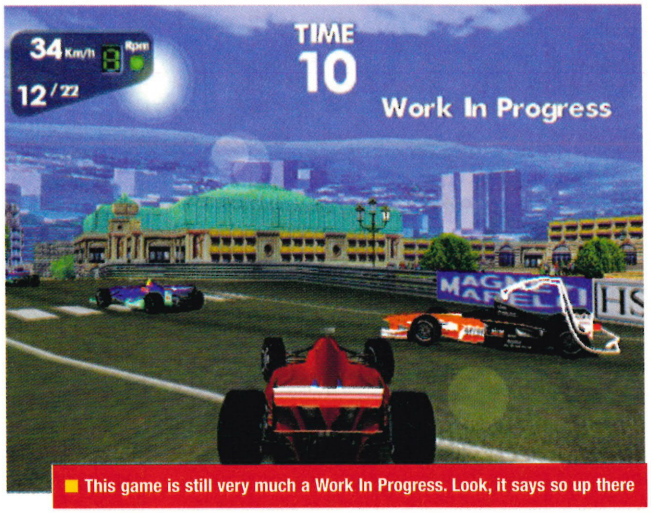
More news to delight racing devotees is the arrival of *F1 Racing Championship* for Dreamcast. Hot on the trail of the forthcoming *F1 World Grand Prix II*, Ubisoft is hoping to leave the competition stalled on the grid with a mix of arcade thrills and spills coupled with a super-real simulation of the Sunday afternoon sport.

The early code we've taken for a spin certainly looks the part, with all the official livery and sponsorship insignia, not to mention detailed cars and real courses. The game itself is divided into two distinct areas, namely Arcade and Simulation, the first of which is surprisingly easy to acclimatise to, due to its forgiving handling and relatively stupid opponents. The petrolheads among you will no doubt want to skip straight to the Simulation mode which is jam-packed with all the usual opions that keep F1 fans happy. The full range of tuning variations are present, with an array of Weather, Race and Damage settings joining them. Setting the latter to Real will result in the loss of a wheel should you collide with anything at high speed, so driving intelligently is a must if you're ballsy enough to brave an ultra-realistic F1 experience.

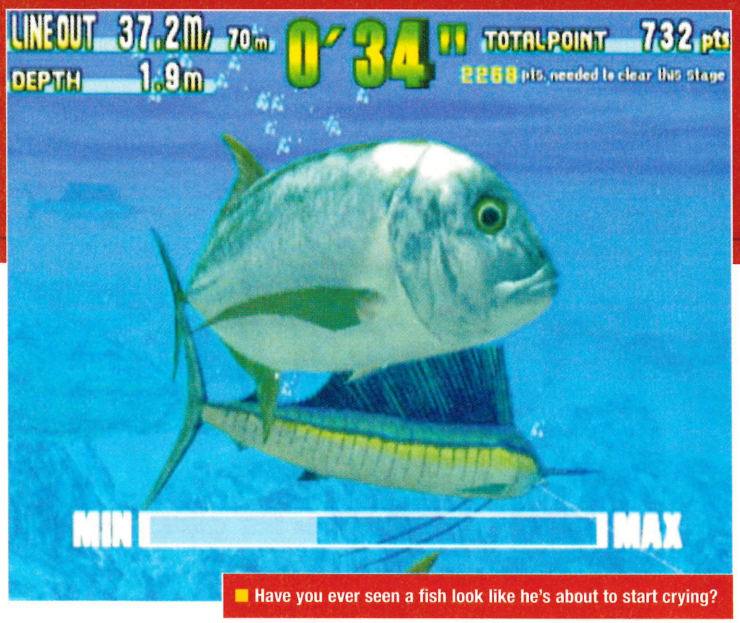
There's still a lot to be brought up to speed (pun intended) with *F1 Racing Championship*, especially in the sound department, but with Ubisoft's track record of slick titles such as *Rayman 2* and *Speed Devils*, there should be a bit of fine-tuning before the chequered flag comes down on the game later this year



The usual range of driving views are all available



This game is still very much a Work In Progress. Look, it says so up there

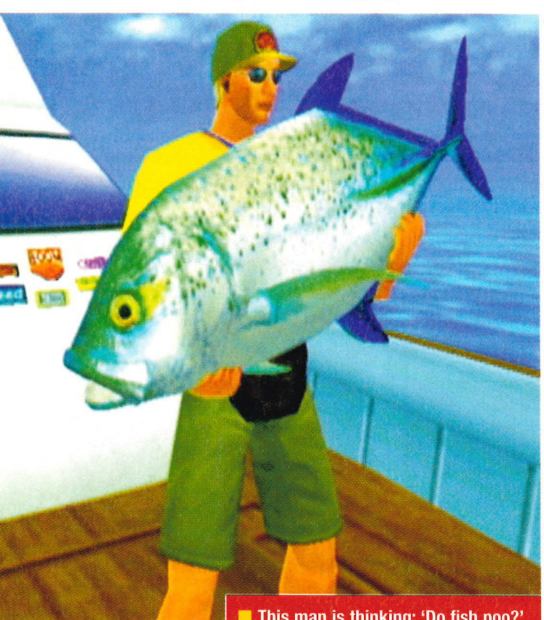


Have you ever seen a fish look like he's about to start crying?

You've got yer big pencil popper... you can't go wrong with a big pencil popper

Sega Marine Fishing

The surprisingly entertaining *Sega Bass Fishing* gets a sequel


This man is thinking: 'Do fish poo?'

Har, me hearties! Make sail afore the tide changes! Ar!" Got the idea? Good. This over-enthusiastic intro is in honour of the high-seas fishing title known as *Sega Marine Fishing* which, as the more observant of you will have noticed, sounds remarkably similar to the rodtastic fishfest that was *Sega Bass Fishing*. These suspicions are, to a certain extent, justified. Both games involve a rumbling fishing rod, and both involve plucking our fishy friends out of the water. But while *Bass Fishing* had you balancing on a wooden boat in the middle of a tiny lake, this arcade game attempts to replicate sea-bound fishing madness.

Cruising round the ocean in a luxury motor boat, you must wrestle hideous monsters of the deep. Well, actually that's a lie. You'll really be fishing for blue marlins, tuna, sailfish and the infamous barracuda – not exactly monstrous, but they don't look particularly nice if that's any consolation. This game is billed as being "exhilarating and exciting", but frankly, the jump to deep sea fish from its bass-obsessed predecessor isn't that huge. We feel Sega may have missed a trick here, as battling giant squid, angry old sharks and killer whales may have been far more amusing (although you'd probably need a few more jolt packs on the rod.) A twoplayer fish-off is another enticing feature that, strangely, Sega seems to have turned its nose up at.

> "You must wrestle hideous monsters of the deep"

But despite being more of an update than a true sequel, *Sega Marine Fishing* will be welcomed with open arms by anglers who already own its *Bass* predecessor and are gagging for somewhere else to stick their rod. Metaphorically speaking... ■

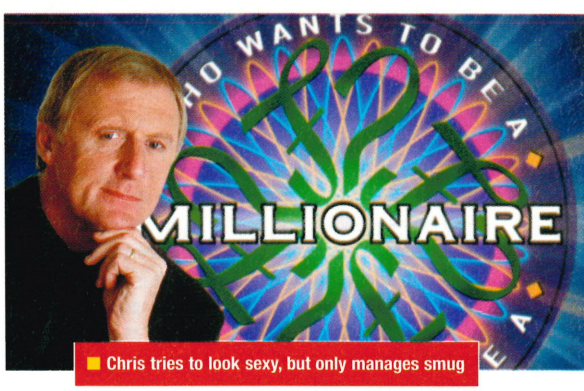
Who Wants To Be A Millionaire?

It's just a game. You can't really win a million

Last issue we told you the smash hit quiz show, 'Who Wants To Be A Millionaire?' was heading to Dreamcast. Now we're telling you again, just so we can show a gratuitous picture of Chris Tarrant stroking his chin in a pensive manner. Chris may be a cackling fool who likes to inflict needless headlocks on hapless contestants, but no-one can deny that the show itself is one of the most compelling quiz formats ever conceived.

The format has been transported wholesale to the videogame version, which means you'll be choosing the correct answer from four options and using 50:50, Ask The Audience and Phone A Friend as you strive to win that virtual million. In addition to the singleplayer mode, there are three multiplayer options which up to four people can take part in. Fastest Finger does exactly what it says on the tin – the winner is the one who answers the quickest, in Head to Head you take turns answering questions to see who can reach the highest amount of cash, and Team Game enables you to form a team and work together co-operatively to win that magic million.

We'll be reviewing *Who Want's To Be A Millionaire?* in the next issue so start swatting up with those encyclopedias if you don't want to look like a complete dunce in front of your gameplaying chums ■



Chris tries to look sexy, but only manages smug

COMPETITION!

■ If you're reading this we assume you've already got a Dreamcast but, hey, win another one!

SILVER COMPO

Win a Silver DC and a bundle of goodies!

To celebrate the release of Dreamcast's best RPG so far, Infogrames is offering one lucky reader the chance to win a DC emblazoned with *Silver* artwork plus a bundle containing a copy of the game and a poster, T-shirt, cap and pendant. Four runners-up will also win one of these *Silver* bundles. To take part just complete the sentence (right) and send your entries to the following address:

Silver Competition
DC-UK Magazine
Future Publishing Ltd
30 Monmouth Street
Bath, BANES, BA1 2BW

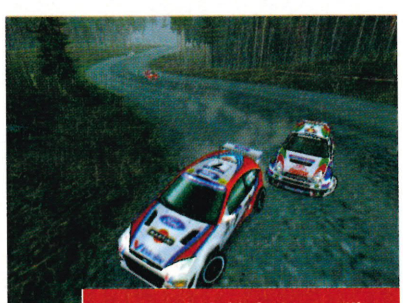
Complete the following sentence in not more than ten words.
"RPG heroes have big swords because…"

Colin McCancelled!

There'll be no McRae on Dreamcast

The extremely sad, not to say tragic, news reached us as we went to press that the best rallying game ever made, Codemasters' *Colin McRae Rally 2.0*, is no longer due to grace our beloved console.

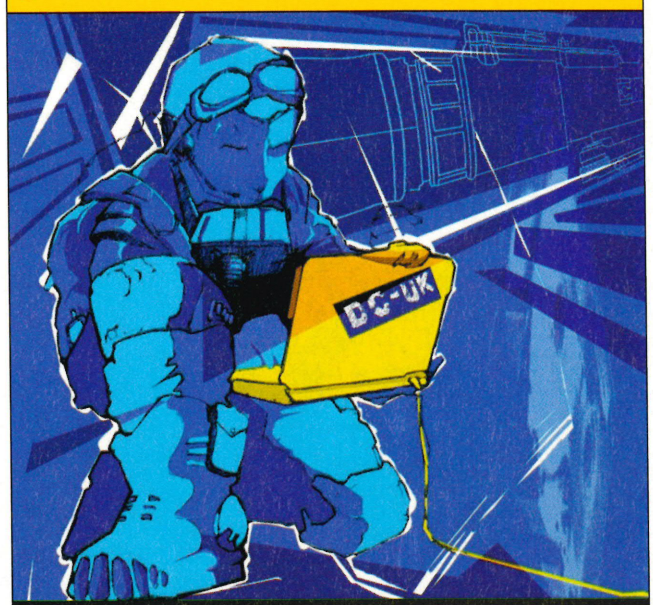
Codemasters commitment to DC was always half-hearted to say the least, with only *Colin 2.0* out of its catalogue of games in Dreamcast development. Now, of course, there are zilch Codies games coming our way and we shouldn't expect any in the future either as Codemasters gave us this statement: "Following careful consideration, including consultation with external parties, any further development on the DC version of *Colin McRae Rally 2.0* and any future projects on the aforementioned platform has ceased. We continue to optimise resources by focusing teams on appropriate platforms." Oh well, it's certainly a big loss but DC will continue marching on with or without Codemasters support (sniff) ■



■ No, don't look, it's far too upsetting

DAVE 2000

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



As its first birthday approaches, Mr 2K bets DC will just keep on giving

British Dreamcasts are just about to celebrate their first birthday – that's already pretty damn old for an electrical gadget. But it doesn't look old. Its games are getting cooler and healthier, with *Space Channel 5*, *Jet Set Radio* and *Ferrari 355* keeping DC well and truly *down* with the kids.

A bit like dog years, one year in the videogame technology world equals about seven fridge or cooker years. So how come the youthful PlayStation2 shows little sign of being able to equal, let alone beat Dreamcast, when it's a significant chunk of years newer? Has the early batch of PlayStation2 games really been rushed as Sony is saying, or is PS2 just rubbish?

Its white may be dirtied, and that pale colour really does show up the dust, but DC shows no other signs of ageing. While there's little chance of DC dying from old age, it may well soon sadly pass away due to a broken heart, caused by massive and unfair neglect.

PlayStation2 can do this, PS2 can do that, the amount of rubbish and lies written about what the black lump can do is incredible. Every newspaper has run stories about how great it will be to use your PS2 to play networked games against super-human gamers from the future, while relaxing as an upgraded joypad massages your thighs and sings you a love song. Have any facts been checked?

Just like Dreamcast in the early days, PS2 will be able to do nothing more than play games when it's launched. And very disappointing games they are too, with only *Dead or Alive 2* looking anything like a new-generation game and the Dreamcast version is better anyway. But no one cares.

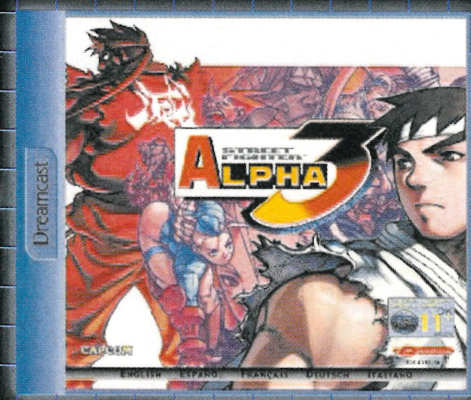
One factor could help DC gain the odd column inch here and there – it's now possible to get pirated DC games over the Internet. The only thing is you need a PC, a CD writer, half a brain and an Internet connection that allows you to download for hours, possibly days at a time. Dodgy people are now selling pirated DC games for a fiver each. It may be bad news for Sega, but at least people are talking about DC again. And regardless of where they got them, if they're playing the games they'll definitely be saying nice things ■

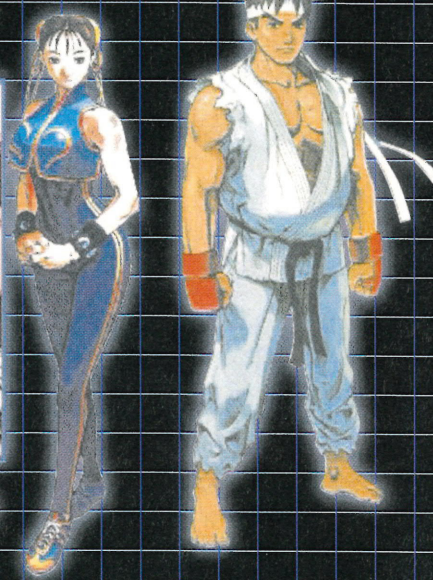
*The views expressed by Dave 2000 do not necessarily reflect those of **DC-UK** or Future Publishing.*

gameplay

THE GATEWAY TO GAMES

STREETFIGHTER ALPHA 3



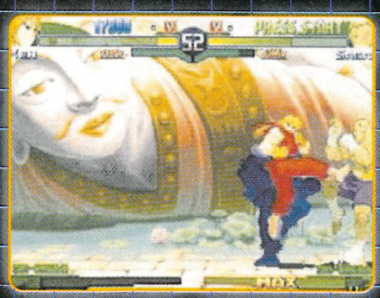


OFFICIAL ARCADE CONTROLLER

The arcade stick is a perfect partner for Streetfighter Alpha 3, with it's rugged stick allowing for precise movement, and the 6 button layout gives you easy access to the full range of moves. Take control and perform the perfect Dragon punch.

ONLY £32.99

Ryu, Ken and the rest of the mob return for another bone crunching, blood spilling brawl on the Dreamcast. Featuring a mix of characters from previous Streetfighter games, and also introducing some fresh faces, Alpha 3 is 2D beat'em-up heaven. 3 different playing styles allow you to train your character however you want, adding depth to the gameplay. The ultimate incarnation of Streetfighter has arrived. Hadoken!



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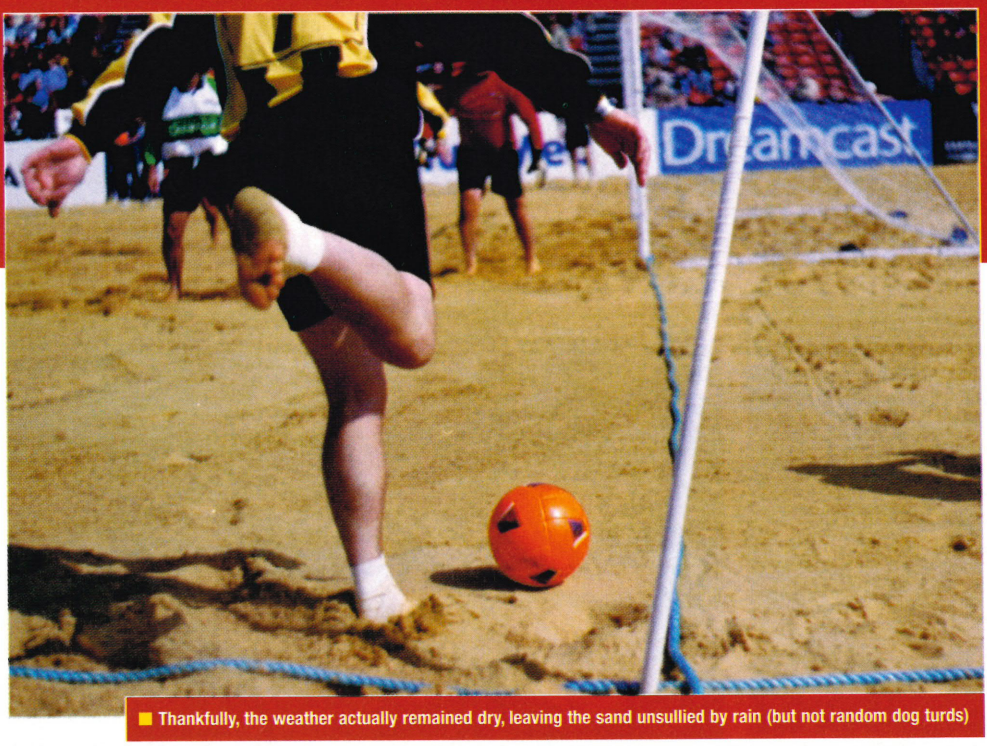
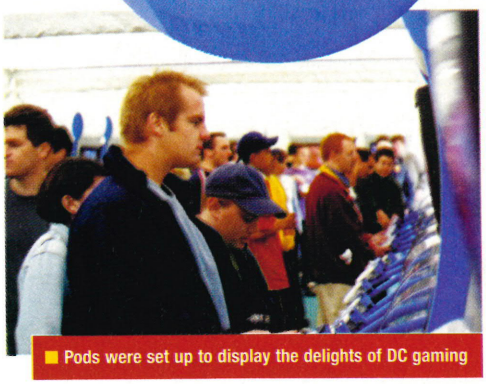


Thankfully, the weather actually remained dry, leaving the sand unsullied by rain (but not random dog turds)



Pods were set up to display the delights of DC gaming

Beached in West London

Forget the lure of the Champions League, Sega's going for the beach five-a-side vibes...

Hosted in the incongruous setting of Richmond Athletic stadium on a warm July afternoon, Sega once more underlined its talent for the bizarre with the inaugural Dreamcast Beach Football Challenge. There was sun, there was sand, there were palm trees, there was Cantona; even Sky TV showed up – the only thing that seemed to be missing was a reason.

A cross between a serious five-a-side game and a kickaround in Benidorm, beach football is the new craze (Sega believes) to be sweeping the world. Squads of eight barefoot players play two eight-minute halves. Only five players per side can be on the pitch at any time but you can have an unlimited number of substitutions.

The obvious highlight of the event was the return of Eric Cantona to English football, complete with the rest of his French beach footballing buddies. The only thing standing in their path were three teams of ex-Arsenal, Liverpool and Manchester United players, although 'veterans' would perhaps be a more accurate description of those involved.

With the last-minute cancellation of John Barnes and Mark Lawrence, Bruce Grobbelar became the star of the home teams. Other hoary old pros strutting their stuff included Liverpool's Phil Neal and John Wark, Man United's Arthur Albiston and Frank Stapleton and Arsenal's Brian Talbot and Kenny Sansom. Still, with the benefit of an average ten-year age advantage, the nationality of the winners was never in doubt. The only question was whether the event was worth the reputed six figures it cost Sega to set it all up ■

> "The obvious highlight was the return of Cantona"

The Scouse side have to wash away the disgusting stain of defeat (left) While King Eric and team celebrate victory (right)

MATCH REPORT

By football hack JON MANAGER

The beautiful game, isn't it? But where's the grass? Referee! It's sand. That's not football is it? The Beach though. Lovely. Leonardo da Caprio? or is it Da Vinci? Palm trees for goal posts. A goal. Well done Davie Fairclough. Legs like tree trucks, a schoolboys cheekily grin. No, don't put my head down the toilet again. Ref! Mummy! Watch those athletic Frenchmen go, all overhead kicks and coiffured locks. Shampoo advert? David Ginola, isn't it? Hmm. Goal. Ooh-Aah Cantona. Such grace. He shoots, he scores. Smells of garlic when you get close, doesn't he? Manchester United Greats. It's Frank Stapleton. That steely grey wolf, hunting for goals. Howling at the moon. Brian Talbot. Like a steam engine? Wooo-Woo! It's Brian coming into platform 3. First class to Highbury. Crash. Little Paul Parker. He's the smallest man on the pitch. Jumps like a jack-in-a-box. Springs for legs. Liverpool Legends.

DUSTBINS FOR STUMPS!

John Barnes didn't turn up. It's all down to Jimmy Case. What a moustache! Perfect specimen. It's Brucey Bruce Grobbelar. Take a dive? I'd give you 5-1 on. What a character. Great shot stopper. On he's dropped it. Ooh-Aah. Liverpool. The passing game s in their blood. One, two! Two, Three. Kids these days can't count can they? Paul Davis, it was an open goal. Wasn't it? Phil Neal. That's cricket. Such a cultured player. Plays with a straight bat. How's that umpire? Leg before surely? Dustbins for stumps. Oh. I'm confused now. Time for a nap! Goal. Hmm wasn't it. The Final: France vs Manchester United Greats. The big one. How will United stop the playmaker? Break his legs? Is that football? Clayton Blackmore. Isn't he? Small in the flesh. Lovely action though. Welsh you know. Tight at the back boys. Don't give them time to think. Up and under. All hands on deck. A deck chair for me? Don't mind if I do. I think it's all over now.

Final: France 5, Manchester United Greats 3

International News

Our globe-trotting reporters scour the world for DC dirt

■ Yes, it's an RTS, but the graphics are distinctly RPG: cute and colourful

■ The graphics are in true 3D à la *Total Annihilation*. Nice effects too

Smilebit wields 100 Swords

Veteran Sega team flouts RPG in favour of RTS

The real-time strategy genre is coming to Japan at last, thanks to Sega's Smilebit development team. Although games like *Command and Conquer* and *Total Annihilation* have caused an RTS frenzy in the West, the genre – in which you build battle units to destroy your opponents' base while they sneakily try to do the same to you – has never really caught on in the East.

The game in question is *Hundred Swords*, set to be released as an arcade and Dreamcast title. Both will be online compatible – the DC version via Sega Japan's new highspeed broadband network, and the latter via fibre optic link-ups between arcades (see the news story below). Gameplay is typical RTS – players control armies composed of different units and buildings. Your goal is to destroy the HQ of your enemies while exploiting the resources of the landscape to build new units for your own forces. Up to four players will be able to complete in the same arena and there will be eight different armies to choose from, each with their own specialities (one can build magic units while another can create really fast soldiers, etc).

Although the Dreamcast version is designed to use the joypad, support will also be provided for the mouse and perhaps even keyboard. The home version will also include an exclusive Adventure mode in which you take direct control over a single male or female hero – an obvious ruse to tempt RPG gamers into accidentally buying a real-time strategy title. We'll bring you more on the game when or indeed if a Western release is confirmed officially ■

■ He's the Bernie Clifton of real-time strategy

■ Play, phone or email: the choice is yours

Sega opens Cafe

But this ain't no greasy spoon

Sega japan is opening a series of hi-tech Cyber Cafes in its major arcades. The strategy, catchily entitled Entertainment Stage Net@, is part of the company's plan to become the dominant force in networked entertainment.

Punters sit in separate glass cubicles each containing a PC-based terminal with a touch screen interface, two DC pads, headphone, microphone and Webcam. A variety of activities can be undertaken, including playing networked games (see above story), watching Satellite TV and engaging in video phone conversations. It'll also be possible to buy your own IC card which stores all your high-scores, phone numbers, etc, for each time you visit the centre. We probably don't have to point out that it's unlikely we'll ever see an Entertainment Stage Net@ in Europe ■

■ "Hmm, yes, that's all very interesting but all I want is a bacon sandwich and a mug of tea"

Slaying monsters allows characters to pick up crystals that boost their fighting skills

"Stop following me or I'll call the police"

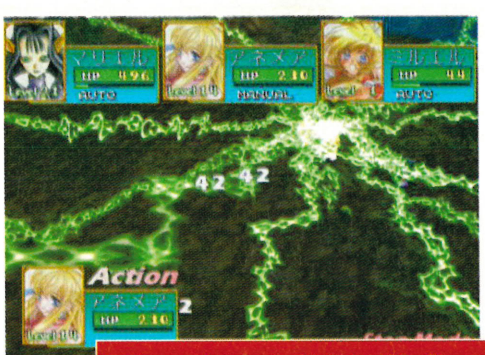
Tricolore Crisis: kill then shop!

Battle monsters and decorate your bedroom!

Victor Interactive Software is bringing it's third game to Dreamcast after *Sorcerian* and *Senki Dougu*, and guess what, it's another RPG! This time, however, the company is going for a 'Kawai' (ie 'cute') manga feel, perhaps aiming the title at the 'lucrative' girl gamer market.

Indeed, *Tricolore Crisis* is perhaps best described as a cross between an RPG and 'Changing Rooms', the stupid BBC decorating programme. You control three young female characters (although you can pick up more later on) each with their own strengths and personalities. Apart from battling monsters, all of the girls have a personal room which must be decorated by collecting money and buying tasteful furnishings. Clearing a stage in the main Adventure mode will also provide the player with secret bonus decorations. The game may as well have Carol Smilie in it. Finally, battle is turn-based and, by the looks of things, will probably revolve around insulting your enemy's taste in dining room furniture ■

"I'll never get past this stream, I'm off to Ikea"



The game has a cute girly look which will appeal to young female gamers in Japan and seedy men everywhere

Stalking about Sakura

Another anime hit comes to Dreamcast

Talk about change of pace. Sega Rosso – the development team previously known as Software R&D 5 – once got its kicks creating top notch racing games like *Sega Rally*. For its latest project however, the team has turned to a popular new anime series, 'Cardcaptor Sakura'.

The aim of the game is not quite clear yet. It seems that you're expected to follow the series' heroine around taking various pictures of her – if the shots are good enough you'll go onto the next level, after a fetching anime end sequence. Perhaps inspired by the PlayStation2 game *Primal Image* (in which you photograph various virtual models), *Cardcaptor Sakura* sounds like a voyeurs dream come true. We suspect however, that the final game will not match the dirty image we have formed in our depraved heads ■

Our Claire wears an outfit like this on Friday nights

フォアれミちミ 云开冊Iれム

FORBIDDEN GAMES

From high school dating romps to giant robot warfare, DC-UK reveals the Japanese games you were never meant to play...

The Japanese aren't mad. You'll often be led to think that they are (mostly by Western journalists who have never actually set foot in the country), but they're not. They're just different.

Admittedly, it's not hard to see where the accusation comes from. The Japanese play golf on the top of skyscrapers, they go fishing in glorified swimming pools, and just look at the videogames... The best selling Dreamcast title in Japan so far is *Seaman* – a game in which you interact with a fish. Not just any old fish, though. A really moody fish with a man's face. If someone had suggested this at Eidos or Infogrames or indeed any Western publisher, they would have been given three months sick leave, or quietly asked to clear their desk.

But that's only one game. In Japan there are whole genres that remain unfathomable to most Western gamers. Over the next few pages we'll take you through the best examples and even tell you what to do if you want to try them out. A whole new gaming world awaits you... ■

WORKING GAMES

The Japanese love to work. Well that's not strictly true – they just do a lot of it. Absenteeism is unheard of, overtime is mandatory (office employees often sleep at their desks after working till 4am), and people have even been known to work themselves to death.

It's perhaps because of this obsession that the Japanese find gaming interpretations of employment immensely enjoyable. And we don't mean loony knock-abouts like *Crazy Taxi*, we mean accurate simulations. The smash hit arcade and console title *Densha De Go!* for example enables players to drive a train around Japan, following timetables and making sure all customers are onboard before leaving the platform (Virgin Trains should perhaps use the game as an instructional aid). Even *Shenmue* provides a little work-related fun, enabling you to stack crates in a warehouse to earn money. Lucky us.

Although they sound ridiculous, these work sims are surprisingly therapeutic, enabling you to indulge in careers you'd never usually dream of ■

CASE STUDY #1: TOKYO BUS GUIDE

As a bus driver in – you guessed it – Tokyo, it's your goal in life to be the best damn bus driver ever to grace the streets of Japan. To achieve this you have to be pointlessly rude to customers and occasionally hit the pavement, sending old women collapsing into the aisles... no, that would be far too obvious. Instead, you must drive under the speed limit, indicate before turning or pulling out to overtake, and be polite. Not very realistic, then ■

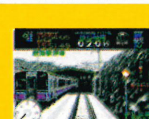
CASE STUDY #2: LET'S MAKE A PRO BASEBALL TEAM

In Britain, the likes of *Championship Manager* let us buy and sell players and then watch them arse about on the pitch. *Let's Make a Pro Baseball Team* , as you'd probably expect, goes several steps further, enabling you to hire and fire everyone from secretaries to executives; you're also in charge of overseeing the team, tending to the club's finances, choosing the kits – you can even get involved in stadium acquisition and development... everything, basically. But to keep it out of the PC-dullard stat-based realm, Sega decided that a 'massive-head' mode was essential for the players, as were overly bright and cute graphics. The results are totally spaced out, man ■

OTHER EXAMPLES

WINNING POST
Spend a day at the races in true Marx Brothers fashion.

LET'S MAKE A SOCCER TEAM
All budding chairmen can hone their skills in the J-League.



DENSHA DE GO! 2
Chugging over Japan in trains has never been so much fun.

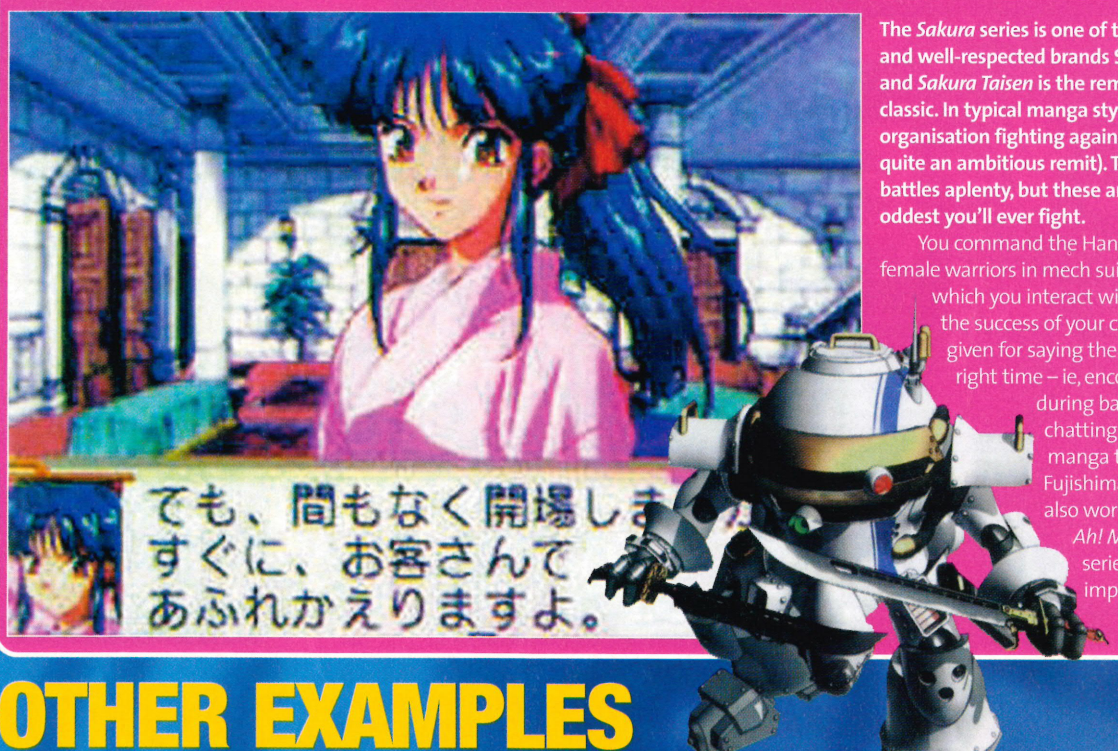
MANGA GAMES

It would take a whole book to explain the possible origins of manga and the many definitions you could put to the term. However the modern use of 'manga' – as a catch-all name for Japanese comics – has been around since the 1960's when legendary artist Osamu Tezuka created 'Astro Boy' – the story of a cute android crime fighter and his mad professor inventor.

Since then, manga and its animated equivalent, anime, have grown into national obsessions with books, animated series' and animated films aimed at everyone from schoolboys to housewives. Shoji Kawamuri's popular *Macross* was one of the first major manga titles to become a game, released on Nintendo's Famicom (known as the NES in the UK) in the 1980's. From then on, many generations have seen manga and anime franchises achieve international success.

Dreamcast examples include *Gundam*, *Kikaioh* (known as *Tech Romancer* in the UK), *Bangaioh*, *Record of Lodoss War* and *Sakura Taisen*. Most include lengthy anime cutscenes, which is cool if you enjoy Japanese animation ■

CASE STUDY #1: SAKURA TAISEN



The *Sakura* series is one of the most precious and well-respected brands Sega has in Japan, and *Sakura Taisen* is the remake of a Saturn classic. In typical manga style, you join a secret organisation fighting against All Evil (hmm, quite an ambitious remit). There are tactical battles aplenty, but these are some of the oddest you'll ever fight.

You command the Hanagumi Clan of female warriors in mech suits, and the way in which you interact with them determines the success of your campaign. Points are given for saying the right things at the right time – ie, encouraging them during battle instead of chatting them up. The manga theme is handled by Fujishima Kosuke, who has also worked on the excellent *Ah! My Goddess* manga series. May prove impenetrable to most Brits, though ■

OTHER EXAMPLES

NADESICO THE MISSION

Attractive outer-space manga strategy for people who consider themselves to be armchair generals of some kind.

FANFAN I LOVE ME DANCE DOUBLETENDRE

Manga game based on the 1998 RPG *Sengoku Turb* with quite possibly the stupidest name ever.

PERPETUAL BLUE

An interesting manga-style role playing game with a really great name and not-so-great quasi-16bit visuals.

DATING GAMES

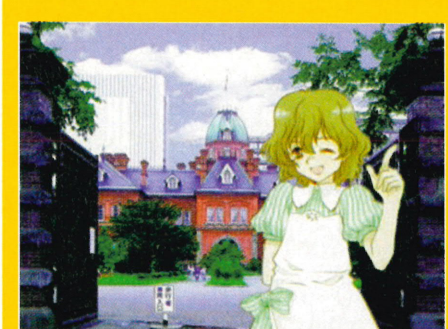
Simply animated, dating interaction games have been popular in Japan since the days of the SNES console. They mostly revolve around a male hero (ie, you) trying to win the affections of a certain girl, or, if you're lucky, a series of girls.

The courting procedure is usually undertaken by selecting options from various menus, and seeing the results play through onscreen. For example, in *Memories Off*, there's a bit where you spot your 'love interest' a few carriages away on the train. You're provided with two options: shout over to her, or go and sit next to her... Of course, you don't need us to tell you that the latter would be the more charming manoeuvre. It doesn't sound very thrilling does it? But in a reserved and conservative society, this sort of game provides light-hearted 'practise' in charming the opposite sex for adolescent would-be romancers. Plus, they're usually very funny, working like interactive versions of the more light-hearted anime ■

CASE STUDY #3: TOKIMEMI MEMORIAL

Tokimemi Memorial takes a slightly different approach to the dating genre, but still manages to capture the same appealing elements. After getting into a private senior school (the Kirameki High School) you meet a friend from your childhood, Fujisaki Shiori. She is in the same class as you, and during your three years at the school, you strive to impress her and, ultimately, win her love. To do this, you must excel in academic areas and in sporting prowess – rather than simply trying to chat her up and then awkwardly snogging her at the school disco... ■

OTHER EXAMPLES



WHITE ILLUMINATION
Date girls in upper-class parts of Japanese cities... if that sort of thing takes your fancy.

MEMORIES OFF
Lots of girls wearing sailor suits. What more can you say, really?

PHOTO MEMORIES
Yet another dodgy title hides yet another standard date 'em up.

MUSIC GAMES

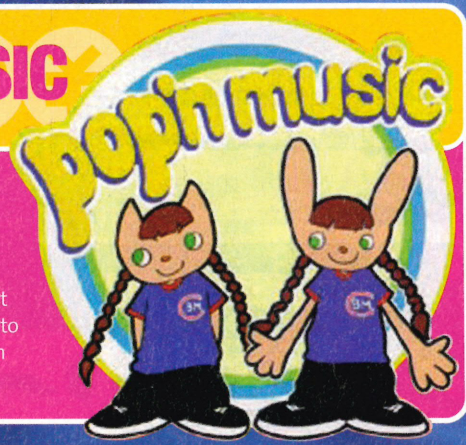
Since Konami's DJ-ing sim, *BeatMania*, hit Japanese arcades, rhythm-action games have exploded in popularity, and the craze shows no sign of abating. The genre is popular perhaps for the same reason karaoke is so huge in Japan – it gives usually restrained office workers the chance to show off in front of their friends without having to get drunk and remove their trousers. Plus, many adults spend so much time at work they're probably too knackered to actually go to a club, so five minutes on *Dance Dance Revolution* provides a quick fix of dancing fun. Of all the crazy Japanese genres we've covered so far, this is probably the most accessible to us Brits with titles like *PaRappa The Rappa* and *Dance Dance* doing reasonably well on PlayStation, and *Samba De Amigo* sure to hit the spot if it's ever released in the UK. Below you'll find examples of several more musical oddities which might just tickle your aural fancy... ■

CASE STUDY #4: DANCE DANCE REVOLUTION DC EDITION

This home version of the arcade favourite (which Eastern experts use merely to practise on for proper arcade show-downs) comes with its own dancing controller – a floor mat with four arrows on it.

Gameplay is simple, just choose a tune and then, as arrow symbols appear onscreen, you step on the corresponding arrows on the mat, making your onscreen character dance like some teen pop vixen. The more in-time you are, the more points you get. It makes you fit, too ■

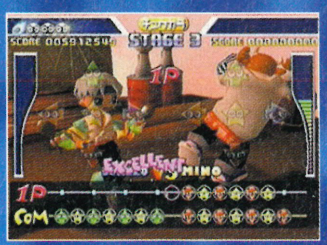
CASE STUDY #4: POP 'N' MUSIC



***Pop'n'Music* is as simple as your average pop star, but more fraught with tension than Anglo-Deutsche encounters at major football tournaments. All that is required is that you tap the appropriate button at the same time that it's indicated on the screen.**

Fronted by super furry animals (most definitely not of the Welsh variety), *Pop'n'Music* is a top package, especially with the optional controller, which is a trapezium-shaped block full of buttons. As with *Dance Dance Revolution*, this is a party game by definition, and a splendid one at that. It's just too J-Pop-oriented and downright Japanese to ever see a release in the West, though, which is unfortunate ■

OTHER EXAMPLES



PUYO PUYO DA
Dancing with the crew from the *Puyo Puyo* puzzle games.

SUPER PRODUCERS
A music/work hybrid that enables you to manage a J-Pop star.

SONIC TEAM POWERPLAY
It's not really a game, it's Sonic Team's best audio achievements.

REAL SOUND 2
A game with no visuals. A game for the blind, you could say.

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THE DARK ART OF CHIPPING

Now we've shown you some spectacularly entertaining Japanese games, you're no doubt wondering how you can play them on your UK Dreamcast. You can't just run them like UK games – your machine will refuse, thanks to a system known as regional lockout. Perhaps the most notorious method of bypassing this is a process known as *chipping*, which originated as *switching* in the MegaDrive and SNES days. Back then, all that was needed was a couple of switches in order to bypass the regional lockout, which was hardware based. Nowadays, with the likes of Dreamcast and PlayStation, the encryption is embedded in software, so a small IC chip containing null region codes is wired to the main board and physically bypasses the lockout routine. The procedure is very straightforward, but requires specialist equipment, a keen eye and a steady hand. Most videogame import shops will perform the surgery. Here's a quick guide to how it's done.

1

■ Dreamcast, before the operation

> STAGE 1

Here is your Dreamcast as you know and love it. Quiet, unassuming, unaware that it is about to get a new lease of life. Within approximately 15 minutes, the little beggar will be able to access the vast wealth of Japanese and American games that we were never intended to see. Girlfriend sims, garden sims, *Mah Jong* games... you name it, they got it ■

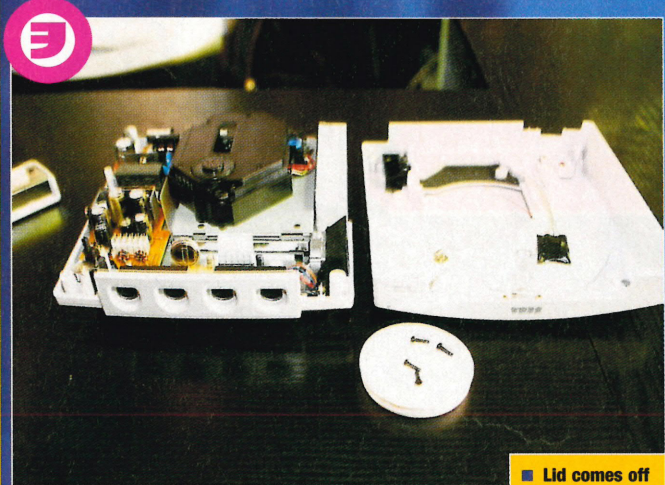
2

■ Modem being removed

> STAGE 2

Here you can see the modem being removed from the underside of the Dreamcast. This is easy to do, but needs a firm grip as the connection is very tight. Underneath is one of the four main screws that holds the lid of the Dreamcast on. WARNING: AS SOON AS THESE SCREWS ARE REMOVED YOUR WARRANTY IS INVALIDATED. DO NOT TRY THIS AT HOME! ■

3

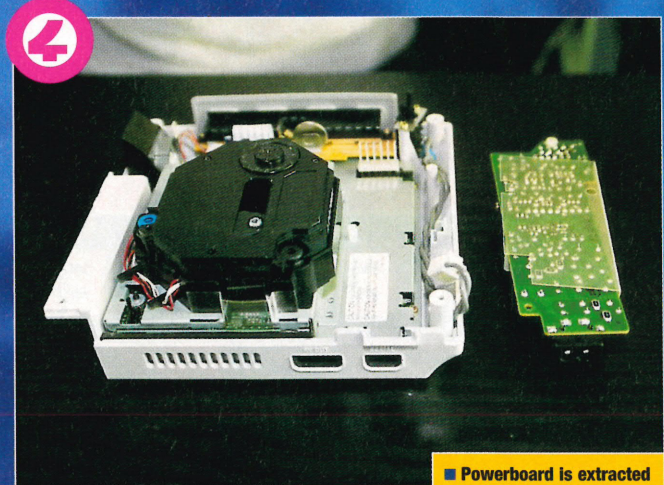


■ Lid comes off

> STAGE 3

And here it is with its top off (kinky!). This is probably the first time most of you will have seen the guts of the beast and, as you can tell, it's surprisingly compact – a far cry from the mess that was the Saturn. This neat little package is about to have a qualified electrician deconstruct it big time ■

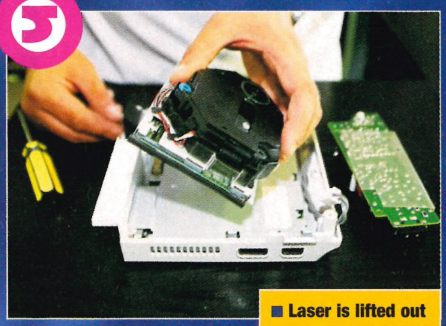
4



■ Powerboard is extracted

> STAGE 4

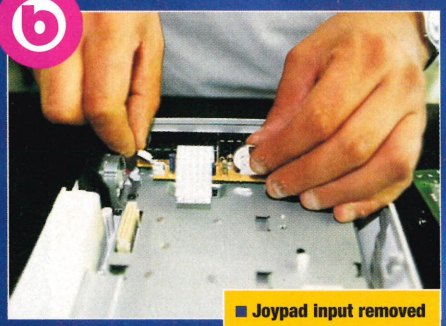
The first duty here is to whip out the powerboard. This is the part of the puzzle that feeds the electrical supply to the motherboard and the laser array. Our man warns that capacitors retain static charge long after the power has been switched off so they shouldn't be touched. The board is held in place by four spikes and a clip, which he easily unlocks ■



■ Laser is lifted out

> STAGE 5

Next up is the laser assembly which sits on a suspension mounting above a shielded board. The laser is connected via a ribbon cable that is short-run, so the engineer needs to use kid gloves. The entire unit can be removed, like so ■



■ Joypad input removed

> STAGE 6

The next component to be extracted is the joypad input module. Our man explains that this is connected to the fan and the motherboard, so the fan cable is unclipped first, then the ribbon cable gets gently pulled out. Painless, see? ■

■ Shielding pulled out

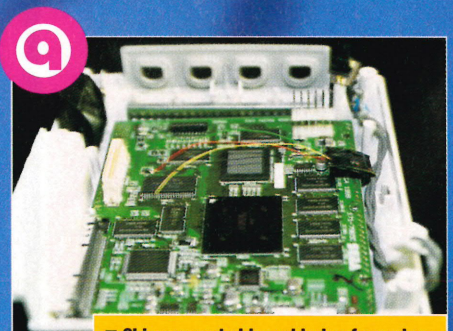
> STAGE 7

At the bottom of the Dreamcast casing is the heavy shield that protects the motherboard from electrostatic charges, foreign objects and dust and grease. This can remain in the shell, as all four wires solder to points on the upperside of the main board ■

■ Motherboard revealed

> STAGE 8

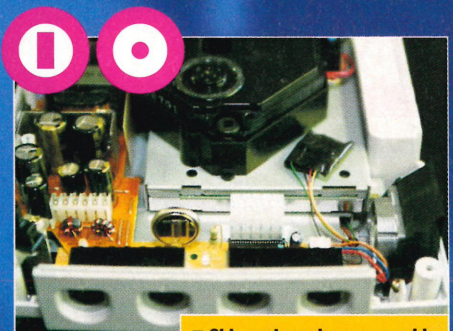
And here it is. Those large black squares at the centre of the board are the CPU and the graphics chips, which are the heart and brain of the Dreamcast. The engineer tells us not to transplant them with a Gigahertz Athlon as it will result in electric shock and billowing smoke ■



■ Chip connected by soldering four wires

> STAGE 9

Behold! The chip has been successfully soldered, as you can see, and will be under test conditions very soon, but needs securing first. The engineer uses black tape wrapped round the chip for insulating purposes, preventing short or crossed paths, which would lead to malfunction ■



■ Chip rests on laser assembly

> STAGE 10

This is where the chip sits, next to the laser, as it has no chance of moving or getting caught up in any moving parts. Usually, the engineer leaves the machine on overnight in order to test the reliability of the chip and the workmanship. The operation was a success. Woo hoo! ■

■ Thanks to Marcus and Pete at Torc Computers (Tel: 020 8893 2100) for their help with this feature – eventually!

PIRACY

It would be pure naïveté for this feature to skirt over the seedier side of chipping that is piracy. As many of you will be aware, one of the biggest factors for the success of the PlayStation is the abundance of copied software. Here's the rub, folks: IT'S WRONG. There are no two ways about it and if nothing else, piracy is criminal, not to mention a downright danger to both game companies and society in general. Consider this: at its most rife, the industry trade body ELSPA estimated that for every one PlayStation game sold legitimately, ten copied versions changed hands. Dishearteningly, the majority of those copies were being peddled in the playground, as many pirates are targeting young children between the ages of five and sixteen, often by using younger brothers and sisters to distribute their wares at school. Millions of pounds in lost revenue means that there is less return per unit, thus less development funds, fewer new games released, ergo a slimmer selection for you, the consumer.

Because of this saddening situation, Sega took a stand against these social jackals when it designed the GD-ROM disc that it presses its games on. Employing a data compression system, a gigabyte of code (hence 'GD') can be stored on a standard CD with a 650 megabyte capacity. After an unprecedented two years, only now have the counterfeiters managed to successfully copy Dreamcast games, which is testament to Sega's shrewdness. And even though its reasons would have been financial, the song remains the same: Sega abhorrs piracy in all its forms, from schoolyard entrepreneurs knocking out copies for friends, to big time organisations that have added game forging to their already unsavoury activities. Here endeth the sermon ■

NOTE: By reporting on the chipping procedure **DC-UK** is NOT endorsing piracy. Indeed, chipping is no longer a necessary measure to run pirate software. We aslo accept no responsible if you damage your Dreamcast by attempting to chip it.

フォアオレミちミ 玉オ冊Iれ玉

Here are some more ways to play import games

THE JAPANESE MACHINE METHOD

Of course the easiest way to get into import gaming is to buy an imported Japanese DC – that way you don't have to do any fiddling about inside a UK machine. Most of the shops listed to the right will sell you a Jap machine for around £100 – £150, but getting the console itself is not the end of the story, you'll also have to ensure your TV can accept an NTSC signal. "What's that?" you might ask. Well it stands for National Television Standards Committee, the protocol for American and Japanese televisions. This is totally different to the system used in the UK, which is PAL (Phase Alternating Line).

However, most modern TVs (ie, five years old) bought in the UK will accept an NTSC signal, usually when used with a SCART lead. This is a 21-Pin European cable that allows the highest possible picture quality and can be bought for around £10 from most game shops (make sure your TV has a SCART input – it'll be round the back somewhere). Oh, and you'll also need a step-down transformer: the UK mains supply gives out 240v of electricity, but your Jap machine only needs 110v. If you plugged it straight into the mains it would explode. An import dealer will be able to help you out with this too. Sorted ■

■ A Japanese Dreamcast yesterday

■ Step down transformer: small but vital

THE DISC-SWAP METHOD

Also known as the Battery Modification. This little trick was really only intended as a stop-gap until a true IC chip came along, but still suffices for those that fear the soldering iron. Essentially very basic, it involves disconnecting the internal battery that holds the regional data and taping down the door sensor. When the DC boots, it will check that the disc is the correct region but ask the user to set the time and date because the battery is essentially absent. After 2.5 minutes, the economy manager stops the disc spinning, leaving the user to swap the UK game for an import game, before loading up as usual. This is less complex than it sounds, and is totally reversible. It's also a bit dodgy so we're not printing a 'How to...' ■

THE ACTION REPLAY METHOD

This is an absolute cinch. Buy yourself a Datel Action Replay CDX for £29.99, load it into your Dreamcast, swap the disc for an import game and press A when prompted. All glibness aside, it really is that simple. The disc has a choice of either an NTSC or PAL boot sequence and physically changes the spiral of your UK Dreamcast from blue to orange, which is the colour of Japanese and American models. The Japanese games we tested worked fine, but a few of the American titles wouldn't run through a SCART lead, requiring an S-Video or Composite Video lead instead. While we use a SCART lead for optimum picture quality, we did the acid test by using an RF lead and whaddaya know? It works as well! One Japanese copy of *Power Stone* running full-screen through an RF lead on a UK Dreamcast (complete with orange-flavoured swirl), and not a whiff of scorched capacitors! Of course, you could just use **DC-UK**'s infamous Action Replay demo from Issue 11, which does exactly the same job... although you didn't hear that from us, right? ■

SHOPS

Unfortunately, you can't just walk into your local WH Smith's and expect to find a copy of *Tokyo Bus Driver* – for that (and games that you actually want) you'll need to contact a specialist videogame importer. Luckily, there are decent ones all over the country. Here are a just a few we've had recommended to us.

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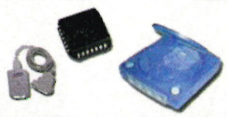

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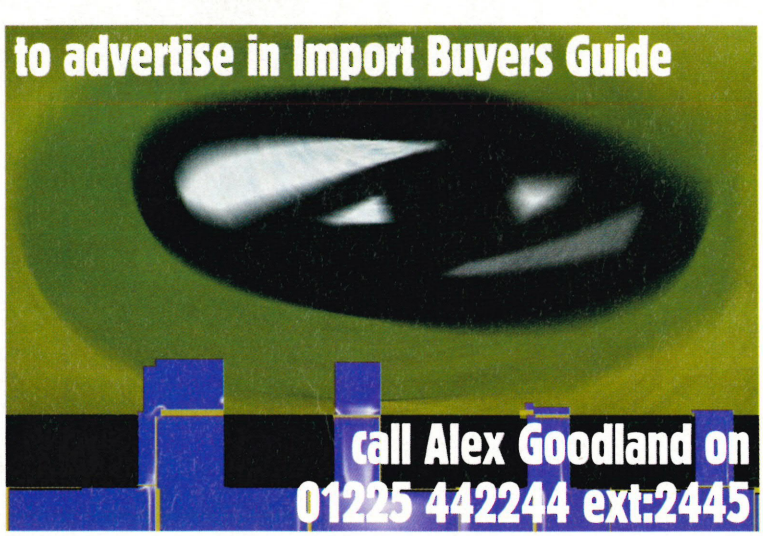

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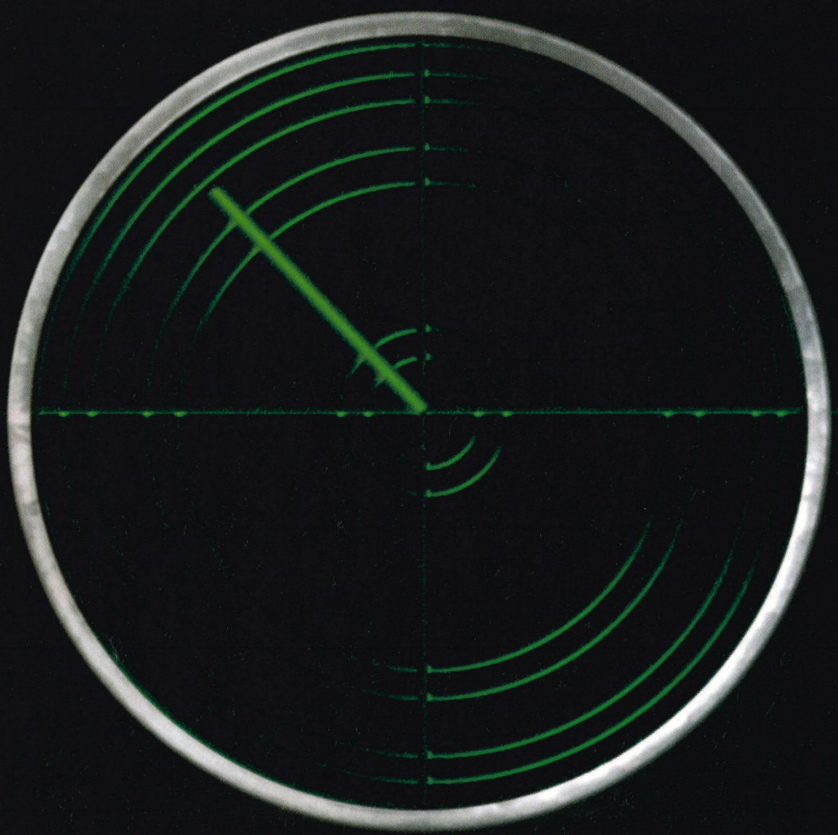

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DC-REVIEW

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058 Power Stone 2

REVIEWS October 2000

058 *Power Stone 2* The sequel to the best fully-3D beat 'em up ever made. Just as frantic and freeform as its illustrious predecessor, but with the added incentives of a shop full of goodies plus four-way fighting fun. Bosh!

064 *Sydney 2000* Button-bashing madness finally arrives on Dreamcast in the shape of the official game of this summer's Olympiad. Ooh, I've got a blister

068 *Aerowings 2: Airstrike* Flight sims haven't been too well-represented on DC but this fantastic flyboy will make all your 'Top Gun' dreams come true. "Maverick, you're dangerous."

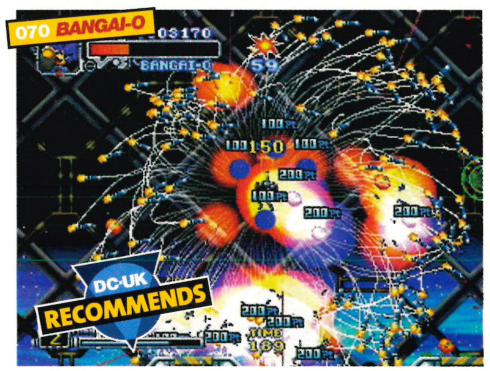
070 *Bangai-o* Retro shoot 'em up action explodes onto our screens. Blow things up and collect bonus oranges. You know it makes sense

072 *Super Magnetic Neo* Cutesy platforming antics ahoy in this '80s throwback which is more tooth-grindingly frustrating than you can possibly imagine. Aaagh!

074 *Walt Disney* Does the world really need another *Mario Kart* clone? After playing this cartoon catastrophe the answer is a big, fat 'No!'

076 *Railroad Tycoon 2* There's a railway, and you're a tycoon. Combine the two for a bout of RTS madness

078 *Review Listings*
082 *Reader Reviews*



WHAT'S THE SCORE?

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

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

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

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

DC-UK RECOMMENDS

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

DC-UK ESSENTIAL

The special effects are great, but can cause confusion

"*Power Stone 2*: it's great. It's also confusing, explosive, addictive, loud, random, beautiful and bubbly"

Power Stone 2

Succumb to the power once again as Capcom's real 3D fighter explodes onto DC for a second time

DETAILS

Publisher:	Eidos
Developer:	Capcom
Price:	£39.99
Release date:	September
Players:	One to four
Extras:	60 Hz, Vibration

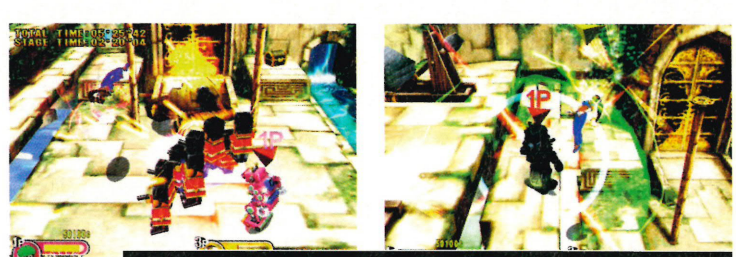
A year may well be an exceedingly long time in politics (just ask Tony 'leaked memo' Blair), but it's nothing in videogame development. Which is why it's so surprising to see this sequel to the smash hit *Power Stone*, barely 12 months after the original was released. It's here though, and we're certainly not complaining.

Following the trail marked by Dream Factory's PlayStation scrapper *Ehrgeiz*, the original *Power Stone* was a storming step forward for fighting games. Full 3D control of the characters came as standard, while moves to learn had been streamlined to just punch, kick, jump and action. Here the emphasis was on using objects around the levels – boxes, benches, trees, tables – and a selection of weapons to batter your opponent. In addition, there were the power stones themselves to collect, three of which took your character to a superstate, complete with outrageous special attacks.

DC-UK RECOMMENDS

Early images from *Power Stone 2* sent shockwaves around the world – instead of just two fighters, now there were four. In one videoclip, they could be seen scrapping on a flying ship, falling off and carrying on the battle as they fell through the air. In another, giant submarines surfaced and

"Look out, he's got a vase!" Videogames don't get much sillier than this



Each stage has various levels, each offering new weapons and deadly traps

The gun placements either side of this beautifully-constructed level are extremely useful

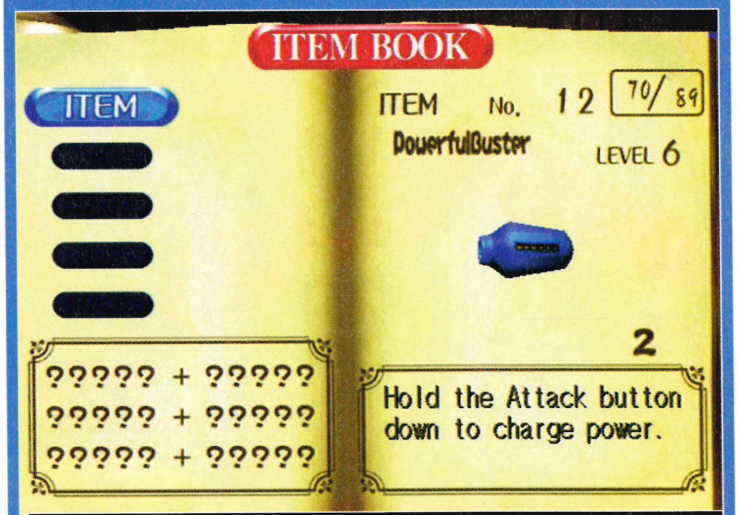
Constant onscreen messaging keeps you in the know amid the confusion

The fighting stopped as an impromptu breakdancing face-off broke out

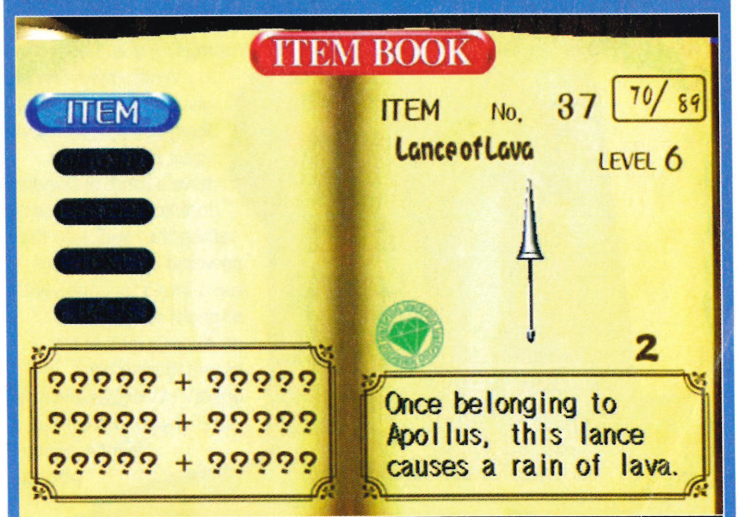
TOP TRUMPS

These are some of the better items we found in the Item Shop. First up is the Petrifier, which can be quaffed to make your fighter literally rock-hard, and therefore impervious to attacks. Next is the PowerfulBuster; it can be charged up by holding down the attack button to release a smashing blast. Finally, there's the Lance of Lava, capable of spearing firebolts down on your enemies. Mint

Petrifier: swig this and you turn to rock. Like The Thing in The Fantastic Four



PowerfulBuster: doesn't look too scary – until you charge it up and let rip. So to speak



Lance of Lava: cover your enemies in molten lava from anywhere on the screen

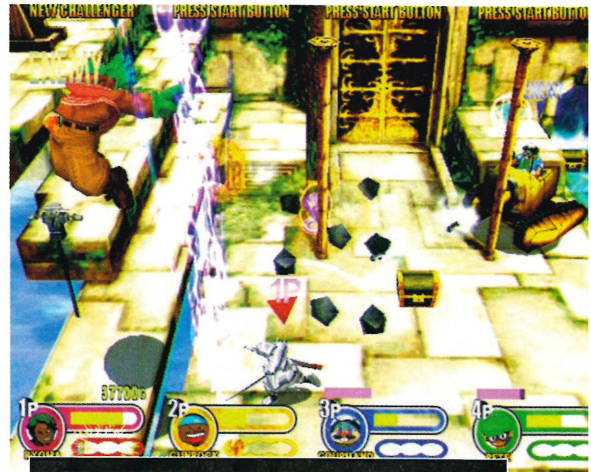
"New weapons, new characters, bigger levels"

sank, providing changing platforms for the combat to take place. New weapons, new characters, bigger levels. Awestruck and slightly confused, we went to the toilet in our pants.

And now the finished, fully translated, *Power Stone 2* code has arrived, complete with the 60Hz PAL mode lacking from the original. The eight characters from the first game (Falcon, Gunrock, Ayame, Rouge, Wang Tang, Galuda, Jack and Ryoma), have been joined by four new ones – Pete, Accel, Gourmand and Julia – plus two hidden ones. Completing the game with all the characters reveals these ▶

Collecting the power gems is as important as ever

During flight, collect fruit to build up your energy



The tank/tractor things are deadly. As Gunrock discovers

Indiana Jones would feel very much at home in the Tomb Area

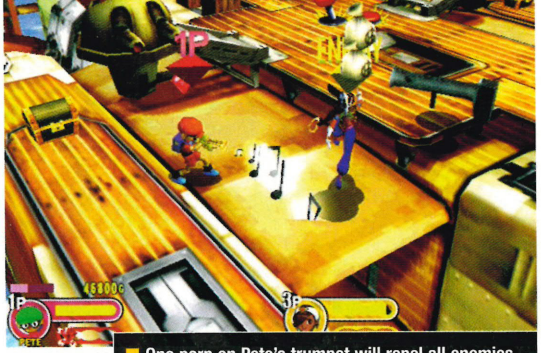
two, along with a couple more stages, but we're not going to spoil things for you.

While *Power Stone*'s visual style has always leant towards a cartoon ethic, the additions have a more outlandish look to them, especially when they shift into their powered-up states. Pete turns into a toy robot, with a special move that produces a rank of toy guardsmen to blast opponents with, while the chef Gourmand calls up a giant cooking pot, out of which he hurls various ingredients. Both look great, but don't sit quite right with the older fighters.

> "A lot more of the scenery can be chucked around"

All the levels from the first game have been ejected from *Power Stone 2*, replaced with much larger and more interactive arenas. A lot more of the scenery can be chucked about, but more importantly you can roam around within the stages, where before the levels could be displayed on-screen all at once. So now there are giant lifts, chases by boulders, those submarines, that flying ship, a burning castle – even an oversize fruit machine to play with. Plus, there are now other creatures hanging around, including circling eagles, spooky ghosts and giant spiders from Mars.

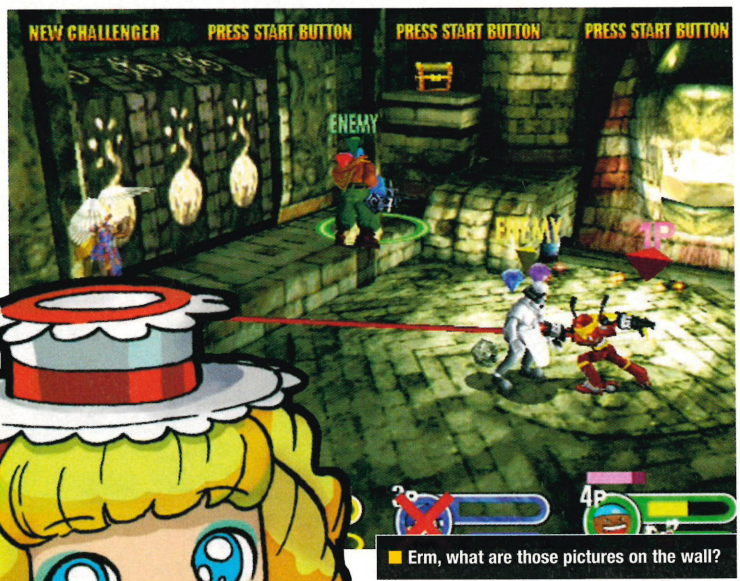
The great thing about the new stages, though, is that you're never stuck for something new to try. Take the submarines, for



One parp on Pete's trumpet will repel all enemies

The road to the end-of-game boss is more trouble than the M25

Fighting this close to the ornamental fish pond is just asking for trouble. "Oh no, my Koi Carp! You thugs!"



Erm, what are those pictures on the wall?

Accel has the others pinned down with his enormous gun. Stop sniggering

example. There are three types: the green one has miniature bombers popping up on deck for you to pilot, the blue one has three gun turrets to jump into, and the yellow one hides a silo of missiles that can be triggered by throwing a switch box at your foes. And while all of this is going on, weapon chests are materialising on the deck, power stones are appearing, and each fighter has their own arsenal of moves to call on. Four-up, it's nothing if not hectic.

However, the madcap antics of a four-way battle can be more than a little confusing. Because there are four characters on-screen, Capcom has scattered a handful of extra power stones over the pitch, meaning two players can, potentially, be powered-up at once. Two of these super attacks let loose simultaneously can leave you wondering what the hell is going on. There's a twoplayer mode to toy with, but that too has its drawbacks.

Selecting the one-on-one option reveals that downside to upping the complexity of the stages – the console controlled characters don't seem able to always figure out what to do next. Every once in a while your opponent simply grinds to a halt, leaving you to grab the next bloody great weapon that pops-up and blow them away. It doesn't happen often – but for us once is too frequent to ignore. Flick back to four-up fighting and you don't notice it to the same ▶

> "The madcap antics of a four-way battle can be a little confusing"

TRADING PLACES

Pop along to the Item Shop and pick up a few necessary, if bizarre, items to add to your collection

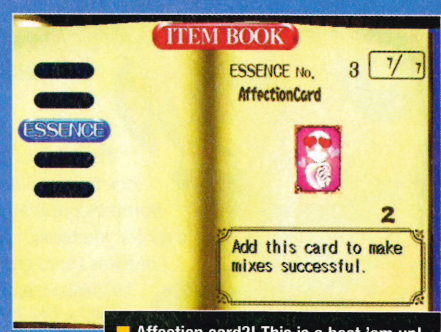
Diving headfirst into the Adventure and Item Shop options reveals a balmy pool of videogame delight. Set out on the Adventure mode, fighting one-on-one with the console, and make sure to collect as much cash and as many different weapons as possible, while looking out for some odd playing cards that appear. Finish the quest (which can happen quite quickly, as you are not allowed to continue), and enter the Item Shop. This is where the fun begins.

There's a stack of options to go through in the shop, but the most important ones are Mix, Buy/Sell, Chat and Item Book. It is through these that you'll be able to build an inventory of new pick-ups to use in the various game modes. By combining items in the mixing oven – and these can be anything from food to magic cards – a plethora of fresh creations can be cooked up. Giant tennis racquets, killer trumpets, anaesthetic guns, rollerblades, ice-casting rods and helpful thunder dragons are just a small selection of what can be made. Great stuff.

Every so often, the shopkeeper will inform you that new items can be bought. So by purchasing and mixing items, your arsenal expands. It's also possible to give the shopkeeper presents from your Item Book (which lists everything you've collected), and in return she'll reward you with magic cards (which enhance the effects of the mixing oven), or by revealing some of the unmarked pages in the book. There's also a roulette wheel to play with, a dressing room for the characters, and an old bloke who turns up every now and again to sling new toys in your direction ■

■ "Hello Sir, have you ever been to a Power Stone restaurant before?"

■ "The flower isn't me, but I'll take the shoes"



■ Affection card?! This is a beat 'em up!

■ The mixing chamber: just add two objects...

■ ...and they'll merge to create a really great one!

► extent, because there's so much going on. But it's still there.

The other major play options are Adventure (see 'Trading Places'), and Original. Pick the last and you can generate a fully customised battle, with one to four players, choice of stage, and even characters assigned to teams. So it's possible to have a two-up fight with a CPU character backing-up each player, or three-on-one scraps, or just everyone for themselves. The standard Arcade mode is four-up fighting only, and by completing it with each character in turn you can unlock little bonus options; like being able to adjust the number of power stones in the fights.

Capcom has clearly worked hard to create a fresh experience with *Power Stone 2*, rather than simply generating a new set of levels. The larger and more interactive stages, the Item Shop, and the extra characters are all novel twists on the original game's concepts. Whether they all twist in the right direction is arguable, though. Making

Watch out for the eagle. He grabs you by the head and carries you around for ages

The robo-sphinx. His head and legs are the weak points. Smack them up!

Run to your best stage before your enemy can select their fave

The last boss is a little disappointing. Keeps his nails in good condition, though

Chaos, pure and simple. Most of the time, you'll be confused but happy

the levels more active was a fine improvement, but expanding their size lessens some of the intensity that the first game boiled with. However, the Adventure mode and Item Shop are fantastic, as they massively increase the lifespan of the sequel compared to the original *Power Stone*. You'll be experimenting with mixes and collecting items for weeks, giggling at the wonderful silliness of trumpet attacks.

So, *Power Stone 2*: it's great. It's also confusing, explosive, addictive, loud, random, beautiful and bubbly. And, sadly, has absolutely dreadful boss characters. Again. Pick three things from that list of attributes and then go and buy it. Because, above all else, it's a whole lot of fun ■

Caspar Field

> "You'll be giggling at the silliness of trumpet attacks"

DC-UK VERDICT

GRAPHICS
Stupendously bright, rainbow colourful, smile-splittingly animated, and wonderfully detailed. So good, then

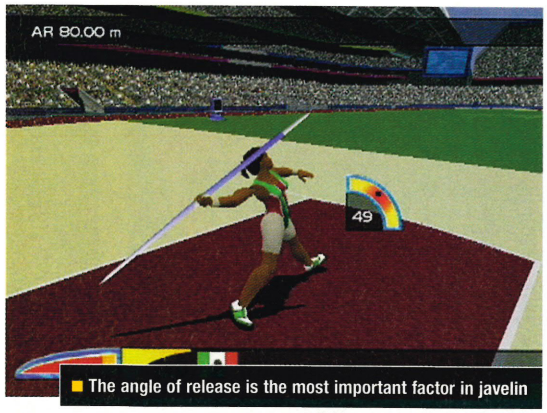
SOUND
Not quite peppered with the same infectious backing tracks as the original game, but classy choons all the same

GAMEPLAY
Hairy, scary, and occasionally sluggish controls hold firm under the pressure of the bonkers fighting

MULTIPLAYER
No online fighting in the Western version, due, apparently, to Capcom cutting a special deal in Japan with a phone company

OVERALL
A great sequel which stops just short of true brilliance. Give it a try

8
OUT OF TEN



The angle of release is the most important factor in javelin

"Daley Thompson may have hung up his spikes, but athletics sims still take their cue from his *Decathlon* game"

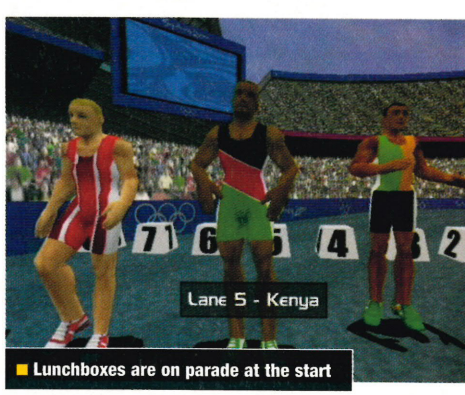
Sydney 2000

Get those plasters ready sports fans, it's button-bashing time!

DETAILS

Publisher:	Eidos
Developer:	Attention To Detail
Price:	£39.99
Release date:	Out now
Players:	One to four
Extras:	None

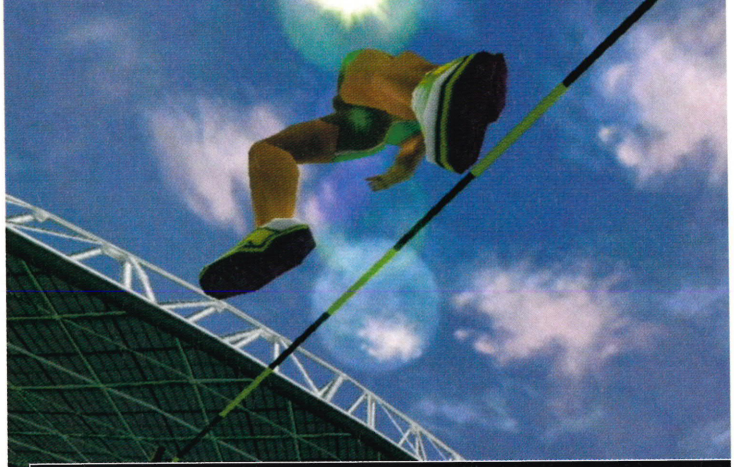
Everybody dreams of being a record breaker. But if you want to be the best, if you want to beat the rest, ooh, dedication's what you need. Particularly in *Sydney 2000*, which puts your athletes through punishing training schedules and a host of tough qualifying tournaments before you get a chance to compete against the world's best in the Olympics proper. Being the biggest sporting event of the year (although probably less important than Euro 2000 in the affections of the British public) the Sydney Olympics arrives accompanied by its official videogame companion. The benefits of the official Olympics licence however (bar the obvious marketing potential), prove themselves to be rather scant. Whereas the television coverage of Olympic events will undoubtedly feature copious sweeping pans of Sydney harbour to the strains of Spandau Ballet's 'Gold', the videogame struggles to convey the glamour and excitement of ultimate sporting endeavour.



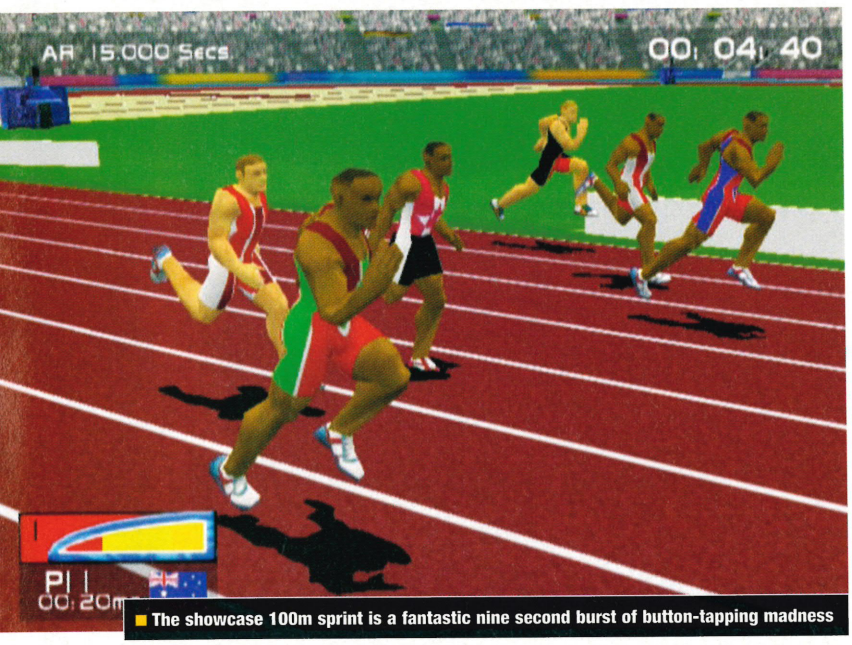
Lunchboxes are on parade at the start

For a start, every competition, whether it be an early qualifier or the Olympic final appears to take place in the same stadium. We are also used to official games being packed with real-life sportsmen, their likenesses captured right down to the last freckle. *Sydney 2000* instead features anonymous athletes with ungainly physiques and awkward celebration routines.

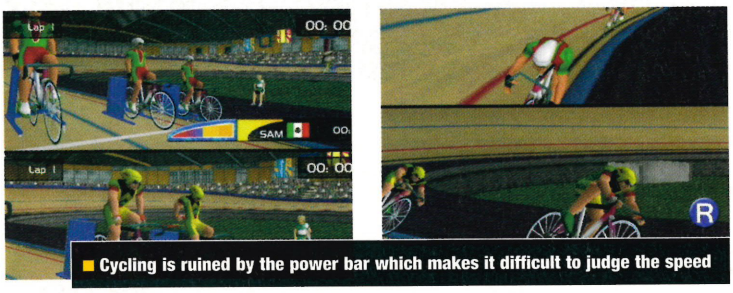
In terms of gameplay, *Sydney 2000* is similarly uninspiring. Daley Thompson may have hung up his spikes years ago, but athletics sims still take



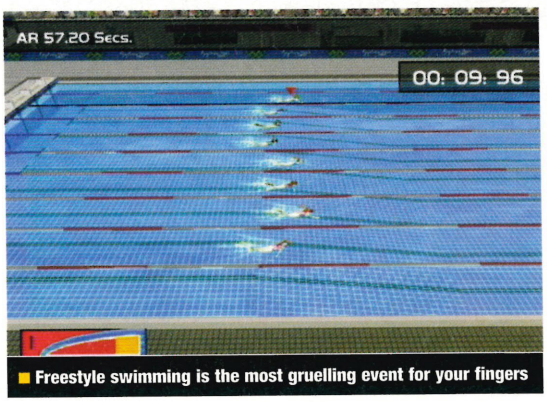
■ The 'below the arse' camera angle isn't the best position for attempting a high jump



■ The showcase 100m sprint is a fantastic nine second burst of button-tapping madness



■ Cycling is ruined by the power bar which makes it difficult to judge the speed

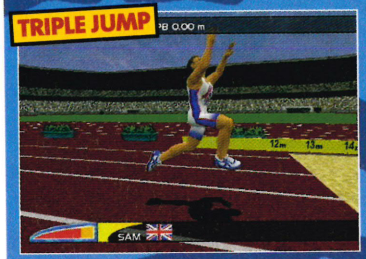


■ Freestyle swimming is the most gruelling event for your fingers

THE MAIN EVENTS

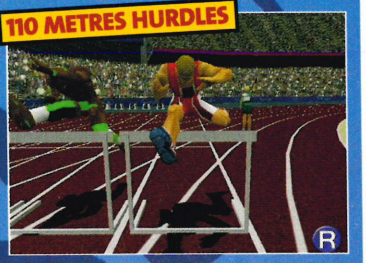
Our favourite disciplines in *Sydney 2000*

TRIPLE JUMP



Building speed on the run-up is important, but the timing of your leaps is crucial. Hitting the white board is tricky and pulling off a perfect hop, skip and jump is some achievement.

110 METRES HURDLES



A careful button-bashing technique is required, since you also have to press the action button to leap every hurdle. A race that's more about rhythm and timing than pure power.

10 METRE PLATFORM DIVING

An element of gambling is involved here as trickier dives will multiply your points. Knowledge of the dive requirements and pinpoint timing are useful attributes.

KAYAK SLALOM

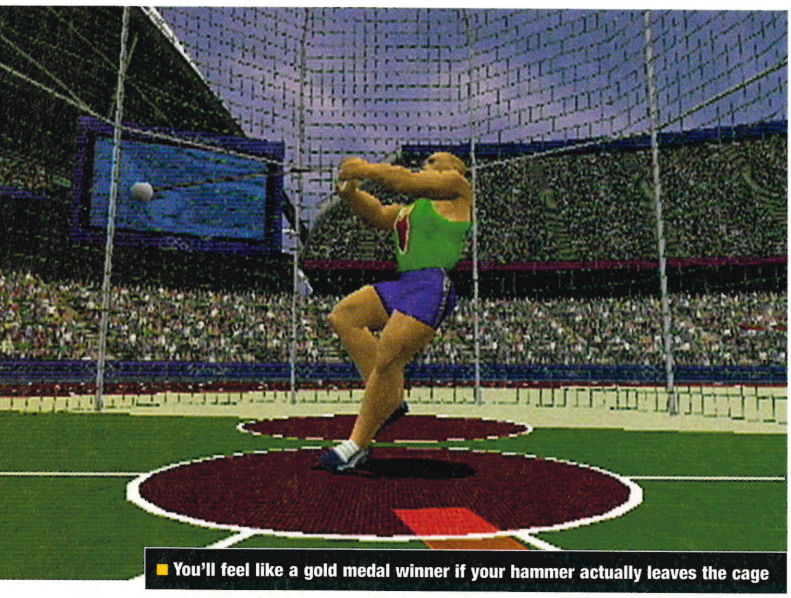
No speed or power required here, just precision steering and a mastery of currents and eddies in the water. Penalties are harsh, so remember the old saying, more haste less speed.

their cue from his *Decathlon* game which first appeared on the ZX Spectrum. *Sydney 2000* utilises the familiar method of bashing two buttons in rapid alternate succession to build speed and power. In its defence, it's difficult to see how else a track and field game – which is based around pure, simple disciplines – could be controlled. And the sheer physical exertion required to play athletics games does mean that a certain level of satisfaction is obtained by a good time or distance as reward for your efforts.

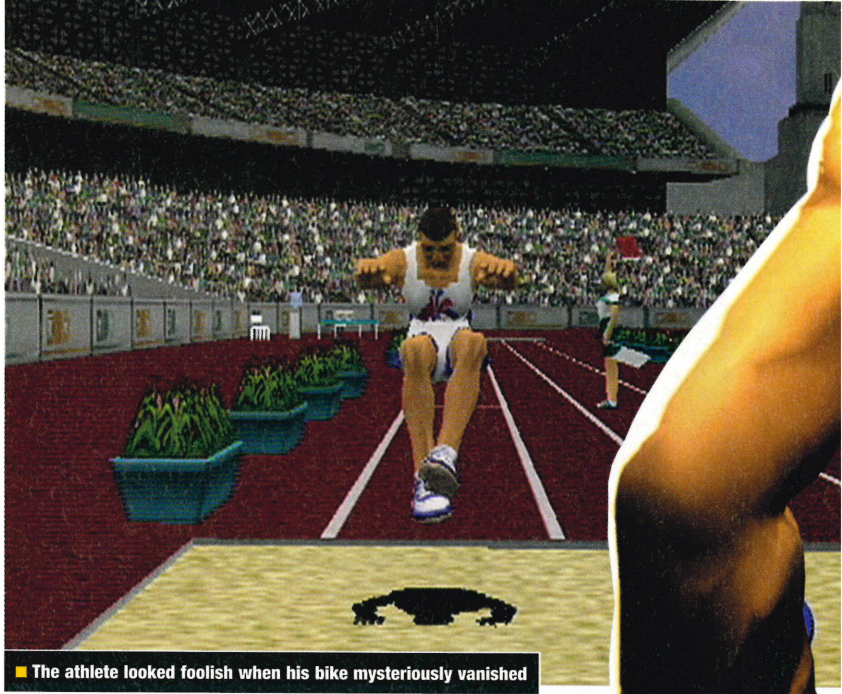
Even so, *Sydney 2000* makes no advances on the current athletics sim torch bearer, Konami's *International Track & Field 2* for PlayStation. It actually offers fewer events and there's little difference in graphical quality. The most pertinent comparison is to look at how the Dreamcast joypad copes with the rigours of the control method (as opposed to the PlayStation joypad which engenders rapid movement but also has a tendency to melt under extreme duress). The ridged edges of the buttons on the Dreamcast controller automatically make the technique of rubbing between the buttons more uncomfortable, which may force you to resort to using a tool such as a lighter or a marker pen. To achieve a full set of Olympic golds, be prepared to sacrifice a joypad or two.

> "*Sydney 2000* features anonymous athletes with ungainly physiques"

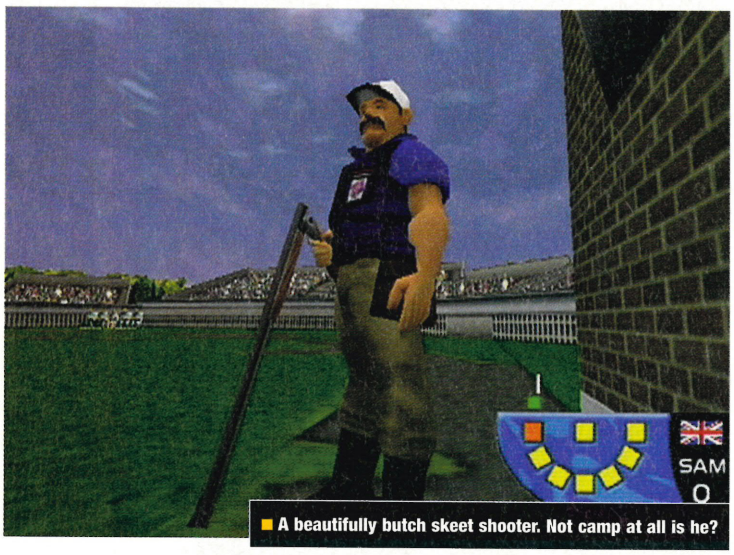
While events such as the 100 metres sprint and the freestyle swimming are pure power events as you'd expect, it's the more complex track and field disciplines which really test the game's mettle. The triple jump is masterful: requiring a combination of speed and precision timing to hit the board, achieve a sensible take-off angle and finish with an adequate leap. Javelin and high jump are simple and effective enough, but the hammer is truly confusing. The timing bar at the ▶



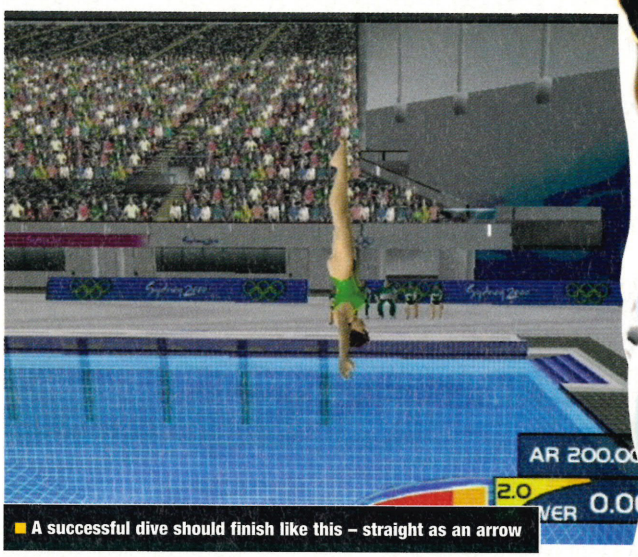
■ You'll feel like a gold medal winner if your hammer actually leaves the cage



■ The athlete looked foolish when his bike mysteriously vanished



■ A beautifully butch skeet shooter. Not camp at all is he?



■ A successful dive should finish like this – straight as an arrow

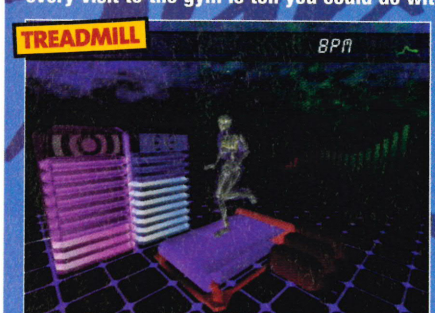
► bottom of the screen is small and ambiguous, meaning that actually getting the hammer out of the cage is quite an achievement.

The power bar is also poorly-designed and it's hidden away in the corner of the screen, despite it being the only piece of screen furniture which actually makes a difference to your performance. The cycling event is a nightmare because curbing your speed in the first two laps is crucial. However, the piddling power bar makes it difficult to gauge exactly how hard your cyclists are pedalling. It's deeply frustrating to watch opponents consistently coast past you on the final bend as your boys run out of puff.

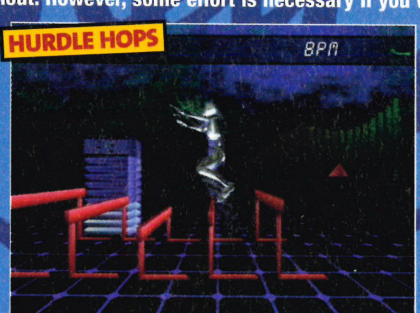
While recovering from the strain of the events which involve maniacal hammering or rubbing of buttons, it's best to head for some of the weirder Olympic disciplines included. Every time the International Olympic Committee accept a new sport on to their agenda there's a bit of a backlash, but few events can boast that their premier

VIRTUAL GYMNASIUM

The aim of the virtual reality gymnasium training is to provide more depth to the game in singleplayer mode. This doesn't really work as every visit to the gym is toil you could do without. However, some effort is necessary if you want to feel that gold medal around your neck...



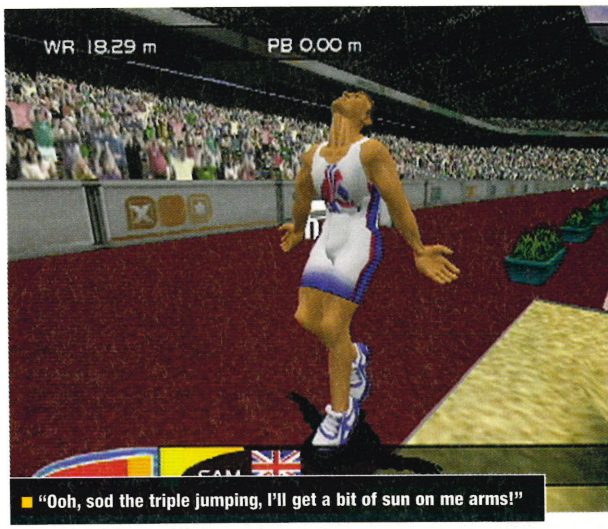
The most basic of the training events, every athlete will need to work out on the treadmill. To control, just button-bash like crazy. Gruelling.



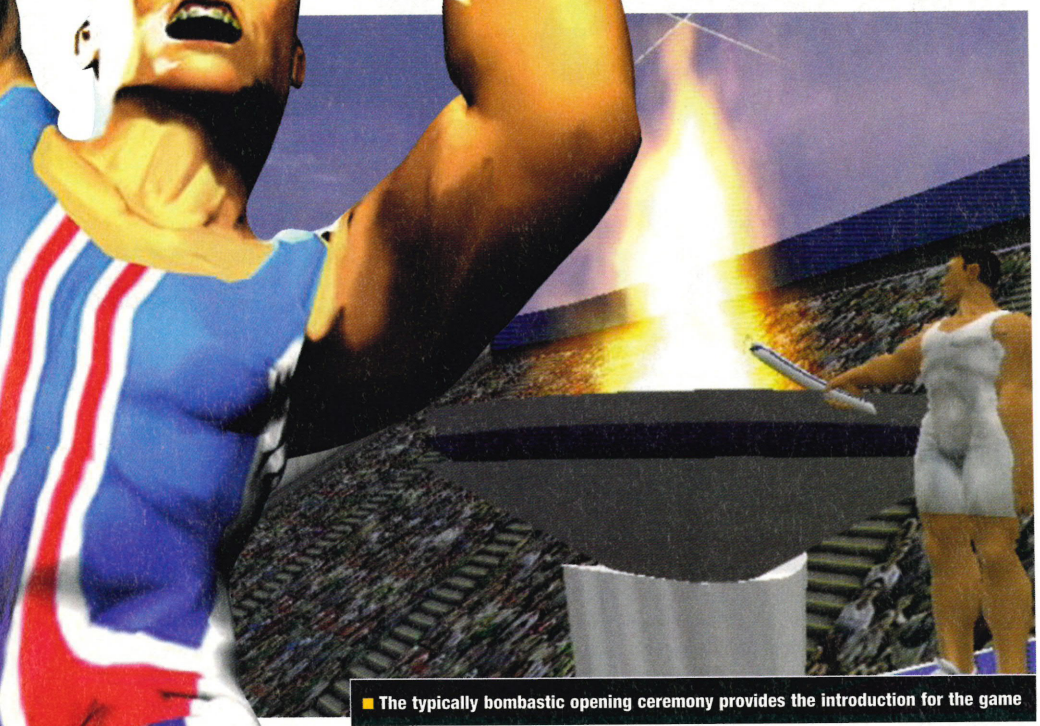
A staple for all jumping and hurdling athletes, this involves furious button-mangling combined with periodic taps of the action key. Irritating.

Designed to build the upper body strength of your diver, this looks more like training for a dodgy Soho boudoir than the Olympics. Seedy.

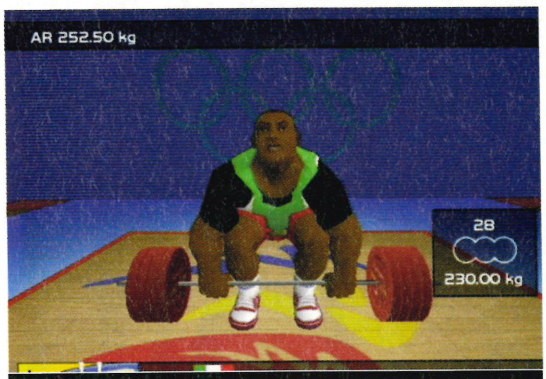
■ Replays cover the whole range of TV angles



■ "Ooh, sod the triple jumping, I'll get a bit of sun on me arms!"



■ The typically bombastic opening ceremony provides the introduction for the game



■ Your eyes will bulge after weightlifting's frenzied button-bashing

■ Kayaking requires analogue precision

exponents are fat, moustachioed forty-somethings. Skeet shooting is the exception. Your Charles Bronson lookalike will cock his rifle and aim towards the clay pigeons, attempting to smash them with one shot. The novelty value of this event is high, but it soon becomes a bit too much like playing a lightgun game with the joypad. Elsewhere, the kayak slalom is a daunting challenge and the high diving discipline requires precision rather than speed or power.

Ultimately, though, once you've played the 12 events, smashed a few world records and dragged your friends round for a spot of competitive finger-frugging, *Sydney 2000* doesn't offer much longevity. The only way around this innate limitation of the form would be to provide a wider range of events, but Attention To Detail has instead opted for a futile training mode (as fully outlined in 'Virtual Gymnasium').

> "Head for the weirder Olympic disciplines"

The last thing you need between bouts of furious button-bashing is even more button-bashing, only this time with no goal apart from your athlete's fitness. It's frustrating to find the athlete who just threw the javelin 85 metres in arcade mode can only manage 58 in the initial Olympic qualifying round. The only way to improve the situation is by entering the gymnasium and plugging away on the weights machines. This element of the game is about as exciting as, well, plugging away on weights machines in real life. And because competing in the Olympic final turns out to be much the same as opting directly for that event in Arcade mode, there really is no point in taking part in the fitness training at all.

All the efforts of *Sydney 2000* to provide something above and beyond the typical athletics sim are flawed. What remains is a reasonably enjoyable game which is the first chance for Dreamcast owners to physically emulate the exertions of pixellated sportsmen and women as they play along. Unfortunately, we expected better from a product bearing the official five-ringed stamp of approval. The Olympic flame wasn't carried all the way from Athens to Sydney for this ■

Sam Richards

DC-UK VERDICT

GRAPHICS
Reasonable, but the athlete models look rather odd

SOUND
Forgettable music and basic commentary

GAMEPLAY
The same as every other athletics sim ever – fun, but limited

MULTIPLAYER
Fourplayer battles are definitely the game's strongest point

OVERALL
Enjoyable for a time, but adds nothing new to the athletics game canon and wastes its official licence

6
OUT OF TEN

Light aircraft start you on your path to fighter pilotdom

"Nothing beats the buzz you get when your missile makes contact with the hapless target"

Aerowings 2: Airstrike

DC-UK RECOMMENDS

Ever fancied pulling six Gs into an inverse dive at Mach 2 with a Sparrowhawk on your tail? *Aerowings* is for you...

DETAILS

Publisher:	Crave
Developer:	CRI
Price:	£39.99
Release date:	October
Players:	One to two
Extras:	Vibration Pack

A well-known fact is that boys love toys. No matter what their age, most men have a predilection for some form of plaything, especially the technological kind. Cars, music systems, games machines – all these things cause blokes to strike up overly enthusiastic conversation that lasts for hours, boring the pants off everyone within earshot.

The likes of military aircraft, however, get everyone's juices flowing. The feeling of power while sitting in the cockpit of a £100m plane is something that most of us will never experience, having to rely instead on celluloid and silicon alternatives for our aviatory thrills. Not any more; the thrills are now at your fingertips – *Aerowings 2* delivers that rush like a missile to the neck.

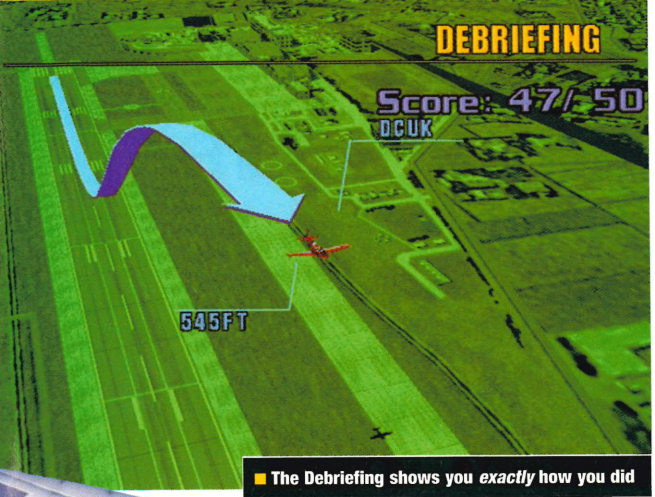
Many of you will have played the original *Aerowings* after buying a Dreamcast last year. The general consensus was that the game suffered from its lack of air combat. It was an aerobatic sim with ultra-realistic controls, and it demanded a highly-considered approach. You may as well have asked for cannons to be fitted to your 747 in *Microsoft Flight Sim 2000*. But however vulgar this opinion was, CRI obviously took notice – the sequel is a monster by comparison.

Taking *Aerowings 2* for a test flight reveals the restructured contents of the original, with a variety of modes available to the budding fly boy. Free Flight enables you to sample a few of the planes with a variety of landscapes and weather systems. This is good for all-round learning, as you can opt for up to a couple of airborne enemies to test your seek-and-destroy skills while getting to grips with the aircraft itself. Tactical Challenge is a series of tests that involve gunning down fixed floating balloons in an allotted timescale. This is a lot harder than it sounds, given the bunched-up nature of the balloons, and the limited ammo supply ensures that each shot must meet its target. However, the real fun resides in the other two modes, namely Fighter Pilot Mission and Versus.

Unfortunately, the link-up mode that we mentioned in our preview has not been included in the PAL version, probably due to the poor availability of link cables in Europe. Thankfully, the split-screen Versus option runs a close second, where you can lose yourself in some incredibly taut twoplayer action. The tension sometimes resembles the fear that's synonymous with a one-on-one deathmatch à la *Quake III Arena*: each pilot banks and dives until someone gets the killshot. As you can imagine, this nail-biting feature only has

And if you look to your left, you can make out The Lizard and St Ives...

This best sums up the twoplayer mode



■ The Debriefing shows you *exactly* how you did

BACK TO THE FUTURE

■ Fancy picking up where you bailed out? Press Game

The Resume function is possibly the neatest feature we've ever seen, enabling you to drop yourself back in the action at whatever point you pause the replay. Simply rewind to a few seconds before you ditch or suffer a rocket in the pocket, then resume flying and avert that impending disaster. It's like cheating, but gives you scope for learning new tactics. It sort of makes you feel like God.

■ Shoot the balloons. Yes, all of them!

■ Check out the enemy's perspective

■ The cockpit view is the most informative, but the hardest to use

■ Varying weather systems amply display the wonderful graphics

one winner, so either you become an Ace pilot, or face being shot down all the time. There are only two options in this game: kill or be killed. Using evasive measures to out-manoeuvre a missile is possible, but your chances of pulling it off are about ten to one against.

Between these bouts of dogfighting, the aforementioned Fighter Pilot Mission will put you in an extensive training program, building from take offs, corkscrews and 180-degree turns in a light aircraft, to battle training in a jet against an experienced instructor. These tasks become increasingly more difficult, but reward you with tasty new fighter aircraft such as the F-4EJ Phantom or the F/A-18C. The planes all handle individually and are armed differently, but the overall weapons system boils down to using cannons against enemies on an intercept course, while air-to-air guided missiles are deployed in pursuit. The HUD engages the targeting system, which appears as a floating circle, and when a lock is achieved, it emits a continuous beep and prompts you to shoot. Make no mistake – nothing beats the buzz you get when your missile makes contact with the hapless target.

Aerowings 2's thrills are heightened by some of the most glorious visuals to grace Dreamcast. Seriously smooth aircraft, accurately detailed to the nth degree, astounding coasts and cloud patterns and savable replays that enable you to watch that beautiful kill from about 20 different viewpoints with full transport controls and a cinematic widescreen mode, free of HUD clutter. Creating your own 'Top Gun' movie is as much fun as actually playing the game.

CRI has delivered a remarkable game that blends realistic controls with a variety of aircraft ranging from civil to the full military, then throws in a plethora of options for training and dogfighting, an extensive replay theatre and a difficulty curve that is just about perfect. Get a friend, learn to fly, then spend the rest of the time mercilessly filling each other with shells. Tom Cruise, eat your heart out. ■

Neil Randall

> "There are only two options in this game: kill or be killed"

DC-UK VERDICT

GRAPHICS
Exquisite visuals that are about as realistic as it gets. Try not to start admiring the scenery, though

SOUND
Great FX, but a diabolical rock soundtrack. Thankfully the Japanese vocals have been muted.

GAMEPLAY
Very addictive. The Versus mode is hard, but rewarding

MULTIPLAYER
Enormous fun – shame about the absence of the link-up facility, though

OVERALL
A marvellous marriage of flight sim and arcade dogfighting, with plenty of options and show-stopping graphics. It'll take your breath away

8
OUT OF TEN

A pretty missile plant grows peacefully on a hill – no wait!

"Once again Treasure has succeeded in making a quietly spectacular, fiendishly addictive game"

Bangai-O

DETAILS

Publisher:	Swing/Virgin Interactive
Developer:	Treasure
Price:	£39.99
Release date:	September
Players:	One
Extras:	Vibration Pack

Has Treasure struck gold with its latest shooter? Pick up a shovel and get digging...

When a handful of programmers leave a famous and prolific company such as Konami, it's time to start worrying. But when they blame their exodus on Konami becoming too commercial, it's time to wonder exactly what they have planned. In case you're in the dark, those defectors went on to become Treasure, and even with a career that includes such sheer inventiveness as *Gunstar Heroes, Dynamite Headdy* and the awe-inspiring *Radiant Silvergun* (see Glossary on p80 for details on all games mentioned here) we'll forgive you if you're unfamiliar with the company's handle. Treasure does not make games for the casual gamer, it does not cater for the dabblers, and it's more hardcore than those early Traci Lords flicks.

Bangai-o is a 2D shooter, and it's proud of it. With the likes of *Giga Wing* and *Gunbird 2* floating around in recent months, lovers of such overblown bullet-fests should be in their element. But the real jewel in the shoot 'em up crown is right here. *Bangai-o* takes the likes of *Thrust, Assault Suits Valken* and *Forgotten Worlds*, whisks them up with some essence of *Pyramid*, pours them into the blender and hits 'frappé'. You'll spend an hour just trying to define this game – it draws influences from so many classics and yet still manages to garnish the recipe with a taste that is unmistakably Treasure.

The Bangai-o itself is a typically Japanese mech, heavily-armed and able to fly great distances; it's also rather small. This is probably the titchiest sprite you have ever seen, but don't be fooled into thinking that its diminutive stature makes it weedy. This little guy can pump out missiles at an alarming rate of knots, and makes short work of most enemies in its vicinity. Controlling

2D graphics lend themselves to intricate detail – check out this beautiful backdrop

Your mini-mech can get lost in the chaos

"Treasure is more hardcore than those early Traci Lords flicks"

The Peeping Tom was soon apprehended

■ Sound advice: always avoid pink weapons

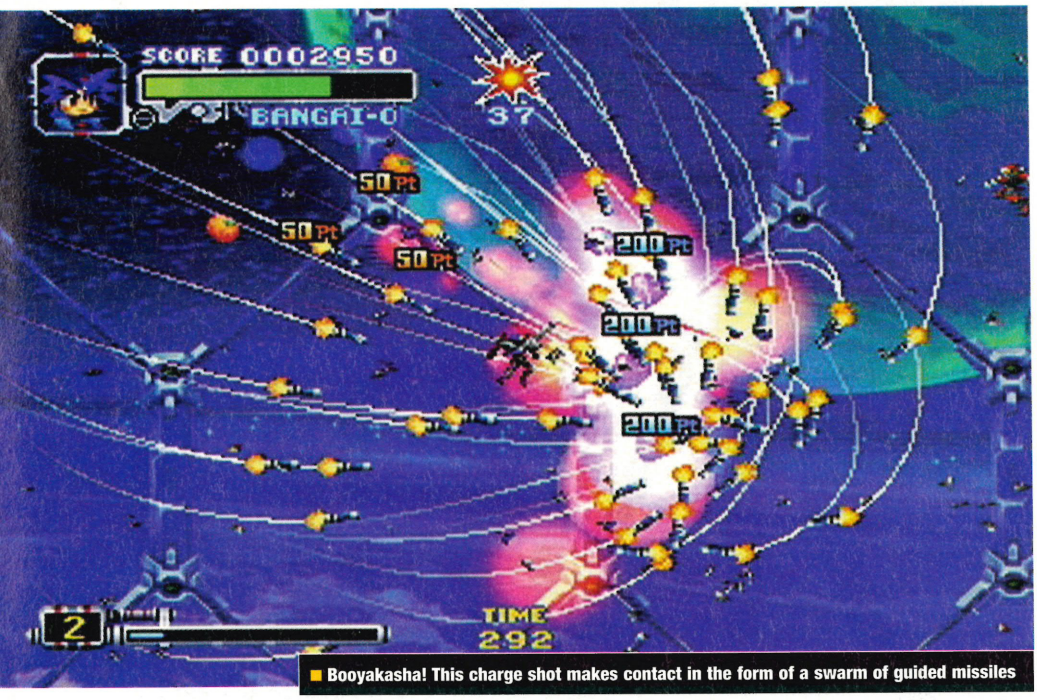
■ The bomb-meter fills to unleash carnage

WHAT, NO POLYGONS!?

As Treasure decided to eschew the 3D elements of Dreamcast's architecture, it has evidently made up for it by bombarding the screen with sprites. The charge function releases exactly the number of missiles that are required to toast all enemies onscreen, so if the area is full of bogies then you get a similarly large spread of firepower. Check out this example to see just how chocka things get ■

■ Bangai-o successfully fries eight enemies in one go

■ Skinny dude in jumpsuit chins Godzilla? Only in a Treasure game



■ Booyakasha! This charge shot makes contact in the form of a swarm of guided missiles

■ Occasionally, mini bosses materialise

■ Blast your way out of this green stuff

Bangai-o is achieved by pointing the D-pad in the direction you want to fly, and pressing the buttons to fire in a likewise fashion. Reminiscent of *Smash TV*, you press the A button to shoot down, the B button to shoot right; X shoots left and Y shoots up. This enables independent fire, completely detached from your direction of travel. Pressing any two buttons results in a 45-degree angle, effectively giving you the ability to destroy enemies while fleeing in the opposite direction. The left trigger flips between homing missiles and rebounding lasers, while the right trigger charges up your power bar enabling you to unleash a volley of shots that will pursue any enemies until they're wiped out. Learning to play will take you all of half a minute.

But what of the levels? Well, they are actually quite basic in design, but are extremely varied, nonetheless. Each environment is a giant cage, all hand-drawn, with no more than two layers of parallax scrolling – a fact Treasure has made no attempt to disguise. Various nooks and crannies add a little explorative fun, and the occasional health block can be found with a little excavation; but the overriding factor is that each stage is packed to the brim with targets. Gun pods and miniature cityscapes line just about every wall and alcove you can imagine and with each one unceremoniously blasted, oranges appear in the ruins, awaiting your collection. These fruity tokens award points which in turn increase your score.

At the end of each level lies a boss no bigger than your little Bangai-o, only more ferocious and agile. Deadly accurate and capable of unannounced charge shots it zips all over the screen in an attempt to outgun and outpace you. Come the fifth level, you'll be tearing your hair out at the prospect of facing this miniature monstrosity and suffering yet another one-hit kill.

Despite the steep learning curve, *Bangai-o's* simple formula and sheer addictiveness can't help but take effect: this game is as habit-forming as cocaine, and probably just as bad for you. Flying down a vertical wall and strafing buildings before returning to swipe the juicy rewards is so compelling you'll be in agony if you miss even a single orange. Decimating every outpost becomes an obsession, where the more you collect, the higher your charge bar rises and the more likely you are to reach that elusive high score. This is points-driven stuff, harking back to the good ol' days of *Space Invaders* or *Defender*, where you played for initials not closing CGI sequences.

Treasure has succeeded in creating an understated, quietly spectacular and fiendishly addictive game. While its appeal may seem unfathomable to some modern gamers, there will be many who relish the prospect of more old-skool Nipponese craziness: Treasure by name, treasure by nature ■

Neil Randall

> "As habit-forming as cocaine"

DC-UK VERDICT

GRAPHICS
Delicious visuals in the traditional Treasure style. Layer upon layer of bullet pyrotechnics and not a polygon in sight. Hooray!

SOUND
Japanese tinkling that continues in the style of *Contra*, *Gradius* and *Rocket Knight Adventures*. Spot-on explosion FX, too

GAMEPLAY
The pad seems to have melded itself into our hands. We no longer control it. *It* controls *us*

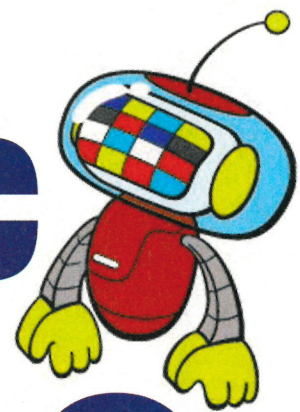
OVERALL
More addictive than chocolate coffee laced with opium. A shoot 'em up classic

8
OUT OF TEN

Neo's unlikely nemesis is the two year old dummy-sucker, Pinki

"Like all the best platformers from days gone by, it'll have you hurling your joypad around the room"

Super Magnetic Neo



Extreme frustration awaits in an attractive old school platformer

DETAILS

Publisher:	Crave Entertainment
Developer:	Genki Softworks
Price:	£39.99
Release date:	Now
Players:	One
Extras:	60 Hz, Vibration

Since 3D swaggered into the videogame playground, impressing everyone by wearing its tie with the thin bit at the front and chewing gum in a 'hard' manner, the platform genre has pretty much been elbowed aside like the school wimp. Sure, remnants of traditional platforming action can be found in everything from *Tomb Raider* to *Fur Fighters*, but the only true platform game on DC is *Rayman 2* and even that leans more toward the adventure genre thanks to its three dimensional gameplay.

No, when we say platform games we mean classic exponents such as *Rainbow Islands*, *New Zealand Story*, *Bounty Bob Strikes Back* and the original incarnations of Mario and Sonic, with gameplay consisting of using platforms to negotiate a screen-full of obstacles, collecting tokens and jumping onto enemies to waste them. Simple, intuitive and hopelessly addictive.

Unfortunately, these titles are relics of the 1980s and if you want to experience platforming in its purest form nowadays you have to own a Game Boy. Until now that is...

Super Magnetic Neo is a platformer in the old tradition of colourful graphics and intuitive gameplay, its only concession to modern trends being a false 3D perspective where you run into the screen *Crash Bandicoot*-stylee. Also in keeping with classic platforming traditions, it's harder than Fatima Whitbread's biceps and madder than Saddam Hussein after burning his feet on some hot sand.

The wacky plot revolves around a naughty toddler named Pinki who spends her days plotting fiendish ways to sabotage Pao Pao Park. To stop her heinous activities, The Professor sends out his robotic creation, Super Magnetic Neo, to battle past 20 levels and five bosses, bringing peace and quiet back to Pao Pao. You control the magnet-

The combat in action: Use the blue field to attract and encase a red enemy (left) then throw the explosive box at another baddy before it blows up. Waste not, want not (right)

CHALLENGE NEO

■ Each puzzle requires the use of springboards and trails to help Neo reach the exit

A wise man probably once said, "Before beginning *Super Magnetic Neo*'s adventure, try the Challenge mode as it will help you get used to the control system and the foibles of it's crazy magnetic gameplay."

Challenge has five difficulty levels (from Kid's Stuff to Impossible) with 100 puzzles providing the perfect opportunity for getting into the swing of things ■

■ This level is very *Crash Bandicoot* as you go for a crazy burn up on a wheely camel

■ Neo has loads of amusing death animations but you'll soon tire of seeing them

■ Use these magnetic trails to move around

> "You'll discover a clever and addictive game"

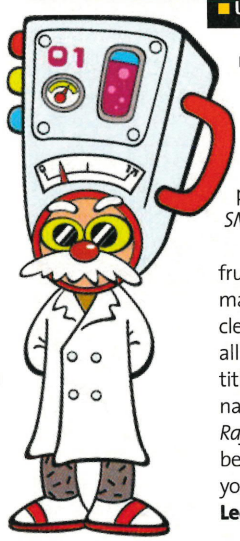
headed Neo on his precarious mission and you'll soon discover that – unsurprisingly, given the clue in the game's title and the nature of Neo's bonce – the big concept behind this platformer is magnetism.

Pao Pao Park is full of magnetic obstacles and metallic enemies which make Neo just the robot for the job. He can fire two separate magnetic fields: red and blue. If you fire a red pulse at a red enemy the matching magnetic fields will repulse the baddy into the distance, while firing a blue pulse at a red enemy will attract them and leave them encased in a magnetically-charged box (opposites attract, remember). Naturally, the system works in the opposite way for a blue pulse: it repels blue baddies and attracts and traps red ones. Negotiating the levels also requires the use of Neo's magnetic abilities, as he uses the springboards and magnetic trails that are scattered throughout the environments to traverse life-threatening obstacles.

It may sound complicated (and it does take a bit of practice to get your head round all this magnetic gubbins) but after ten minutes play you'll be charging metallic foes and hurtling around the levels, displaying a Magneto-like mastery of magnetism. This super magnetic gameplay is an utterly original and enjoyable concept but the rest of the game is as old school as a caning from a moustachioed, sexually-repressed headmaster.

What makes *Super Magnetic Neo* such a blast from the past is its extreme difficult level. Like all the best platformers from days gone by, it'll have you hurling your joypad around the room and swearing more profusely than Peter Reid in a half-time teamtalk. The first two worlds are fairly simple but as you travel further into the game, palms will sweat, teeth will grind and steam will gradually flow from every orifice. This is hardcore and only gamers who have experienced classic platformers will have the patience to beat *SMN*.

Playing the game doesn't so much require skill as a good memory. Trial and error is the King here and to be successful you'll have to memorise exactly where and when you were killed and ensure you don't commit the same error on the second attempt. Beating a level is merely a case of playing and dying repeatedly; getting a little bit further with every go until you finally reach the end. There's absolutely no sign of the more open-ended gameplay evident in modern games, but trial and error is exactly the format found in classic platformers and, for good or bad, *SMN* recaptures it perfectly.



If you think you can cope with the frustration involved in mastering this magnetic monster, you'll discover a clever and addictive game that upholds all we used to hold dear about platform titles. But for gamers who bite their nails and use expletives when playing *Rayman 2*, *Super Magnetic Neo* should be avoided at all cost. It'll probably give you a nervous breakdown ■

Lee Hart

DC-UK VERDICT

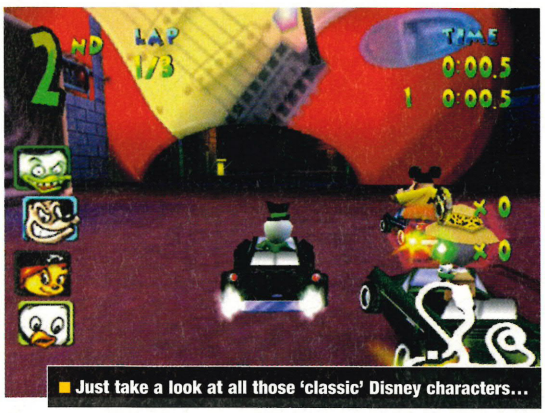
GRAPHICS
A superbly vibrant cartoon world with great characterisations

SOUND
Surprisingly bearable soundtrack for a platform game

GAMEPLAY
Takes the tried and tested platforming formula and adds a generous pinch of magnetic innovation

OVERALL
Probably the most frustrating game available for DC but masochistic platform veterans will find it hard to resist

7
OUT OF TEN



Just take a look at all those 'classic' Disney characters...

"Crystal Dynamics has managed to ditch both of Disney's strengths, namely artwork and personality"

Walt Disney

World Quest: Magical Racing Tour

The magic of Disney. A kids' karting game. What could possibly go wrong?

DETAILS

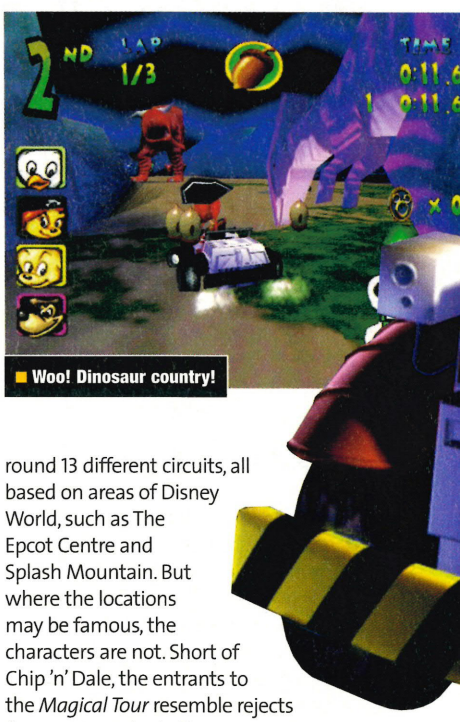
Publisher:	Eidos
Developer:	Crystal Dynamics/Prolific
Price:	£39.99
Release date:	August
Players:	One to four
Extras:	60Hz, Vibration

Think of Disney and you think of Mickey Mouse, exquisite, hand-drawn animation, lovable characters and award-winning songs. Old Walt's vision has been preserved these last 50 years by attention to detail and rigorous quality-control, so with such videogame classics as *Quackshot*, *Castle of Illusion* and *Aladdin* all doing Disney justice, you'd be forgiven for thinking that *Magical Racing Tour* would continue the tradition. It doesn't. Something has gone horribly, horribly wrong. There's been a massacre at the Magic Kingdom.

Let's get things in perspective. *Magical Tour* is a PlayStation game and a poor one at that. Load the £40 disc into your Dreamcast, and you'll immediately wonder if anyone at Crystal Dynamics actually realised that Sega's box was just a little better at drawing pictures than Sony's decrepit grey block. If they did, they sure as hell didn't feel like making use of that power, as all you get is visuals seemingly hewn from granite. Low-res backgrounds populate nearly every screen, polygons folding and clipping at every opportunity; the colour palette seems diluted and the characters themselves look coarse and angular, resembling the work of the Eastbourne Amateur Origami Society. The beauty of 'Fantasia', or the colours of 'Jungle Book' are nowhere to be seen.

This glorified garage is typical of the tedious and drab racing environments

Unfortunately, this lackadaisical attitude to *Magical Tour* is prevalent throughout the entire game, from the plot, through the characters and well into the gameplay. The couldn't-care-less storyline involves Chip 'n' Dale discovering the Magic Machine that powers the Magic Kingdom. After meddling with it, they cause it to explode and in order to repair it, they have to visit each area of the park to enter a race and secure a vital part of the contraption. This leaves you, the player, in charge of racing your way



Woo! Dinosaur country!

round 13 different circuits, all based on areas of Disney World, such as The Epcot Centre and Splash Mountain. But where the locations may be famous, the characters are not. Short of Chip 'n' Dale, the entrants to the *Magical Tour* resemble rejects from a Disney lookalike competition and we defy anyone to name a cartoon that a single one of these unknowns have starred in.

Thus far, Crystal Dynamics has managed to ditch both of Disney's strengths, namely artwork and personality. Having had the good sense to opt for a popular genre, the day could have been saved had the developer included some tightly-tuned racing action. Guess what? The sorry result of their 'efforts' is a hash of Titanic proportions where designers seemingly extracted the choicest parts of

This poor dinosaur expired during a particularly bad period of slowdown

TO CATCH A THIEF

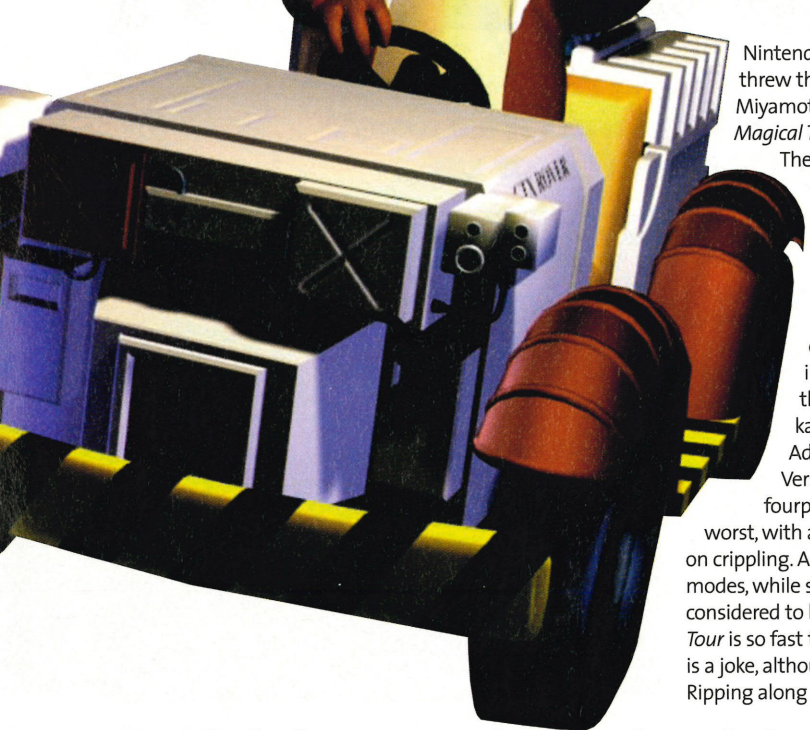
It's obvious where the inspiration came from when the designers were dreaming up *Magical Tour*. We say 'inspiration', although 'plagiarism' would be more apt, because the development team didn't just lightly pickpocket *Mario Kart*, they stuck a gun in its face and relieved it of all the parts that made it great.

Problem is, despite nicking everything from the basic concept to power-ups and vehicles, Crystal Dynamics has botched the rebuild and ended up with a pitiable Frankenstein's Monster of a game. Check out our comparison shots below.

Mario Kart in all its sparkly glory

Doesn't quite match up, does it?

Stuck in sixth, opposition nowhere to be seen... Kids'll love it!



Nintendo's *Mario Kart* – then threw them away. Where the Miyamoto classic succeeds, *Magical Tour* fails spectacularly: The buttons are basic enough, (A accelerates, B brakes, right trigger jumps, left trigger uses powerup), but the handling is erratic, with a greater number of opponents being inversely proportionate to the responsiveness of your kart. Of the three modes – Adventure, Time Trial and Versus – the latter in fourplayer mode is by far the worst, with a framerate that borders on crippling. As for the single player modes, while speed is usually considered to be a good thing, *Magical Tour* is so fast that negotiating corners is a joke, although not a very funny one. Ripping along as a rocket-powered rodent is fine, until you reach the first sharp bend, where you invariably end up in a tree. This failing will not endear the target audience, namely kids, and even sub games, such as Tomorrowland's collect-the-fifty-coins routine, do little to lift the proceedings above banality. Crystal Dynamics has pilfered just about everything from *Mario Kart*, from the power-ups to the jumping drifts, but managed to kill the fun factor dead, leaving a tasteless pulp that smells faintly of dead mouse.

There's no kind way to express our opinions of *Magical Racing Tour*. We could try to focus on the positive aspects of the game, but they alone are good for exactly three minutes. Disney's latest offering, to put it bluntly, sucks. This is one of the weakest titles to darken our doorstep so far and it fully deserves to be lambasted until it runs to its room in tears and cries itself to sleep. Bereft of charm, totally uncontrollable, ugly, unrewarding and with an inexcusable absence of any recognisable characters, *Magical Tour* sits beside *Soul Fighter*, *ECW Wrestling* and *Blue Stinger* in the Dreamcast Hall of Shame. Upon encountering a copy of this sham, our advice would be to call the police immediately, and then remain at a safe distance until they arrive to haul it away ■

Neil Randall

> "Where *Mario Kart* succeeds, *Magical Tour* fails spectacularly"

DC-UK VERDICT

GRAPHICS
Less attractive than a pig wearing lipstick. Slap a brown paper bag on its head

SOUND
Disney anthems, with effects that neither offend or delight. Decidedly average

GAMEPLAY
Flat and chorelike, with little incentive to even bother trying to win a race. The Antichrist of karting games

OVERALL
About as appealing as a self-catering holiday in Beirut. Likely to instill anger after ten minutes and violence after about 20. Avoid like the plague

3
OUT OF TEN

Apparently, time flies by when you're the driver of a train

"You have to plan a whistlestop tour of the west coast of the United States for Theodore Roosevelt"

Railroad Tycoon II

DETAILS

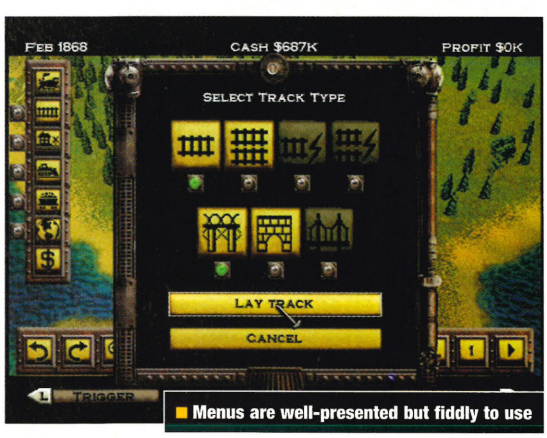
Publisher: Take 2
Developer: Tremor Entertainment
Price: 39.99
Release date: September
Players: One (offline) Up to four (online)
Extras: VGA, no rumble

Overcrowded and late? The wrong kind of leaves? Here's a game for the fat controller in all of us...

Everyone's at it. Scientists are splicing genes from apples and dropping them into tomatoes, doctors are transplanting baboon hearts into chest cavities of overweight bankers, and game developers are frantically porting and polishing their old PC games into Dreamcast form. And while we at DC-UK HQ are counting down the days until *Quake III* and *Half-Life* cross the computational divide, when it comes to games this close to trainspotting, people should be careful – it's not natural.

Thankfully though, we're in safe hands. The PC version of *Railroad Tycoon II* was regarded as a masterpiece, and in some ways the Dreamcast version is even better. It collects all the maps and campaigns of the PC version and its subsequent mission pack, as well as adding new maps. The game engine has also been upgraded to full 3D, with an easy-to-control camera that enables you to swoop across the maps, zooming in on trains as they chug cargoes and make money. The whistles of trains entering stations and the subsequent 'cher-ching!' of cash registers are the two noises that characterise the game. They are also the keys to winning.

Simply put, as a wannabe tycoon, you begin each campaign with a pile of money with which to lay tracks, build stations and buy trains. Combine all three and you start making money. The faster the trains go and the more cargo they carry or the more in demand the cargo, the more money is made. Therefore, the trick is to build up trade routes. You could, for example, take

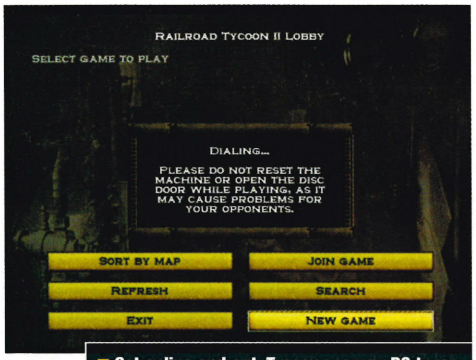


Menus are well-presented but fiddly to use

All the objects are true 3D so you can swoop around them

"The mission designs can vary a lot"

BEAT THE SPODS

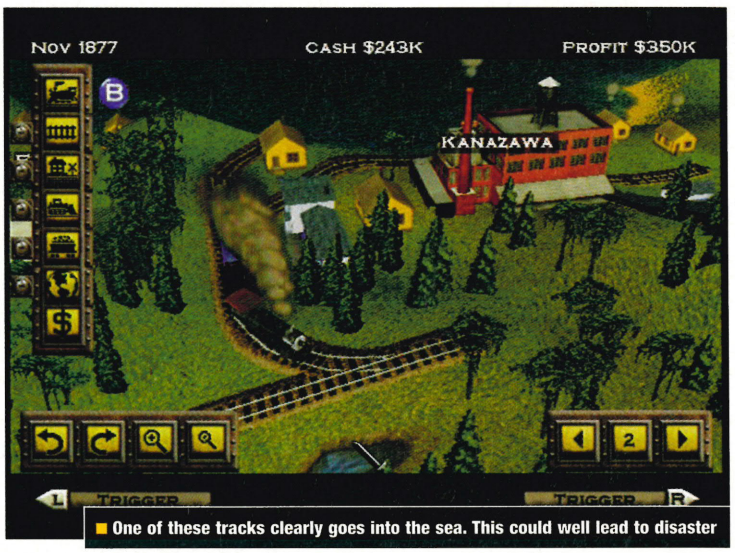


■ Get online and out-*Tycoon* sponger PC types

Although the online aspects of *Railroad Tycoon II* weren't live as **DC-UK** went to press, it's designed – together with Take 2's *4X4 Evolution* – to be a cross-platform title, meaning DC gamers will be able to play against PC gamers. The only possible incompatibility issues involve playing maps, as some are exclusive to DC, and the differences in financial aspects of the game. The lobby service is hoping to deal with this though ■

■ Britain, Germany and the United States are all in the game

■ London was very different in the olden days. It consisted of 12 yellow huts, two factories and a mansion



■ One of these tracks clearly goes into the sea. This could well lead to disaster

> "Information is not easily accessible"

grain to diary farms, then carry that farm's milk to a big city. Conversely, you can do heavy industry and haul iron ore and coal to a steel mill. Each campaign has its objectives, most of which are the 'connect X to Y', 'make Z amount of money' and 'do it quickly' variety.

So far, so good. A bigger issue, is how players control their expanding railroad empires without the help of a keyboard and mouse... Sensibly, Tremor has realised that when it comes to PC games on Dreamcast, less is definitely more. Tremor has taken out some of the complexities of the stock market side of the game; but there are still a lot of menus, and they are fiddly to use. There are five financial options alone, ranging from details of your company's profit-and-loss account to issuing bonds to raise money. At times this becomes too much, especially when you're supposed to be running a railway as well.

The train element of the game is incredibly open-ended however, with four campaigns (each with six missions), a separate tutorial, as well as the option to set up your own custom game using around 30 different maps. The mission designs can vary a lot too, considering they concern railways. In one mission you have to plan a whistlestop tour of the west coast of the United States for Theodore Roosevelt. The tracks are laid, you have to plan the fastest route, stopping at as many stations as possible. Other missions include keeping a cold-war Berlin supplied with food and ammo, and supplying ports during the Battle of Britain. In this, the Luftwaffe bombs the tracks daily and with a limit to the amount of repairs that can be made, you have to direct trains accordingly. Surprisingly, there's no option to play through the missions concurrently; building a tiny regional railway that will grow to span continents. Instead, once your time is up, you must either exit and start a new level to get new objectives or continue without objectives.

It's also hard to get away from the thought that *Railroad Tycoon II* will only appeal to a subset of DC owners. There's too much micro-management for it to work well on a console. And with so much going on, you pause the game for long periods of time, trying to ensure all the trains are working, and worrying about whether to upgrade the stations. Another bad sign is that you start making notes about what supplies need to be taken to which stations – such information is not easily accessible in-game. It's frustrating because, initially at least, the game is addictive. There's even a Sandbox mode, where you can play any map without any monetary constraints – it's a virtual trainset every would-be Richard Branson would love. But who wants to be Richard Branson, especially on a Dreamcast? ■

Jon Jordan

DC-UK VERDICT

GRAPHICS
Not the game's strongest point, but they combine quite well with the zoomable 3D camera

SOUND
The bluesy Dixie tunes are great for US maps, but they suck for the rest of the world

GAMEPLAY
Generally sound, but there's loads of micro-management to deal with. Engineers will love it.

MULTIPLAYER
Could be a bit special but it's not online yet so we'll have to wait and see

OVERALL
Solid and engrossing as *Railroad Tycoon* is, it's not really a console game. Those who like it will love it though

6
OUT OF TEN

Reviews

Whatever you're about to buy, stop! Read our comprehensive review listings before spending another penny of your hard-earned cash. We've listed every game currently available for Dreamcast, together with a few choice comments and our original score. Your days of disappointment are over!

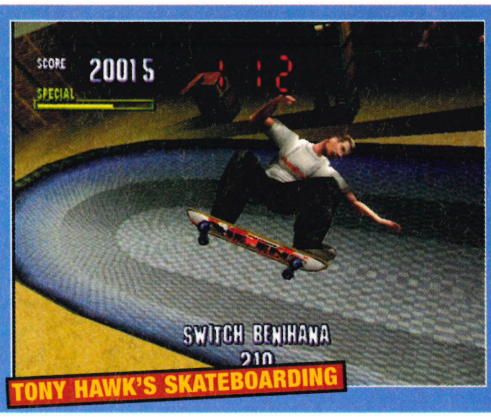
KEY

ACTION/ADVENTURE | BEAT 'EM UP | DRIVING/RACING | MISC | RPG | SHOOT 'EM UP | SPORTS | STRAT/SIMULATION

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
4WHEEL THUNDER	MIDWAY	Hectic, simple arcade racer, with enough modes to keep you interested. But no fourplayer option.	TWO	✗	09	8/10
AERO WINGS	CRAVE	Attractive flight sim, but we'd recommend this one to hardcore enthusiasts only.	ONE	✗	Not reviewed	
ARMADA	ACCLAIM	Enjoyable retro shooter with relentless action, but there aren't that many different types of missions.	FOUR	✗	06	8/10
BLUE STINGER	ACTIVISION	Unoriginal gameplay and too many frustrating moments, but some nice graphical touches.	ONE	✗	02	3/10
BUGGY HEAT	SEGA	Pretty much a dune buggy version of *Sega Rally 2*, marred by limited depth and slow turning speeds.	TWO	✗	03	6/10
BUST-A-MOVE 4	ACCLAIM	Addictive, exciting and mentally challenging. It's the best version yet of Taito's puzzle classic.	TWO	✗	12	8/10
CHEF'S LUV SHACK	ACCLAIM	Boasts a variety of mini-games and enjoyable fourplayer fun, but it won't keep you coming back for more.	FOUR	✗	05	6/10
CHUCHU ROCKET	SEGA	One of the best puzzlers you'll ever play. It's fast, infectious and hilarious. An online gaming essential.	FOUR	✓	10	9/10
CRAZY TAXI	SEGA	Brilliantly original driving game with completely addictive gameplay and infectious mini-games.	ONE	✗	07	9/10
DEADLY SKIES	KONAMI	Some nicely designed missions and great scenery, but ultimately a short-lived shooter with a lack of depth.	ONE	✗	07	6/10
DEAD OR ALIVE 2	ACCLAIM	The boobtastic beat 'em up is one of the smoothest, sauciest and best fighting games you'll ever play.	FOUR	✗	13	9/10
DEEP FIGHTER	UBI SOFT	Fairly original underwater action ruined by dull environments, zero atmosphere and repetitive gameplay.	ONE	✗	12	5/10
DRAGONS BLOOD	INTERPLAY	A typical hack 'n' slash game that's fun for a while but is too shallow to be an essential purchase.	ONE	✗	12	6/10
DYNAMITE COP 2	SEGA	A dull arcade beat 'em up, with a few humourous touches and little else.	TWO	✗	Not reviewed	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	Looks beautiful and plays equally well – except it may be a bit too challenging for some.	ONE	✗	11	8/10
ECW REVOLUTION	ACCLAIM	Limp wrestling game with bad graphics, rubbish characters and awful moves. Believe us, it's no revolution.	FOUR	✗	09	3/10
EVOLUTION	UBI SOFT	Average RPG with some nice touches, but not much to really get excited about.	ONE	✗	05	5/10
EXPENDABLE	INFOGRAMES	Old-skool top-down shoot 'em up that soon becomes tiresome.	TWO	✗	01	6/10
FIGHTING FORCE 2	EIDOS	Satisfyingly violent adventure that disappoints due to its lack of depth and awkward movement.	ONE	✗	05	7/10
F1 WORLD GRAND PRIX	VIDEO SYSTEMS	Challenging racing sim, marred only by some slow down and an imperfect twoplayer mode.	TWO	✗	03	7/10
GAUNTLET LEGENDS	MIDWAY	Half-hearted attempted at regenerating the magic of the original. It rapidly becomes a tedious affair.	FOUR	✗	12	6/10
GIGA WING	VIRGIN	Enjoyable retro shooter that is outrageously action-packed but a bit too short-lived.	TWO	✗	13	7/10
GTA2	TAKE 2	Worthy sequel that outclasses and will probably outlast the original.	ONE	✗	10	8/10
HIDDEN AND DANGEROUS	TAKE 2	War's never been so much fun than in this engrossing, strategic WWII adventure.	ONE	✗	13	8/10
THE HOUSE OF THE DEAD 2	SEGA	Arcade perfect shoot 'em up with addictive gameplay, but not much replay value.	TWO	✗	01	8/10
HYDRO THUNDER	MIDWAY	Frenetic racing action that never fails to thrill or infuriate. Great level design but gameplay is a touch shallow.	TWO	✗	03	7/10
INCOMING	INFOGRAMES	This simple shoot 'em up is fun for a while but it'll soon be gathering dust on your shelf.	ONE	✗	01	5/10
JIMMY WHITE'S 2: CUEBALL	VIRGIN	Above average snooker sim marred by awful loading times and awkward controls.	TWO	✗	03	6/10
JOJO'S BIZARRE ADVENTURE	VIRGIN	Insane 2D beat 'em up offering two games for the price of one. But it's a bit easy with limited moves.	TWO	✗	08	7/10
MAKEN X	SEGA	Innovative firstperson adventure that uses swords rather than guns. Difficult but worth the effort.	ONE	✗	13	8/10
MARVEL VS CAPCOM	VIRGIN	Cool characters and attacks but most players will try this once or twice before dashing back to the shops.	TWO	✗	03	6/10
MARVEL VS CAPCOM 2	VIRGIN	Fantastically competitive 2D fighter. The graphics will have you drooling all over your Dreamcast.	TWO	✗	12	8/10
MDK2	INTERPLAY	With an imaginative three-character set-up and a great sense of humour, it's far superior to the original.	ONE	✗	09	9/10

THE BEST SPORTS GAMES

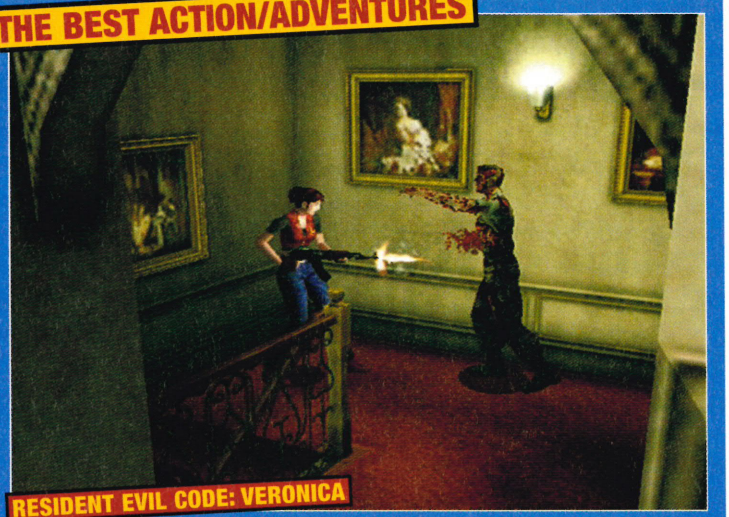
VIRTUA TENNIS



TONY HAWK'S SKATEBOARDING

NBA 2K

THE BEST ACTION/ADVENTURES


RESIDENT EVIL CODE: VERONICA

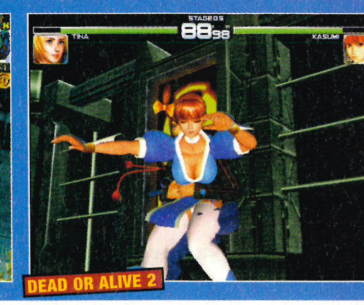
SONIC ADVENTURE

FUR FIGHTERS

THE BEST BEAT 'EM UPS

SOUL CALIBUR

POWER STONE



DEAD OR ALIVE 2

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
MIDWAY ARCADE CLASSICS	MIDWAY	These are 20-year old titles and it shows. The gameplay is embarrassing by today's standards.	TWO	✗	12	3/10
MONACO GRAND PRIX	UBI SOFT	Detailed simulation, enjoyable arcade mode, but more than a little unrewarding.	TWO	✗	02	6/10
MORTAL KOMBAT GOLD	MIDWAY	Beat 'em up fans are spoilt for choice with DC's line up of fighters. This dated offering is not one to opt for.	TWO	✗	02	6/10
NBA SHOWTIME	MIDWAY	Not much longevity in the oneplayer mode, but fourplayer hoops is superbly addictive.	FOUR	✗	04	6/10
NBA 2K	SEGA	Standard-setting visuals, arcade and simulation modes. It's the best basketball sim ever. Need we say more?	FOUR	✗	07	8/10
NHL 2K	SEGA	Good looking title that's perfect for ice-hockey fans, but may not appeal to newcomers to the game.	FOUR	✗	12	7/10
NFL BLITZ	MIDWAY	Fast, fun and outrageously violent American football game. Ideal for anyone who's into instant sports fun.	FOUR	✗	04	8/10
NFL QBC 2000	ACCLAIM	Appalling American football title. Even grid-iron fans should avoid this stinker.	FOUR	✗	Not reviewed	
NIGHTMARE CREATURES	KONAMI	A great storyline and atmosphere have been wasted on a game engine that just isn't up to the job.	ONE	✗	11	5/10
THE NOMAD SOUL	EIDOS	Graphically flawed sci-fi adventure that allows you take control of other peoples bodies.	ONE	✗	09	7/10
PEN PEN TRIILCELON	INFOGRAMES	Weird racing game that looks fantastic but is let down by horribly repetitive gameplay.	ONE	✗	Not reviewed	
PLASMA SWORD	VIRGIN	An average weapons-based fighter that gets its head cleaved in by the mighty *Soul Calibur*.	TWO	✗	13	5/10
POWER STONE	EIDOS	Groundbreaking beat 'em up featuring giant arenas and eye-popping power-ups and weapons. Excellent.	TWO	✗	02	9/10
PSYCHIC FORCE 2012	ACCLAIM	Beat 'em up with a difference: the action takes place in the air. That really is it. Avoid.	TWO	✗	Not reviewed	
RAYMAN 2	UBI SOFT	Challenging platformer with stunning scenery, huge levels and lasting appeal for those who persevere.	ONE	✓	08	8/10
READY 2 RUMBLE BOXING	MIDWAY	One of the best box 'em ups ever with hugely enjoyable play and superstar characters. Hilarious.	TWO	✗	02	8/10
RED DOG	SEGA	Futuristic shoot 'em up with diverse locations, superb missions and great multiplayer games.	FOUR	✗	07	8/10
RESIDENT EVIL 2	VIRGIN	Still scary, still absorbing, but still a half-hearted PC port of an old game.	ONE	✗	06	7/10
RESIDENT EVIL CODE: VERONICA	EIDOS	Doesn't stray too far from the *Resi Evil* formula, but is the best yet in the series. Survival horror genius.	ONE	✗	11	9/10
RE-VOLT REVOLUTION	SEGA	Remote-controlled car racer with plenty of variety, but the handling is a bit too tricky.	FOUR	✗	05	7/10
SEGA BASS FISHING	SEGA	Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly though.	ONE	✗	03	7/10
SEGA RALLY 2	SEGA	Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity.	TWO	✓	01	7/10
SHADOWMAN	ACCLAIM	Great visuals and plenty to do in this massive, atmospheric adventure title. Magic.	ONE	✗	04	9/10
SILVER	INFOGRAMES	The sort of RPG that will appeal to the casual gamer. It's fun to play, but not overly engrossing.	ONE	✗	10	7/10
SLAVE ZERO	INFOGRAMES	Linear mech shoot 'em up with a poor multiplayer experience. It's got rather large guns though.	FOUR	✗	07	6/10
SNOW SURFERS	SEGA	Badly designed tracks with no sensation of boarding and no opponents. Appalling.	TWO	✗	04	3/10
SONIC ADVENTURE	SEGA	Excellent new adventures mixed with tried and tested gameplay in *Sonic*'s impressive 128bit debut.	ONE	✓	01	9/10
SOUL CALIBUR	SEGA	Possibly the greatest beat 'em up ever with an addictive oneplayer mode and twoplayer action to die for.	TWO	✗	03	10/10
SOUL FIGHTER	MINDSCAPE	Approach this below par scrolling beat 'em up with extreme caution. It's repetitive and boring.	ONE	✗	04	4/10
SOUL REAVER	EIDOS	Truly magnificent visuals, fangtastic design (sorry) and you can't die either.	ONE	✗	07	9/10

DC-LISTINGS

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
SOUTH PARK RALLY	ACCLAIM	Comedy racing action in a perfect conversion from TV to DC, but only avid *South Park* fans will hold it dear.	FOUR	✗	12	5/10
SPEED DEVILS	UBI SOFT	Great fun to play and unique looking, but it's marred by a lack of opponents and few tracks to race on.	TWO	✗	02	7/10
STAR WARS: EPISODE 1 RACER	LUCASARTS	A very entertaining but limited hyperspeed racing game. It hasn't got a fourplayer option either.	TWO	✗	11	7/10
STREET FIGHTER ALPHA 3	VIRGIN	Capcom's allstars have never played so beautifully or or looked so good on a console. Loads of options too.	TWO	✗	04	8/10
STREET FIGHTER: DOUBLE IMPACT	VIRGIN	The definitive sequel to *SF2*. It lacks *Alpha*'s options, but the gameplay and controls are pure *Street Fighter*.	TWO	✗	08	8/10
SUZUKI ALSTARE	UBI SOFT	This motorbike racer is a lazy PC conversion that lacks charm and originality. Rubbish twoplayer mode too.	TWO	✗	03	5/10
SWORD OF THE BERSERK	EIDOS/ASCII	Incredibly bloody hack 'n' slash adventure with overlong animated story sequences. Fun for a while, though.	ONE	✗	10	5/10
SWWS 2000	SEGA	Fun footie game with more depth than *Virtua Striker*, but poorer visuals. Some find it lacks pace.	FOUR	✗	05	7/10
SWWS: EURO 2000 EDITION	SEGA	Quality update which boasts all the Euro 2000 teams and faster, more fluid gameplay.	FOUR	✗	10	8/10
TECH ROMANCER	VIRGIN	Manga-style robot fighting game, filled with standard Capcom touches. Not one for the 'casual gamer'.	ONE	✗	09	7/10
TEE OFF GOLF	ACCLAIM	Approachable golf game modelled on the PlayStation title *Everybody's Golf*. Not quite as good.	FOUR	✗	06	7/10
TIME STALKERS	SEGA	Interesting RPG from Climax Entertainment. Similar to *Evolution* in many respects, but even worse.	ONE	✗	12	4/10
TOKYO HIGHWAY CHALLENGE	CRAVE	An admirable attempt to create a totally new style of driving game, which unfortunately fails.	TWO	✗	Not reviewed	
TOMB RAIDER: THE LAST REVELATION	EIDOS	Challenging if lazy conversion of the PlayStation and PC hit. Formula fatigue is definitely setting in.	ONE	✗	08	8/10
TONY HAWK'S SKATEBOARDING	CRAVE	Excellent conversion of the PlayStation hit with intuitive controls and compulsive gameplay.	TWO	✗	11	9/10
TOY COMMANDER	SEGA	Innovative mix of gaming styles and challenges which may frustrate those who lack the patience of saints.	FOUR	✗	02	7/10
TRICKSTYLE	ACCLAIM	Futuristic hoverboarding stunt racer with fine visuals. The last few tracks are gut-wrenchingly hard.	TWO	✗	01	9/10
UEFA STRIKER	INFOGRAMES	Decent football sim which, like the England Euro 2000 squad, is let down by dodgy throughballs.	FOUR	✗	03	8/10
VIGILANTE 8	ACTIVISION	Poor car combat title with extremely average visuals and one-dimensional gameplay.	FOUR	✗	06	3/10
VIRTUA FIGHTER 3TB	SEGA	The expert's beat 'em up. More depth than the Marianas trench – and just as inaccessible to most people.	TWO	✗	02	7/10
VIRTUA STRIKER 2	SEGA	Limited football game which provides more twoplayer fun than it really ought to.	TWO	✗	06	6/10
VIRTUA TENNIS	SEGA	Smashing tennis 'em up that will thrill you with its blisteringly quick and addictive action. An ace.	FOUR	✗	13	9/10
V-RALLY 2	INFOGRAMES	Excellent rally game with slick handling but dodgy collision detection.	FOUR	✗	10	8/10
WACKY RACES	INFOGRAMES	Poor handling and unimaginative design make this only an average use of a great licence.	FOUR	✗	11	6/10
WETRIX+	TAKE 2	Hectic puzzle game which could have been a classic if it weren't for a couple of design flaws.	TWO	✗	08	7/10
WILD METAL	TAKE 2	Tank battle game with some cool features and decent design. But the lack of diversity soon palls.	TWO	✗	08	5/10
WORMS ARMAGEDDON	HASBRO	Decent Dreamcast outing for the long-running battle puzzle series. Excellent multiplayer longevity.	FOUR	✗	05	8/10
WWF ATTITUDE	ACCLAIM	Typically average wrestling game which aims at appeasing fans of the 'sport' and achieves nothing more.	TWO	✗	04	6/10
ZOMBIE REVENGE	SEGA	*Streets of Rage*-style scrolling shoot 'em up with gameplay too limited for most console owners.	TWO	✗	05	6/10

DC-GLOSSARY

Confused by something we've mentioned in this Issue? The answer may well be here...

Super Mario Kart/Mario Kart 64

Platform – SNES/N64 respectively
Genre – Kart racing
Year – 1992/1996
Developer – Nintendo

Archetypal cutesy racer that is still unsurpassed in the gameplay stakes. Enormous fun, endlessly replayable and a cornerstone to both Nintendo and the whole videogame industry alike. A classic.

Radiant Silvergun

Platform – Arcade ST–Titan Board/Saturn
Genre – Vertically–scrolling 2D shooter
Year – 1997/1998
Developer – Treasure

Possibly the best Saturn game, ever. Treasure proved that, in the right hands, Saturn could outdance the PlayStation. Incredible to behold, viciously hard, loaded with secrets and strategic beyond comparison, Treasure's Coup de Grace is a living miracle.

Smash TV

Platform – Arcade/NES/Mega drive/SNES
Genre – Overhead shooter
Year – 1990
Developer – Williams

In the mould of *Robotron* came *Smash TV*, a frantic, frenzied killfest involving two players running round a futuristic 'Running Man'-style arena. As enemies pour from the walls you have to keep your finger on the trigger to survive, while grabbing the cash and prizes that are strewn around. You play with two joysticks: one for movement, one for weapons. Great fun, but hard to take in large doses.

The Pyramid

Platform – Sinclair Spectrum/Commodore 64
Genre – Shooter
Year – 1983
Developer – Fantasy

The Pyramid stars a character who pilots a bubble through a series of closed rooms arranged in a pyramid formation. Each room has two exits, enabling you to progress through the pyramid freely. Naturally, the areas are filled with bizarre enemies that attack from all directions. The bubble is armed with a cannon, and the further you progress, the more manic the screen becomes. Deplete your energy bar and it's game over.

Aspect ratio

Television and arcade monitors have their screen sizes described as aspect ratios. Ratios are mathematical expressions of the relationship between two separate values. A standard TV would be expressed as a ratio of 4:3, where every four increments of width are proportional to three increments of height. The actual increments can be of any origin, but are usually in inches or centimetres where TV screens are concerned.

Widescreen aspect ratios differ in as much as there are no standards. Originating in the film industry, some movies would be expressed as 1.85:1, others as 16:9. 70mm film equates to both these. But between widescreen and 4:3, (known as fullscreen), many other ratios exist, all dependent on the measurements of the original celluloid, be it 8mm, 16mm or 35mm.

Ordinarily, game programmers use a fullscreen aspect ratio, but more recent titles have employed widescreen displays, such as *Rayman 2*. In the case of *Gunbird 2*, the aspect ratio of the arcade would have been 3:4 as the monitor is on its side, so when it's ported to DC the ratios conflict, leaving a small display area and obtrusive black borders at either side of the screen. This can be overcome by an option that enables you to present the display horizontally, then flip your TV on its side, essentially replicating the arcade orientation and preserving the original aspect ratio ■

The videogame magazine

Arcade

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EXCLUSIVE!

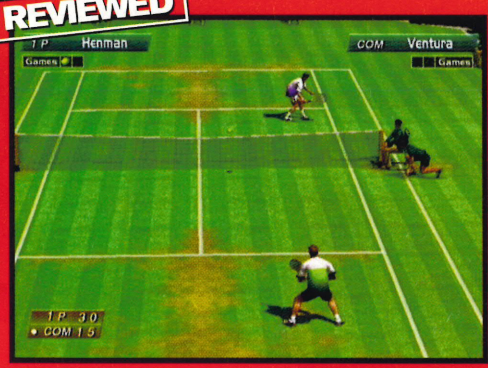
TIME SPLITTERS

THE GOLDENEYE TEAM RETURN ON PLAYSTATION2! FIND OUT HOW THEIR ALL-SHOOTING, ALL-KILLING FOLLOW-UP PLAYS IN OUR HUGE FIRST PLAY!

REVIEWED

POWER STONE 2

REVIEWED



SYDNEY 2000

REVIEWED

FERRARIA 355

PLUS! MASSIVE REVIEWS OF VIRTUA ATHLETE, SAN FRANCISCO RUSH 2049 AND RAILROAD TYCOON!

Issue 24

ON SALE SEPTEMBER 8

Reader Reviews

Fed up with reading our reviews? Think you can do better? You won't know unless you try!

WHAT YOU WIN!

In conjunction with our good chums at PureDreamcast (**www.puredreamcast.co.uk, tel: 0870 742 0700**), we can now offer a range of prizes for reader reviews. Simply send your work of literature to the usual address (or email it to us on **dcuk@futurenet.co.uk**) and let us know which of the following dreamy prizes you would like if you get in the mag. **You can only have one** so choose carefully!

Or you could select a **Lightblaster gun** or **Joytech 4MB Memory Card**

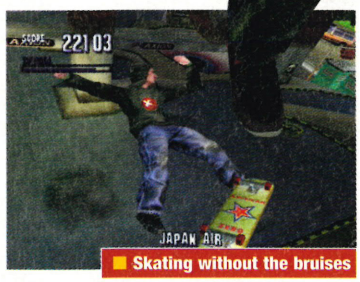
puredreamcast

Tony Hawk's Skateboarding

Stephen Nott

As a massive skateboarding fan, I rushed out and bought *Tony Hawk's Skateboarding* as soon as it hit the shops. The game has a wide variety of skaters and a lot of well-designed courses with superb flowing graphics. The gameplay is excellent – it will keep you going for months – you definitely get your money's worth. Also, the game controls are responsive and realistic, which I have never found in any other skateboarding game.

This game is perfect for people who are interested in skateboarding but don't like all the cuts and bruises that come with it. The only problem is that it should come with a health warning because I went out and tried one of the tricks and it was a little beyond my capabilities and I broke my leg and sprained my wrist. My leg is in plaster for 11 weeks, but it does leave me with plenty of time to play *Tony Hawk's*, and plenty of time to plan my next trick. Some people never learn... **9/10**



Skating without the bruises

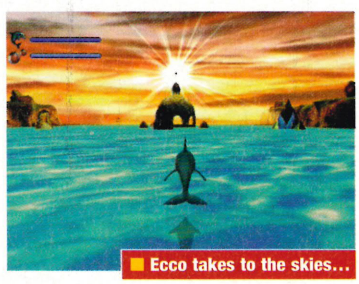
Ecco The Dolphin

Stephen Devereaux

Sega has really done it this time – the hero of the Mega Drive has been re-born on the Dreamcast, the king of all mammal-focused videogames: *Ecco the Dolphin*. But this time he's back with stunning, 128bit, 3D graphics to die for.

Ecco can be a little hard to handle at first but when you've mastered his abilities you will find that there are over 500 tricks and stunts to learn as you swim your way through the game. As you make your way through each mission you will find there are plenty of different fish, sea creatures, mammals and sharks about, some of which you can actually interact with. When you are stuck in the game you can turn to the old and wise for a helping hand. This is really the best adventure game I've ever played.

The game is very exciting from start to finish, but it can also be very relaxing at times too – one minute you are being chased by a great white shark and the next you are learning the rhythms of a new song. You can even take on the role of the Pied Piper by singing to a school of fish and having them follow you around. This really is a must-buy for gamers of all ages. Well recommended **10/10**


Ecco takes to the skies...

Virtual On: Oratorio Tangram

Ricky Hollinghurst

Having owned the original *Virtual-On* on the Sega Saturn and enjoyed it hugely, I decided to buy a Jap version of its Dreamcast sequel, *Virtual-On: Oratorio Tangram*, I loaded up the game using my Action Replay CDX and jumped straight in.

My initial feeling was unfortunately one of complete and utter disappointment: the controls were pants, the CPU difficulty level was way too hard and the speed was so fast I didn't realise what was going on. After a couple of hours I had got to grips with the control system and I reached the last boss only to find that upon nearly defeating it my time expired and it was game over.

A big selling point for the game when released in Japan was obviously its online facility which sadly isn't available in the UK, as it's such a graphically demanding game. Overall I would say that *Virtual-On: Oratorio Tangram* is a strictly average game even with its extras, such as creating your own cyber trooper. If you were playing it with the original Dreamcast pad I would only give it 6/10 but with the dual stick arcade pad it may deserve something more like **7/10**

Transformers, robots in disguise

Shadow Man

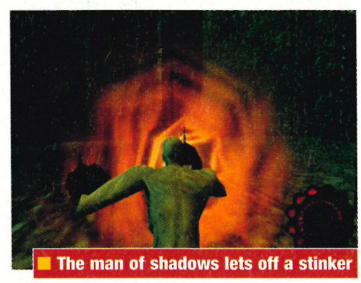
L Eggleston

After reading your review I thought "Great! I'll buy that!". Now, I'm not sure if I bought the same game you reviewed or not, but the game I bought was most definitely not worth 9/10.

Massive, you said. Yes, it be huge, but it's also incredibly dull to have to walk down endless pathways. See *Zelda 64* for how to make big equate to fun. Atmospheric? The characters look terrible and their voiceovers are rubbish. I've never been scared by enemies who stand still and growl at me a lot.

And after collecting ten of those bloody Cadeux I got bored. When I realised that there were 120 to get, I thought they must be joking. One good thing I can think of is the weapons.

Still, you said it was a slow burner, so I kept going through the thing expecting it to get better. Some 30 or so hours later it finished. "Is that it?" I thought. For me, it never started burning. Never mind, I returned it and got *Soul Reaver*; another game you overrated. How did these games score the same as *Code: Veronica?* **3/10**


The man of shadows lets off a stinker

DC-TIPS

Our cheats gun is loaded. Now pull the trigger!

084 ECCO THE DOLPHIN

Part one of our definitive guide to the gaming world's most favourite (er, and only) lovable dolphin

HINTS OF THE MONTH

092 CODES

Bust-A-Move! *Plasma Sword*! *Code: Veronica*! *Tony Hawk's*! *Evolution*! It's a codes frenzy!

PART TWO

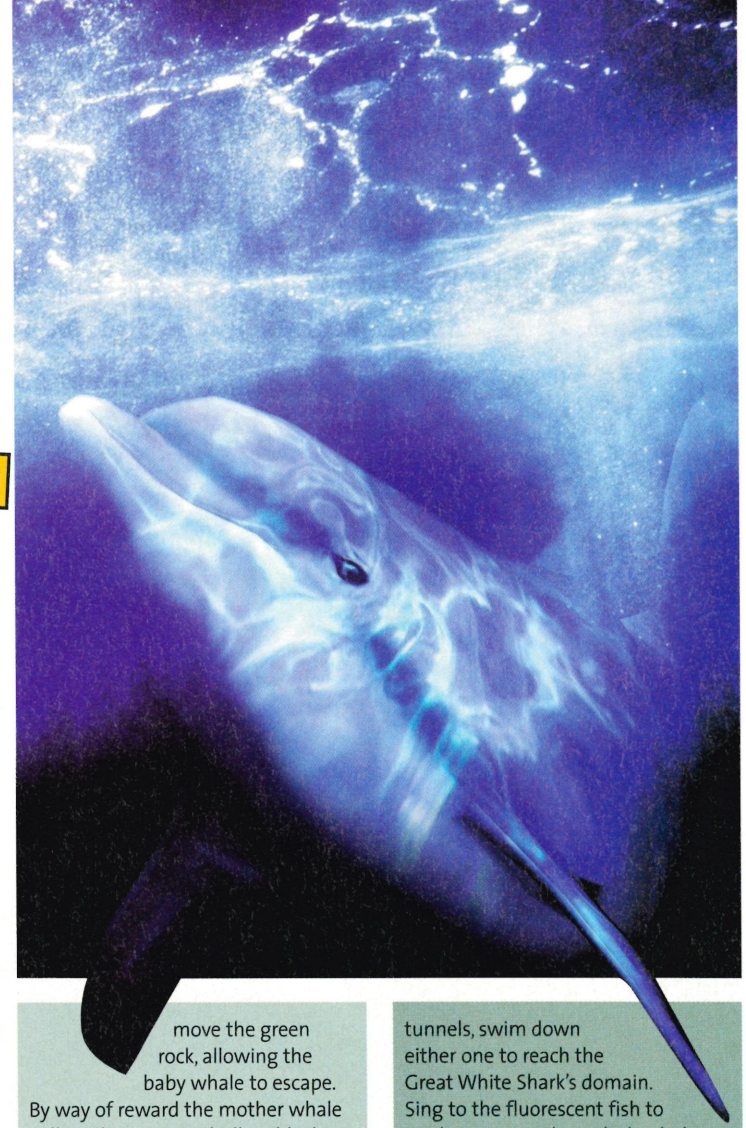
094 FUR FIGHTERS

These little blighters are back for more in the second part of our guide to the world of fur

Sponsored by gameplay
THE GATEWAY TO GAMES

ECCO THE DOLPHIN PLAYERS GUIDE

PART ONE

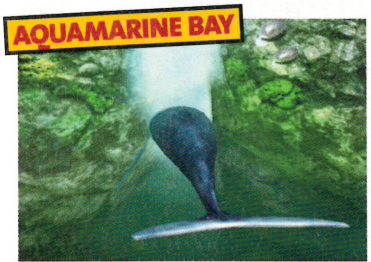


To the average dolphin (who's cranial capacity is a damn sight larger than our own) *Ecco the Dolphin: Defender of the Future* might not present much of a cerebral challenge. However to Homo sapiens like ourselves, who's ape-like ancestors did not return to the seas (cheers Prof. Ian Brown), this briney New Age adventure is a tricky fish indeed. A game where you can spend an age swimming in circles, trying to decipher cryptic clues to discover just what the hell is going on. Even once you've cracked the code, guiding Ecco through the necessary rings and hoops is no easy task.

All in all the 128 bit incarnation of *Ecco the Dolphin* is definitely one of the most fiendishly tricky video games to have appeared in a very long time. But one that is so astoundingly gorgeous and playable that you're actually compelled to complete it (even if it means the loss of your sanity, friends and hair line).

Fear not gentle reader, help is at hand. To save you from further damage we've lovingly prepared this complete swim through to assist your endeavours to save Planet Earth. So come grasp our outstretched flipper as we take the plunge and explore the wonders of the seven seas together.

AQUAMARINE BAY

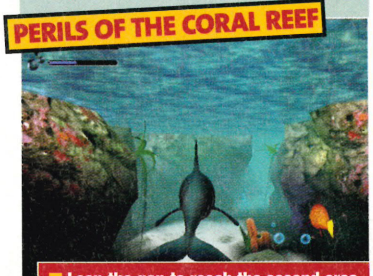


Escape beneath this huge blubbery mass

A pleasant start to the game that gently breaks you in ready for the far more devious tasks ahead. Speak to the elderly dolphin and follow his instructions (if you couldn't be bothered to read the manual he'll give you some tips). After the cut scene make your way over to the mother whale and have a chat with her. She tells you a horrendous tale concerning her chubby offspring. Apparently during the cut-scene he vanished and hasn't been seen since. Head over to the rock fall in the cliffs to the left of the mother whale. Swim through the opening at the bottom of the pile and there you'll discover the foolish child. Go and talk to the two dolphins who were playing catch the fish on the other side of the bay and they'll help you move the green rock, allowing the baby whale to escape. By way of reward the mother whale will use her massive bulk to block the waterfall allowing you to swim underneath to the next level.

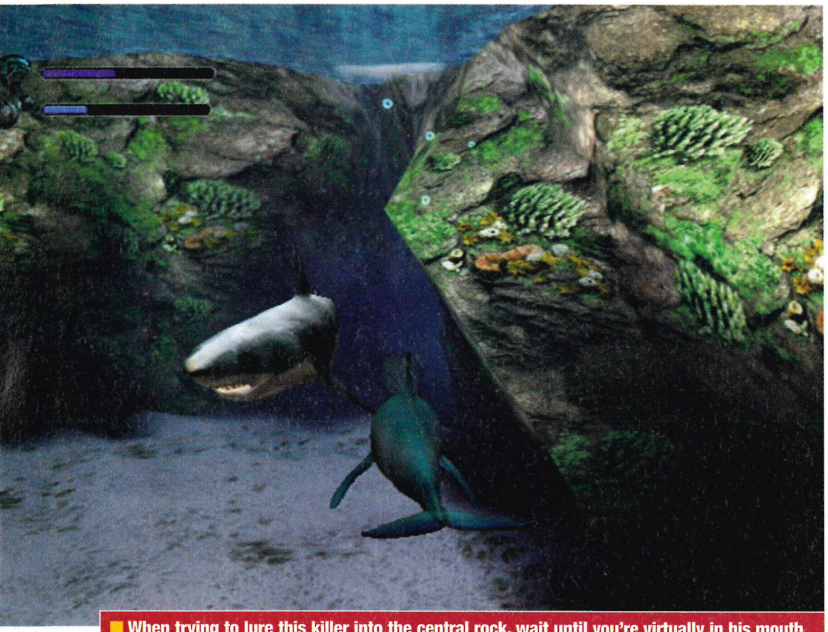
You'll discover the hapless baby whale trapped behind this aquatic avalance

PERILS OF THE CORAL REEF

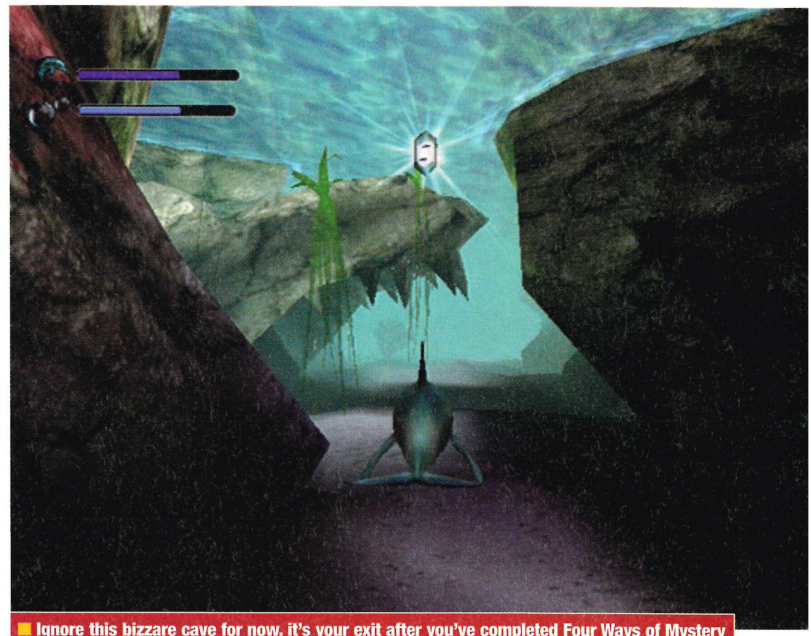


Leap the gap to reach the second area

Swim through the main enclosure where the two dolphins challenge you to a race. Turn left and you'll run into a dolphin that tells you he's lost his brother. Behind him there's a gap in the rock wall that you can leap over into another area. Kill the Sharks that are attacking the turtle and a dolphin will teach you the 'Song of the Turtle' as a reward. Jump back over the wall and speak to the other dolphin again, he'll teach you the 'Song of the Shark'. Go back over and swim through the area straight ahead. Eventually you'll come across a dolphin who's trying to catch a particularly elusive fish. Give the dolphin a hand and he'll sing you the 'Song of the Fish' Near the far end of this area you should find two tunnels, swim down either one to reach the Great White Shark's domain. Sing to the fluorescent fish to guide your way through the dark tunnel or use the yellow coloured poisonous fish to make your way through the piranha infested tunnel. Once you've reached the Great White's area, use your sonar to get the shark to follow you through one of the holes in the central rock. This is very tricky, the best plan is to wait near the rock, then accelerate through it as soon as you can see the shark's open jaws behind you. Once he's well and truly trapped, head butt him straight in his ugly mug to receive the Power of Vigour. Use your new found ability to finish off this vicious brute (wait in the sandy shallows where he cannot reach you, then as he turns away attack from behind). When you've finished make your way back through the tunnels, then locate a gap in the rocks to the right near the middle of this area. You'll see a piece of the Guardian Crystal in this new section. Swim into the bay on the right of the crystal and at the back you'll find the Power of Vigour. Swim back out and turn left through a partial break in the rock wall. Swim quickly through this corridor-like area avoiding the sharks. At the end is a bright light where the current drives you away, the Power of Vigour will give you just enough strength to swim into the light and to the next level.

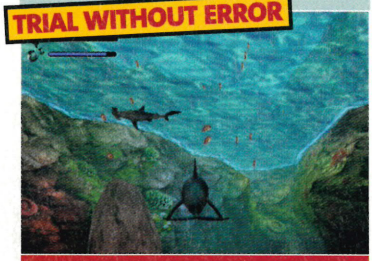


When trying to lure this killer into the central rock, wait until you're virtually in his mouth



Ignore this bizzare cave for now, it's your exit after you've completed Four Ways of Mystery

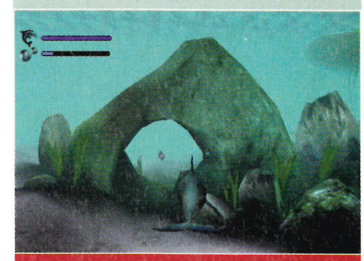
TRIAL WITHOUT ERROR



Here you have to round up three runaways

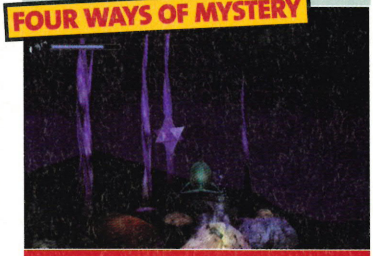
Dispose of the sharks in the central area, then have a chat with the mother dolphin who's swimming in this locale. She tells you the heart rendering sob story of how she lost her three children. Being an upstanding member of the aquatic community you make it your duty to bring home these waifs and strays. So head over to the large upright rock next to the reef wall. The first of the lost dolphins is hiding underneath, speak with him and he'll swim away, when you catch him he will give up and return to his mother. The second stray is hiding in the tunnel with seaweed dangling down from the entrance. The third baby is found in the small bay where Hammerhead Sharks lurk. Dispose of them and the dolphin will emerge. Last but not least is 'the one who fears sharks'. He can be found by making your way through the tunnel with green vines into an area filled with sharks. Swim right to the back of this lagoon and you'll find the lost dolphin, although he's not going anywhere until you've got rid of the sharks. Grab the Power of Vigour near the surface right at the back of the rocks, then go get those sharks. Once they're disposed of, talk to the dolphin and he'll swim away. Follow him back to the main area (where you met his mother) and he'll let you know of a secret entrance hidden here, but he can't push the rock off to reveal it. Grab the Power of Vigour from under the archway and swim into the finger-like stone on the right. The impact will break the rock to reveal a dark pit where an octopus blocks the entrance to the next level. Speak to the dolphin, then enter the cave together. Once inside talk to him again and he'll suggest that you work together. Once the octopus has snared your chum (and his next meal) you can slip past to the next level.

The waterfall keeps this sonar glyph just out reach, so you'll need to grab the Power of Vigour from the inlet on your left



This glyph will aid you against ths sharks

FOUR WAYS OF MYSTERY



Grab this glyph from the central cavern

The exit from this level is behind the

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It's a long, long way to the surface so make sure you've grabbed the Powers of Air and Endurance before you set off

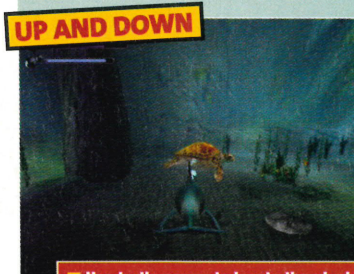
huge eel, but to get past him you'll need some sort of distraction. In the middle of the main chamber you'll discover The Power of Air. Once you've received it, locate the tunnel containing the Purple Crystal. Swim through (there are plenty of blind alleys) until you find yourself in a small bay with a dolphin who is searching for an elusive blue fish. Go back to the central cavern and catch the required blue fish for the dolphin (it's usually swimming around near the entrance to the level). Once you've got it grasped firmly between your teeth, head back to your new found friend and as a reward he'll then teach you the 'Song of the Ray'. Return to the central area once more and swim through the tunnel containing the red crystal. At the end you'll find yet another small bay, but this time containing a manta ray. Using the newly acquired song direct him through the tunnel and into the main area. Steer him over to the exit side and hide underneath him to escape into the tunnel.

Swim quickly through this passage avoiding the eels and eventually you'll come across a pile of boulders. Push one of them down into the current and swim right behind it to prevent from being swept away. Once you've passed into the next section, head left until you reach the white crystal (for a quick air and energy boost keep firing your sonar at the crystal, eventually it will restore you with both). You'll now find yourself within a labyrinth of tunnels with only one way out. Turn right at the crystal, then immediately left. Keep swimming straight ahead and you'll eventually find your way out of here.

You'll now find yourself back in the Perils of the Coral Reef, but in an area that was previously unreachable to you . Here you'll learn The Power of Sonar. Use your latest skill to break down the rock wall to the left of the green weed barrier and you'll find yourself in familiar territory. Leave this level as you did the first time.

Once back in Trial Without Error find the cave that resembles an eel's mouth. Swim straight past the cave and take a left, here you'll find the Power of Vigour. Quickly go back the way you came and take the other passage to grab the Power of Sonar. Now return to the mouth-like cave and smash the rocks that are blocking the entrance to reach the next level.

UP AND DOWN

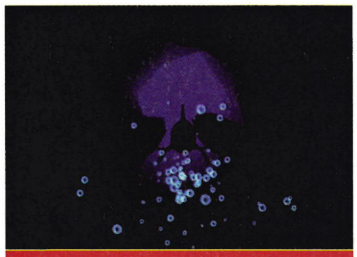


Use turtle power to locate the glyph

This level begins at the summit of an

After making the most of the crystal's restorative powers, turn immediately right then left

Beneath this sleeping ray lies the Stealth glyph, you'll need it's power to leave this level



You'll find another glyph on the way up

underwater volcano. Pick up the Power of Endurance, then locate the tunnel that you can't swim down due to the current. Shove the boulder down the hole and follow it to grab the Power of Sonar. Return to the main area and use your sonar on the large boulder in the centre. This will reveal a jet of water that rises high into a tunnel above. Grab the Power of Endurance again and swim into the jet. Avoid the obstacles and pick up a couple more Powers of Endurance on the way up to the surface. Once you've reached the surface, leap down the waterfall into another bay below. You'll see a turtle and some electric rays hiding in the sand. Hit the turtle so that it drops on to the ray that's strayed slightly away from the main group (on the right, nearest to you). When the ray moves you'll see the Power of Stealth in a small hole beneath it. Use your latest power to swim through the mirror at the end of the bay. This leads you to the next level.

ROARING FORCES

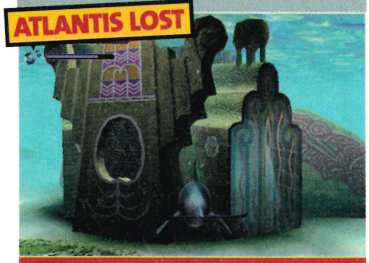
Use stealth to slip past this fellow

There's a Stealth icon in the centre of the pool near the surface. Pick it up then swim into the tunnel where the giant electric eel lurks. Swim quickly to stay ahead of the eel's blasts of electricity. Eventually you'll reach a puzzle with six switches. Hit the two switches that have dolphins next to them and a small opening will appear in the rocks behind you. Swim

This oversized moray is very quick

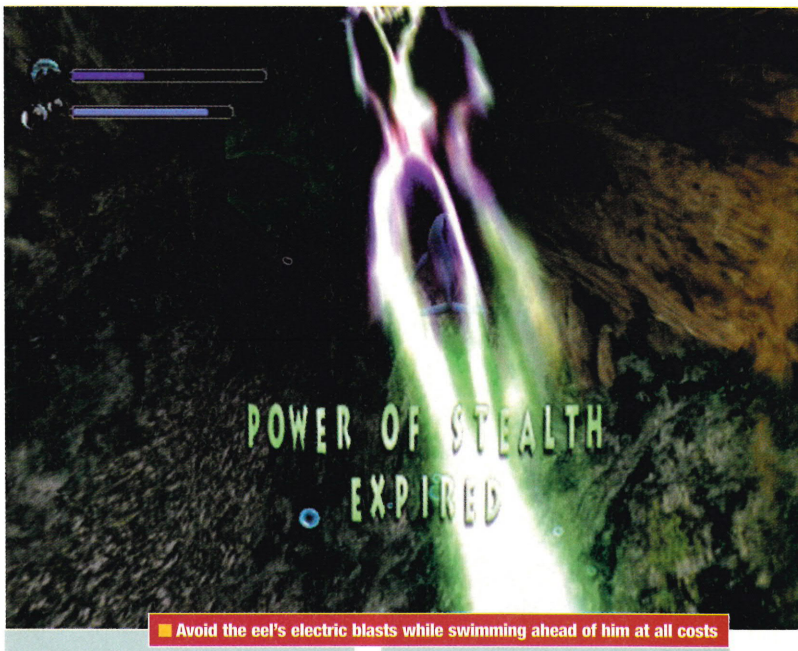
through the gap into a room with a single fish swimming round it. Acquire the Power of Morphing from the globe in the centre, then touch the fish to assume it's form. You can now pass through the grille into Atlantis and beyond.

ATLANTIS LOST



Inside here the energy balls will appear

Approach the Guardian Crystal in the middle of the level. To restore him to full fitness you'll need to locate five other crystals and return them to the Guardian. The first is hidden behind the sandbank at the back of the bay.



Avoid the eel's electric blasts while swimming ahead of him at all costs

The second can be found in a rock wall behind the jellyfish. The third is hidden in a tunnel right at the bottom of the crevasse (push the boulder down the hole to block the water current). The fourth is hidden behind an archway that's blocked by a mound of rocks (there's a Sonar glyph nearby).

Once you've got the first four you'll notice a series of hoops have appeared above the water. Leap up through the hoops to open the doors to the four shrines below. Inside each

Go through the rings to grab the crystal

The fifth and final crystal awaits you high above the dome of the largest shrine, power up the speed rings and grab it with your beak

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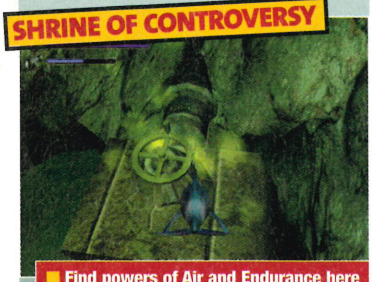
of the shrines you'll find an animal totem, activate each one using your sonar. Go into the large central shrine and activate the four energy balls that have appeared. Now the underwater speed rings will be unlocked. Swim down into the crevasse and up through all four rings to leap out of the water and grab the fifth gem which is above the main shrine.

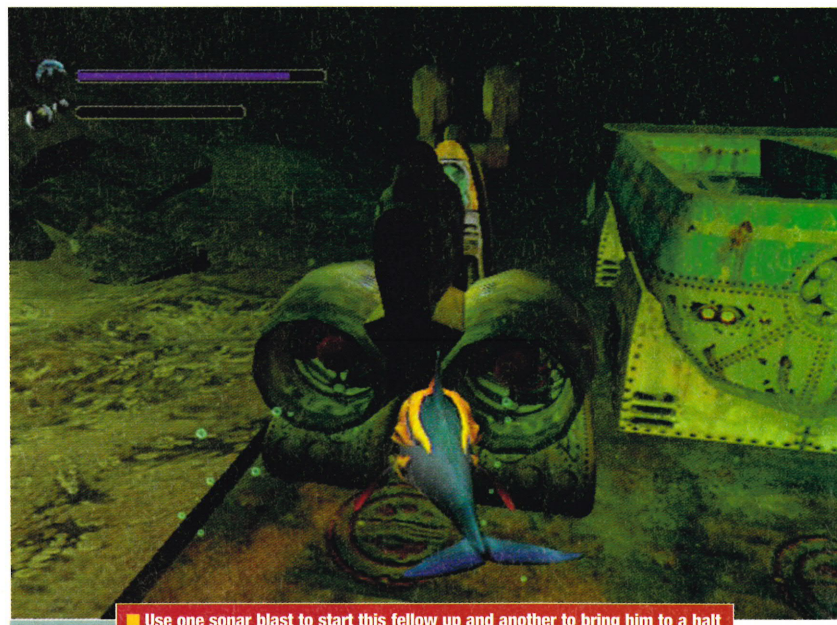
SHRINE OF CONTROVERSY



Find powers of Air and Endurance here

In this level you must prove yourself to each of the three worker dolphins in turn, then take them over to the entrance to the building. Once all three are assembled they will let you inside. Swim down to the level with the large rotating wheel. Find the piranha infested tunnel and swim right to its end. Here you'll find a pool of red dye, swim through it and your fins will become scarlet. Leave the tunnel and acquaint yourself with another dolphin who's fins are also red. He will then let you lead him to the main building's entrance. Once you've dropped him off, return to the same depth as before and look out for a small dolphin swimming near another tunnel. After a brief chat follow him inside to meet his clan's leader. After defeating the leader in a fierce battle, lead him up to the building's entrance as well. Finally return to the same depth again and find a small wheel near a pipe pumping out toxic sludge. Grab the powers of Air and Endurance from two of the small buildings, then head back to the wheel and turn it to shut the pipe off. Swim straight up to the building above, where you'll find the third and final dolphin to take to the same spot as the other dolphins.

Return to the entrance once more, then together the three dolphins will sing to open the doors. Grab the harness and swim down to the deepest part of the level. At the bottom you'll see a bright light and another entrance. Open this door and swim into the pod to be transported to the next level.



Use one sonar blast to start this fellow up and another to bring him to a halt

MASTER OF FORGOTTEN SKILLS

Free the filled cart to escape

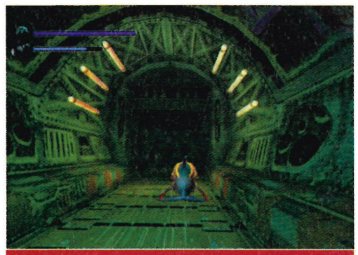
Locate the floating traffic light near the surface of this industrial level. Activate the three switches following the numbers with which they're marked. This will set the crane in motion that drops a small robot on the sea floor. Swim down to the bottom and you'll find several mine carts half filled with crystals, another one is completely full. Your task is to use the robot to clear a path for the fully laden cart, so that it can reach the large metal door. One blast from your sonar sets the robot moving in whichever way your sonar is going, a second blast will cause it to stop. The robot can only grasp the end of the carts, which makes your task that much more tricky. When you've eventually cleared a path, direct the robot and the cart through the door and follow it to the next level.

Once you've impressed all three of the dolphins, bring them here and together their warbling will open this massive door

PROCESS THAT NEVER ENDS

Touch the symbols to unlock the doors

Swim through the first tunnel and take the right hand one at the split. Speak with the dolphin who is behind the glass and he will activate the crushing machinery. Use the switches in the air filled side rooms to lift the machinery and return to the first tunnel. Have a chat with the pair of dolphins swimming here and they'll give you a hand pushing your cart towards the machinery. Once the crystals are moving along the conveyer belts, follow them using a combination of their bulk and the



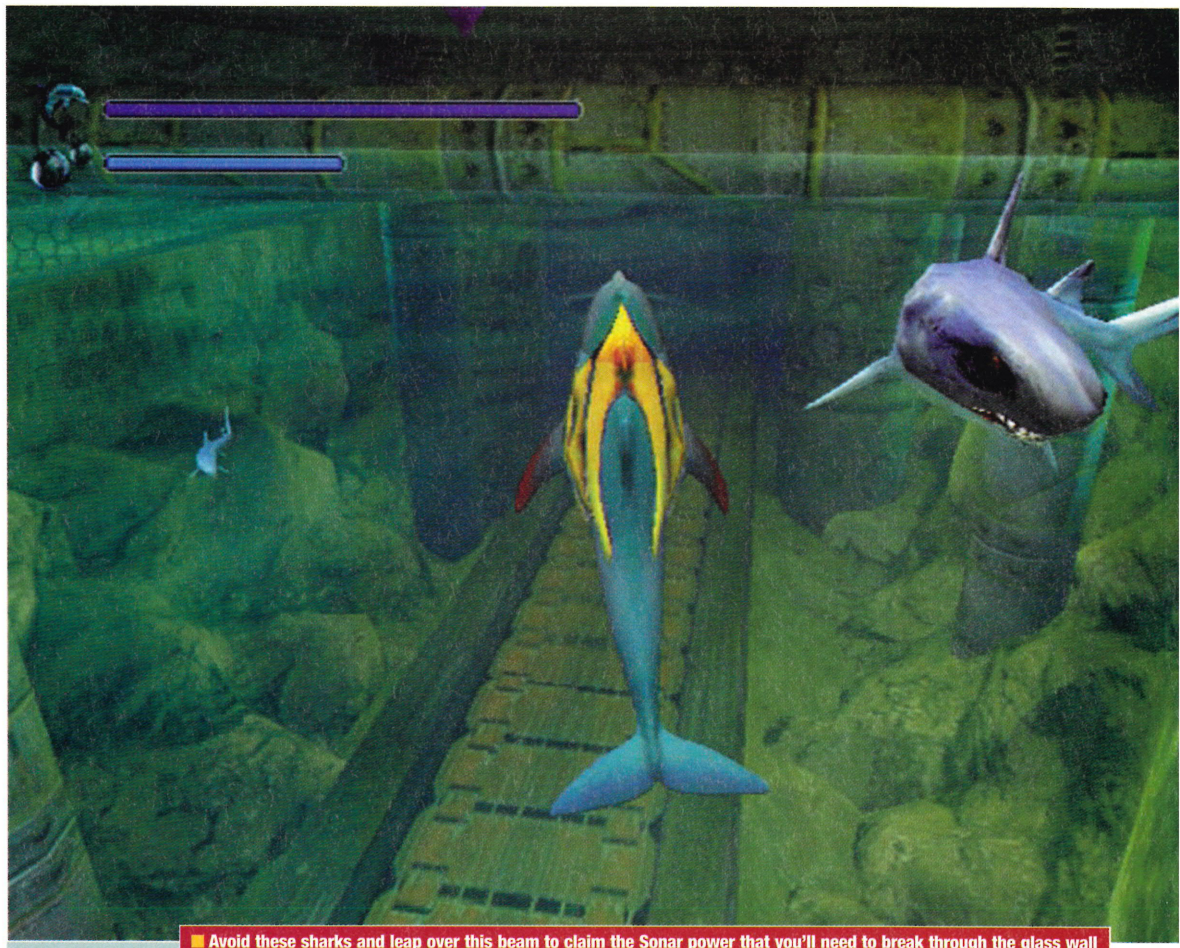
Follow the crystals to pass safely through

side room switches to safely pass through the crushers. You'll eventually find yourself in a circular room with a huge piece of machinery that descends from above. Use your sonar to push the crystals into its path. Once you filled your quota the floor will open up, allowing you to at last leave this pretty annoying level.

BLADES IN MOTION

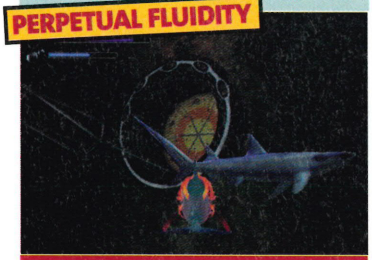
Smash the cracked glass with your sonar

Swim down the corridor against the current. At the end is a circular room with a rotating core. Just before you enter this room grab the Power of Sonar (at the end of the corridor, at the surface). Use your sonar to break the cracked glass in the centre of the room. Swim down through the cylinder avoiding the spinning blades as you go. At the bottom is a super-heated tunnel, quickly make your way through it and smash another section of cracked glass. You'll now find yourself in a chamber with a huge crayfish. To defeat this nefarious crustacean, wait at the bottom of the chamber until he shows himself, then quickly charge at his breast plates. He'll retreat after a few of these attacks, so follow him down the recently created exit. To leave the level you'll have to light all of the shining orbs within this maze using your sonar. This can get quite frustrating. The exit is at the top of the highest vertical passage.



Avoid these sharks and leap over this beam to claim the Sonar power that you'll need to break through the glass wall

PERPETUAL FLUIDITY



Hit the switch on the left to open the door

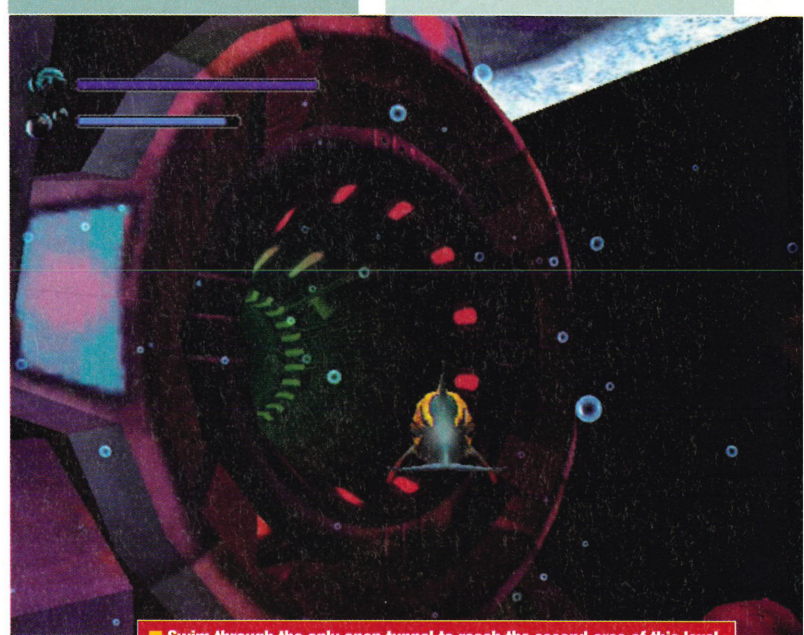
Swim through the tunnels carefully avoiding the mines (you can move them with your radar). Eventually you'll reach a small room containing an extremely large shark. Hit the switch to open the door to the next room. In the next series of rooms there are a number of switches with blue water level indicators next to them. To escape this area you'll have to hit the switches in order to get the water level to its highest point. Once the water is at its maximum depth, return to this first room and smash the blocked exit (right at the top) to make your way to the next level. Never hit a switch that makes the water level fall.

Avoid the mines infra red beams

OBSCURE WAYS TO TERMINUS

Leap between the bays to reach the exit

This level is easy enough to work out,

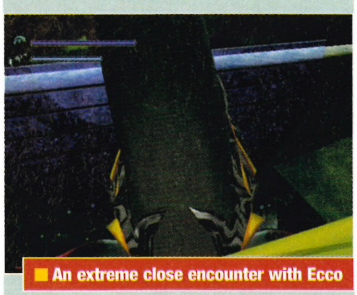


Swim through the only open tunnel to reach the second area of this level

ECCO THE DOLPHIN PLAYERS GUIDE

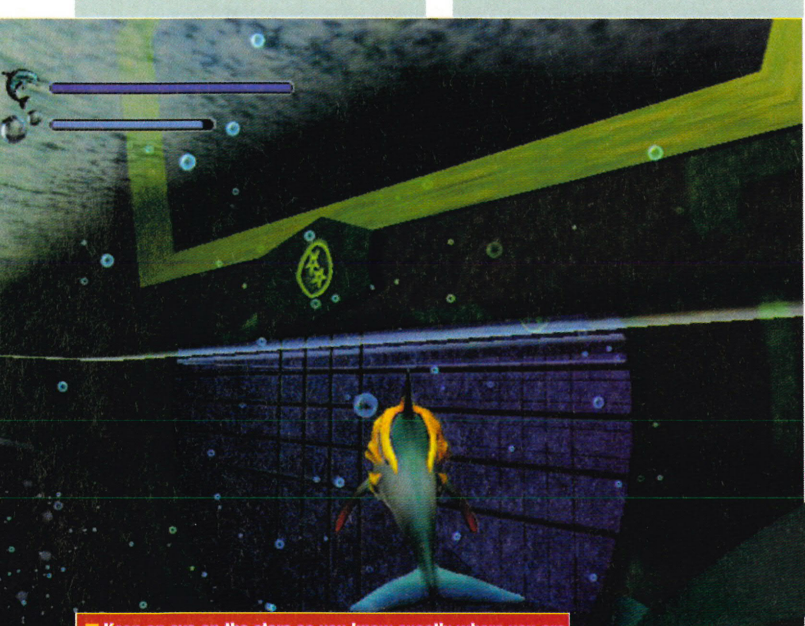
PART ONE

Once this glowing orb is out of action you can leave this nausea inducing level



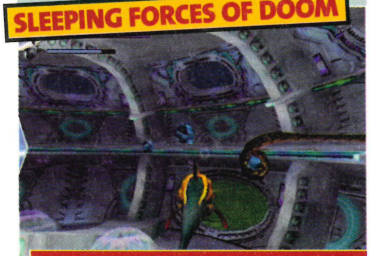
An extreme close encounter with Ecco

but actually doing it is another matter all together. There's only one exit from the central area of this level (last pipe on the left). Swim through it into a section where the current attempts to blast you straight through, you'll see a series of glass walls on your left. To escape from this level you've got to leap over four of these walls (look at map), then swim through the pipe on the far left. It's quite easy to get disorientated when you're between the glass walls, so look out for the stars marked on each one so you know exactly which way you are going. When you've finally made it into the final pipe, the current just keeps sending you round in a circle. To exit the level swim towards the pipe on the right once you've passed through the chamber section.



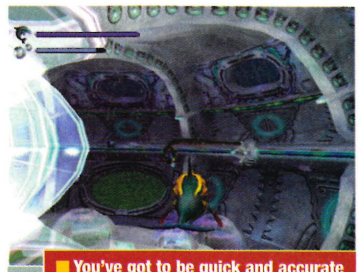
Keep an eye on the stars so you know exactly where you are

SLEEPING FORCES OF DOOM



Blast the snakes to release the crystals

Finally you get to see what the crystals were being mined for. To smash the power supply in the centre of this level (and locate the exit) you've got to pepper it with crystals quickly enough to prevent the snakes from regenerating its powers. Either hit the snakes with your sonar to release their crystals, or use your sonar to directly target them yourself. Once the serpents are out of the picture, you've got to hit every single section of the force field before you can swim down central section to the next level.



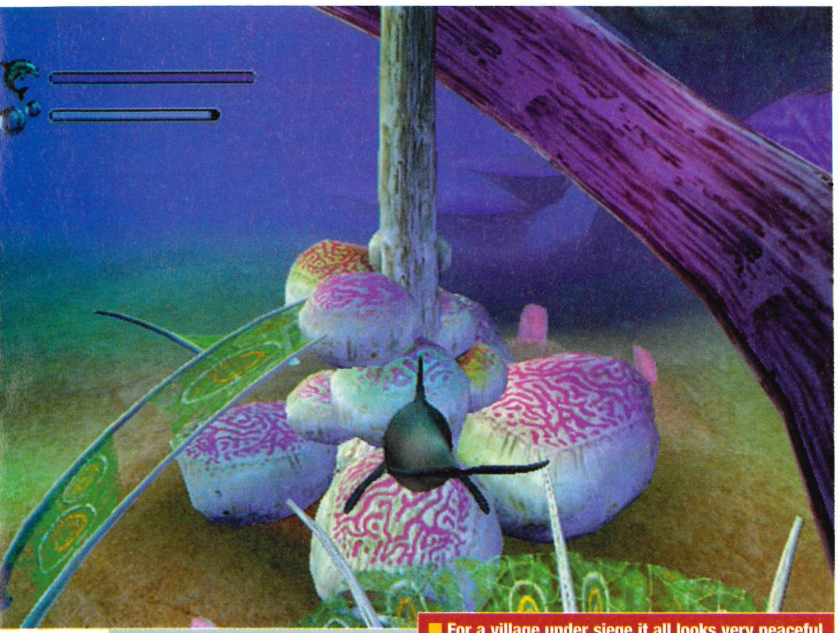
You've got to be quick and accurate

Hit them before they recharge the orb

ANGUISH OF DEARTH

Let this kindly fish gobble you up

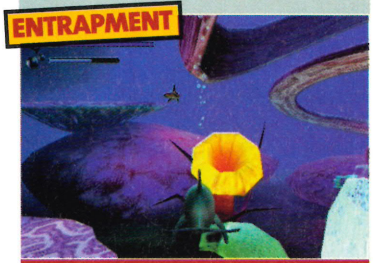
You'll find yourself in a dolphin village that has been besieged by a rival clan. Locate the passage that is blocked by a rock fall, here you'll find a school of fish. Take them over to the old dolphin that refuses to talk. He will then explain the situation and instruct you to infiltrate the evil clan's lair. Go back through the gap in the blocked passage and you'll see a large fish who harbours her young in her mouth. Near the green weed fence there's a stealth icon hidden near the left hand wall. Once cloaked you'll be able to enter the big fish's mouth and enter the clan's domain.



For a village under siege it all looks very peaceful

Locate the stubborn dolphin then give him a feed to loosen his tongue

ENTRAPMENT

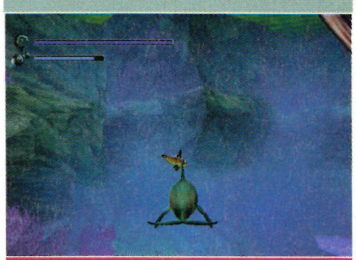


Sound the alarm by hitting these trumpets

The entrance to the main clan area (behind the huge stone gates) is only open when the surrounding area is free from enemies – namely you. So to get inside you'll need to provide a few distractions and prevent others from spotting you. First back away from the entrance until the alarm is silent, now to distract the guards hit the large red and yellow trumpet horns with your sonar. Finally grab the Power of Stealth icon from within the shallow basin in front of the gates and slyly slip inside.

To get inside the main building, hit the switch just to the right of the window in front of the gates. This will cause the window to open allowing you to enter. You'll find yourself in a room with six exits, the one that you want leading to the torture chamber is the third one from the left. To open it you'll need to activate all the switches in the other rooms. Once you've located your beleaguered colleague you'll need to set him free. Hit all the cables that hold him captive at the point where they reach the wall. Don't worry about despatching the guard, just keep out of his way. Once you've freed the captive and you're outside the main area, lead him along the right hand wall. Eventually he'll award you the Song of Plants and then disappear. Now you'll need to return to the village once more. Leave this level the same way as the other dolphin and you'll find yourself back at Anguish of Dearth. To get back to the village you first have to negotiate a series of deadly invisible tendrils. To reveal these poisonous traps use your sonar (and your latest song) on the ink plants nearby and work your way through. Once at the village return to the blocked passage and locate the Sonar icon. Blast the fallen rocks away and take some more fish to the geriatric dolphin. His son will then appear and guide you to the resistance and the exit.

PART TWO NEXT MONTH.



Beware these horned dolphin bretheren

Two on one is hardly fair is it?

Keep out of sight and these huge gates will reopen, then grab the Power of Stealth to slip through

CODES

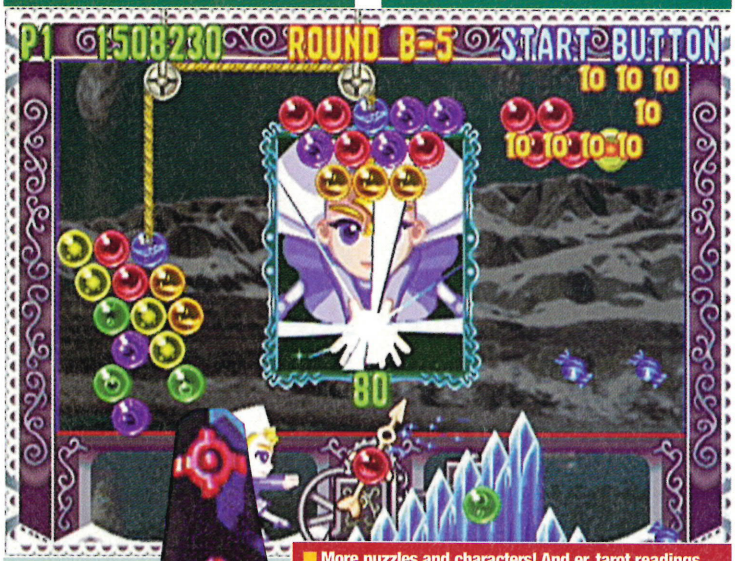
BUST-A-MOVE 4 AND PLASMA SWORD

BUST-A-MOVE 4

Extra Puzzles
At the title screen, press the following: X-Left-Right-Left-X, if entered successfully a tone will sound and you can enter Puzzle mode then select Arcade to access the new levels.

Extra Characters
To get some more crazy bubble-poppers, press: Right-Right-X-Left-Left. If inputted correctly a tone will sound.

Tarot reading
After finishing Story mode, go to the title screen and press: Up-X-Down-X-Up for some Tarot action.



More puzzles and characters! And er, tarot readings...

PLASMA SWORD

Play as Evil Gamof
Highlight Gamof and press Start and A.

Play as Kaede
Highlight Rain and press: Down-Down-Left-Left-Up.

Play as Rai-On
Highlight Byakko and press: Up-Down-Left-Left-Right-Left-Up.

ACTION REPLAY CODES

Bought an Action Replay CDX? Then get your cheatin' mitts on these spanking new codes

Code: Veronica

WARNING – These codes overwrite anything you have in your first two item slots and only one weapon code can be used at a time.

Infinite Health
12041999
000000A0

Kangaroo Mode
3EE12B4F
00000014

Have Assault Rifle + Inf Ammo
69A36517
00000002
34812A11
000003E7

Have Sniper Rifle + Inf Ammo
69A36517
00000003
34812A11
000003E7

Have Shotgun + Inf Ammo
69A36517
00000004
34812A11
000003E7

Have G. Launcher + Inf Ammo
69A36517
00000006
34812A11
000003E7

Have Lin-Launcher + Inf Ammo
69A36517
0000000B
34812A11
000003E7

Have Custom Handgun + Inf Ammo
69A36517
0000000A
34812A11
000003E7

Have Magnum + Inf Ammo
69A36517
00000020
34812A11
000003E7

Have Gold Lugers + Inf Ammo
69A36517
00000021
34812A11
000003E7

Have Machine Gun + Inf Ammo
69A36517
00000022
34812A11
000003E7

Have R.Launcher + Inf Ammo
69A36517
00000001
34812A11
000003E7

Tony Hawk's Skateboarding

T Hawks everything open
54873740
00000063
F295D691
000000FF
14AC5686
000000FF
3D616450
000000FF

B Burnquist everything open
60432B56
00000063
E2335883
000000FF
F2E9D691
000000FF
3D396450
000000FF

G Rowley everything open
54F73740
00000063
DCC4C3C8
000000FF
141C5686
000000FF
14245686
000000FF

B Lasek everything open
4CE25FDE
00000063
C33FA7EF
000000FF
F259D691
000000FF
3D896450
000000FF

C Muska everything open
3DB16450
00000063
DCB4C3C8
000000FF
C2F3A7EF
000000FF
E3775883
000000FF

K Campbell everything open
23DF2352
00000063
9D7C4AE0
000000FF
B3867A9A
000000FF
E32F5883
000000FF

A Reynolds everything open
15D45686
00000063
9D244AE0
000000FF
C283A7EF
000000FF
C27BA7EF
000000FF

R Glifberg everything open
F301D691
00000063
7A219315
000000FF
A3E31186
000000FF
DDF0C3C8
000000FF

J Thomas everything open
E3A75883
00000063
9D944AE0
000000FF
A3BB1186
000000FF
C20BA7EF
000000FF

E Steamer everything open
F371D691
00000063
626F2B56
000000FF
79A59315
000000FF
A07B1186
000000FF

Officer Dick everything open
C1CBA7EF
00000063
62372B56
000000FF
9E104AE0
000000FF
9E284AE0
000000FF

Evolution

Infinite Cash
76B5DDC1
0000FFFF
AF6B5F52
0000FFFF

Have no debts
BF86344E
00000000
EF2F1657
00000000

Mag Launcher Inf HP
4272293A
0000270F
1AB42062
0000270F

Linear Inf HP
C1CBD0F4
0000270F
F0B1A18A
0000270F

Linear Inf Magic
3B1112BD
0000270F
66335DBB
0000270F

Chain Inf HP
C5CBD0FE
0000270F
F4B1A180
0000270F

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FUR FIGHTERS WALKTHROUGH

PART TWO

Last issue we took you through the very first part of *Fur Fighters*, showing you just how to kick some fuzzy wuzzy ass in glorious fashion and rescue the babies in the first two worlds.

Well the time has now come to see you through the challenging middle section of this enormous game, before we tackle the final stages next month. It is, admittedly, a frustrating task in the later levels, but we've got all the information you need to make it as painless as possible. Pack a tin of doggie treats because this puppy's going for gold!

Right at the end of this level you'll find this huge transport. The baby is inside

WORLD – CAPE CANARDO

LEVEL 1 – THE VAB BUILDING

Tokens required: 350
Babies to rescue: Five
Turn left at the start and go through the doors.

BONUS GAME – LANDING THE AIRCRAFT

Your first port of call should be the VAB building, which is through the left-hand doors in the hub. Find the elevator on the left, take it up, and talk to the boffin who will inform you of a baby stuck on board a plane. Using remote control you can guide it down. Here's how to do it... Hit A to drop the landing gear at the start and lower your altitude, going left around the building ahead and moving right a little to find the runway (and avoid crashing). Begin to slow down with B, get straight-ish and level, then slow right down and you'll touch the ground with ease.

BABY 1 – HWEEK (DRAGON)

Now go back down the elevator, left (through the door) then left again and up the ladder on the last fuel tank. A Tweek telepoint at the top enables you to change and hover on to the right wing of the craft, where you can nip underneath the door and jump inside to rescue the baby.

BABY 2 – AMY (FIREFOX)

Drop down and go through the side doorway into a room with General Bristol. Go right, then through the corridor and left into a room. Go right into the adjacent chamber and change into Chang using the telepoint under the ramp. Follow it up, and Amy is on the catwalk.

BABY 3 – JOEY (KANGEROO)

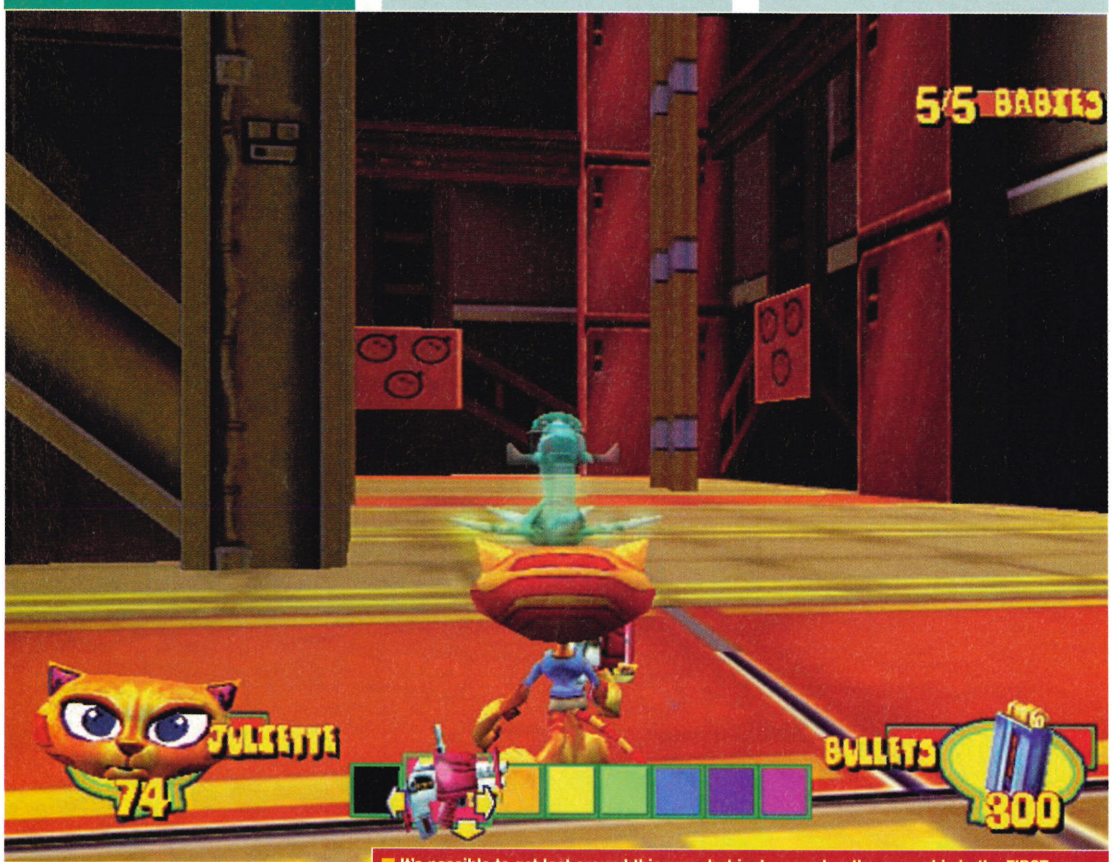
Back out into the corridor and you'll see a Bungalow telepoint on the right. Use it and open the door at the end, taking you to the wind tunnel. Time your jumps over the pits so you're not blown away (the last fans are sneaky so watch out) and rescue the baby at the end.

SHUTTLE PUZZLE

You're faced with a bit of a trek now. Start it by hopping back past a few of the fans and going right to an elevator. Ride it up and run down the ramp to the floor where you can change to Juliette and climb up the claw marks on the beams in the centre, strafing to move across. At the very top is a button to push which folds up the satellite. Another button to your right on the catwalk compacts the dish, and if you make it down safely the button on the blue console (which is on the walkway) loads the satellite.

In the nearby room a scientist needs to sterilise the moon buggy, and you can take control by jumping up and towards the window. Once you grasp the controls drive into the sterilisation chamber to see that it's out of order – so what now? Get the tokens which lie behind it and ram into the vent, creating an exit to the sewer which will lead you to the outside world. Drive through the muddy water and up into the gym, then into the showers where a bar of soap lies. Push it into the bath, then drop in to clean the mud off (you'll see the difference when you drive out). Drive back the way you came but DO NOT fall into the water – instead drive along the piping. Once back in the base go up the ramp and through to the loading area. When you have control of Juliette push the button behind you and the vehicle will be put on board.

To load the booster tanks return to the room with General Bristol and go through the corridor in the corner behind him (there's a locked door to open) and continue to the staircase with the Tweek telepoint behind it



It's possible to get lost around this area, but just remember the general is in the FIRST room

(you may wish to change to save your game or just to rest Juliette). At the top of the stairs is a console with two buttons – push the left one to pick up one of the two rockets. The second is facing in the wrong direction, but there's an easy way to fix it. Shoot the target panel to reveal a button, shoot that as well to fire the rocket off towards a ramp, where it doubles back and is caught by the mechanical hand. Now push the right button.

Back to General Bristol and up the stairs to a button which gets the shuttle ready for launch. Return to the second room (with the Tweek telepoint – change now if you didn't earlier) and search for a tiny doorway that goes a short way to a locked door, which leads to a smaller room. Push the button on the console and climb the ladder in the corner to the top, then glide across to the centre and kill the peacock before continuing to an elevator and going down into the kitchen.

TOASTER PUZZLE

The pelican won't allow you to go through the door, so you'll need to be cunning. Clear the area of enemies and talk to Sergeant Sternhauser on the table for a few goodies, including the flamethrower, then move into the room ahead with the laserbeam. Now here's what needs to be done – the toaster is broken in the kitchen but the laser can cook the bread, only you've got to bounce the beam off the doors and computers to get it there. First of all, see the terminal the laser is hitting first? Nudge it from one side so that it bounces towards the console by the door (push the middle one out of the way if needs be). Open the door and nudge the console so that the beam travels outside, then enter the restroom and close the door slightly so that the beam hits the mirror and bounces to the far stall. Adjust this door so that the beam goes from it towards the second restroom exit (you may wish to open the stall fully then nudge it by backing into it) and then adjust the restroom door. Nearly done now. Adjust the door to the kitchen so that the laserbeam strikes the toaster and breakfast will be served (on the floor opposite). If you have trouble try adjusting the kitchen, second restroom exit and stall doors. The key is to keep trying!

BABY 4 – PASCAL (CAT)

With the toast push the trolley toward the door and the pelican will let you through (at last). Switch to Juliette and time your runs past the engines so that you don't get your fur fried, and climb the claw marks on the wall to the platform. A few more engines block the way, but once you're past them the kitten can be saved.

BABY 5 – BONNIE (DOG)

There's quite a bit to do before you can rescue Bonnie. Backtrack past the boosters (if you die don't worry, the kitten has been rescued) and through the corridor near the start of this section. You'll soon come to a computer mainframe, but you can't use it just yet. Go up the ramps and through the locked doors to find the shuttle itself, and slip inside to get the unformatted floppy disk. Bring it back to the mainframe and insert it in the drive which is ahead of the cleaning duck. The fuse inside will blow, requiring urgent maintenance before the data can be downloaded, and Chang is the Fur Fighter to do it! Go back up the ramps and use the telepoint left of the monitoring consoles to change then jump on to the mainframe and enter from the top. Run through the inside, slide the secondary fuse into place, then escape the same way you entered and grab the floppy disk. Insert it into the shuttle, then get back to the door in the room and hop down on to the wheels of the transport so as not to hurt yourself. Push the button to open the main doors (watch the armadillo) and change to Roofus to rescue the puppy inside the front of the transport (there's a side door).

LEVEL 2 – VLF FACILITY

Tokens required: 400
Babies to rescue: Ten
From the start of the museum go through the double doors on the right and step on to the lift to your right on the catwalk.

BABY 1 – ZHANG (FIREFOX)

Around the corner and right is a maze of pipes, but be warned – shooting them will release either flames or icy cold steam, both of which are hazardous to you and your enemies. They will subside with time, so don't be afraid to fire your gun. Switch to Chang using the telepoint along the right wall and go through the maze killing everything you see, squeezing through the gap at the end along the pipe to reach little Zhang.

BABY 2 – ROLF (KANGAROO)

Back out of the pipe area and go right to a door which opens to the outside world. Kill the baddies and change to Bungalow (under the platform) before climbing the ladder. Push all three buttons to make the satellites rotate and use them to hop across to the baby.

This door leads to the VLF Facility. Along the catwalk is a lift which is your entry point

BABY 3 – HUMBERT (DOG)

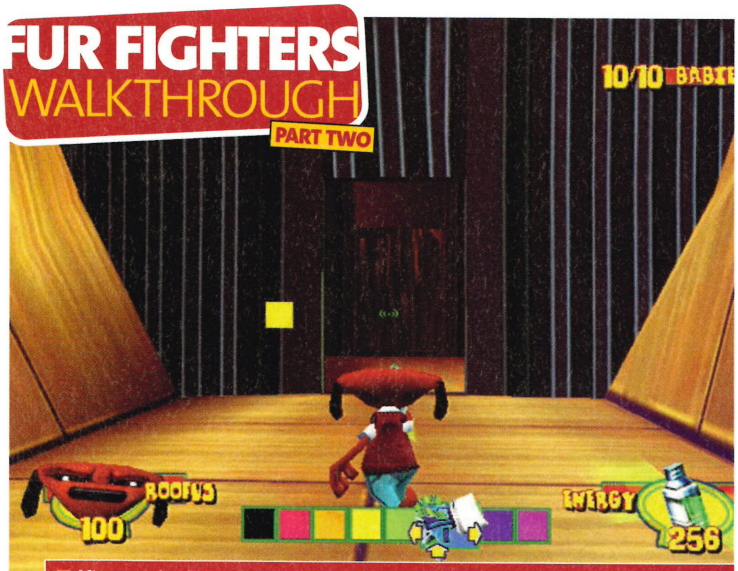
Leave this area (revisit the pipes with Bungalow for extra tokens if you wish) and change to Roofus before entering the facility. You'll notice a puppy locked away with a plasma blaster, but you can't save him yet. Go down the stairs and push the button on the right, unlocking the controls for the panels below. Enter the room on the left-hand side and rotate each panel so that the laser beam bounces off all three and strikes the red target on the screen, destroying the door and unlocking the pup.

BABY 4 – CONCHITA (PENGUIN)

Go through the door you just blasted open, run along the catwalk and push the button there, opening the fire door. Drop down and take care of the vermin below before venturing outside again, searching for a marshy area. Hop across the logs to reach land and change to Rico so you can swim into the dome. Once here you must run along the logs in order to reach the Lucky Four-Leaf Clover (keep moving to avoid being eaten!). Dive down again and swim to the back of the sunken rocket, and through one of the boosters (there are two tokens outside) to reach the cockpit. Climb up

FUR FIGHTERS WALKTHROUGH

PART TWO



After rescuing Zhang from the pipe maze, locate this door which leads to the outdoors

the chairs, shoot the glass to smash it, then leap out and save the baby penguin.

BONUS GAME – RACE TO LAUNCH

Backtrack to the start of the marsh and continue into another part of the facility. At the very top you'll enter a tower and be informed you'll need to beat the bears to the launch site. Drive as fast as you can, doing your best to avoid any obstacles because they slow you down, and with a little luck you'll beat the bears. If you fail don't worry, you get a second attempt but this time any buildings destroyed stay that way!

BABY 5 – JEAN (DOG)

Go down to underneath the stairs and switch to Roofus, then move right through the corridors to a scientist showing off an anti-gravity droid. Move to the back and shoot it to reveal the fraud, remembering to pick up the elastic band that falls out. Open the other shut door and move to a tower you can climb up. Hop across to the ledge where the puppy awaits.

BABY 6 – SOPHIE (CAT)

Just ahead you can go down into a new area. Use the Chang telepoint and scamper forward, timing your runs past the jet flames to stay safe and at the end climb the ladder. Just ahead is the kitten Sophie, but you'll need to change over to Juliette in order to rescue her.

Trouble awaits – as soon as the kitten is saved the rocket begins to launch, meaning you'll be fried unless you escape fast! Climb up the wall, move across and climb again, and at the top charge past the bears and hop into the trolley to escape (we made it with 0 seconds on the clock!). At the bottom you're given the Lucky Rabbit's Foot.

BABY 7 – MOIRA (DOG)

Back in the room with the droid go right to leave, left to change into Roofus, then back and search for the 'Authorised Ducks Only' door. Walk over to the puppy in the booth who won't leave until it sees a shuttle launch. A countdown starts and you have to push all the buttons in order, which is as follows. Lower front (near window), lower rear, upper rear left, upper front, upper rear right, upper front left, lower centre right, lower centre left, upper front right, upper rear. Now rescue the pup.

BABY 8 – ALISA (KANGAROO)

Revisit the droid and open the locked door to find the Bungalow telepoint again. Go back through the shuttle launch room (where you just were) and locate the bus with three astronauts on board. Give them back their lucky charms and the bus will take you through the gate, stopping at a post you must jump on and off to the baby above the shelter.

BABY 9 – XIAN (FIREFOX)

Go up the ramp to the Chang telepoint and drop down to help the scientist trying to fuel the tank. Don't hammer the button to pump the fuel – you'll only get tired. Slow and steady is best, and this certainly requires stamina! Once full the baby is lowered.

BABY 10 – GAIL (DOG)

Up the stairs and along the ramp is a Roofus telepoint. Switch, ride the elevator up, and grab the little pup before leaving.

LEVEL 3 – SPACE STATION MEER

Tokens required: 450
Babies to rescue: Four
The entrance is in the tall open corridor, near the doors to the boss.

BONUS GAME – METEOR SHOWER

Get into the rotating room (it's white with a few doorways) and take the left passage through each of the rooms until you get to a meerkat in front of a red hatch, who will walk off and leave his post. As you follow him a meteor storm begins – get to the guns behind the hatch! Keep firing, shooting all the asteroids, and if you need to be precise line one stream up with the incoming rock.

BABY 1 – OLIVER (DOG)

Use the telepoint to switch to Roofus and head into the garden areas. The baby is in the green grassy area, but you can't reach him yet. Follow the walkways into more bays and rooms and you'll come to a large button. Push it to open the domes and let sunlight in, making the vegetable near the puppy grow, providing a stepping stone.

THE OXYGEN BOTTLES

In the rainy area drop down and change to Bungalow, proceed to the winter bay, and grab the Oxygen Bottle you find there. Ahead is a room with tall computer banks, one of which has another Oxygen Bottle on top. Turn left after this to reach the telescope – push the button to use it. Move the cursor left and zoom in when it's red – you'll see a puppy on the ground. Zoom out and look to the bottom left building, and zoom in to see the co-ordinates that the meerkat from earlier wanted. Once seen, hit L to leave and a Print Out is yours to grab. Leave the room and go straight into the reactor room (all a bit 'Star Wars' isn't it?) where the temperature must be changed. From the entrance push the button facing

On board Space Station Meer you have to fight 31st Century Fox. Make sure you've lots of shotgun ammunition and pummel him with shells!

you, the opposite one, and then the left one to set it correctly. Climb down the ladder near the exit to find the third Oxygen Bottle.

The next section is tricky. The last bottle is high up, but not even Bungalow can reach it. Keep playing with the lever until the robot comes out, and use his head as a platform to reach the tops of the structures and the Oxygen Bottle. Now walk into the next room...

MINI BOSS – 31ST CENTURY FOX

The next bit is rather comical, and you end up fighting a large gun-toting fox! Switch to the auto-shotgun and get within range, then open fire and keep blasting while moving left and right. He'll drop after a hefty amount of shells.

BABY 2 – JOSIE (KANGAROO)

Search the body and run through the door, and back to the meerkat who needs the co-ordinates. He'll open the door and you can rescue the baby.

BABY 3 – KYLIE (KANGAROO)

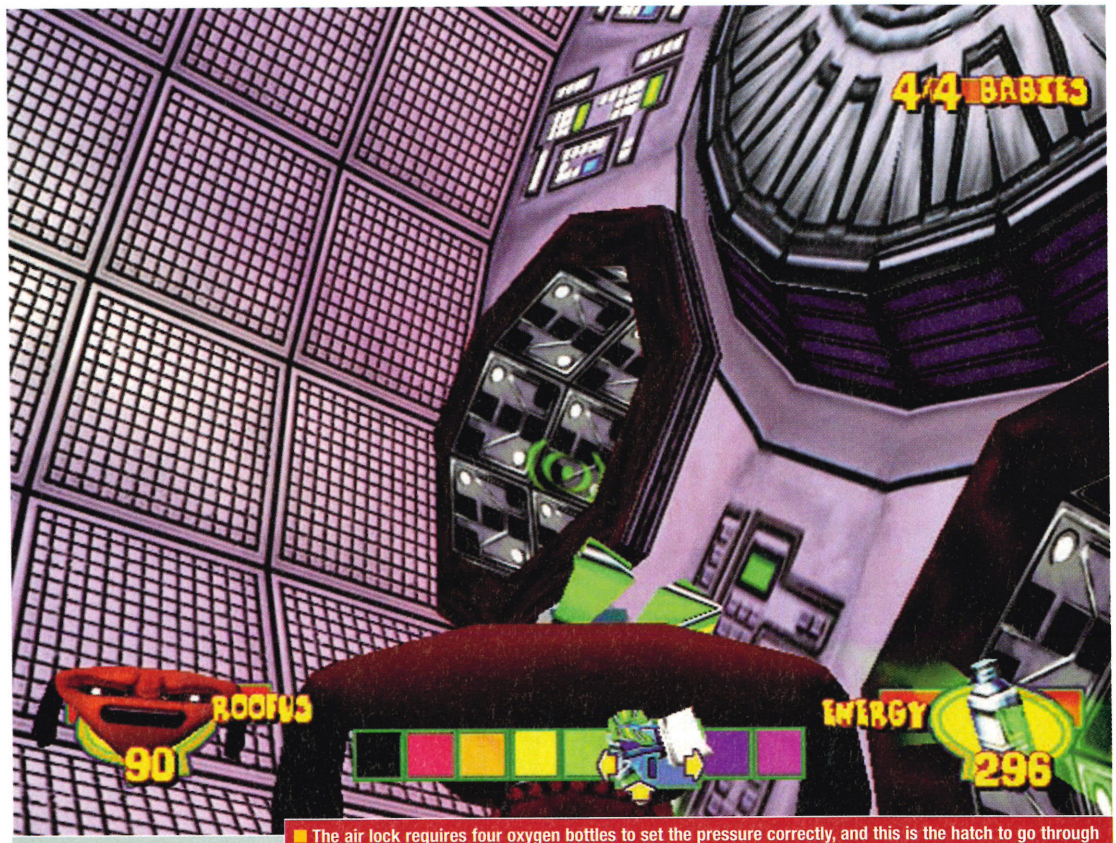
Go back a little more to the rotating room, and take a left turn and enter the second doorway. Insert the four oxygen bottles, which will fix the pressurisation problem in the room ahead. Once you've done that, the baby can be saved.

BABY 4 – EDWARD (DOG)

You MUST now change to Roofus back where you shot the asteroids. Return to the room Kylie was in and enter the docking bay to return to the planet below. You've got to land the shuttle so drop the landing gear and dip the nose, going left around the building. Slow it down very gently and once you land, hit the brakes hard to stop. The pup is waiting for you.

BOSS – SAVING CLAUDE

Leave Meer and open the doors in the large corridor (use the telepoint outside to change to Juliette). Once the battle begins switch to the Plasma Beamer and jump up and fire, then blast Claude again when he's on the panel. When he takes off leap to the centre of the satellite before the platform is destroyed and follow him to the next part by climbing. He'll be dropping bombs now, so dodge these while jumping and shooting (look up) until he falls down. Once on the panel get to the side of him and shoot a brief blast as he turns to attack you. Sidestep and repeat until he either flies away or begins bombing again. Keep grabbing ammo and health, and you'll beat him with relative ease.



The air lock requires four oxygen bottles to set the pressure correctly, and this is the hatch to go through

WORLD – DINOTOPOLIS

NOTE: To enter, return to Beaver Power then God Machine Valley and into the hole dug by the drilling machine (switch to Chang).

LEVEL 1 – DINOS DOWNSTAIRS

Tokens required: 500
Babies to rescue: Seven
Enter the house, and look to your left to find a door.

BABY 1 – WU (FIREFOX)

If you're not Chang there's a telepoint in the left corner behind the couch. Sneak into the cracked fireplace and you'll see a baby trapped by flames. Back out and move to the far right corner. Shoot the knob on the cabinet to open the door and switch to Bungalow before bouncing up the stairs and turning off the gas (the yellow button). Use Chang to rescue the kid.

BABY 2 – GERARD (CAT)

Across the room a kitten is on the globe. Change to Juliette (by the desk) and climb the bookcase (inside right) so you can jump on to the piano and cross to the hoverchair. Push both buttons and transform into Bungalow, then make your way on to the globe itself and keep running or else you'll fall! Hop on to a model building and switch to Juliette, then land and jump up on to another model and up to the kitten.

BABY 3 – TWEEK (DRAGON)

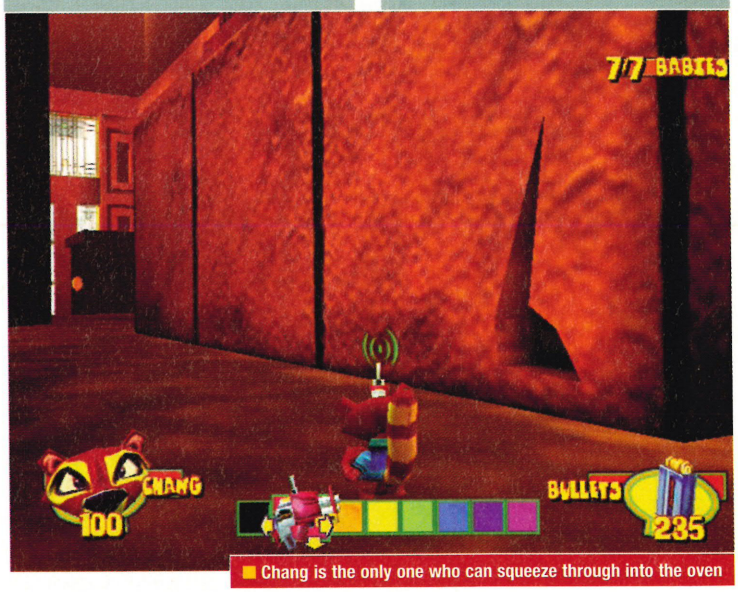
Climb up the claw marks on the chair and jump on to the piano top where a telepoint is. Using Tweek glide around to the pot on the dining room table and save the dragon.

BABY 4 – KELLY (KANGAROO)

Get over to the dino kid reading his comic (opposite the globe) and nip past him to a flowerpot right of the bookcase where you can change to Roofus. Get in the bookcase and through the crack drop into the pot and burrow, emerging by a Tweek telepoint. Glide on to the remote control and turn off the television, then fly over to the set to find a Bungalow telepoint. Enter the television and save Kelly!

BABY 5 – JUAN LUIS (PENGUIN)

Run (or we should say, hop) past the boy and around the corner to find some steps leading to the kitchen. On the left-hand side is a fridge – the pedal opens it, revealing a Rico switch point. Use him to climb up the food to the top and turn the temperature knob at the top,



Chang is the only one who can squeeze through into the oven

FUR FIGHTERS WALKTHROUGH

PART TWO

Jump up onto the chicken wing and turn around to see a shelf. There's a secret area Chang can get into containing many gold tokens

defrosting the ice, enabling you to save the baby.

BABY 6 – BLUE (KANGAROO)

Switch to Bungalow (past momma dinosaur) and shoot up at the dishwasher which is located before the purple she-beast and just after the chicken. Look up at the tall white unit and get at an angle to hit the button. Ride the conveyor belt in and deal with the shrimp below. To save the baby you must jump on a plate, dodge the lasers that sterilise it, and wait for to be thrown up into the air. On the second bounce push forward to reach the kid.

BABY 7 – HEATHER (DOG)

Get back to the dehydrated chicken and shoot the glass tumbler high up. A single drop of water will touch the bird – lunch time! Tweek is handy for the next section. Go up the drumstick and leap to the shelf behind you for goodies, then cut across and make your way to the toaster. Switch the machine on at the wall then walk up the butter knife and jump down on to the lever, thus toasting the bread. Get back up the knife and stand on the left-hand piece of bread, and when it's done you'll fly into the air, able to reach the shelf above. Walk through the cracks to get to the stove and dodging momma's hands drop down to find a Roofus telepoint. Guide him safely past the gas rings, staying well away while they're lit, and climb the ladder at the end to save the pup and exit.

LEVEL 2 – DINOS UPSTAIRS

Tokens required: 550
Babies to rescue: Five
In the house look for a guard gate by the stairs.

BABY 1 – MARIE (CAT)

Enter the bathroom and explore the shower in the corner. You'll need Juliette to time her jumps well to save the kitten and escape safely!

BABY 2 – ZWEEK (DRAGON)

Opposite the shower two ducks are shooting at you... you can avoid them by climbing the side of the towel. At the top run around the bath to the taps and climb the toiletries to reach another towel, which must be scrambled up. Go right and change to Tweek and glide into poppa dinosaur's right ear. Touch his brain and he'll twitch a bit, and you can escape via his nose (of all things) to the baby dragon.

MINI BOSS – MR DUSTEE

Glide to the floor and proceed through the bathroom to another living area. This boss isn't too tough, just equip the shotgun and circle strafe him (sidestep while adjusting the analogue stick) aiming for his eyes. If he tries to suck you in, dash forward out of the way, and after a few hits he'll be no more.

BABY 3 – ESTEBAN (PENGUIN)

The baby is in the tank, but you need another item first. Press on into the bedroom and hop inside the toy tank. Ride it up the bed and at the top blast open the box to reveal a Battery. Hit L to return to the box and change to Juliette (she's in the bathroom), then use her skills to climb the bedside table (on the right) and collect the item. Return to the bathroom and change to Bungalow, using his jumps to reach the drilling machine left of the tank where you fought Mr Dustee. Inserting the battery will cause a hole to be made in the tank, allowing Rico (by drill) to enter and rescue the penguin.

BABY 4 – WILLIAM (DOG)
Return to the kid's bedroom and use the Roofus telepoint (opposite the foot of the bed). Now burrow down left of the bed into the tank and dodge the plants there to save the poor puppy.

BABY 5 – MWEEK (DRAGON)
Change to Tweek (in corner of bedroom, opposite tank) and use the gap to enter the nursery where three dinosaurs must be hatched. Hop up the toy blocks and on to the stuffed Chang's tail to reach the record player. Down goes the needle and hooray – the babies hatch! Use the blocks to reach the toy garage and your task now is to leap from baby to baby and at the last one glide to the dangling planes where Mweek is.

LEVEL 3 – RUMPUS ROOM

Tokens required: 600
Babies to rescue: Ten
As you enter the house from the garden turn right and keep walking.

BABY 1 – ANNALISE (CAT)
Push the door open and locate the Bungalow telepoint (go forward and look right) to become the kangaroo. Jump up to the Juliette telepoint and with her climb the bookcase to rescue the kitten.

BABY 2 – KWEEK (DRAGON)
Climb up further and switch to Tweek. Fly to the pool table and sink all the balls before going down a pocket. With all of them gathered together the flap opens and you can save the infant.

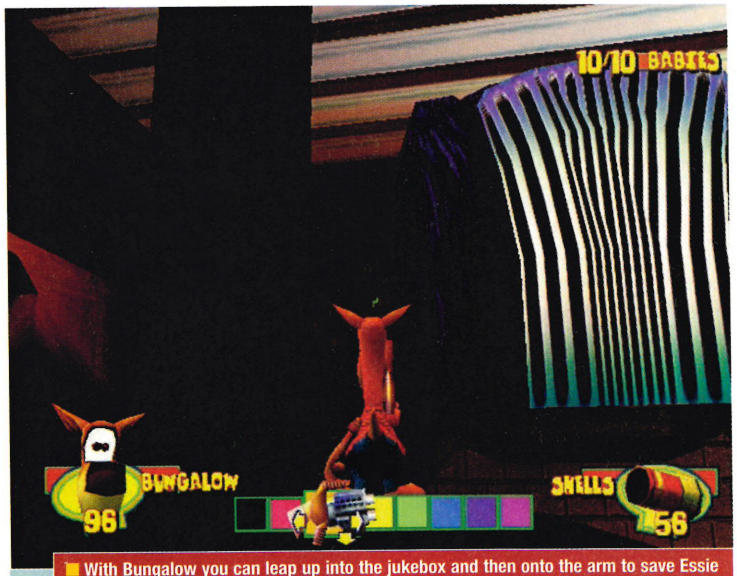
BABY 3 – ESSIE (KANGAROO)
Back with Bungalow carefully make your way past the enemies to the sofa and videogame console (and no, that's NOT a Dreamcast), then slip out of the door to the games room. Run underneath the jukebox to your right and hop inside. Bounce up to the discs and when there's a gap jump from it to the opposite ledge. Turn around and use the mechanical arm to reach the baby above you.

BABY 4 – DINGO (KANGAROO)
Left of the jukebox is a stack of books – climb them to reach the train set. Walk forwards and left slightly to reach the station and leap on to the train as it passes, riding it almost full circle back to the station. Jump from the train to the red digger, then from here on to the passing subway-style train that goes around the green island. With one more bounce you're between the trees rescuing Dingo.

BABY 5 – DANIEL (DOG)
Return to the station's platform and look at the side of the pinball table. As you can see, there's a space you can squeeze into that leads to a passage. Switch to Roofus and emerge on the table itself, being careful of those flippers and balls! Your task is to touch all the orange bumpers, thus opening the mouth of Viggo and releasing the pup.

BABY 6 – TIN (FIREFOX)
Get down on to the floor (carefully) and move around to the bar area. There's a Chang telepoint between the wall and the pinball table, and you need the fox to slip through a crack opposite the bottles in the wall. Here you'll discover that rats have taken over the homes of the mice, but if you evict them you'll be given the cub. Time to get busy! Use either the shotgun at close range or bombs to beat them all easily, and once done simply return to the crack and the mice will give you the baby.

Depending on the success of *Fur Fighters* we might see more animal beat 'em ups on DC



With Bungalow you can leap up into the jukebox and then onto the arm to save Essie

BABY 7 – NWEEK (DRAGON)
Change to Tweek (by the bottles underneath the bar) and go down the stairs into the garage. This section is extremely frustrating, we're warning you now. Eradicate any hostilities before climbing the piles of magazines to get above the jetpack. Glide to the control stick and you'll go for a ride, just keep away from the front as it nears the car or you'll be pushed off. Approaching the second jetpack jump and land by the joystick to make it fly straight up, and while it's doing so rotate yourself so that you're facing right (looking at the car). At the top jump to the vehicle and then left on to the girder where your baby brother is.

BABY 8 – CHARLENE (KANGAROO)
Glide down into the corner (by the exercise bike) and switch to Bungalow. Jump on to the pedals of the bike and rescue the baby kanga' from the bicycle seat. Nice and easy that one!

BABY 9 – KENNETH (DOG)
Leave the garage through the left-hand door (there are two doors on one side) and take out the enemies on the steps. At the washer and dryer bounce up the boxes to the right and change to Roofus on the shelf so you can burrow into the hole. Kill the enemies and use the three bras to reach the baby across from you, though it's VERY difficult. You need to stay in the middle and make a running jump before the cup you are in tilts. To make things worse there aren't very many flat areas from which you can jump from, this will often cause you to plummet because you slid before you managed to jump.

BABY 10 – ALLAIN (CAT)
This takes a while, so make sure you have full health. From the Roofus telepoint burrow to the flowerbed then again in the hole next to the one you emerged from. Now follows a long process of appearing in different areas of the house and having to reach the next burrow before you're killed by armadillos and bears. Eventually you'll be above where you started and can switch to Juliette, who can climb down the wall and fire shots at the buttons on both the washer and the dryer. Ensure you're not in their way and leap on to the closest one (from high above, naturally) and take the pain, because you're bounced up and down until you can reach the kitten. The exit is in the adjacent room (shoot the gate's handle).

BOSS – SAVING ESMERELDA
This fight is only as hard as you want to make it yourself, because there's plenty of cover available if you need it. You can only harm the lovely lady by dipping her into the scolding lava, and to do that you must shoot the valve of the floating platform that she's stood on. The best way to do this is to keep behind the beach ball while she's firing her HUGE gun and when she has to reload nip out and fire the machine gun at the valve, hopefully hitting it and unbalancing Esmerelda.

Keep your sight trained on where the valve was so you can hit it again as soon as it resurfaces, and after two blasts she'll jump to another float. Top up your health if needs be, hide behind the ball, and adjust the camera to try and spot the valve on the new float. Once she runs out of ammo move out from your cover and fire at the valve, repeating the process. Keep doing this, bearing in mind that each time the valve will be harder and harder to hit, and she'll revert back to her usual self soon enough ■

Ask Auntie Esther

Having problems? Auntie Esther will give you all the advice you need. You lucky people...

> I have a Japanese copy of *Marvel Vs Capcom 2* and would like to know if there is any way I can access the hidden characters.

Pete T

Well, Pete, as you probably know, the Japanese version of *Marvel Vs Capcom* requires you to collect points to open up new characters. The problem is only a third of these points are available by playing the console version of the game by yourself. The rest would have to be collected by going to Japan and playing the arcade version (saving your scores to VM) and also the online version against other players. However, if you go to www.booyaka.com you can download a file to your VM containing all the characters unlocked for you.

> I've been told by lots of people who have DCs that they were rung up by BT and asked if they wanted DC Internet access at £2.99 a month. They said they were doing market research and if the DC Internet was to become free they would put it in the new Dreamkey browser disk, which is coming out in the autumn. Is this true?

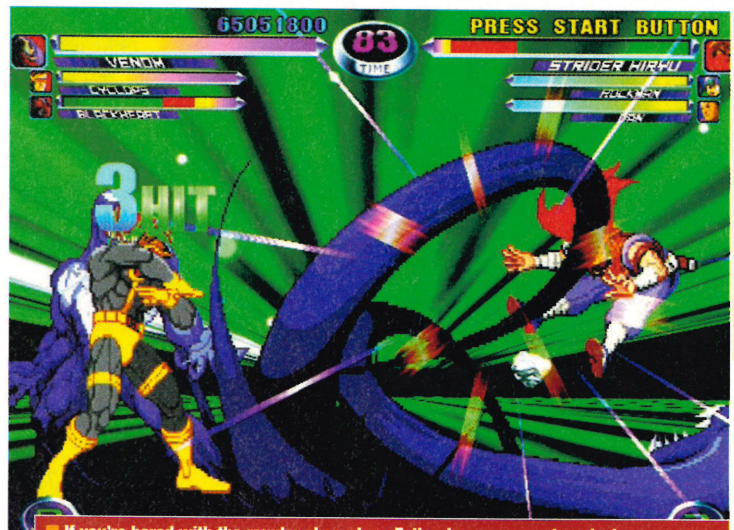
Richard Dixon

I've had a lot of people ask me about this, so it does indeed look as though BT and Sega are planning some sort of fixed-rate monthly payment for Dreamcast online use. Which means instead of paying per minute for your Internet calls, you'll just have to pay a fixed amount every month and then pay 'nothing' for your individual calls. This would certainly be an excellent way to get people online – something BT has already discovered with its Surftime initiative (which is only available for PCs and Macs). I've asked our contacts at Sega about this market research but they're being very cagey. It could be that the company is planning a big, official unveiling of its new initiative-type thing in the not too distant future. How terribly exiting.

> I'm going on holiday to the US and although I know I won't be able to use American games on my DC, I was wondering whether I would be able use US joypads and VMs, etc.

Richard Lawson

All Dreamcast peripherals are multi-standard, which means you can use them with Dreamcasts from any country. Go forth and fritter, my child.



If you're bored with the regular characters, Esther knows a way to unlock new ones...

> I read on Digitiser that *Quake III* had been delayed because of the slowness of the modem, is this true? Do you know when the 56K modem is supposed to be coming out on general release?

John

No, it's not true (sounds like they've been telling porkies). *Quake III* will be out this November and initial tests of the online gaming mode have proved very successful. There's no word on a UK 56k modem as yet, but then, with plans in the air for broadband Internet access by March 2001 (see DC-UK 013, p42), Sega Europe might just miss out on the boring old 56k altogether.

> I bought July's issue of **DC-UK** with the free cover disc demo of CDX because I heard you could play import games using it. I would appreciate it if you could let me know how because I would like to play import games without having my machine chipped.

Carlton

1) Put the CDX demo in your Dreamcast and switch it on.
2) You'll be presented with a choice of 'Start Game' or 'Select Codes'. Highlight 'Start Game' and press 'A'.
3) The next page offers you the choice of 'Start game without codes' or 'Cancel'. Highlight the latter and press 'A' again.
4) You'll be prompted to make sure that the game you want to run is in the Dreamcast. Open the lid, replace the CDX demo with the import game of your choice, shut the lid and press 'A' to load it up.
5) The game should boot up. Hurrah for us and our cunning ways!

Take care though, my darlings, because if you're using the full product, you'll notice an option that says either 'Boot in NTSC mode' or 'Boot in PAL mode'. Select 'NTSC' when using Japanese or American games, as this will enable a full screen display. Choosing this will also reboot your PAL Dreamcast with an NTSC-style orange swirl.

> Now that the Action Replay CDX for Dreamcast is up and running, will you be printing any of the codes in your DC-Tips section?

Chris Foers

We started last month, you fool. Go to page 92 for the latest batch, and stop bothering me.

> Can you please tell me how to get an A ranking in *Resident Evil Code: Veronica*. I have beaten the game in four hours and 39 minutes without saving or retrying and without using any First Aid spray at all, and I only got a B ranking. Also, in issue number 11 of your great mag I saw that you had the assault rifle with Claire before it is usually found in the Antarctic Base in the second part of the game. Have you been using cheats or something?

Chris Gunn

Well, I hate to have to tell you this, Chris, but you missed A ranking by just nine minutes. Better luck next time, cherub. As for our screenshots – we'll there's a long and scarcely believable story attached to this. The screenshot in question was actually taken in Easy mode – which gives you access to all the weapons when you reach the Ashley Residence. Rest assured, we didn't review the game in Easy mode, but we had to go back and take some extra screenshots at the last minute and... oh forget it.

> 1) What's the best game you've ever played for the Dreamcast?
> 2) Are there any games rated 18?
> 3) How many games in total are there for the Dreamcast?

Tests for online *Quake III* are underway, and we are told the results are looking good

4) What can you use the DC keyboard for (other than using the Internet)?
Paul Janaway, Southampton

1) We change our minds every week, love. It would be easy to say *Soul Calibur* because it's the only game we've given 10/10 to (so far), but we've probably played *Virtua Striker* as much as *Soul Calibur* and that only got a piddling six out of ten. *Virtua Tennis* and *SWWS: Euro 2000* have also spent a lot of time in our DC. But then there's *Code: Veronica* and *MSR*. And *Powerstone 2*, and *Shenmue*...
2) Yes, *Mortal Kombat Gold* and *Sword of the Beserk* are both rated 18. And why do you want to know anyway, you little perv?
3) At the time of going to press it was around 100 in the UK.
4) Several forthcoming games including *Hidden and Dangerous* and *Quake III* are set to use the keyboard as an alternative controller. Or you could also use it as a racquet for an impromptu tennis sesh.

> 1) Which will be the best, *MSR* or *Ferrari 355 Challenge*?
2) Where can I get a new modem phone cable from?
3) When is *Power Stone 2* released?
4) Can I have a job, please?
Steve Shaw, Rotherham

1) They are both very different games that excel in their own fields. *F355* is a pure simulation of one single car and it's so realistic you'll have to practise for weeks just to win a race. *MSR* is just as challenging, but the handling is more intuitive and the huge range of cars and circuits will probably make it more appealing to most. I think you'll have to read the reviews in forthcoming issues of DC-UK and make up your own mind.
2) What on earth have you done with your old one?
3) September 8
4) Good lord, no.

ASK ESTHER
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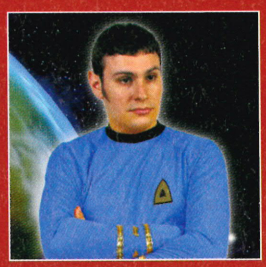


SCIENCE OFFICER MAXIMUS

Really hard technical questions tend to leave Auntie in a bit of a flummox, so she hands them over to our esteemed Officer to answer. At considerable length...

> I was just wondering something about Dreamcast. You see, when I put my machine on, the Dreamcast swirl appears, but at the same time I get a very annoying buzzing sound. I have tried connecting my Dreamcast to a smaller TV, and the buzzing is still there, but doesn't sound as bad. The annoying sound also occurs when I play DC games, like *Sega Swirl*. It's so bad that I have to turn off my Dreamcast just because the game sounds awful. Please could you let me know what this sound is and where it's coming from?
Paul

This sounds like a symptom of bad grounding or shielding. Unfortunately, companies such as Sega don't pay too much attention to the quality of the components in their consoles. Other machines, such as Atari's 2600 to Sony's PS2, all have comparatively indiscrete construction with minimal shielding from electromagnetic interference (EMI). Any oscillating circuits emanate signals that can be picked up by the audio path and transduced to sound. Components such as power supplies deal with high voltages, while low-voltage amplifier inputs are very sensitive, so there is a propensity for interference if any of these parts are not properly shielded.

In any TV, the electron gun is driven horizontally (line-rate) and vertically (frame-rate) across the screen. The frame-rate is 25Hz interlaced, which means the picture is drawn with all odd lines, then all even lines, 25 times a second. The second harmonic of 25 is 50, which is also the frequency of the UK mains supply. The proof of this particular form of EMI would be to adjust both the Brightness and Contrast controls on the TV, where a higher value increases the hum as the audio circuits amplify the 50Hz frequency of the audio spectrum. So it's quite possible that either your TV or your Dreamcast has defective shielding, or that the Dreamcast is too close to the TV and is interfering with the TVs audio circuitry. This form of distortion, if introduced into the audio path, would manifest itself as a prominent hum or buzz, around the 50Hz mark.

The reason it doesn't sound so pronounced on a smaller TV is that their loudspeakers are invariably smaller and as 50Hz is a relatively low frequency, you simply wouldn't hear it as much on a small TV as their loudspeakers roll off at around 90 to 100Hz.

Try altering the position of your Dreamcast. Most people keep their consoles under their televisions and if yours is a large TV, it would be better to keep a distance of about 18 inches to two feet where possible. Make sure the Brightness and Contrast aren't set too high – as I've already mentioned – and adjust, if necessary. If you are still finding that the hum is audible even when the game is in motion, then you may well have a defective Dreamcast and we'd suggest ringing Sega's customer service number (0845 609 0090), as your machine is still under guarantee.

> I have only just bought a Dreamcast and thanks to the disc on issue 11 I am now playing a USA version of *Episode 1 Racer*. I would like to know how I can run my import Dreamcast games full screen. At the moment it's through the crappy PAL lead that was supplied, and even though it plays the game I have got a black bar at the bottom of my TV. I think it has got something to do with the 525/625 lines difference on UK and US TVs. But seeing as my TV has got 50/60Hz, AV1, AV2, S-Video and RGB options I am puzzled by this strange display. I am going to get a new connection cable, but I am not sure which one I should get and I was hoping you could help.
Mark Hogg

The majority of NTSC games running on a PAL DC (that's either chipped or using the CDX demo) will display a 525-line frame on a 625-line TV, even if it boasts dual compatibility. There are a few exceptions, such as the Japanese version of *Sonic Adventure*, but most games will display 50-line borders at the top and bottom of the screen. *Pod Racer* is unusual in that it renders the lost 100 lines as one double-thickness border at the bottom of the screen, as you point out. Opting for a SCART lead will not rectify this problem, but it will increase your picture quality no end. I suggest you pick one up regardless.

However, there is one foolproof way of overcoming the border problem that will allow you to enjoy a full-screen display, no matter whether your software is NTSC or PAL. Simply take your TV to your nearest reputable service centre and ask them to fit a switched resistor over the vertical resolution pot in order to flick between a standard bordered 525-line display and a full-screen 625-line display. Whenever you use import software, you simply press the switch and the vertical height stretches to full-frame, getting rid of any unsightly borders. Just remember to switch it back when you're watching TV, otherwise those quality soap actors will look all long and thin. This modification also works for PAL games that are bordered and is easy to perform and cost-effective. Expect to pay £30 – 40, but make sure you're not voiding your warranty.

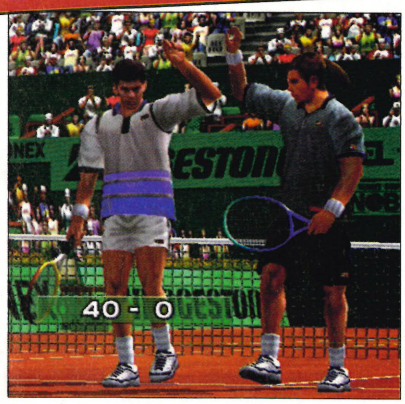
Challenge

Show the world how talented you are!

Are you good at videogames? No, we mean REALLY good? Are you tired of beating your rubbish friends again and again and again? Do you often dream of receiving some sort of reward for your brilliance? Well, **DC-UK** Challenge is the place for you. Just take a look at the challenges we've set below and then beat them so convincingly that the previous record holder feels like a talentless gimpoid. It'll feel good AND earn you a joypad! ■

VIRTUA TENNIS

W! NEW! NEW! NEW!



Prove you're a tennis ace in Sega's superb racquet 'em up by sending us your best times and scores for the Training games

THE CHALLENGE

TRAIN LIKE A PRO!

> World Circuit mode has a selection of eight fantastic Training games. Smash your way to the third stage for each of them, then send us your best scores/times for any of the Training games on level 3 ■

CODE: VERONICA

Scare yourself silly with the latest DC-UK challenge

THE CHALLENGE

BE THE FIRST TO FINISH

> Got to grips with *Code: Veronica* yet? Good. Now we want you to finish the entire game in the fastest possible time you can. Then send the proof to us ■

SEGA BASS FISHING

Sega's bass-catching romp provides a decent challenge for the determined angler

THE CHALLENGE

LAND A BIGGUN'!

> Just catch the biggest darn bass you can, then send us a photo of the weight (in metric). Good luck. Use our fishing guide in **DC-UK 11** for help ■

VIRTUA STRIKER 2

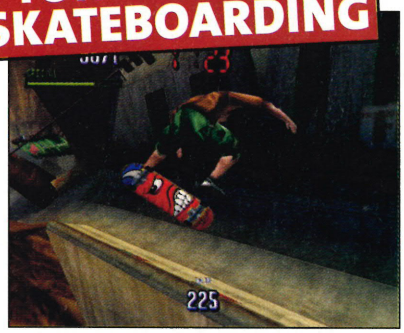
It's possible to get goals worth 600-plus. Prove it!

THE CHALLENGE

SCORE A BEAUTIFUL GOAL!

> In fact, Edward Barnieh has almost reached the 700 mark. Can you beat that? Send us a photo of your score together with the team and goal type ■

TONY HAWK'S SKATEBOARDING



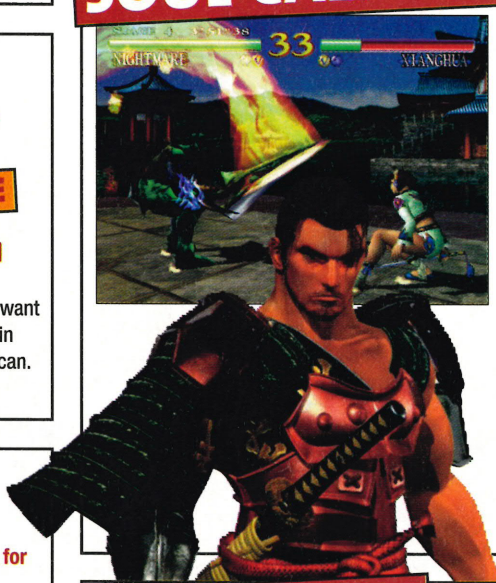
We've honed down our skating challenge into one ollie-tastic grind-fest. Rad

THE CHALLENGE

BUST THAT MOVE DUDES!

> Go to the Warehouse, where you can only use the rail in the middle of the floor. Hop on it and pull as many tricks as you can along it. Take a shot of the total score for your combo and make sure you wear knee-pads ■

SOUL CALIBUR



Namco's consummate fighting game has enough depth to keep even the most hardened warriors coming back for more, especially with the added stimulus of free Mad Catz peripherals. Why don't you give it your best shot?

THE CHALLENGE

TIME ATTACK

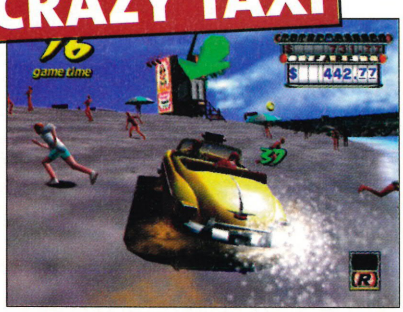
> Our fastest time yet is 01'02"32. Think you can do better? Send in a photo of your best time as proof

Or:

SURVIVAL MODE

> Keep sending in evidence of your highest number of wins – do you think you can beat Jayne's **109** victories? ■

CRAZY TAXI



Sega's wild cab driving game remains the best thing on four wheels and we know you're still playing it because it's by far our most popular challenge. If you think you can beat Richard, Glyn and Robert on our *Crazy Taxi* chart, then send in some proof!

THE CHALLENGE

CRAZY JUMP

> Patrick tops the chart with a belter of a jump at **392.26**.

CRAZY JAM

> Glyn is still there with his score of **26.69**. Can you beat it?

CRAZY FLAG

> Robert McMillan is still holding on to the top of the charts with a fantastic time of **5.05**. Can you knock him off? ■

HIGH SCORES

Can you beat this month's top scores?
New winners get a Mad Catz joypad...

CRAZY TAXI

CRAZY JUMP

1	392.26	★ Patrick Clarke ★ *via email*	★
2	388.43	Stephen McLeod, *Manchester*	★
3	388.11	Becky King, *Cleethorpes*	★
4	386.01	Richard Lee-Wright, *Devon*	▼
5	385.53	Andy Waceba, *via email*	▼
6	383.65	Richard Callanan, *Middlesbrough*	★
7	379.15	Marcus Bryan, *North Wales*	▼
8	378.69	Steve Smith, *via email*	▼
9	377.63	Adam Carter, *Huddersfield*	▼
10	376.95	Daniel Salway, *Bedfordshire*	★
11	376.11	Richard Taylor, *Hereford*	▼
12	375.83	Richard Lee-Wright, *Devon*	▼
13	373.56	Andrew Grainger, *Bristol*	▼
14	372.58	Anthony Stevens, *via email*	▼
15	372.00	Dave Crowther, *South Wales*	▼
16	371.59	Tomi Luostarinen, *Helsinki*	★
17	371.18	Adam Barker, *Romford*	▼
18	370.25	James Wicks, *via email*	▼
19	367.95	Paul Kirkley, *via email*	▼
20	367.47	Peter Dunford, *Leicestershire*	★

CRAZY JAM

1	26.69	★ Glyn Horsley ★ *Nottinghamshire*	◆
2	27.57	Dean Tallon, *Penzance*	◆
3	27.70	Dean Taylor, *Cumbria*	★
4	27.94	Dipen Karia, *Peterborough*	▼
5	27.95	Robert McMillan, *Bedfordshire*	▼
6	28.14	Richard Lee-Wright, *Devon*	▼
7	28.17	Kevin Bremner, *Inverness*	▼
8	28.65	Peter Tweedie, *Surrey*	▼
9	28.74	Tommy Pritchard, *Dagenham*	▼
10	28.90	Steve Ball, *Kent*	▼
11	29.10	Mick Hargreaves, *Barnsley*	▼
12	29.99	Jonathan Weeks, *via email*	▼
13	30.17	David Jaczewski, *Poland*	★
14	30.54	Steve, *via email*	★
15	30.79	Michael Davis, *Kent*	★

CRAZY FLAG

1	5.05	★ Robert McMillan ★ *Bedfordshire*	◆
2	5.14	Daniel Salway, *Bedfordshire*	★
3	5.15	Glyn Horsley, *Nottinghamshire*	▼
4	5.44	Richard Lee-Wright, *Devon*	▼
5	5.49	Steve Ashley, *Kent*	▼
6	5.55	Dean Taylor, *Cumbria*	★
7	5.60	David Jaczewski, *Poland*	★
8	5.62	Adam Carter, *Huddersfield*	★
9	5.64	Laurens van den Nieuwenhuizen, *The Netherlands*	★
10	5.95	Anthony Stevens, *via email*	▼
11	6.70	Kevin Bremner, *Inverness*	▼
12	6.70	Joe Lainchbury, *via email*	▼
13	6.82	Mick Hargreaves, *Barnsley*	▼
14	6.85	James Wicks, *via email*	▼
15	6.94	Tommy Pritchard, *Dagenham*	▼

SOUL CALIBUR

HIGHEST NUMBER OF WINS IN SURVIVAL MODE

1	109	★ Jayne Barker ★ *London*	◆
2	101	Bon Pang, *London*	★
3	91	Guljar, *Kent*	▼
4	78	Aidan Fitzgerald, *Cheshire*	▼
5	77	Andrew Blatch, *Kent*	▼
6	77	Adam Carter, *Huddersfield*	▼
7	77	Stefano Vigorito, *Staffordshire*	▼
8	69	Andi Woodford, *West Sussex*	▼

VIRTUA STRIKER 2

SCORE A BEAUTIFUL GOAL

1	698 points	★ Edward Barnieh ★ *London*	★
2	667 points	Jake Lawrence, *East Sussex*	▼
3	623 points	Barry Knapp, *via email*	▼
4	608 points	Bryan Ellwood, *Luton*	★
5	575 points	Garry Taylor, *Luton*	▼
6	552 points	Steve, *via email*	▼
7	550 points	Carl Jenkins, *Grimsby*	▼

WIN! WIN! WIN!

A beautiful Mad Catz joypad!

Imagine this in your record-breaking hands

The best game scores we receive (ie, the ones that go to the very top of our chart) will each win a Mad Catz joypad – perfect as a second, third or fourth pad for those multiplayer gaming sessions. To get on the chart, simply attempt one of our challenges and send us proof of your massive score. A Polaroid will do the trick – you could either post it to us, or email it. Oh, and for heaven's sake use the game's default settings. Don't be a big girl's blouse and put everything on easy mode. Now get up off the sofa and play! NB: Chart-toppers only recieve one pad each, even if they stay topside for more than a month

Send proof of your high scores to one of the addresses below:

Email: dcuk@futurenet.co.uk
Fax: 01225 822744
Write:

DC-UK
Challenge
Future Publishing PLC
30 Monmouth Street
Bath, BA1 2BW

D-m@il

Enlist now for Dreamcast opinion warfare!

✎ MSR BLOWS PS2 AWAY

I have this mate who keeps saying to me Dreamcast is crap, Dreamcast is finished etc. He is one of those stupid PS2 lovers that just keeps talking about the PS2 all the time, he's always showing me pictures of games that are coming out on it which usually send me to sleep. Anyway, one day we were in Game and I was looking in Issue 08 of **DC-UK** at the *Metropolis Street Racer* preview when he walked over and went, "Wow! Look at the graphics on that – see, that's what a PS2 can do! I bet you want a PS2 now, don't you?" I turned to the front page and to his horror it was a Dreamcast magazine, and a DC game! I wish I had a camera, as his face was the funniest thing I have ever seen! It looked like he was going to cry. The nagging days of the PS2 are now long gone and he's in a special home somewhere trying to come to terms with the fact that DC rules over Sony's little kid's toy!

Jonathan Platt, Bolton

We get loads of letters like this and it's frustrating to find people defending a machine (PS2) that they have no experience of. But then that's human nature: some stick with familiar brands whatever happens, whereas the maverick thinkers, the chance-takers, the trend-setters make their own decisions. Thankfully, you're all in the latter catagory!

MAIL OF THE MONTH

✎ IS THERE A VM CONSPIRACY?

Here's another complaint about another of DC's little failings. In this case the troublemaker is the VM. When I first bought one I played the minigames a lot and the batteries ran out within a couple of months. I bought another set of batteries (at surprising expense) and curtailed my minigame activity. To my intense irritation, the second set of batteries ran out almost as fast as the first. I now can't copy/exchange files etc, and I haven't got money to waste on buying £5 pairs of batteries. I've just bought *Tony Hawk's Skateboarding* (which kicks ass, by the way) and can't access the VM to clear enough space to save it. I can't be arsed to keep buying more batteries, so I'm just going to have to invest in a new VM. Is this some fiendish plot of Sega's to make us buy more VMs at £20 a go? Is there a mains adaptor available? Or can anyone lend me £20?

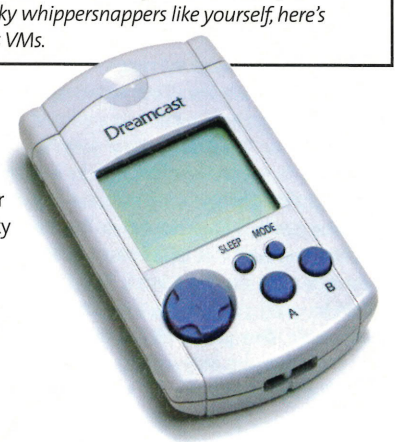
Chris, Birmingham

You're kind of stuck – there isn't a mains adaptor, you just have to cope with the VM's voracious appetite for batteries. The problem is that the batteries will deplete simply because they're in contact with the VM. Try reusing the original contact-breaker that came with the unit – this will ensure that battery charge is only being consumed when you actually use the VM. As for not being able to access your save files, put your VM into the controller, switch on your DC (with no game in) and use the File Manager, (see your instruction book for more details). Loathe as we are to hand out freebies to cheeky whippersnappers like yourself, here's some games and one of those precious VMs.

You win...

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

simplyGAMES.COM



✎ DC REVOLUTION

I have had my Dreamcast for a couple of months and think it's amazing. I have owned every single Sega console including the Game Gear, but the Dreamcast has given me the most fun. I think the Dreamcast is so good that it's going to wipe the floor with PS2. I'll get to the point. For the first few weeks I didn't let any of my friends play with my beautiful DC (it looks so much nicer than all the other consoles out there) but then I thought I better let these low lifes get a piece of the magic so I invited them to play (of course I had paramedics ready, since I knew they would have a heart attack from the sheer brilliance of it). After all my friends had played my Dreamcast, (and there were a load of them – hey, I'm a popular guy) they all wanted one and are now ditching their ideas of buying the PS2. Now everybody's talking about buying a DC, when before they were all talking about buying a PS2. Sorry Sony for cutting into your sales – not that it would make any difference as the Dreamcast is a better all round console that suits everybody's taste.

Muhammed Jabbar, Bristol

Well, that's told them, hasn't it? Thank you, Muhammed, for singlehandedly causing the whole of Bristol to shun PS2 in favour of Dreamcast, thereby starting a mini revolution that will, eventually, be Sony's undoing.

✎ WHAT ABOUT NINTENDO?

Woo hoo. At last the PS2 can only just be seen in Dreamcast's wing mirror. What I mean is that a couple of months ago I could name at least 12 of my friends who worshipped the ground the bloody thing walked (or sat, which ever you prefer) on. Then one morning I woke up and almost all of my PS2 loving friends had decided to stay with their Dreamcasts. To what do I owe this miracle? Well, Sega's presentation at E3, that's what! Especially the great list of up-and-coming and existing games.

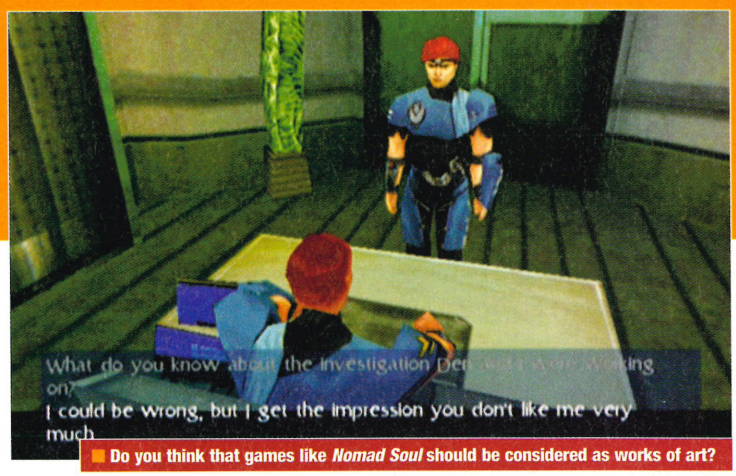
But this isn't the main reason I am writing to you fine folk. I am worried because Nintendo's machine is just around the corner and it seems that everyone, including Sega, has forgotten about it. From what I can make out, the Nintendo machine is a pretty nifty piece of equipment. For example, it can play DVDs among many other things. What is Sega planning to do about this? Anything? Maybe they could release a DVD player themselves.

Even though the battle for supremacy with the PlayStation2 will soon be over, the battle with Nintendo is yet to come.

Daniel Durdin, via email

It's true that we all put more emphasis on the upcoming Sony console than on the Nintendo one – which is all to do with how their consoles have sold in the past. And although this in no way represents a definite prediction of the future, it can sometimes give us a hint. We've got quite a soft spot for Nintendo, and would even like its new console to do well. We don't think anyone is underestimating what Nintendo's machine will do, but maybe we are

> "Nintendo's machine is just around the corner and it seems that everyone, including Sega, has forgotten about it"



Do you think that games like *Nomad Soul* should be considered as works of art?

overestimating the power of PlayStation... we shall all just have to wait and see.

✎ SHENMUE LOOKALIKE

While sitting in front of the TV I came across a programme about Yu Suzuki, which had an interview with the man himself. The interview itself was pretty poor on the interviewer's part as it consisted of around four questions, three if you count the fact that the last question was about *Shenmue* part 2 and Suzuki seemed to find it hard to say anything about it (although he deserves credit for trying to answer in English which seemed painfully hard for him to do). Anyway, I noticed that Suzuki was wearing a jacket that was exactly like Ryo's one in *Shenmue* and it dawned on me that Suzuki and Ryo look a bit similar (even more so if Suzuki was a bit younger) and I was wondering if Suzuki had partly modelled Ryo in his image? After all if you had played such a major part in game design wouldn't you want to be seen by thousands if not millions of people in your own masterpiece?

Robert McMillan, via email

Possibly – although it doesn't say a lot for Seaman*'s creator, does it?*

✎ BLEEM WORRY

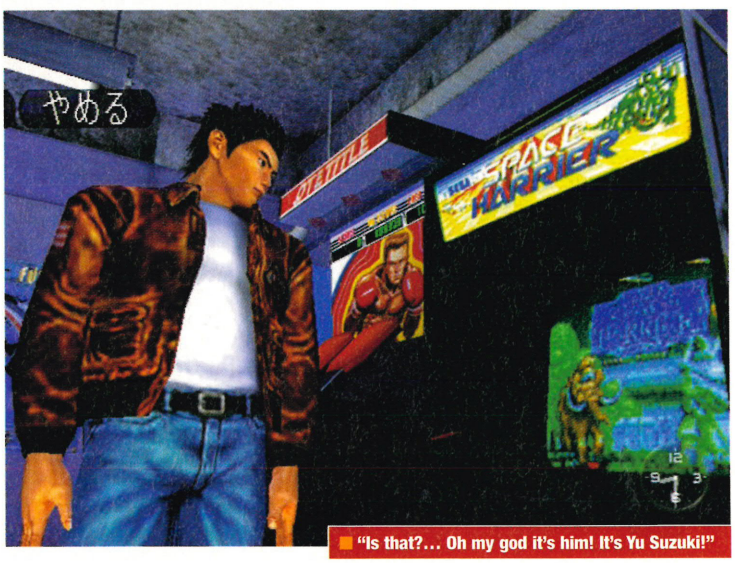
I have just visited the Bleem Website and looked at the screenshots comparing *RR4* for the PSX running on the PS2 and DC. Sony must be gutted.

The question I have is how will this affect the future of the DC? On one hand it will give DC owners a brand new catalogue (400+) of games to play, with graphical enhancements that the developers could only dream about when they were originally designed to be played on the PSX.

But what no one knows is how this sudden increase in games for the DC will effect future game development by third parties. It may increase the DC console sales, but when you'll be able to pick up cheap second hand PSX titles (some of which have excellent gameplay) and play them with all the graphical enhancements that Bleemcast can provide, how many new games are you likely to buy for the DC? You will still obviously buy the top-notch titles that come out, but what about the average ones? Because the choice has been limited up to now, DC gamers have been buying the average games just for some variety. This could all stop with Bleemcast .

With companies like EA already sitting on the fence, Bleemcast could actually stop new developers for the DC as It will give all the old PSX titles a new lease of life which will still make them money. W hile I will probably be one of the first people in the door at my local game shop to buy Bleemcast so that I can play the likes of *MGS*, *GT* and *FIFA* I am a bit concerned whether it could do as much harm as good.

Stefano Giorgi



"Is that?... Oh my god it's him! It's Yu Suzuki!"

*The release of Bleemcast probably won't have a profound effect on thirdparty development by itself. Although PlayStation games allegedly look better running through DC, decent games developed specifically for the console will always look better – plus, most gamers who have spent £150-£200 on a new console will be willing to buy games designed specifically for that machine. If there is any effect at all it will be on what you've referred to as the 'average games' which is no great loss. With so many triple A Dreamcast exclusive titles on the way (*Jet Set Radio, Shenmue, Virtua Tennis, Phantasy Star Online, MSR, F355, *etc, etc), who needs shelf-filling shovelware?*

✎ GIVE DC THE TURNER PRIZE?

How long before computer games are considered part of the same category as books, music and the rest of the arts? It could be argued that the story telling element (eg, *Nomad Soul*) combined with player interaction could be a new form of literature. Also the graphics now being produced (eg, *Jet Set Radio*) could be declared art by some critics.

If any of this does happen what are the chances of seeing a French black & white computer game where nothing happens? Or a late night serious discussion show on BBC2?

John, via email

You've raised a fair point, here. Although the non-gaming public might be more aware of, say, the work being displayed in the Tate Modern than that of Soul Calibur *or* Metropolis Street Racer, *the gap is closing fast. Graphical art is already a 'serious' discipline in its own right, and many artists are starting to use the same computer art packages as videogame designers to create 'digital art' (William Latham being a key example). Not so sure about the avant garde French minimalist version of* Sonic Adventure, *though...*

✎ COME LIVE IN THE LEBANON!

I'm writing this mail after reading Issue 12's D-M@il winner Mikael Myrskog's letter, who said he thinks that in Finland the DC marketing is really slow. Well let him come here and experience what I feel like! I have a lot of games, but they're all from my cousins that don't live here.

Here the most famous game console is the PlayStation. And wanna know why? It's because they sell millions of pirate games for only $3 apiece. And now they've started to sell fake PS2 games for $10. Plus the DC market is really slow – the latest game we have here is *DOA2*! And DC games cost $150 – now that's *really* expensive! Come and try to live in the Lebanon for at least one year and suffer like me!

Wael Halabi

Well, thanks for the invite – we might take you up on that. Especially considering you wrote this email on July 19 bemoaning the fact that DOA2 *was the latest release. What you might not know is that* DOA2 *was released in the UK on July 28 – so it seems as though our readers from overseas are faring better than we are. The price you're paying for a Dreamcast game translates as roughly the £40 we spend on new titles, too, so you're not being hard done by at all. Come on, people, a little research wouldn't go amiss before you start whinging to us. Sheesh.*

Email: dcuk@futurenet.co.uk
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Write:
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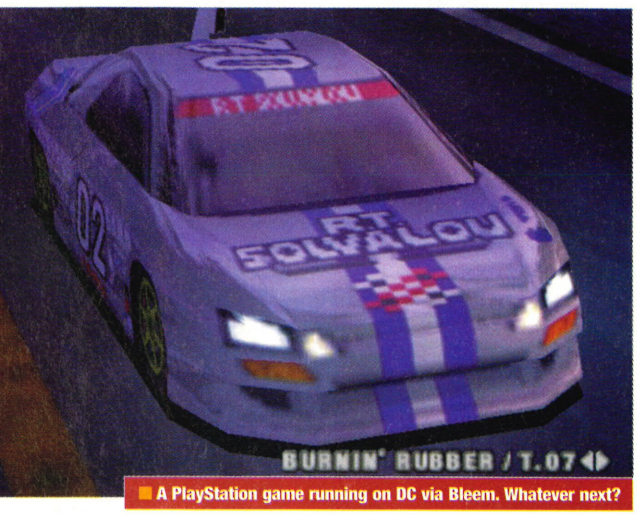
D-m@il
Future Publishing PLC
30 Monmouth Street
Bath, BA1 2BW

Internet News

DC-UK heads out on another Web surfing safari



A PlayStation game running on DC via Bleem. Whatever next?

FAQ Bleem!

PSX emulation explained

So you've marvelled at its snappy name, read all about it, but still don't really get what this Bleem business is all about? PlayStation games on Dreamcast? But better? Head over to www.bleem.com where the manufacturers have handily set up a lovely site to answer all your questions about the emulator.

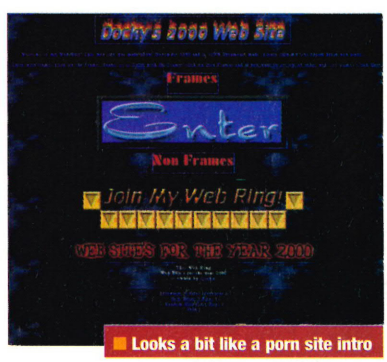
Of most use is the comprehensive FAQ list which contains at least 25 of the most commonly raised queries, from VGA box compatibility to issues of controller configurations and so on. As you'd expect really ■

Made on Dreamcast

DC in 'not just for browsing' shocker

Imagine a Website designed and produced totally with a Dreamcast – what would it be like? Well, pop over to Docky's 2000 Website to see for yourself (www.angelfire.com/myband/docky/index.html). The best feature is undoubtedly the downloadable midi-files, featuring everyone from TLC to Tchaikovsky to '80s staples Tears For Fears.

Okay, so we only checked out artists with names beginning with T, but those that we did hear all seemed to be pretty accurate renditions. Unfortunately, they all seemed to have been reproduced by someone playing a Bontempi. There are also plenty of links to DC-friendly live Web cams, (including one on parrots) and a European weather section... ■



Looks a bit like a porn site intro

ChuChu cheating!

The big tournament turns sour...

Disgusting: *ChuChu* cheats ruin everything

Think you're pretty hot stuff in the *ChuChu* stakes? Thought about testing yourself in the Dreamarena European league? Well, be warned that it might not be the most accurate barometer of your true mice-tricking ability, at least if the inhabitants of Sega's Web community are to be believed.

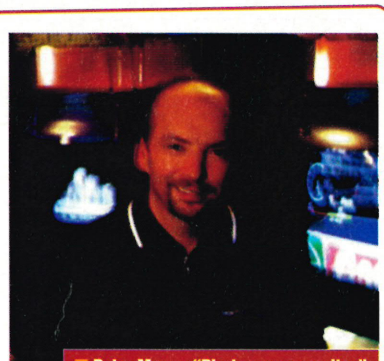
Firstly, the chat rooms and message boards have been full of disgruntled players moaning about the rules. Top grievances include players who disconnect if they're losing to preserve their record, and the overall format of the rankings – specifically the fact that those who have time to play more can rack up better records. It seems most would have favoured some sort of a cap or limit on the number of games, say 100, from which you could construct your percentage record, or even a giant knock-out system. But all this whining pales in significance when compared to the cheating which has been discovered. By using Datel's Action Replay cartridge it is possible to ensure that a player always has 999 mice. One gamer has already been disqualified for using this cheat. Boo hiss ■

Sega drowns pirates

Dodgy Dreamcast-dealing online

Over in the land of apple pie and police brutality, Sega of America recently managed to shut down around 60 illegal Websites and over one hundred auction sites which were found to be offering pirate copies of Dreamcast games and special 'boot disks'. Working in conjunction with big Net names such as Yahoo!, eBay and Amazon, legal 'cease and desist orders' were employed to ensure the supply of the pirated goods was nullified.

It is believed that initiatives such as Internet Relay Chat (IRC) were being used as a virtual trading ground. "Pirates are parasites" said Sega of America president Peter Moore, clearly unafraid of potential repercussions in sea-fearing communities. Any info on such shady business should be emailed to stoppiracy@sega.com ■



Peter Moore: "Pirates are parasites"

JARGON BUSTER

A quick guide to the most common Internet terms...

BROWSER The software that runs on your Dreamcast and allows you to access the World Wide Web.

ECOMMERCE A catch-all term referring to the business possibilities offered by the Internet. Online shopping is the most obvious example.

HTML A set of commands that tells a browser how to display a Web page – what size to make the text, where to put the picture, and so on.

HTTP Hypertext Transfer Protocol – the standard by which browsers request info from a server, via a URL.

HYPERLINK By using hyperlinks, a Web page can be connected to other parts of that page or to others on the Internet. The reader clicks on the link to be taken to the relevant information.

LATENCY The bane of Internet gamers, latency refers to the time it takes for information to travel from another computer or console to your Dreamcast.

MODEM A device which allows one computer to connect to another via a phone line, translating data to and from electronic impulses sent through the line.

SEARCH ENGINE When connecting to a search engine, you can quickly and easily find the Websites you're interested in. For example, yahoo.com is a popular search engine.

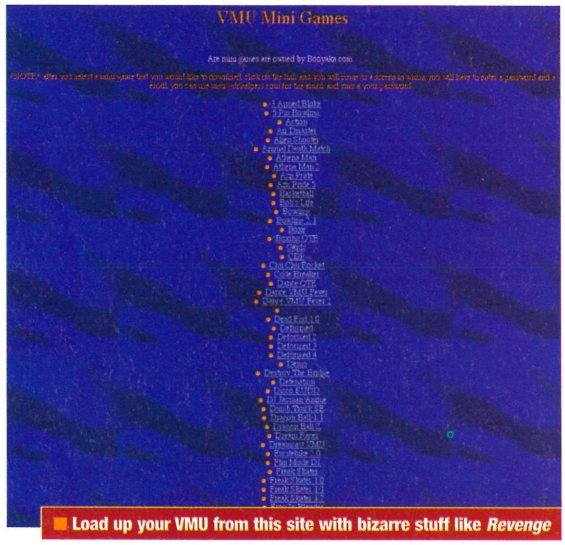
URL Stands for Uniform Resource Locator, this address specifies exactly where a specific page or other piece of information can be found on the Web.

WWW World Wide Web. It lets info be stored as Web pages, which are normally organised into Websites and in turn stored on specific Web servers ■

Every issue our online experts comb the Net for useless VM downloads. (Then they go back to the same site we get 'em from every month)

The Interactive 'anti-police, pro-violence animation of the month' award goes to Revenge. After sitting through the lengthy introductory story, which, among other things, involves you being locked up for a crime you allegedly didn't commit, you take on a series of tests to prove your worth to your new-found underworld peers. Find it at www.angelfire.com/ns/dreamcastirchelp/vmugames.html

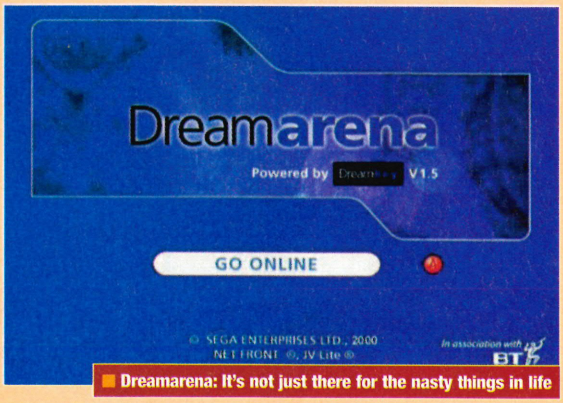
Moving swiftly on from organised crime to gambling, at the same address you'll find *Jim Bowl*, a simple bowling simulation. Press the A button at the right time and you too might be skilled enough to get the congratulatory 'Strike!' screen. Trust us, it makes it all worth it. And if you still find yourself craving an encounter with the gods of chance and luck, try your hand at *VMU Dice* (address as above). Press and hold A to roll the dice and then let mathematical probability work its magic on the outcome. Finally, if you ever find yourself with a moral or social dilemma that, try as you might, you just cannot resolve, try downloading the *VMU 8 Ball* from the same site. After posing yourself a suitable question, let the clairvoyant-like VM unit flash up an answer. These range from a simple 'yes' or 'no' to 'very good chance' and the oh-so helpful 'ask again later'. Don't come running to us if it makes you do something stupid. Or illegal ■



■ Load up your VMU from this site with bizarre stuff like *Revenge*

EVERYTHING YOU EVER WANTED TO KNOW ABOUT DREAMARENA

With the planned introduction of a Dreamarena loyalty scheme, where points gained for sending emails or entering chat rooms could be redeemed at the online store, we thought we'd have another look at your first port of call when connecting to the Internet. Dreamarena has now grown to a state where it's literally bursting with features you may not be aware of.



■ Dreamarena: It's not just there for the nasty things in life

CHAT Trawling the Web for Dreamcast-friendly chat rooms can be a most frustrating business. You finally think you've found a haven full of like-minded people, only to be scuppered by a lack of Java support or some other technical voodoo. The Dreamarena rooms on the other had are 100 per cent DC-friendly and as easy to enter as typing in your name and password.

HELP Every Dreamarena GD comes with details of Sega's premium helpline. Unfortunately, this premium helpline also charges you premium rates for your phone call. However, the online help function is surprisingly straightforward and should be more than good enough to sort out most of your day-to-day problems, although admittedly it's not too good with bog-standard domestic matters… It's located in the bottom right of the screen – go use it and stop pestering us!

INFO Most of the interactive elements of Dreamarena now contain onscreen tips of the day to make DC Web usage a less painful experience. However, dig a little deeper and the Q&A sections offer a whole host of goodies, one of the most useful being a complete listing of all those fancy abbreviations people use in emails, although it doesn't contain the rude ones.

MESSAGE BOARDS Quite simply, one of the best features of the updated Dreamarena. Sensibly split up into sections like Entertainment, Games, News and Gossip, we ventured into the latter category to discover everything from lonely hearts to discussions about less than fully clothed ladies doing less than respectable stuff. And many *ChuChu* gripes (see ChuChu Cheating on page 106).

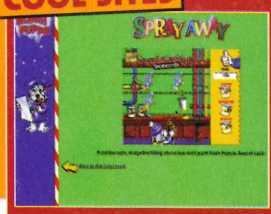
GAME NEWS This is the place to go to get the latest Sega game news straight from the horse's mouth. To balance things out there is also a users' reviews section, while the tips area is one of the more reliable sources of gaming tricks out there on the Net.

LIFESTYLE A great way to get introduced to the intricacies of the Net, this is where you'll find links and advice on how to use search engines and where to find the latest news and sport headlines. Vital for first-time users.

SHOP Good points: It's official, reliable and very up to date. Bad points: It is by no means as cheap as other online retailers. It is, however, a really good place to pick up official accessories such as keyboards, pads and VMUs ■

FOR ALL YOUR ONLINE SHOPPING NEEDS, TURN TO PAGE 108 FOR THE
DC-UK WEB DIRECTORY

COOL SITES



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Our site! The latest Dreamcast news, polls to vote on, postcards to send, pictures of us looking fabulous and a groovy music-making bit. Crammed with bits and pieces and optimised for your Dreamcast, too.

The Darwin Awards
http://www.darwinawards.com
A Web classic. It's a celebration of the theory of evolution, commemorating those who have died in particularly stupid ways and, therefore, improved the gene pool by removing themselves from it. Sick stuff.

Etch-a-Sketch
http://www.babygrand.com/htmls/etch.html
Etch-a-Sketch site. A bit crap because you can't draw curves, but otherwise a perfectly decent render of a classic. Get ready… And… Draw those houses!

Football365
http://www.football365.com/
The latest news, results and fixtures – plus a fantasy league, all in time for the start of the season. The At A Glance league table is definitely worth bookmarking for a start.

Slush Puppie
http://www.slushpuppie.co.uk/
The site for our favourite Friday afternoon refreshment, as discovered on the side of the cup. Slush Puppie has a special Slush Works, which is a bit like Willy Wonka's Chocolate Factory, but better, where you can play games, send postcards and enter quizzes. This is miles more fun than Wonka's Everlasting Gobstoppers ■

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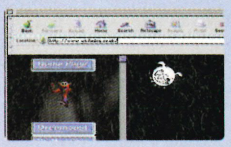

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The stunning masterpiece is almost here and Sega has invited us back to their place for an **exclusive** play with the **UK version**. Don't miss the future of gaming!

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ISSUE 15 ON SALE SEPTEMBER 26

THE DREAMCAST MAGAZINE

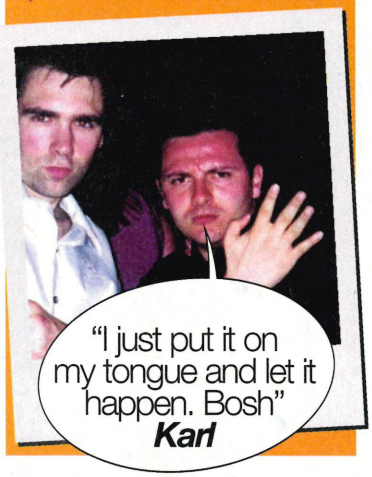
DC-UK

Team Diary

Esther gives you a sneaky glimpse at life behind the scenes at **DC-UK**

The summer party goes horribly wrong as security fail to spot Maximus's weapon. Ooer.

QUOTE OF THE MONTH



MONDAY 17 JULY

Claire managed to find herself a house in the end, much to the Beast's chagrin. He had even turned over his duvet so you couldn't see the kebab stains in preparation for her impending stay. However, she's very pleased with her new abode, although it is in a dog-rough part of Bristol. Or maybe *because* it is in a dog-rough part of Bristol. She's also off on holiday this week to Corfu, lucky cow. if she doesn't send us a postcard, we're going to clear her desk and send her packing.

TUESDAY 18 JULY

Keith's off at something called an 'Editorial Conference'. We're not entirely convinced he's not just sat at home reading his back catalogue of Beano albums. And tomorrow we're going to Liverpool to visit Bizarre Creations, which I'm quite looking forward to. You see, I'm a big Beatles fan and I've never been to Liverpool before – if we don't get to visit Penny Lane or the Cavern Club, I'll throw a fit.

THURSDAY 20 JULY

Sadly, we didn't get to see any of the above, but we did get to see that girl from 'Brookside' who's going out with Tinhead. Now far be it from me to gossip about other women in a derogatory manner, but she was dressed like a right old hussy. Shorts that barely covered her ovaries and the kind of shoes last seen grazing the buttocks of Ben Dover.

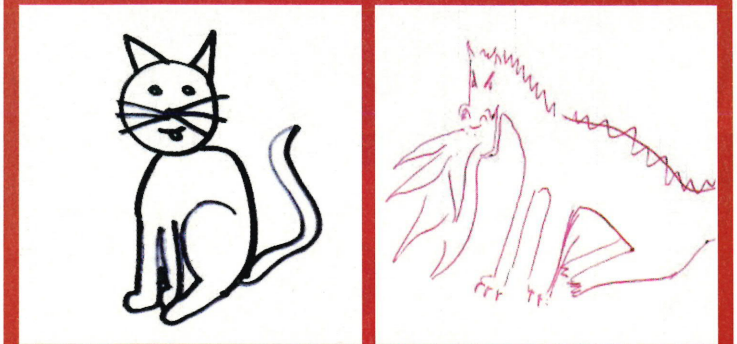
FRIDAY 21 JULY

Karl and I have just done a psychology test devised by the man Jaquesy himself. He made me draw an animal at exactly the same time as he did to see if the power of his mind could influence me. He drew a cat and I drew a dragon. This led me to the conclusion that Karl's telepathic abilities were a little weak, but he begged to differ. Take a look at his psychic dissection of our artwork below and see what you think.

Karl tries to look all mystical but looks more like a Steps reject

THE JAQUES TEST

As kindly demonstrated by Karl on Friday 21 July



Okay, so it's a dragon and a cat, but look at the similarities: the way they're sitting, the direction of the tails… it's uncanny! And what does Mr Jaques, Medium To The Stars say: "Basically, it means that I'm a little cutie. And you're a monster."

MONDAY 24 JULY

It was the infamous summer party on Saturday night, which was a fine excuse to get hugely drunk and behave abominably. Most of the scandal surrounded the Beast who got into all sorts of trouble by way of his chest hair and a couple of Jersey Royals, although Karl was seen at one point offering playing cards with pornography stills on them to various unsuspecting young ladies. The free booze was a bonus, although a big thumbs down to Bacardi Breezer for disguising itself as a sensible drink after the Budweiser had run out. Mainly, though, we all behaved ourselves impeccably – apart from Keith who did that thing with his nipple on the dancefloor.

WEDNESDAY 26 JULY

We've just discovered that a member of our team is in the record books. The Beast proudly told us this morning that he was the first (and last) human to have ever suffered from foot and mouth disease as a child-beast. We're currently trying to isolate a strain of anthrax to see if we can infect him with that. Lee is the man in charge of the petri dish and the turkey baster.

THURSDAY AUGUST 3

Claire has just got back from Corfu today and has admitted that she didn't send a postcard. However, fortunately for her, she has returned equipped with a massive bag of sweets and some lollipops. Even more fortunately, she sits next to me, which means I can pick out all the good ones.

FRIDAY AUGUST 4

It's Keith's birthday tomorrow – he's not in this afternoon, which gave us plenty of time to go out and buy his present. We can't wait to see his face when he unwraps his fake pigtails and singing fish. This time last year, as you may or may not remember, Keith was to be found swinging a plastic light sabre around a Thai restaurant with his trousers down by his ankles. We're hoping that he'll display a little more decorum this year. And a little less flesh.

MONDAY AUGUST 7

I'm not getting any gossip from the others as to what went on on Keith's birthday. Apparently, he can't remember, but has said that if it does come back, he shall reveal all. There is a vague rumour that he was flashing his Darth Maul underpants in the curry house, but this has yet to be verified. And now, of course, it is deadline week, so I can't be faffing about with a mere diary, I have to do all sorts of important grown-up things instead.

As you can see they still haven't found a cure for the beast yet

THINGS WE HAVE DISCUSSED ON DEADLINE

- The nature of Cambozola cheese
- The Beast's book phobia
- Why that one from Bolton in the thong hasn't been chucked out yet
- The people of Chihuahua
- Sperm donations
- The size of New York bagels

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