DREAMCAST MAGAZINE

DC-UK

SPECIAL GD-ROM ISSUE

£3.50

REVIEWED! SILVER ■ ECCO THE DOLPHIN ■ V-RALLY 2 ■ SWWS EURO 2000 ■ GTA2 ■ AND MORE!

NEW! 20 pages of games tips inside!

Fur Fighters

Cute. Fluffy. Armed to the fangs.
(And exclusively reviewed this issue!)

Future PUBLISHING Media With Passion

9 771467 525993 06

10 JUNE 2000

£3.50

180mph. Sideways.

Why V-Rally 2 kicks Sega Rally butt

EXCLUSIVE REVIEW

Silver

"Eat this, troll face!" RPG revenge action. With huge swords

No GD-ROM? Have a word with your newsagent

PLUS! ECCO and **CHUCHU ROCKET** reviewed in full. **AND!** Six pages of news rumours and screenshots from the **Tokyo Game Show.** Go straight to **p34**

CAPCOM UNCOVERED! Powerstone 2. SNK vs Capcom. Resident Evil 4?

JOIN TATOOINE'S RUSH HOUR TRAFFIC AT 600 MPH.

STAR WARS™
EPISODE I
RACER™

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorisation.

Contents

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

Contacts

Editor **Keith Stuart**
Deputy Editor **Esther Woodman**
Group Art Editor **Jez Bridgeman**
Acting Art Editor **Karl Jaques**
Production Editor **Stephen Lawson**
Writer **Lee Hart**
Production Assistant **Claire Howlett**

Contributors
Words **Jes Bickham, Dave 2000, Martin Kitts, Nick Renshaw, Phillip Mlynar, Tom Carroll, Tim Cant, Daniel Glenfield, Dean Mortlock, Mark Eveleigh**
Design **Kerry Haysome, Efrain Mendoza**
Pictures **Hiroki Izumi, Louise Parker, Katharine Lane-Sims, Nick Wilson**

Production
Production Coordinator **Craig Broadbridge**
Production Manager **Lou Reffell**
Ad Design **Sarah Orchard**
Print Services Coordinators **Beccy Stables, Emma Muddimer**
Group Prod Manager **Judith Green**
Pre-press Coordinator **Rachel Spurrier**
Colour Scanning **Simon Windsor, Mark Gover, Jason Titley**

Display Ads
Advertising Manager **Rob Bennett**
rob.bennett@futurenet.co.uk
Deputy Advertising Manager **Ian Jones**
Advertising phone **01225 442244**
Advertising fax **01225 732282**

Classified Ads
Classified Advertising **Alex Goodland**
Classified phone **01225 442244**

Marketing
Marketing & Product Management **Beth Hardy**
PR & Publicity **Bronwyn Stubbs**

Management
Publisher **Jackie Garford**
Publishing Director **Rob Price**
Foreign Licensing **Chris Power**
Managing Director **Jane Ingham**
Chief Executive **Greg Ingham**

Subscriptions
Future Publishing Ltd FREEPOST BS4900, Somerton, Somerset, TA11 7BR
Customer services **01225 822510**
Customer order line **01225 822511**
Fax **01458 274378**
Email **subs@futurenet.co.uk**

Sega Europe
Phone **0181 995 3399**

Thanks to **Daniella Woodyatt, Heather Hawkins, Kouji Aizawa, Doug Johns, Amy Curtin and Don Simpson (RIP)**

Contact

Future Publishing Your Guarantee Of Value

DC-UK
Future Publishing
30 Monmouth Street
Bath, BANES, BA1 2BW
Phone **01225 442244**
Fax **01225 822744**
Email **dcuk@futurenet.co.uk**

DC-UK recognises all copyrights in this issue. Where possible, we have acknowledged the copyright holder. Contact us if we have failed to credit your copyright and we will be happy to correct any oversight.

The Future Network

Future Publishing Ltd is part of The Future Network plc.
The Future Network plc serves the information needs of groups of people who share a passion. We aim to satisfy their passion by creating magazines and Websites that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world: we publish more than 115 magazines, 20 magazine Websites and a number of Web networks from offices in five countries. The company also licenses 42 magazines in 30 countries.

The Future Network is a public company quoted on the London Stock Exchange (symbol: FNET).
Media with Passion
Bath London Milan Munich New York Paris San Francisco

006 Inside Capcom
We visited one of the world's greatest developers – and played its forthcoming stunners *Power Stone 2* and *Marvel Vs Capcom 2*

076 GTA2

062 Silver

080 Berserk

056 Fur Fighters

016 Tony Hawk's

028 Super Magnetic Neo

FEATURES

Because it's not just about playing

006 Inside Capcom Cover Story DC-UK EXCLUSIVE We were lucky enough to go behind the scenes at Capcom's Osaka HQ. We played two incredible sequels destined for Dreamcast (*Power Stone 2* and *Marvel Vs Capcom 2*) and, boy, are we excited. Turn to page 006 and find out why we're hyperventilating at the prospect

050 Multiple Climax DC-UK EXCLUSIVE This month Lee took a trip to Fareham to preview Climax's forthcoming *Title Defense*, *Austin Powers: Mojo Rally*, *Roswell Conspiracies* and *Stunt Driver*. That's a whole lot of gaming coming your way

DC-PREVIEW

Games to watch out for

016 *Tony Hawk's* The most skate-tastic, death-defying, crazy-ass, gonzo boarding sim is speeding ever nearer to a Dreamcast release. We've played it hard and we love it. Soon you'll feel the same way...

020 *Black & White* The most hyped videogame ever looks like it should live it up to the clamour. Play god, tease and torture your subjects and grow your own creature to do your bidding. It's a monster, we tell you, a monster!

024 *Nightmare Creatures 2*
026 *Hidden & Dangerous*
028 *Super Magnetic Neo*
030 *Wacky Races*

DC-EXPRESS

News, views, hype, happenings

034 Eternal Arcadia What do you do with a drunken sailor, er-lie in the morning? Make him go on a quest with flying boats. That'll sober him up. Oooh Aaaargh!

036 Jet Set Radio See them rocking that beat from across the street as you in-line skate your way to graffiti fame

037 *Phantasy Star Online, Animastar*
038 *10^SIX, Tokyo Highway Challenge 2*
039 *Tetris*, DreamEye, *Cool Cool Toon*
040 *18-Wheeler*, Sega online games
042 Dreamcast peripherals, Dave 2000
044 International News: Japan
046 International News: US

DC-REVIEW

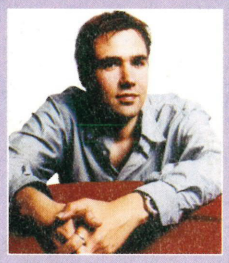
Reviews you can trust

056 *Fur Fighters* They're cute, furry and pack more heat than Dirty Harry. With shooting, platforming and puzzles galore, 3D adventures have just reached a new level

062 *Silver* Forget the deformed characters and turn-based battles, this is 21st Century RPG action

068 *SWWS: Euro 2000 Edition*
072 *V-Rally 2*
076 *GTA2*
080 *Sword of the Berserk: Guts' Rage*
084 *ChuChu Rocket* (Import)
086 *King of Fighters '99 Evolution* (Import)
088 Review Listings
090 Reader Reviews

ED'S LETTER



After some frenzied negotiations, a few set-backs and the kind of mind-bursting tension I'm frankly used to as a Man City supporter, we've brought you our first ever GD-ROM. The *Fur Fighters* singleplayer demo is absolutely exclusive to us, and gives a great indication as to what you can expect from the complete game – plenty of puzzle-solving, cute fluffy animals and hardcore violence. Just wait till you see some of the later weapons.

On top of this coup, we've also brought you an amazing inside look at Capcom, one of the world's finest videogame developers. On my jaunt over to Japan for the Tokyo Game Show, I spent four hours at the company's Osaka HQ interviewing several of Capcom's top producers and wandering around the R&D department like an awestruck schoolkid. And to cap it all I was invited to visit Sega Japan to meet the team responsible for *Eternal Arcadia*, easily one of the most impressive titles at TGS. All in all, a fantastic trip.

And, as ever, there's more. Exclusive *Fur Fighters* review, exclusive *Silver* review, six pages of Tokyo Game Show news, *MDK2* tips, etc, etc. We've packed in as much as possible with no regard for our own personal safety or well-being. We don't mind – rest is over-rated anyway.

Oh and eagle-eyed readers will also notice that we've had a bit of a redesign this month, part of an ongoing process of reinvention and reinvigoration. Well, we felt like a change – we've been going for nine months now, and we don't like standing still for long; it's boring. Hope you like the new look. Let us know either way. See you soon ■

Keith Stuart
Editor

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

www.dc-uk.co.uk On the Net

068 Euro 2000

ON THE GD-ROM

A quick guide...

There are two playable demos on the disc. In the Single Player level you have to find 50 tokens and three babies (see review for full details) – two of Juliette's and one of Roofus'. Remember, the babies can only be picked up if you've transformed into the their correct parent. There are also a couple of puzzles to solve – just look at the posters for a few handy hints.

In Multiplayer mode, just slap in four joypads, choose your characters and you're away. Pick up weapons and ammo by running over them, then shoot your friends. We've provided a diagram for the control configurations in the GD-ROM inlay card. Have fun! ■

DC-TIPS

Your favourite games made easy

092 *Tomb Raider 4* That Lara Croft is a right one; always jetting off round the world, getting into trouble. Fortunately, we know how to control the bold minx – and we're willing to show you how. Thumb your way to page 092 for the second part of our walkthrough

102 *MDK 2* "Help, **DC-UK**! How do I use the Atomic Toaster? What the heck is an Atomic Toaster?" We have the answers to your questions

100 Codes: *Dead or Alive 2*, *ChuChu Rocket* and *ECW Hardcore Revolution* all decoded and tipped for your gaming delight

DC-INTERACTIVE

Come on, get involved with **DC-UK**!

108 Auntie Esther
110 Challenge
112 D-Mail
114 Surf's Up

REGULARS

005 Editorial intro
116 Subscriptions
118 Next month

ON THE COVER

056 *Fur Fighters*
Action, adventure, puzzles, fluffy creatures and big guns make for one helluva game

062 *Silver*
At long last, Dreamcast owners can enjoy a decent RPG. It's not Japanese, there's no cross-dressing and it ain't *Final Fantasy*, but it's a lot better than *Evolution*. Find out why...

072 *V-Rally 2* Were you a little nonplussed by *Sega Rally 2*? Still hot for some rally car racing? Well, *V-Rally 2* is just the game you need

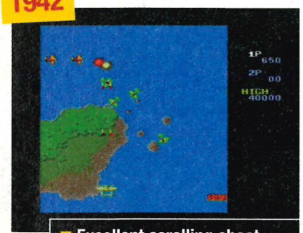
"We were shown the DC version of *Power Stone 2* – and it looks amazing"

DC-UK vs Capcom

CAPCOM GREATS...

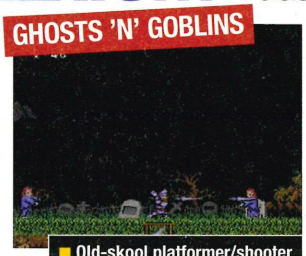
To get you started, here are some classic titles from yesteryear

1942



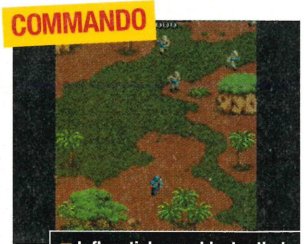
■ Excellent scrolling shoot 'em up based around WWII

GHOSTS 'N' GOBLINS



■ Old-skool platformer/shooter with great hero and enemies

COMMANDO



■ Influential army blaster that spawned many imitators

STRIDER

■ Sci-fi platform shooter, recently received a sequel

MEGAMAN

■ Long-running platform series with cute hero

CAPCOM

Osaka, 04/04/00. Our special agent Keith Stuart infiltrates Capcom HQ. This is his story

CAPCOM FACTS:
Founded in 1979, Capcom is one of the most important videogame companies of all time. Beginning as a manufacturer of arcade games, it produced a string of classic coin-ops throughout the '80s including vertical scrolling shooters such as *1942*, *1943*, *GunSmoke* and *Commando* as well as fiendish platformer *Ghost 'n' Goblins* and seminal beat 'em up *Final Fight*.

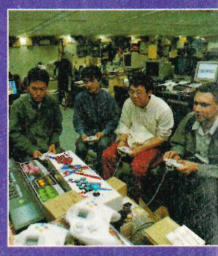
In 1991 the company took a passable arcade fighting game named *Street Fighter* and added new characters and moves. The series has since become a multi-billion dollar franchise. Like we said, a true legend of a company.

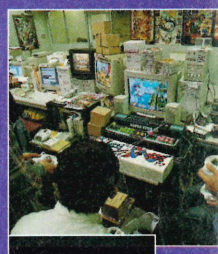
We weren't sure what to expect. After a three-hour train journey from Tokyo to Osaka, we hoped that Capcom might give us a couple of interviews, maybe even a glance round the building. What we didn't expect was that the company would throw open its doors to us, allow access to several top producers and take us deep within the Research & Development department – an area traditionally out of bounds to reporters – to meet the teams behind the games.

But first a little scene-setting. Capcom's HQ in Osaka is a 16-storey glass tower housing over 600 staff. While the boardrooms and meeting areas are pristine, the huge R&D areas are crowded and noisy, cluttered with hardware, and jam-packed with arcade cabinets spilling their wire guts out all over the carpets. On the floor we visited, where *Power Stone 2* was in development, the walls are lined with *Street Fighter* posters, taking in every title in the long series, and everyone is playing games.

Although some of what we saw has to remain a secret, we talked through all the forthcoming titles and even got to play *Power Stone 2* running on a DC development board. It looked amazing. Keith also got to take on the development team – and beat them. Once. On the next game, his character was repeatedly pummelled by devastating combo after devastating combo.

Our thanks go to everyone we met at Capcom, including all those interviewed here as well as our interpreters Yamaguchi-san and Takuya Shiraiwa. It was an incredible day, and the following pages will show you why...





■ One of Capcom's R&D depts. Keith takes on the *Power Stone 2* team at their own game

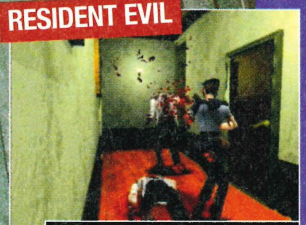
STREET FIGHTER SERIES

■ Needs no intro. (*Super SF II Champ Edition* pictured)

PUZZLE FIGHTER

■ Fun and addictive off-shoot of the fertile *SF* licence

RESIDENT EVIL



■ Started the survival horror craze. A scary, thrilling ride

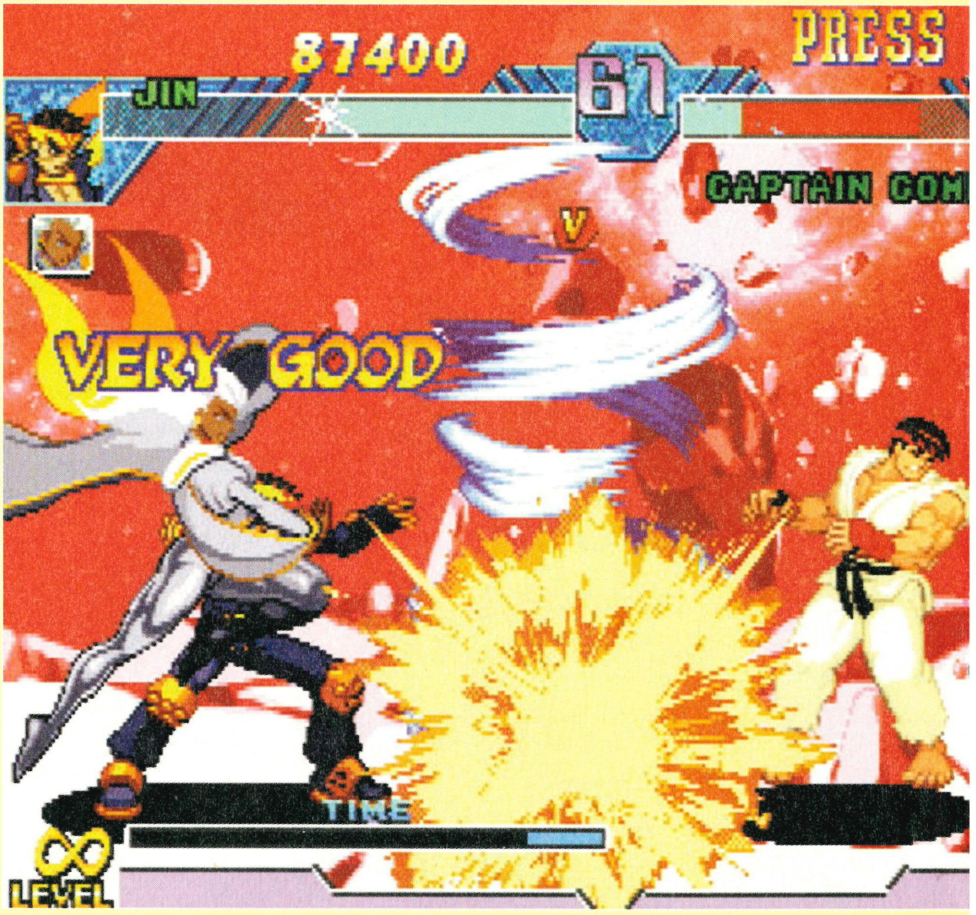
MARVEL VS CAPCOM 2:
NEW AGE OF HEROES

The legend returns with a jaw-dropping sequel...

The first *Marvel Vs Capcom* was some sort of divine madness. Capcom didn't so much throw the kitchen sink at it, rather the entire contents of the Armitage Shanks factory. But while the special FX that filled *MVC* took it to levels of decadence even Caligula could relate to, the 2D beat 'em up at the very heart of it was pure *Street Fighter* pedigree.

So what's surprising about *Marvel Vs Capcom 2: New Age Of Heroes* isn't the hugely expanded roster of characters – 24 to start with and 56 in total. Nor is it the dazzling collection of super combos that go with them all. No, what's surprising is that Capcom has ditched one of the sacred cows of the *Street Fighter* family – namely, six-button control. The medium punch and kick buttons are gone – giving players a simpler system usually seen in 3D fighting games.

And that's not the only big change. Replacing the helper mode of the first *MVC* is a far more flexible assist mode. There are three types of assist attack, Alphas on the ground, Betas in the air and Irregulars. The Irregular attacks are dependent on all manner of character-specific variables and can let you steal energy from an opponent, heal a team-mate or even indulge in a spot of merciless – though hardly life-threatening – taunting. Team sizes are up too, with three-on-three match-ups now on offer, considerably increasing the scope of tag matches.



The new characters include, on the Marvel front, those ex-X-people, Rogue and Iceman, and rust-fearing super-villain Dr Doom. Capcom's most mouth-watering addition is *Resident Evil*'s Jill Valentine, who brings along her grenade launcher

DC-INTERVIEW

MD of R&D Noritaka Funamizu (left) and producer Yoshiniro Sudo give us the lowdown on *Marvel Vs Capcom 2*. Thwapp!

DC-UK: How did you decide which fighters to use in the game?
YOSHIHIRO SUDO: It depends on how popular the character is. But also, there's a guy we employ who has a great understanding of American comics, and we discuss with him which characters should be used – he's actually one of the best translators of American comics to the Japanese market.

DC-UK: What has changed about the game for the sequel?
YS: In the original game the Tag mode was two on two, this time it's three against three – that's the main additional feature.

DC-UK: Has anything changed about the fighting system to accommodate the new three-on-three tagging?
YS: It is more strategic this time, as you have two reserve characters, so you have to decide which to use and when. But if we focused only on the strategy part, the game wouldn't have been very interesting. So to keep the fun element high, we had to work on the game balance very closely.

DC-UK: Did you listen to fans of the first title when designing the second?
YS: We received many comments from gamers and studied them, but we focused on tweaking the gameplay, rather than adding features suggested by consumers.

DC-UK: What are the main differences

www.dc-uk.co.uk On the Net

"*Resi Evil*'s Jill Valentine brings along her grenade launcher for good measure"

There are more than 50 playable characters. Some are sillier than others

We've come to expect mad effects from this series. *MVC2* is no let down

Hyper combos and specials take in each character's own special abilities

for good measure. Just how you will unlock all the extra characters isn't clear at this stage. In the Japanese release of the game, new characters were unlocked by accumulating three different kinds of points, only one type of which was available through solo play. To get all the points – and all the characters – players had to use the Internet or exploit the VM compatibility with the arcade machine. Quite how Capcom intends to resolve this for US and European release remains to be seen – we're bound to learn much more at E3, which we'll be reporting on in issue 11. Blimey, we haven't even mentioned the fantastically groovy music or cool front-end yet. Oh well, we'll do it next month ■

Fight online!

Marvel Vs Capcom 2 is the first title to support Capcom's online Match service: a multiplayer gaming network set up in conjunction with the giant communications company, KDD. Players can follow a link from the game, go onto the Net and organise bouts with other fighters anywhere in Japan. There have been a few technical teething problems with the service, as well as some serious breeches of gaming ethics (some players have been resetting their machines when it looks like they'll lose a bout so the score isn't recorded on the online league – how sad), but Capcom is working on them. The company is also hoping to extend the Match service into a worldwide phenomenon, allowing a gamer in New York to play against a gamer in the New Forest.

The *Marvel Vs Capcom 2* online service in action

COMBO RIOT

Marvel Vs Capcom 2's crazy tag system revealed...

Most of *MVC2*'s attack options exploit the tag team nature of its gameplay. Team Hyper Combo, for example, allows the three characters on your team to perform Super Combos successively – a devastating onslaught, only matched by the Crossover Combination (the same but with the moves performed simultaneously). Also interesting is the Snap Back move which forces your opponent to swap characters – allowing you to pick on the weakest. More recognisable to fans of the series is the Crossover counter – partner rushes on, performs special move and rushes off. Bosh!

Crossover combos bring all your characters on at once. Eat that!

between the *Street Fighter* series and the *Marvel Vs Capcom* series?
NORITAKA FUNAMIZU: When they're creating games for the *Street Fighter* series, they focus on so-called realistic features – they don't want to include big special effects. Instead they try to decide how a real fighting game should be. *Marvel* is more fun – we can put in features that we can't with *Street Fighter*, like the infinity combo.

DC-UK: Which other comic characters would you like to put in a game?
NF: [Thinks for a long time] That's a tough question. What I'd really like to do is create a whole game based around Spider-Man and Venom.

DC-UK: Have you heard anything from Stan Lee or anyone at Marvel Comics about the games?
NF: A few years ago we released a game called *Punisher*, based on the Marvel licence and the company wasn't really happy with it. So they were looking really closely at how we developed the *Marvel* beat 'em up titles. When we developed *X-Men* and *Marvel Superheroes*, we had to work closely under Marvel's supervision – they didn't really trust us to develop the games without losing the feel of their comic books. However, when we included Spider-Man in *Marvel Superheroes*, they were very impressed with the way we embodied the skills of the character in the game. Since then we haven't had a hard time from them. They actually acknowledge our development skills now – they trust us.

As in the first *Power Stone*, using objects gives you an advantage

POWER STONE 2

Four players. On screen. At once. Fighting. This is genius in 128bits

A year ago, *Power Stone* took the beat 'em up rulebook and tore it to pieces. By providing fighters with a series of proper 3D arenas to run around in as well as objects to lob at each other, different levels to jump about on, and energy-zapping obstacles to avoid, the designers just about invented a whole new type of game overnight. And what a great laugh it was, too.

Essentially, *Power Stone 2* takes the manic yet intuitive gameplay of the first title and adds four extra characters, a load of new stages and... hmm there was something else... er... Oh yes, that's it: SIMULTANEOUS FOURPLAYER COMBAT! We had a massive play on this at TGS and again at Capcom and it is fantastic fun. You can pick up your enemies

The game camera pans out seemlessly to fit in all the fighters

DC-INTERVIEW

Funamizu-san takes us behind the scenes of Dreamcast's maddest fighting game

Noritaka Funamizu: "I want to make more multiplayer titles!"

DC-UK: The new characters seem to be aimed at younger players. Was this a conscious aim?
NF: Well it wasn't our intention to aim those characters at younger gamers. However, the entire world of *Power Stone* has a kind of childish feel to it. It's almost like a world filled with toys – it's not a realistic violent fighting game. The characters don't get hurt and there's no bleeding. So we feel the four new characters fit into this world.

DC-UK: Did it take a long time to get the balance right, now that there are four people fighting on screen at once?
NF: Yes, it was much more difficult. In the arcade version it gets a little confusing sometimes, so you can easily lose your character, and sometimes the fighters get really small on screen. We want to solve this problem for the DC version by changing the viewpoint, so the characters are shown closer up.

DC-UK: Have you had good feedback about the arcade version of *Power Stone 2*?
NF: Well, you'll always get four players fighting simultaneously and yelling at each other, so they seem to be having a good time. It was our aim to create a fun, hectic fourplayer-simultaneous game, so it seems our goal has been achieved. This isn't a really serious head-to-head fighting game like *SF3*.

DC-UK: In the original *Power Stone* on DC, you could open up new weapons and mini-games by playing through the singleplayer game. Will this be the case in *Power Stone 2*?
NF: If you play in the Adventure Mode in the DC version you can unlock various items and materials which you can then bring to a shop in the game. You can also combine these objects and create original customised items. There are over 100 different objects to collect – and you can save those you combine to VM, take them to the arcade and use them to get an advantage over your friend.

DC-UK: Was this interplay between Dreamcast, VM and arcade Sega's idea or did Capcom come up with it?
NF: That's a Capcom idea; we offered it to Sega and they liked it... Actually, have you heard of a Sega wrestling game named *Giant Gram*? Well, Capcom had that idea too, but Sega beat us to it.

DC-UK: Has Sega been stealing ideas from you?
NF: [Laughs] No, it's just a coincidence, of course!

DC-UK: Do you plan on making a *Power Stone 3*?
NF: I'm not sure if the next title will be called *Power Stone 3*, but I'd like to continue making fourplayer titles.

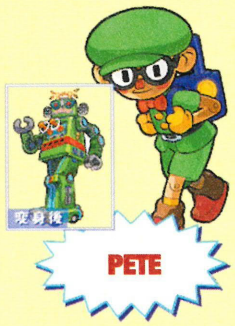
> "Our aim was to create a fun, hectic fourplayer game"

THE NEW GUYS

Power Stone 2's all-new barmy boxers take a bow centre-stage...

GOURMAND

Gourmand is this crazy cook guy whose special move is to make a huge cooking pot appear which pours boiling slop on the other fighters. When you pick up three differently coloured Power Stones and hit the relevant buttons, he transmutes into a deadly dinosaur. Grrr.



PETE

A weedy looking schoolboy thief who fires giant Lego men at people if sufficiently angered. His powered up alter ego is a '50s-style robot which spews death rays. PZZZZ.

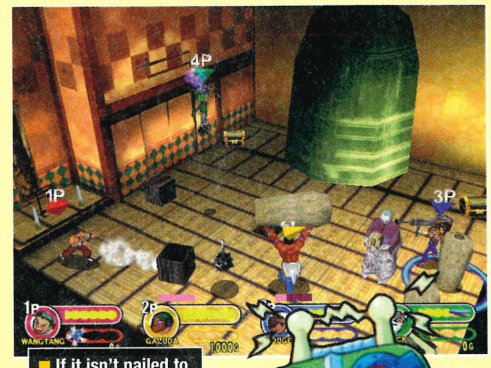
JULIA

Julia is a truly girly character who crosses Mary Poppins with Aunt Sally from Worzel Gummidge. Her special move makes a merry-go-round appear which inflicts carousel death on anyone in the vicinity. She can also turn into an ultra sexy Marvel-style heroine.

ACCEL

A strange cowboy bloke who inexplicably turns into a modern Gundamn-style robot when he's Power-Stoned up. We have yet to discover his special attack, sadly. Tune in next issue for more information...

■ This mini-tank is just one of the vehicles you can use in *Power Stone 2*. Jeremy Clarkson would love it



■ If it isn't nailed to the floor, the chances are you can lob it at people

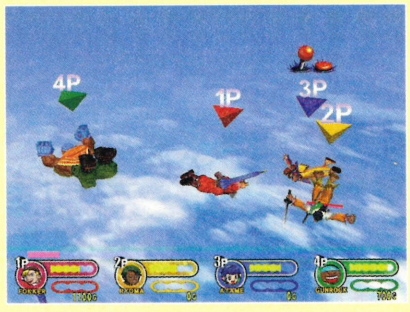
and use them as weapons to clobber other fighters with. You can climb into gun emplacements and fire hot lead in all directions, you can pick up items such as laser guns, axes, sticks, etc. and give people a smacking with them. You even have the option of driving a series of small vehicles – cars, hovercraft – in which you can run over your opponents.

The stage design has also been revamped, with each arena now sporting multiple levels (á là *DOA2*). Game structure has been expanded a little, too. There are now two bosses – a middle boss in the shape of a robotic Sphinx and a giant green monster in a purple cloak at the end who fires Emperor Palpatine-style electricity from his fingers. The Adventure mode also allows you to pick up coins throughout each bout, which can then be used in a shop to buy new items with which to start on other fighters.

Altogether then, this isn't just one of Capcom's most promising titles – it's going to be one of the videogame highlights of 2000. Having played for a while on both the DC and the arcade version, we were amazed by the fluid gameplay, and huge amount of strategy involved at expert level – despite the chaotic nature of the fourplayer fighting. It's clear you'll be discovering tactical intricacies for months to come. Frankly, we'd fly back to Tokyo for another go ■

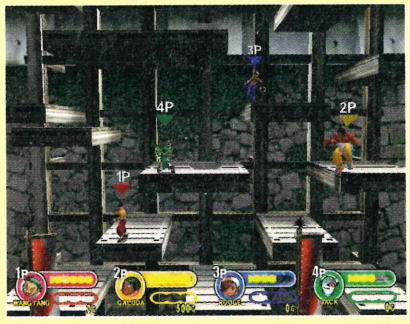
MULTI-LEVEL MAYHEM

To add some extra variety to the game, Capcom has split each of the environments into separate sections. In the three stages we saw, there were three separate areas, the middle one in each taking the form of a frantic mini-game (those of you who've encountered *Mario Party* on the N64 will recognise some of these). Here's how it worked...



BLUE SKY STAGE

You all start off on a big airship (complete with an orbiting eagle that drops stuff on your heads), but then everyone falls off and suddenly you're plummeting through the air – still trying to punch, kick and grab each other – using the analogue stick to float backwards and forwards until you finally hit the earth. The fight continues...

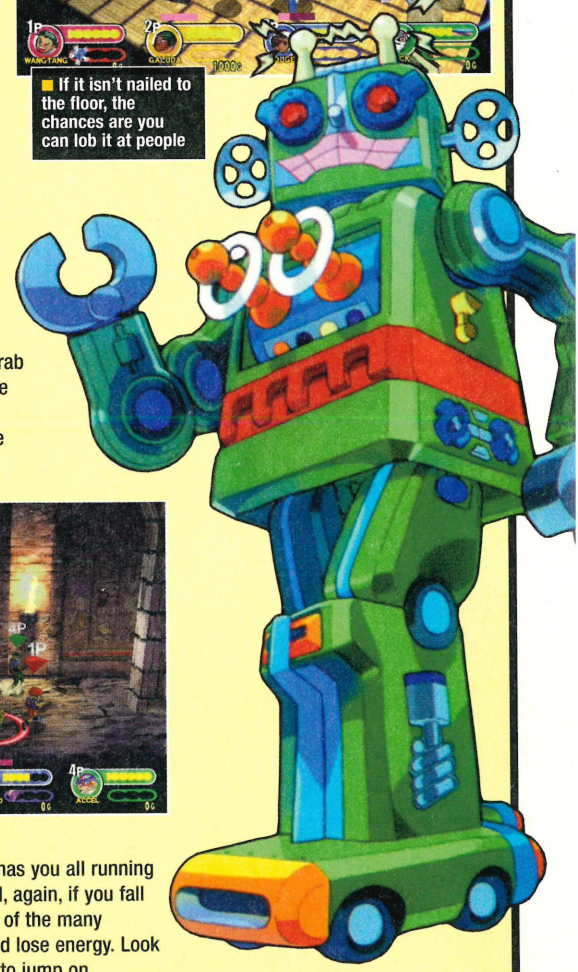


DARK CASTLE STAGE

The middle section here requires you to quickly jump up a series of platforms to climb the castle walls – if you're too slow you disappear off the bottom of the screen and lose valuable health. Pushing other characters off is good fun.

TOMB STAGE

The second part of this stage has you all running away from a giant boulder and, again, if you fall behind or fail to negotiate one of the many obstacles you get squished and lose energy. Look out for skateboard power-ups to jump on.



SPAWN: IN THE DEMON'S HAND

Todd McFarlane's supernatural superhero is hell-bent on a wicked coin-op to DC conversion

At DC-UK, we always knew America's darkest superhero would make a great game character, and *In the Demon's Hand* proved it when it was unleashed on the arcades last year. Now Capcom is porting *Spawn* across to Dreamcast, and is expected to announce a release date and details of the conversion at the E3 show in Los Angeles (see our report next issue). For now, though, let's run through the arcade version.

Right, imagine a thirdperson perspective *Quake*, set in a range of grungy environments and featuring 11 souped-up comic characters. This is *Spawn*. When you enter the game you have four basic actions: Attack (varies depending on which weapon is selected); Weapon Change (you can carry three at once), Jump and View Adjust (let's you take on a firstperson perspective, so you can look around the arenas). There are tons of weapons available including machine guns and grenade launchers, but if you're out of ammo you can use your feet and hands for a number of beat 'em up combos.

In the arcade, four *Spawn* cabinets can be linked, allowing multiple players to shoot it out (if you're playing alone, the computer controls the other guys). This simple yet hectic and addictive gameplay is stretched over three game modes: Boss Mode pits you against a series of huge monsters, while co-operating with or blasting the other three characters; in Team Battle Mode players split into two teams for a co-operative blast-off; and Royal Battle Mode is an every-man-for-himself scrap set in the arena of your choice.

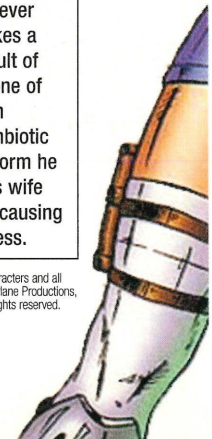
This being a *Quake*-style game, there are plenty of power-ups to

■ The 11 characters look amazing in the game. It's like being in a comic, but with more violence!

WHO IS SPAWN?

Tracking the inception of the demon seed

Since its debut, Spawn has caused quite a stir in the comics world. The story goes like this – Al Simmons, ex-CIA agent, cold-blooded killer and family man, is double-crossed by his boss and burnt to death. He goes straight to Hell, where, distraught by the fact he'll never see his family again, he makes a deal with a demon. As a result of this, he returns to earth as one of the demon's Hellspawn, with incredible powers and a symbiotic cloak that can assume any form he wishes. In the meantime, his wife has married his best friend, causing him no end of heartache. Bless.



Spawn, its logo, symbol, characters, and all related characters and all related indicia are registered trademarks of Todd McFarlane Productions, Inc., (C)1999 by Todd McFarlane Productions, Inc. All rights reserved. (C)CAPCOM CO., LTD. 1999 ALL RIGHTS RESERVED.

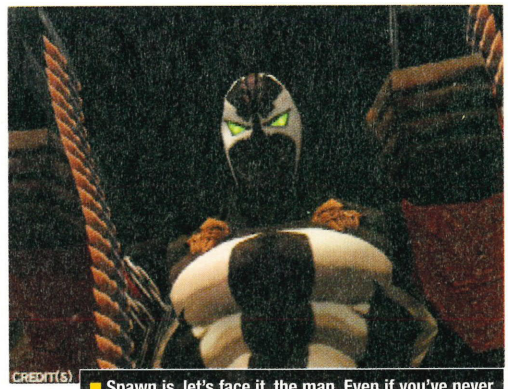
■ The display in the bottom left shows which character has the most kills. Each game has a time limit, so it's a race to kill, kill, kill. Your performance is graded on how many frags you manage to achieve

"The fourplayer mode will hopefully capture the flavour of this fantastic coin-op"

grab. As well as the standard weapon pick-ups there are colour-coded level-ups to collect – yellows make you faster, blues make you more resistant to damage and reds power up your weapons.

Spawn is a pretty tactical blaster. As in *Quake*, the player with the best knowledge of the arenas will often win – each location is filled with cubby holes, platforms and open expanses, so knowing where to hide so you can blast people without being spotted is a plus.

The fourplayer split-screen mode on Dreamcast (which apparently causes no slowdown) will hopefully capture the full depth and flavour of this fantastic coin-op. With the cool characters, massive weapons and brilliant level design, *Quake 3* might even find itself with stiff competition by the end of the year. It really looks that good ■

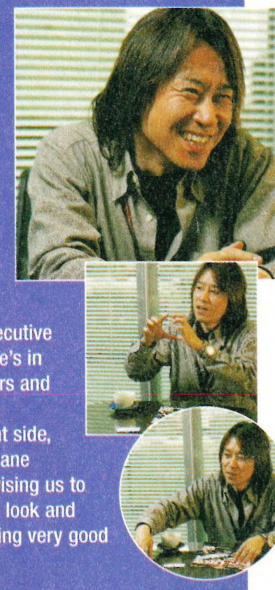


■ Spawn is, let's face it, the man. Even if you've never read the comic, you can't help but admire those eyes

DC-INTERVIEW

KENJI KATAOKA

Eightplayer frag fests? Modem link-ups? The producer of *Spawn* tells all...



DC-UK: How much has Todd McFarlane (the creator of Spawn) been involved with the project?
KENJI KATAOKA: Todd is executive producer on the game and he's in charge of selecting characters and character design in general. However, on the development side, the president of Todd McFarlane Entertainment is also supervising us to make sure we don't lose the look and feel of the comic. We're getting very good feedback from them.

DC-UK: What were your main priorities when you were designing the game?
KK: Well for the Japanese market, the comics aren't widely read, but the characters and action figures are very popular, so we concentrated on recreating the characters as accurately as we could. We also decided to use real weapons to give the game a mass market appeal. As for the American market, the gameplay has been very much influenced by *Quake*, which we knew would appeal to US gamers.

DC-UK: Are you looking into providing an online multiplayer mode for the DC version?
KK: It's a difficult question, as we don't know what is going to happen abroad in terms of the online gaming infrastructure – but it is our plan to provide some kind of online component. One thing we're looking into for the Japanese market is a simultaneous eightplayer mode via a direct modem link between two Dreamcasts. This is still only theory at the moment, but Capcom has just announced a deal with KDD (a massive Internet company) to provide online gaming, so it is a possibility.

DC-UK: Which are your favourite characters?
KK: There are three that we created at Capcom under the supervision of Todd McFarlane: Brimston, Grace and Jessica Priest.

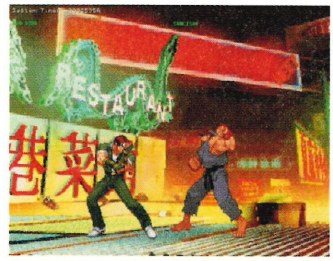
DC-UK: How does the cross over between the DC and arcade versions work?
KK: Dreamcast owners will be able to go online and download extra characters onto their VM. They can then bring it to the arcade and the hidden fighters will appear on the selection screen.

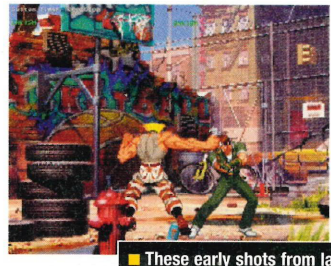
DC-UK: *Spawn* was developed with a team of just 15. Why is that?
KK: Well, that's all we have in my department! If we were working in the main R&D department it would be a different story. Plus, with a small team I could implement more things. It's much easier to move on and try new ideas with just 15 staff.

SNK VS CAPCOM

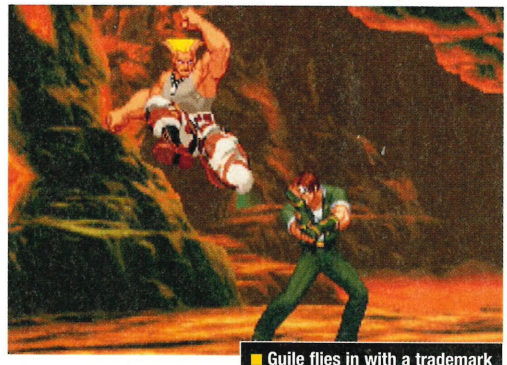
It'll make the Rumble in The Jungle look like the Niggle in Northampton. And we have ringside seats

Yes, it's beat 'em up nirvana. Imagine the greatest combatants from the *Street Fighter* titles kicking off against the likes of Terry Bogard from SNK's cult *King of Fighters* series. The Neo Geo Pocket version of this massive encounter has already been released, but no firm street date or gameplay details have been announced for the DC version – Capcom will no doubt be spilling the beans at E3. Noritaka Funamizu MD of research and development at Capcom, did, however, let us in on how this collaboration between the two great rivals of the 2D beat 'em up genre came about. "It just happened naturally, some of the execs at SNK are ex-Capcom, and we all go out drinking together. We've been talking about a collaboration for ages, and now just seemed like the right time." Who'd have thought these heavyweights would be on such close terms? Whatever next? Well,° see the Capcom box on the following page... ■

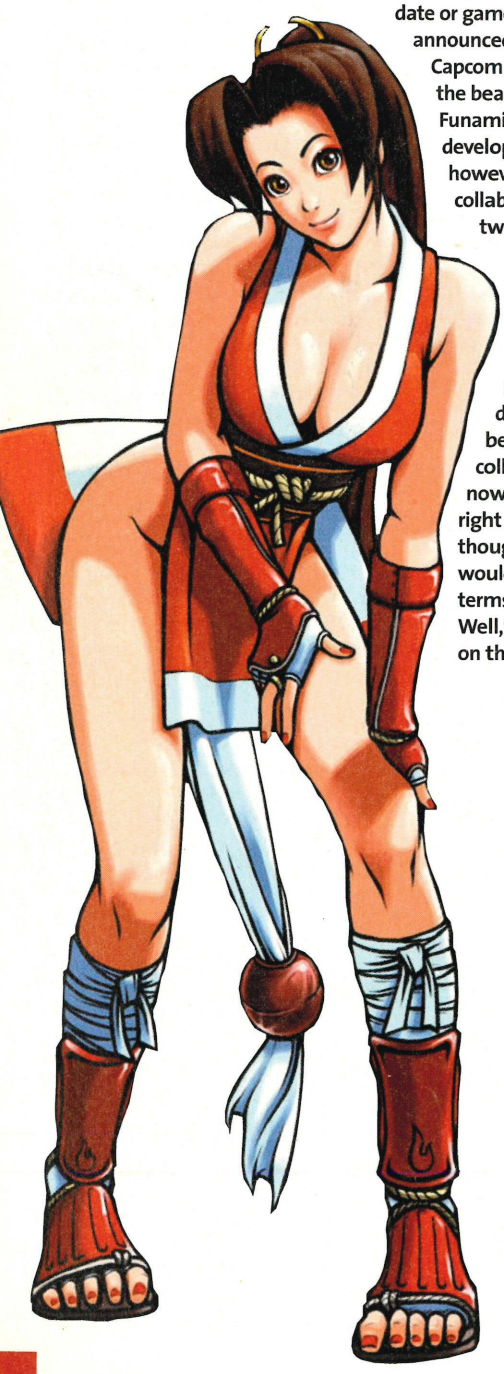




■ These early shots from last year's Tokyo Game Show reveal the Manga styling of the characters and old-skool backgrounds



■ Guile flies in with a trademark move. How he'll interact with SNK enemies is anyone's guess



DC-INTERVIEW

HARDCORE HEROES

Where did the *Street Fighter II* characters come from? How does Capcom invent new fighters? We quizzed *Street Fighter* veteran Funamizu-san

DC-UK: So how do you go about creating new *Street Fighter* titles?

NORITAKA FUNAMIZU: Well, *Street Fighter* is Capcom's biggest franchise, so, obviously, we always put everything we have into each game. In fact, whenever we begin on another title the R&D staff always complain, "No, this series can't go on, we've already put in all our ideas!" But I make the development team reset their brains, and start the whole thing from scratch.

For *Street Fighter Alpha 3*, many of our ideas are actually from when we were developing *Super Street Fighter II*. We had so many features we wanted to get into the game, but many – including the new blocking system, the original combos, the Super Special Gauge – just weren't possible due to the limitations of the hardware at the time. As the *Street Fighter* series went on we started thinking about why we couldn't use these ideas in a forthcoming game.

There is also a constant time issue; whenever we want to add a new feature we often don't have time to do it, so you need to balance things. For *Street Fighter Alpha 3* we couldn't add new characters – it's a matter of choosing new fighters or new game systems.

DC-UK: When you do create new characters, how do you go about it?

NF: We have eight basic character types in the *Street Fighter* series – and all our characters are based on these archetypes. So whenever we add a new fighter, we think about which type of character we want to create first. Then we say, 'Okay, we want a Ryo style,' or 'What about combining Adon and Guile? – what kind of character might that create?' And so by starting out with a set of character types, it's a natural process to create new guys.

DC-UK: Where did the original *SFII* characters come from?

NF: Well, the first *Street Fighter* only had Ryo and Ken in, so when we started *SFII* it was an obvious decision to put those two in. Next we wanted a female character too, so we started thinking about girl fighters and what skills they'd need to compete – they'd have to be fast, and would need a few tricky moves. We also decided to make her Chinese – and from there Chun Li was born. Originally we were intending to target this game at the US market, so we thought, 'Okay, we've got to add a guy from America,' so we started to develop Guile. In terms of movement, we didn't want to make him the same as Ryo and Ken, so we created some special commands exclusively for Guile.

■ *Street Fighter Alpha 3* represents the final realisation of some early Capcom dreams

Then, we thought, 'There still aren't enough characters,' so we started thinking about other fighting styles and decided to create a wrestler. We imagined a big tough Russian guy who we were going to call Vodkabowski, because he was originally designed to take swigs from a bottle of vodka. He later became Zangief, of course.

Next, we wanted two unrealistic characters. Therefore, we began thinking of a more creepy, scary type of character, and eventually came up with the idea for an Indian mystic-style fighter. And then we went from the Indian theme to Yoga and created Dhalsim.

With Blanca we just wanted some kind of beast in the game. As for the boss characters, we had the idea to create a ninja, but we didn't want to put a straightforward ninja in the game. So what we did was start thinking about what a Spanish ninja might be like – and that's how Balrog was born.

■ *Super Street Fighter II* seems to be a favourite title with the Capcom staff

DC-UK: What ideas do you have to keep the series moving forwards?

NF: We're thinking about the network system. We've started a game server for *Marvel Vs Capcom* in Japan and our dream is to expand that into a worldwide network, so players from different territories can create a worldwide tournament and ranking league.

DC-UK: Do you think you'll be number one?

NF: No, I think second from bottom!

CAPCOM

The future: hints, rumours and rampant speculation

Of course, the kind folk at Capcom didn't let us in on all their projects for the forthcoming year, but they gave us some great hints. Naturally, we're passing them on to you...

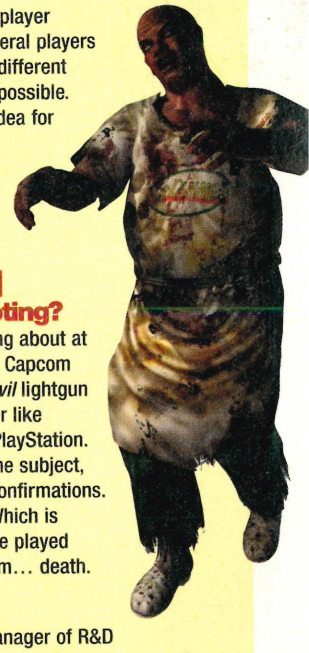
Namco Vs Capcom

Okay, they could have been joking, but when DC-UK was chatting with Funamizu-san and his colleague Yoshihiro Sudo about *SNK Vs Capcom* we asked what other fighting collaborations they'd like to try out. The over-riding answer was Namco, as Funamizu-san considers *Soul Calibur* to be the finest beat 'em up available (outside Capcom, of course). When we asked if such a project was likely, he replied, "Well, we have an ex-Namco employee here, so it is a possibility," and would not retract or expand on the statement. Ryu vs Marshal Law? Chun Li vs Sophitia? Blanca vs Gunjack? We'll have some of that.

Resident Evil
The future is online?

Hiroki Katoh, producer on *Code: Veronica*, kindly agreed to an interview (which we'll be publishing alongside our review of the game next issue) and talked a little about future *Resident Evil* projects. "The next game will be based around a brand new plot," he assured us, "It will still be called *Resident Evil* and will feature the same story, but nothing else has been confirmed."

We also asked him if a multiplayer *Resident Evil* title – with several players entering the same game as different characters – would ever be possible. He replied, "It has been an idea for a long time and when the network structure is set and there are enough people online, it is a possibility." Oh. My. God.



Resident Evil
The future is shooting?

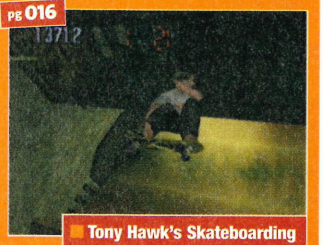
There were rumours wafting about at the Tokyo Game Show that Capcom is developing a *Resident Evil* lightgun game for Dreamcast, rather like *Resident Evil Survivor* on PlayStation. When DC-UK brought up the subject, there were no denials or confirmations. So, it's a definite maybe. Which is excellent news because we played *House of the Dead 2* to, erm... death.

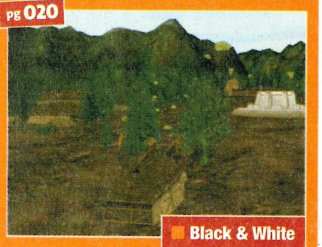
Gunspike

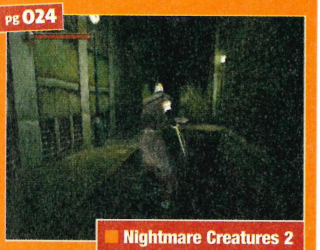
Tatsuya Minami, General Manager of R&D 3, confirmed that his development team is currently working on this futuristic scrolling shoot 'em up in the *Zombie Revenge*/*Spikeout* mould. There have been rumours that the heroes of the game will be classic Capcom characters, but Minami would not go into details. DC-UK has put in an early request for dozens of different weapons, loads of secret areas, multiple routes and a decent combat system. If the game's no good you can blame us.

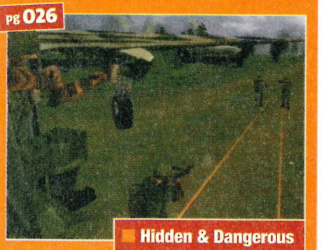
INDEX

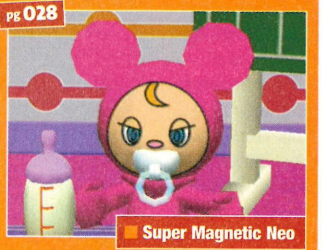
#10 06.00

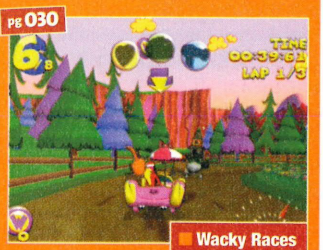
PG 016

Tony Hawk's Skateboarding

PG 020

Black & White

PG 024

Nightmare Creatures 2

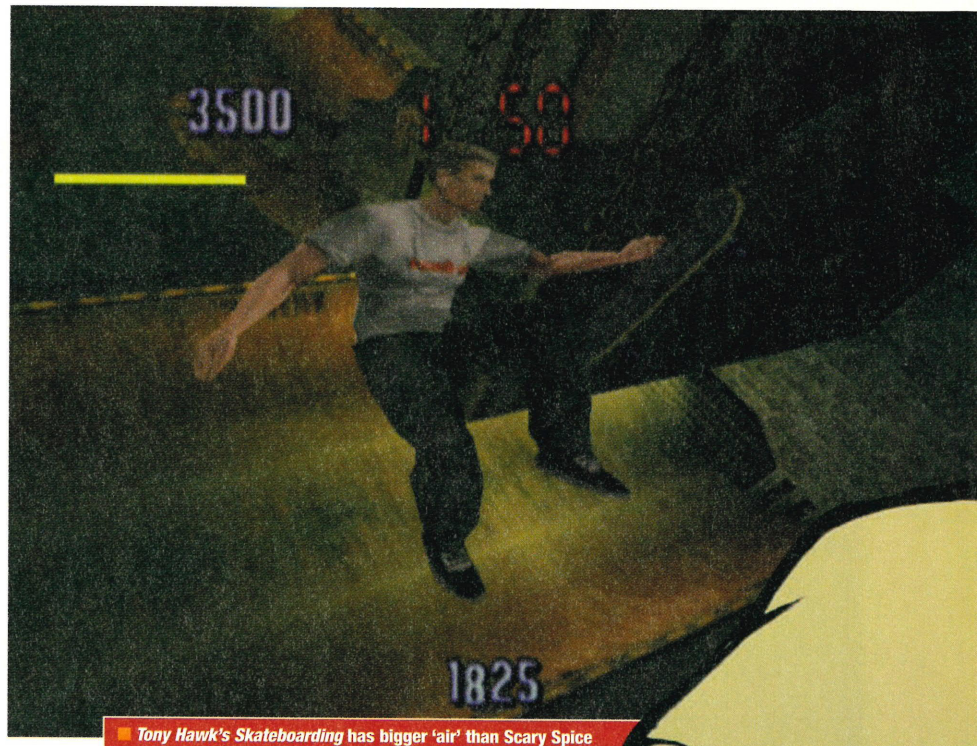
PG 026

Hidden & Dangerous

PG 028

Super Magnetic Neo

PG 030

Wacky Races

"Oh, pants. I seem to be falling"

The realistic lighting effects are great


Tony Hawk's Skateboarding has bigger 'air' than Scary Spice

TONY HAWK'S SKATEBOARDING

Prepare to go skate-crazy as the best boarding game ever kickflips to DC

IN A NUTSHELL

> *Tony Hawk's Skateboarding* was essential on the PlayStation, and the Dreamcast version should be the best yet.

DETAILS

Publisher:	Crave
Developer:	Treyarch
Origin:	US
Players:	One to two
Release date:	April

There are loads of cool skaters, and custom boards to unlock and ride, plus pulling off tricks and combos is great fun ■

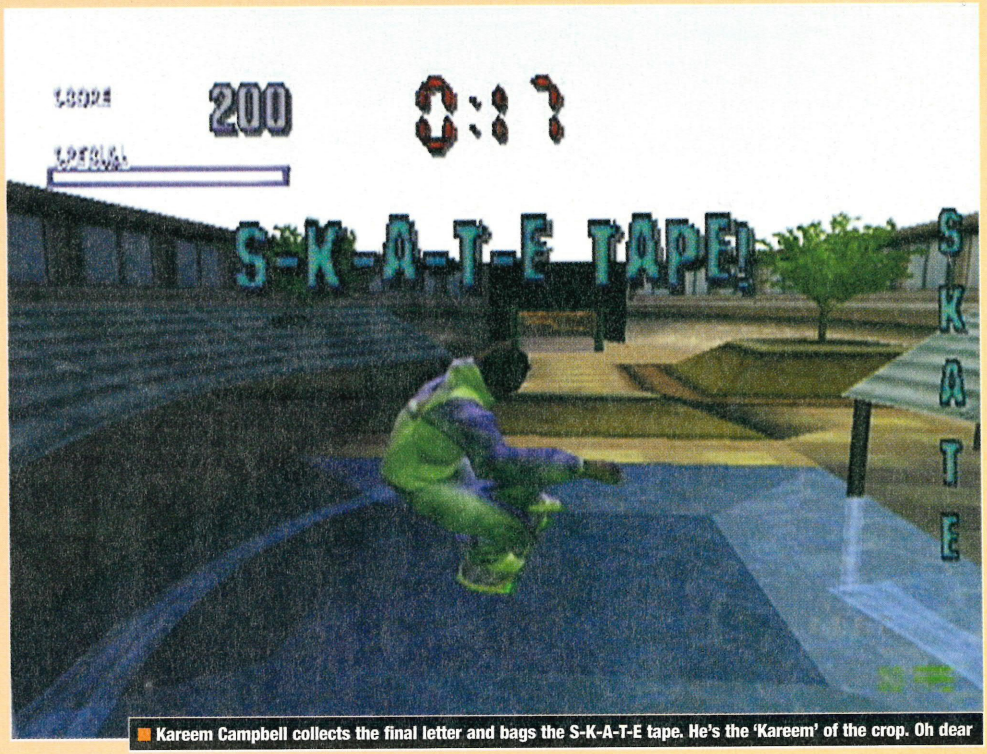
You're 100 feet above the ground, spinning rapidly out of control. But suddenly something clicks. Instinct takes over, fingers fuse with wood and grip tape, forcing the nose of your skateboard back in the direction of Planet Earth. Freefall. Freeze-frame; everything's moving in slow motion, but the unbearable swelling in your chest means you must be going supernova headlong towards the concrete. Touchdown. You made it. Blood screams through your body, exploding in your brain. And then, as you screech to a halt, you remember that you're only playing a videogame: *Tony Hawk's Skateboarding*.

The latest build of Crave's incredible skateboarding sim rocks. The graphics are at times very impressive (check out those lighting effects in the Warehouse and Competition levels, the crumpled texture of Tony's skate pants, the minute board details), the controls are just as tight as the PlayStation

TALE OF THE TAPE

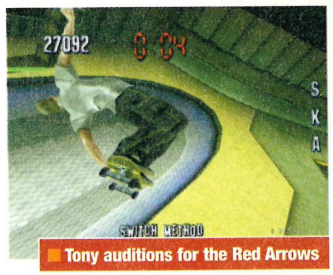
In the real world of skating, making an appearance on a video tape can be a stepping stone in a skater's career, launching them onto bigger and better things – and, if they're lucky, a professional career and endorsements by skateboard manufacturers.

In *Tony Hawk's Skateboarding*, tapes are just as vital as they are in real life. Before you can progress beyond the first level, The Warehouse, you have to collect several of them. There are five per level and to collect each one you have to perform a specific task. In The Warehouse, for example, you have to jump over the half pipe, knock over five piles of boxes, and to earn the S-K-A-T-E tape you must collect the letters S, K, A, T and E. This is a doddle to beat, but later levels are incredibly tough and collecting all the tapes requires excellent board skills



Kareem Campbell collects the final letter and bags the S-K-A-T-E tape. He's the 'Kareem' of the crop. Oh dear

"Up above the streets and houses, Tony climbing high." Oh, Geoffrey!



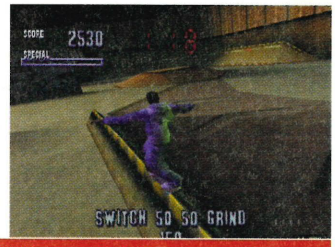
Tony auditions for the Red Arrows

version's, and, of course, there are enough tricks and combos to keep even the most 'gnarly' of skate dudes off the streets and skate parks for hours at a time.

Tony Hawk's was hailed as the best skateboarding game since *720°*, and once you've spent just five minutes speeding, grinding and ollie-ing through its brilliant levels, it's easy to see why. The gameplay is quite linear but at the same time manages to be extremely absorbing and

"It looks like DC owners are in for the best version yet of the world's greatest skating sim"

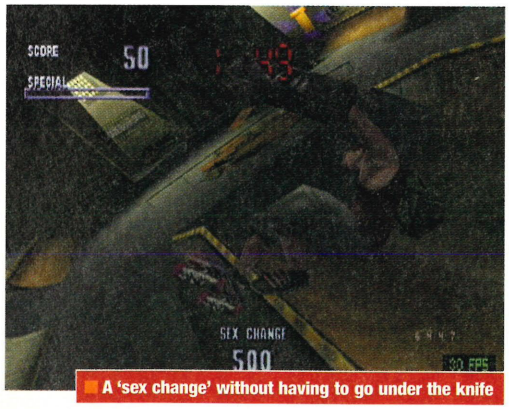
The camera works a treat, creating astonishing views like this one



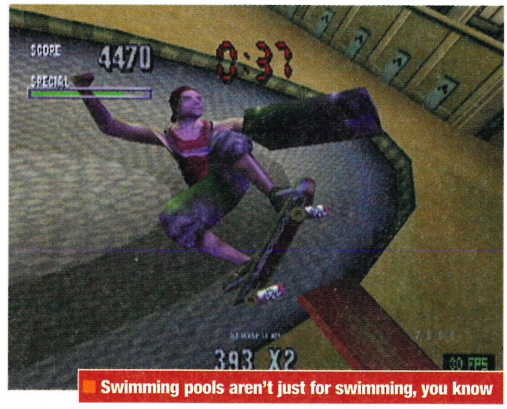
Tony goes airborne, while Kareem grinds like a horny pole dancer

▶ addictive. At the start of your career, you can select a professional skater from a line-up of ten that includes Tony himself (obviously), Kareem Campbell (the cool black guy with the hooded top and braids), Bob Burnquist, Chad Muska (the dude with the red cap and basketball vest, who for some unknown reason carries a giant ghetto blaster throughout the game) and Rune Glifberg. There's also a selection of decks, trucks and wheels, so you can customise your board for cosmetic and practical effects. As in real life, trucks are the most crucial component and you can choose loose (for easier steering), medium or tight (for, er, not so easy steering) set-ups. Guiding your skater feels perfectly natural, and coupled with the realistic visuals, makes *Tony Hawk's Skateboarding* one of the most lifelike sports sims you're ever likely to play.

Once you've picked your skater and board, it's off to the Warehouse, a cunningly disguised training level that breaks you into the game system. In order to progress to the sexier stages, you have to collect video tapes. There are five per stage and you have to earn them by racking up high scores, grinding picnic tables,



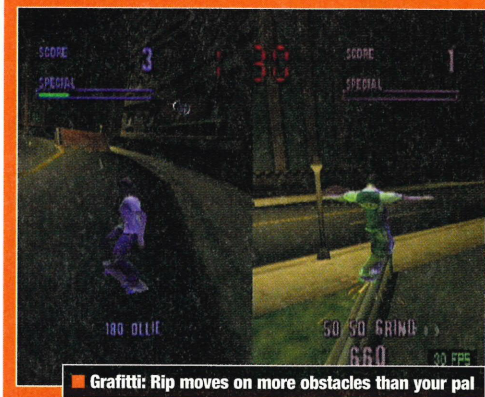
A 'sex change' without having to go under the knife



Swimming pools aren't just for swimming, you know

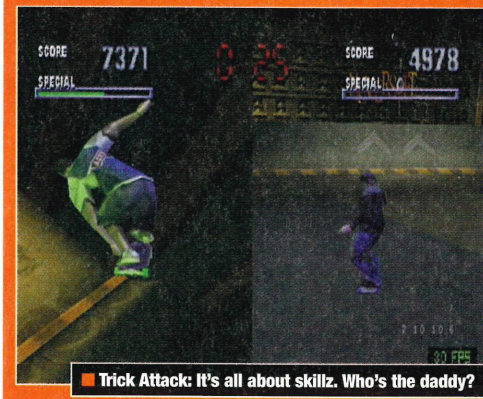
2PLAYEROPTIONS

Not only is *Tony Hawk's* a fantastic singleplayer game, it also provides three twoplayer games for you and your mates to get jiggy-wiggy with: Grafitti, Trick Attack and Horse. They're all good, but for the sequel we'd prefer Monkey to Horse. We like monkeys, you see.



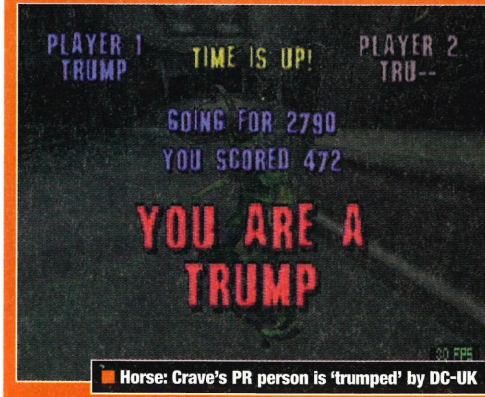
Grafitti: Rip moves on more obstacles than your pal

The purpose of Grafitti is to grind more obstacles, hit more ramps, etc than your opponent. Once you tag an object, it changes to your colour: red or blue. This can get pretty heated as the clock winds down to the end of a battle.



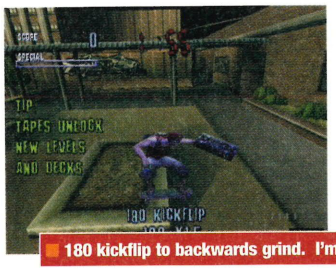
Trick Attack: It's all about skillz. Who's the daddy?

This is just a basic twoplayer mode, where you have to score the most points within the time limit. We discovered a naughty way to beat your opponent: pick up some serious speed and knock them over while you go on a trick fest.

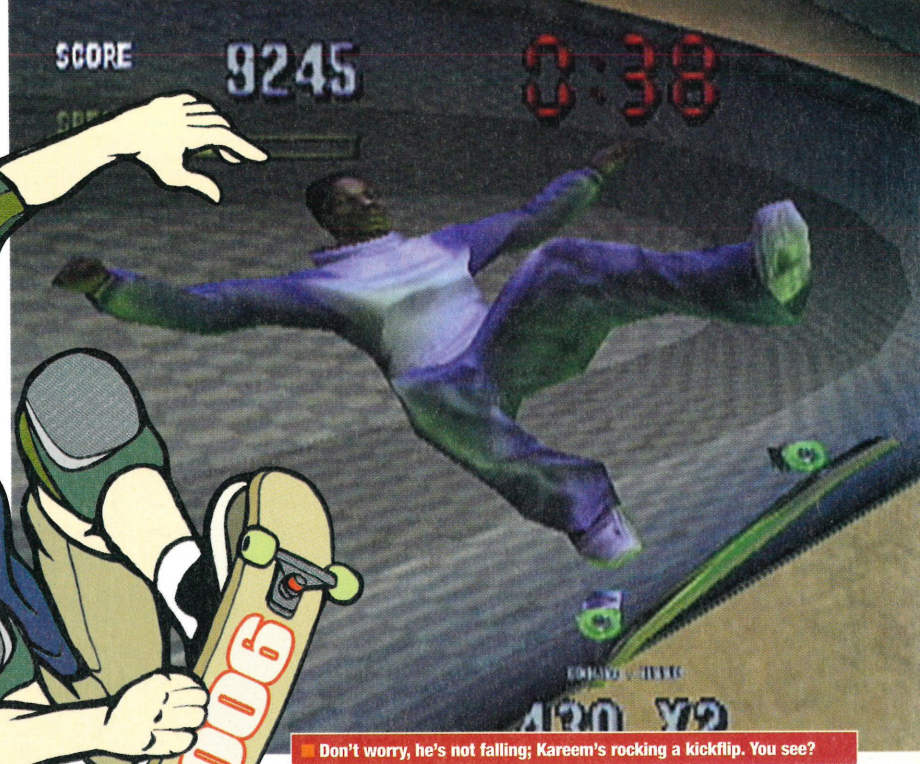


Horse: Crave's PR person is 'trumped' by DC-UK

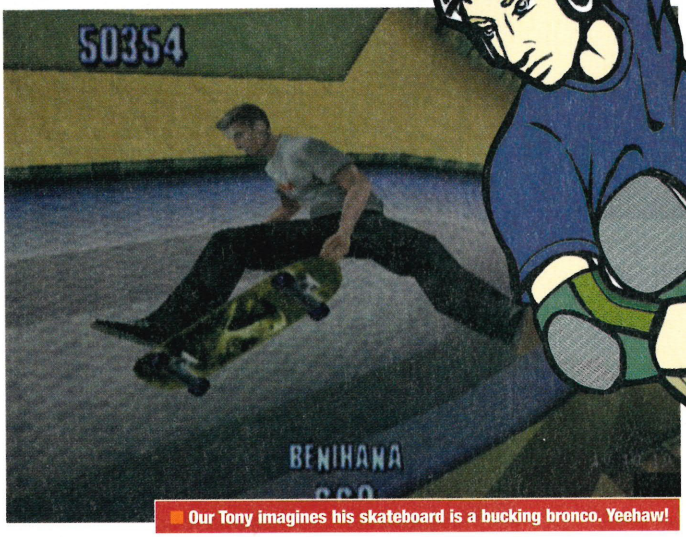
Horse is our favourite of *Tony Hawk's* twoplayer games. At the start, you enter a word of your choice (yes, even a rude one), then you take turns to perform tricks. The dude with the least points receives a letter from the word you chose until one player is left with all the letters of the word. Here, We chose 'trump' and Stephen got busy on Crave's man



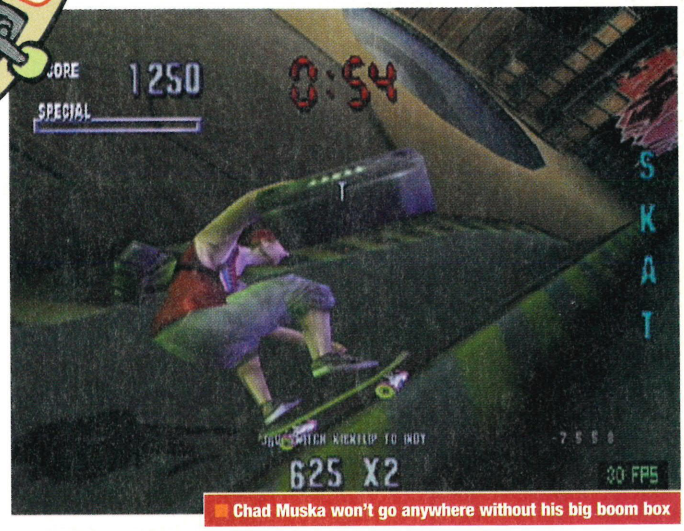
180 kickflip to backwards grind. I'm the bomb!



Don't worry, he's not falling; Kareem's rocking a kickflip. You see?



Our Tony imagines his skateboard is a bucking bronco. Yeehaw!



Chad Muska won't go anywhere without his big boom box

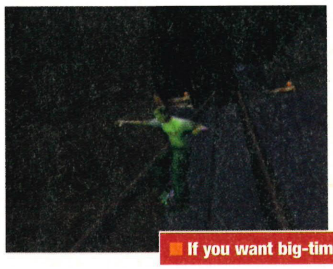
"The latest build of Crave's incredible skating sim rocks"

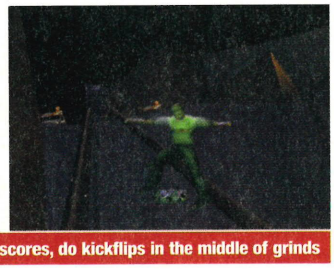
finding hidden tapes in unlikely and hard to reach areas, or by smashing through five plate-glass maps in the Mall, for example. As there is a time limit on each level, it's not normally possible to collect all five tapes in one run, so the game's replay value is fairly high. (See Tale of The Tape for more on video tapes.) Later levels include a downtown area with moving cars that you can perform tricks on (if you're good enough); the aforementioned Mall and The School, which features a gymnasium, empty swimming pools and a mammoth screen showing real music videos to accompany whichever of the game's killer tunes is playing at the time. There are also competitions you can take part in once you have enough tapes. You'll soon learn that ripping the same move over and over won't do you any favours, as the judges are sensitive to this and award points for variety. It's all very clever stuff that guarantees a long-term commitment on your part – if this game doesn't inspire you to dust down that skinny red plastic skateboard from your childhood and join the local dudes down Tesco's carpark, it will certainly keep you coming back for more skills 'n' thrills.

As you can tell, we're quite taken by *Tony Hawk's Skateboarding*; it was brilliant on the PlayStation and it looks like Dreamcast owners are in for the best version yet of the world's greatest skateboarding game. Now, if you'll excuse us, we're off to practise our 'vert' skills, dudes ■

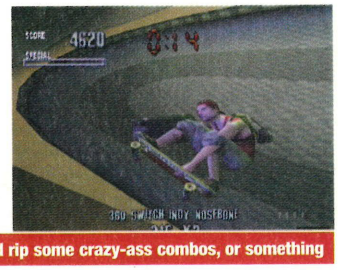
TONY WHO?

Tony Hawk is to skateboarding what Pele is to football: a living legend respected and loved by everyone involved in the sport. At 31, Tony's no spring chicken, but that doesn't stop him from placing first or second at most events he enters. Mr Hawk is best known for his trick The 900, a mid-air 360° somersault performed two and a half times, but he's also invented tricks such as the stalefish, kickflip McTwist and the varial 720 that have found their way into the repertoires of many skaters – and into this game ■



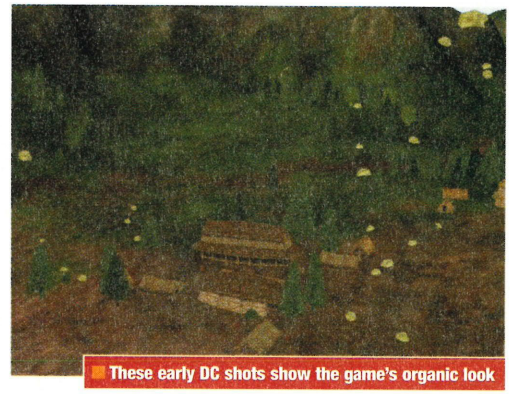


If you want big-time scores, do kickflips in the middle of grinds

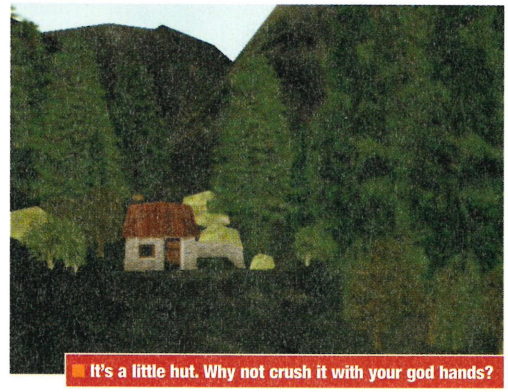


Grab some 'big air' and rip some crazy-ass combos, or something

Far away, you can make out a village by the sea. Aaaah



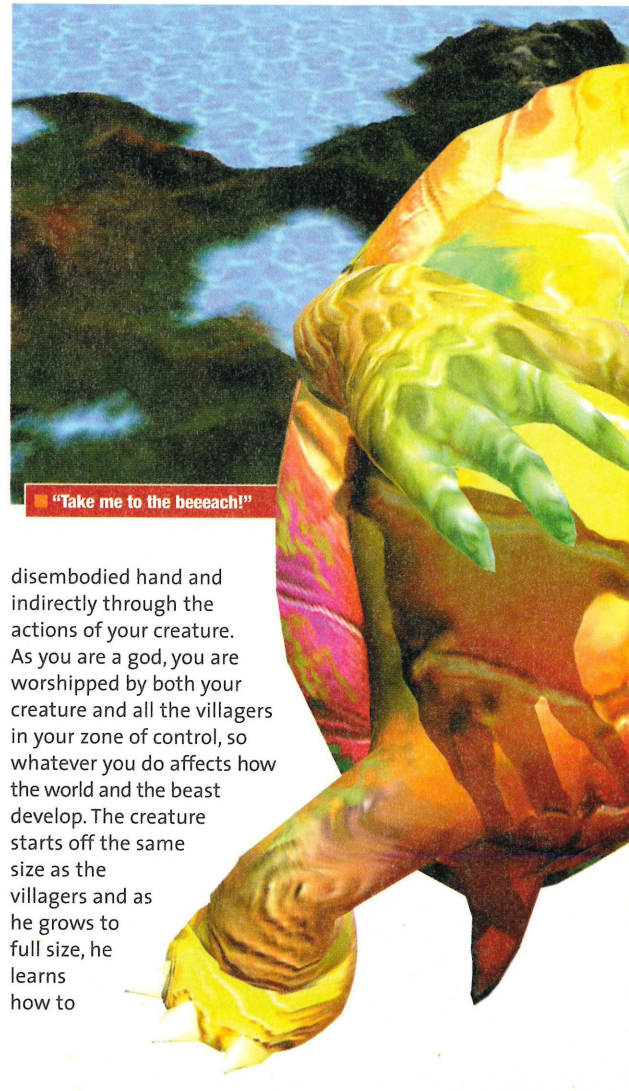
These early DC shots show the game's organic look



It's a little hut. Why not crush it with your god hands?

BLACK AND WHITE

What's black and read all over?



"Take me to the beeeach!"

IN A NUTSHELL

> The god of the... erm... god game is back with another intriguing concept. As in *Populous*, you are a deity who 'looks after' a single tribe of people in a crowded land. Your mission? To defeat a rival god, and to have a little divine fun en route ■

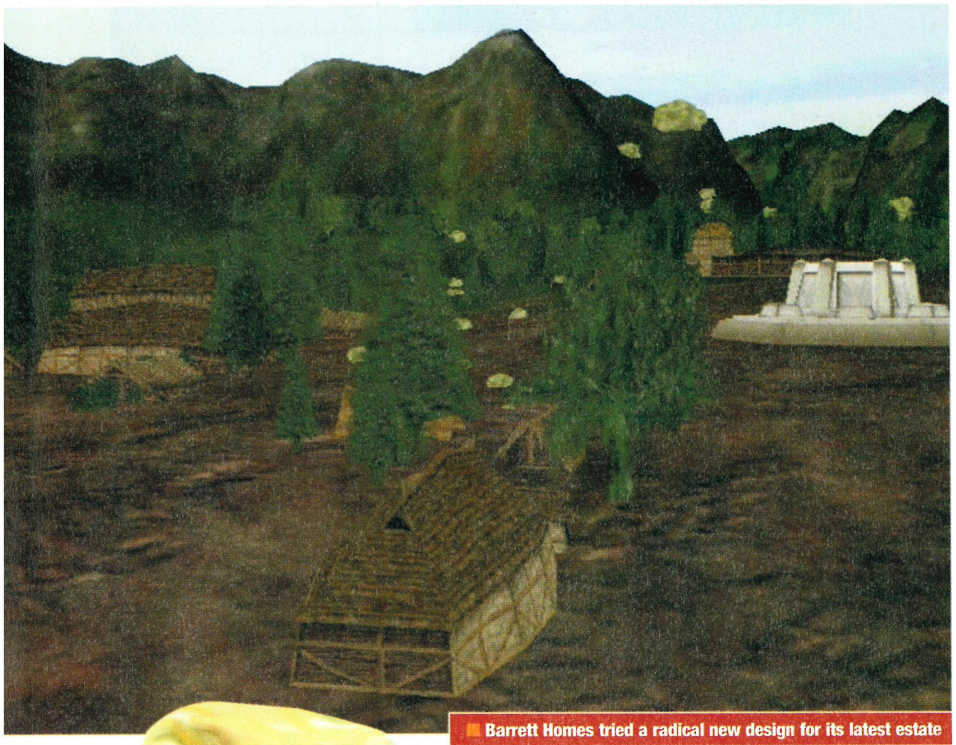
DETAILS

Publisher:	Sega
Developer:	Lionhead
Origin:	UK
Players:	One
Release date:	Autumn

Hey, there's this great new game coming and you're a god and you've got a big monkey and there are little villagers and it's really, really clever and it's by that bloke... Oh, you know the one. Of course, you know. We all know. Lionhead's *Black & White* is hardly a state secret and Peter Molyneux, its creator, is so ubiquitous, he's practically the Posh 'n' Becks of the videogame press. (Pictures of a shaven-headed Molyneux mincing around in a fetching sarong sadly failed to make DC-UK's deadline).

But despite the blanket coverage, how *Black & White* will play has remained something of a mystery. Until now. Sega arranged a special preview of DC *Black & White* and we were there to hear Molyneux explain just what his latest opus is all about.

It all seems very simple, with Molyneux describing *Black & White* as an RPG where you play the part of a god. "The gameplay rule is this," he begins. "In areas where the inhabitants believe in you, you can do anything you like." In practice, you interact directly with the world through a disembodied hand and indirectly through the actions of your creature. As you are a god, you are worshipped by both your creature and all the villagers in your zone of control, so whatever you do affects how the world and the beast develop. The creature starts off the same size as the villagers and as he grows to full size, he learns how to



Barrett Homes tried a radical new design for its latest estate

MOLY TALKS

What differences are there going to be between the PC and DC versions of *Black & White*?

I'd like to keep the gameplay the same and sacrifice the graphics. But I think the control mechanism actually works better on the DC joypad. This is the first game I've been involved in where the conversion actually feels natural.

It seems that you're trying to combine designing a toy with designing a game. Aren't those two approaches mutually exclusive?

No. I'll tell you where that came from. I really loved a game called *Zelda* which I thought was fantastic – one of the greatest games of all time, but I was terribly frustrated that you couldn't go in there – you couldn't really go into a town and interact with everything. I imagined a plot where the story bits were based on not only where you were but also on the state of the world and suddenly it all clicked together: an RPG, just like *Zelda*, where you're not playing the role of an elf but the role of a god. Why shouldn't that work? (Cont over...)

behave by watching you. So, if you delight in picking up villagers and throwing them about to get some awe and respect, your creature will start to do the same. One of Lionhead's play-testers reported coming back to the game after a coffee break to see his giant monkey picking up villagers and hurling them out to sea – the debug program revealed the monkey had tossed some 60 people to a watery grave.

If you're benevolent and kind to your villagers, your creature will be an amiable pet and if you're cruel, it'll be a right monster. The creature's look changes to reflect his – and your – personality, becoming cute if you're kind and ugly if you're not. He also responds to your touch, and you can reward him by stroking or tickling him, or chastise him by giving him a slap.

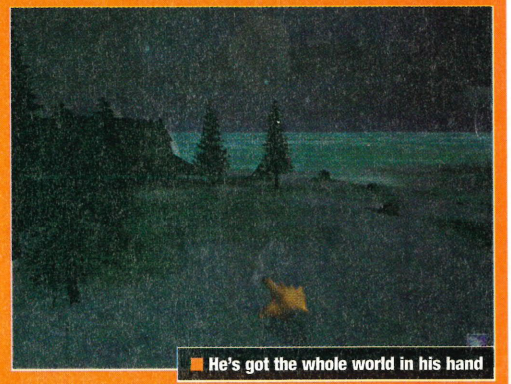
Through your actions and those of your creature, the number of villagers who worship you can grow to the point where you can perform miracles in the form of spells such as fireballs and lightning bolts. Your creature can also learn these spells and use them in his own sweet way.

The story of *Black & White* has you and another god vying for control of the world. However, the first you know of this is when your creature meets another beast – the doting pet of a ▶

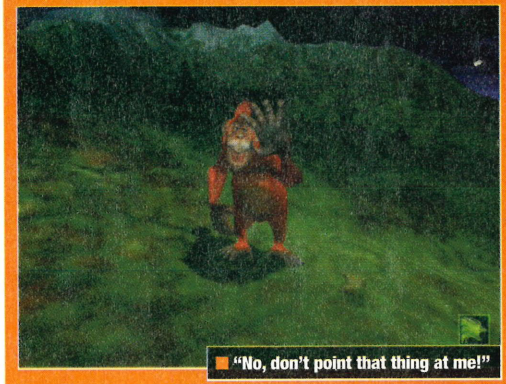
BECOMING A GOD

"God works in mysterious ways," they say (usually after something terrible happens), but He/She never moved quite like this. Your job in *Black & White* is to exert your authority on a small tribe. You only have two tools with which to accomplish this. And one of them is a giant monkey.

Your primary interface with the world is this disembodied hand. You can direct it around the map using the analogue controller. It's also possible to pick up objects and tribesmen. You can even throw them.



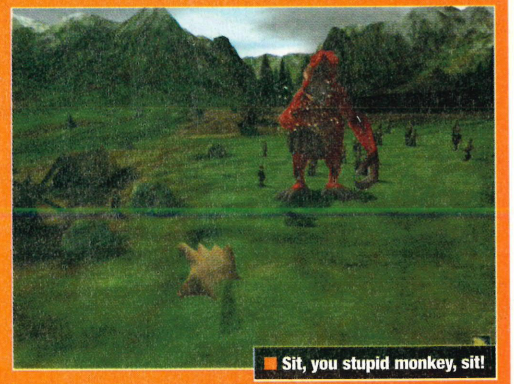
He's got the whole world in his hand



"No, don't point that thing at me!"

The cute creature waving at you is your adopted helper. He's your hairy representative on the planet and will learn from what your hand does. The behaviour of the creature will depend on how you treat him.

Importantly, the creature will interact directly with your villagers. Again, what he does depends on you. If you spend hours smacking the little folk around with your hand, he'll do the same. This sounds like fun.



Sit, you stupid monkey, sit!

"Leave it, Trevor! He's not worth it!"

Your rival god (controlled by the computer or by another player if you're online) also has a creature, and yours may well end up fighting it. Luckily, the cute things can't kill each other; they'll just leg it if they're hurt.

MOLYNEUX: I'M RUBBISH

Most people learn from their mistakes. Molyneux is no exception. In a shocking series of revelations he demolishes his previous games, promising to make up for the errors with *B&W*.

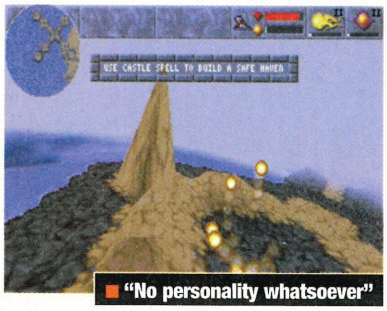
Populous: "Incredibly repetitive."

"Incredibly repetitive"

Powermonger: "Absolutely no story, the interface was amazingly complex."

"Absolutely no story"

Magic Carpet: "Repetitive gameplay and the opponents you met had no personality whatsoever."



"No personality whatsoever"

Theme Park: "I don't believe a lot of people who bought *TP* ever played beyond the first level. There was no challenge."

"No challenge"

Dungeon Keeper: "I really do feel that I screwed *Dungeon Keeper* up."

"I really screwed up"

In *Black & White* the world is your oyster, ready to serve and enjoy. Mmm

MOLY TALKS

Was that the big conceptual leap – when you had this idea of an RPG and a god sim in one?

The big leap with *Black & White* was that all the games that I've made before are just overly complicated, very anal in their features and lack that story thread. That's what *Dungeon Keeper*, *Syndicate* and *Magic Carpet* needed. If I could go back and do them again, that's the number one thing I'd do. There is a very good example: the difference between *Quake* and *Half-Life*. There was no difference in the gameplay, really; the difference was the story. *Half-Life* had a story and that's what made it the revolution it was. Why not apply that same ethos to a strategy-cum-god game? Not that it's either of those...

rival deity – and this is where the game starts to excel.

When creatures do meet they can fight, and the game becomes like a fully-fledged beat 'em up. You can control your creature or it can fight using the patterns of behaviour it has learned from you – the beasts will also use fireballs and other spells as special moves. Your creature can't die – "People are going to spend many hours with their creatures, that [death] wouldn't be on," says Molyneux – but your animal will bruise and get permanent scars.

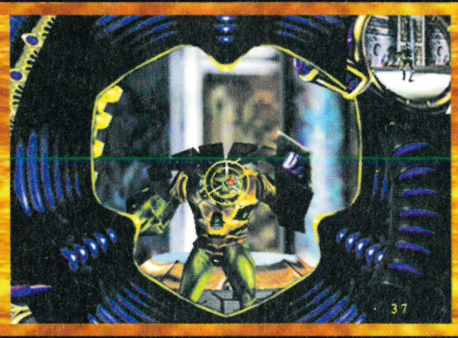
> "Your creature's look changes to reflect his – and your – personality"

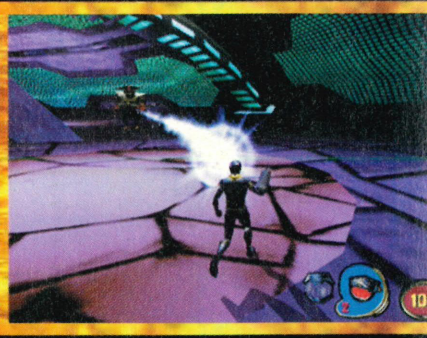
The game's main theme may involve you beating another god and its creature, but a series of smaller challenges add extra depth and twists to the story throughout *Black & White*. In the version demoed by Molyneux, a cut-scene introduces a challenge where a woman prays to you to help her brother who is lost and dying in the woods. You can solve this challenge in many ways but they basically split into good or evil. If you want to be good, you can pick up the woman and put her down near her brother, or heal the brother, or take him to her. If you want to be devilish, you could leave him to die, kill him, or – nastiest of the lot – kill her and drop her corpse next to him so that the last thing he sees is the dead body of his sister. Your reward for completing the challenge will be a new spell of some sort. The challenges get tougher as the game progresses but the stakes are higher, as you battle to control larger areas, so the rewards are greater – Armageddon spell, anyone?

Black & White is, without a doubt, impressive. The creature nurturing resembles a highly sophisticated Tamagotchi, the god-versus-god scenario harks back to *Populous* and the fighting smacks of any classy beat 'em up. And yet *Black & White* remains elusive and indefinable. What's been revealed so far has only made us want to see more and to finally get our hands on the thing. *Black & White* may be overexposed but it's still being one hell of a tease

Great subscription offer! Get a subscription to DC:UK magazine for £6!
See the MDK2 box in store for details

MDK2™





3 Heroes, 3 Types of Action, 1 Ultimate Goal

BioWare Corp

Dreamcast

Interplay™

MDK™2: ©2000 Interplay Entertainment Corp. Omen Engine ©2000 Bioware Corp. LUA ©1994-1998 TeCGraf, PUC-Rio. Written by Waldemar Celes, Robert Ierusalimschy and Luiz Henrique de Figueiredo. Developed by Bioware Corp. The Bioware Omen Engine and the Bioware logo are trademarks of Bioware Corp. MDK, MDK2 and related marks are trademarks of Shiny Entertainment, Inc. and certain characters are ©Shiny Entertainment, Inc. Interplay and the Interplay logo are trademarks of Interplay Entertainment Corp. All rights reserved. All other copyrights and trademarks are property of their respective owners. All rights reserved. Exclusively distributed by Virgin Interactive Entertainment (Europe) Limited. Virgin is a registered trademark of Virgin Enterprises Ltd. All Rights Reserved.

NIGHTMARE CREATURES II

Meet Wallace: He's never going to survive unless he gets a little crazy

IN A NUTSHELL

> **Guide a tortured victim of satanic abuse through victorian London.** Equip him with an axe, a gun, or napalm and set him loose on undead mentalists. It can only be the sequel to *Nightmare Creatures*, the dark, gruesome fright 'em up from Kalisto ■

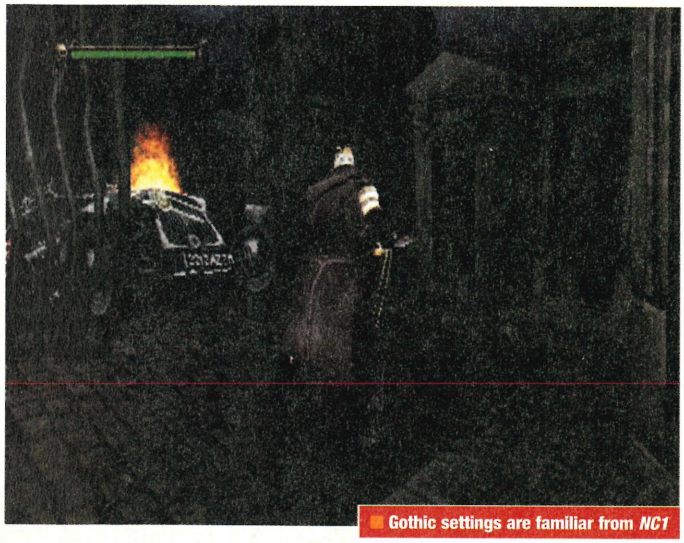
DETAILS

Publisher:	**Konami**
Developer:	**Kalisto Entertainment**
Origin:	**France**
Players:	**One**
Release Date:	**July**

Think about it for a second: nightmares are a pretty scary thing. While you sleep, your subconscious – for reasons best known to its twisted self – decides to subject you to terrifying experiences from the dark side of your mind. It's a bit worrying, really, and if you've ever dreamt of being lap-danced at by a thong-clad Chris Moyles you'll know exactly how scary nightmares can be.

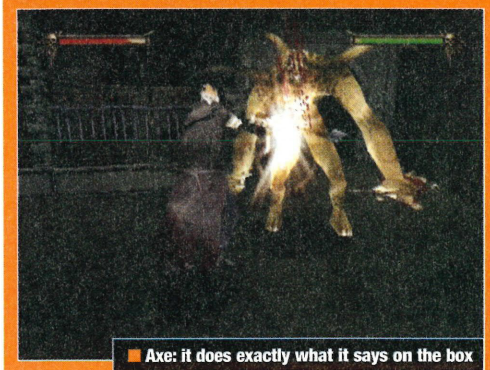
Our perplexing night-time experiences aside, *Nightmare Creatures II* is a slash 'em up adventure that also features plenty of exploring and puzzle solving. It comes on a bit like a gothic *Tomb Raider*, and the control system is pretty similar, which means it will be extremely easy for most of you to get into. As soon as we started playing, we had no trouble exploring the abandoned asylum where the title's first level takes place. Our hero Wallace is capable of climbing ladders and hauling

■ "Who put out the lights?"



■ Gothic settings are familiar from *NC1*

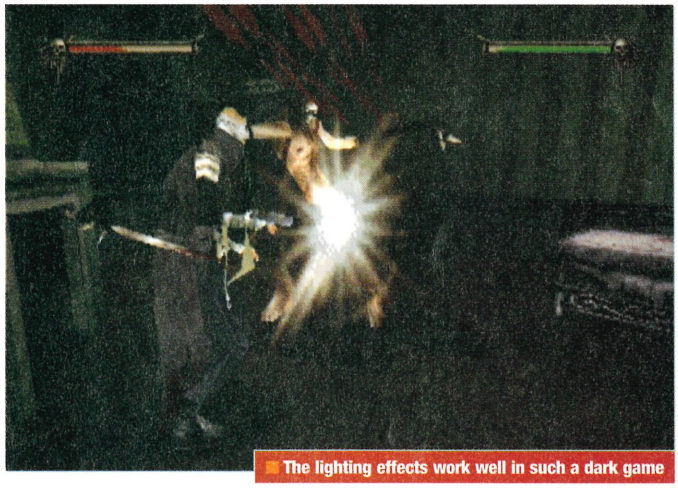
NICE ARSENAL



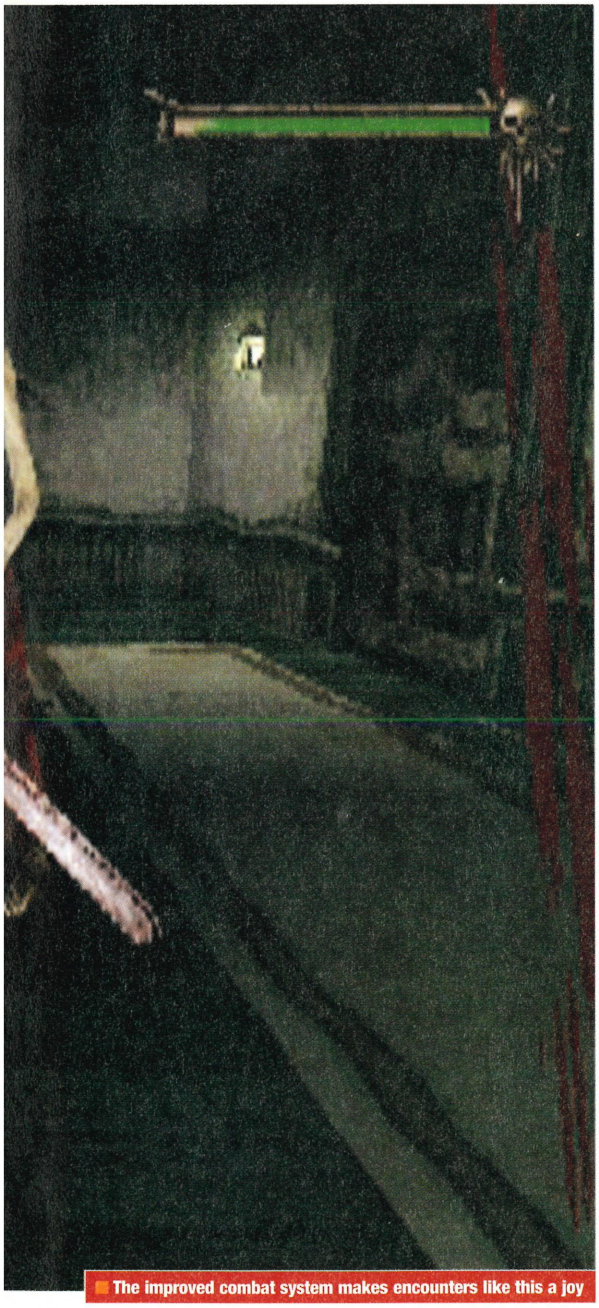
Axe: it does exactly what it says on the box

You won't want to take out every baddie with Wallace's axe, so it's likely you'll find *NCII*'s selection of power-ups very handy. As well as a pistol that takes various types of ammunition, Wallace can also call on a variety of mystical attacks such as toxic gas, napalm and a jar full of deadly flies

"You'll soon be carving your way through the population of mutants"



The lighting effects work well in such a dark game



The improved combat system makes encounters like this a joy

himself up to ledges, meaning that the game world is a fully 3D environment with neat touches such as holes in ceilings that can be snuck through if you can find the right way to get up to them. A nice touch is the way that Wallace prefers kicking doors down rather than simply opening them – which is exactly the way it should be done, isn't it?

Wallace isn't averse to a bit of swimming either, so finding all those familiar underwater switches shouldn't be a problem. Don't forget to come up for air, though, or he'll eventually drown and float to the surface in a particularly grisly animation sequence.

Where *Nightmare Creatures II* really differs from *Tomb Raider* and its kin is the combat system. Though the game does feature various long-range offensive weapons (see Nice Arsenal), most of the time you'll be hacking away at your foe with your trusty axe.

When you come into contact with a bad guy the control system switches to combat mode, where you get three different attacks: vertical slash, horizontal slash and kick. It's quite easy to wade in bashing all three buttons like a lunatic, but the real skill comes from utilising the block button to foil your opponents' flailing assaults. Only then should you go in for the kill, and if you get your opponent's energy bar low enough you can activate a fatality move that sees Wallace take out his frustration on the baddies in various gruesome ways. These include slicing their heads off, beating them to pulp and waving them around impaled on his axe. It's all pretty simple to get the hang of, and you'll soon be carving your way through the game's population of psychopaths, mutants and monsters with ease.

Nightmare Creatures II looks pretty cool already, with a satisfyingly dark complexion and a selection of bizarre monsters to battle. However, the DC already has its fair share of zombie-bashers in *Shadow Man*, *Soul Reaver* and the *Resident Evil* games. Only time (and our review) will tell if *Nightmare Creatures II* has the guts to stand up to the stiff opposition

"Yes, I used the SlimNow diet and the weight just fell off!"

HIDDEN AND DANGEROUS

Dreamcast gets its first taste of stealth battle action with this promising war game

IN A NUTSHELL

> And you thought *Metal Gear Solid* was the ultimate stealth game? No chance, this is how it should be done: a proper behind-enemy-lines sneak 'em up with real tactical decisions.

Here's hoping the PC to Dreamcast conversion is a successful one ■

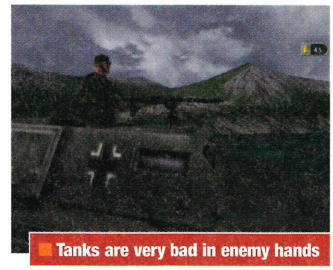
DETAILS

Publisher:	Take 2 Interactive
Developer:	Talon Soft/ Take 2 Interactive
Players:	One
Release date:	July

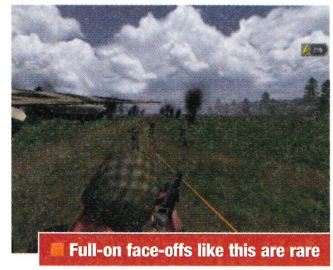
Dreamcast's first year has been rammed full of brilliant, instantly appealing games – *Crazy Taxi*, *Soul Calibur* and *Sonic Adventure*, to name just three – but so far there haven't been any titles that have required you to actually think. Well, thankfully for those of you who prefer gameplay of the black polo neck and beret persuasion, that situation's about to change with the forthcoming release of *Hidden & Dangerous*. Yes, the game is *another* PC port, but it's one we're definitely looking forward to. Take 2 Interactive and Talon Soft have been busy laying down the code foundations, and although the version we played was very early and featured no sound (a huge part of the game, as it provides much of the tension and atmosphere), we were impressed by what we saw.

The game is set in the Second World War and you take command of a team of 40 soldiers through a series of challenging missions. Before you get out in the field, you're briefed on your objectives and then have to choose the eight men you want on the job and what equipment you will carry with you. This potentially daunting process is made simple by an auto set-up option that presents you with the perfect combination of soldiers and gear – a nice touch, especially considering the average console-user's attention span. Each mission is preceded by a real-time intro and 3D map to illustrate your entry point, objectives and destination.

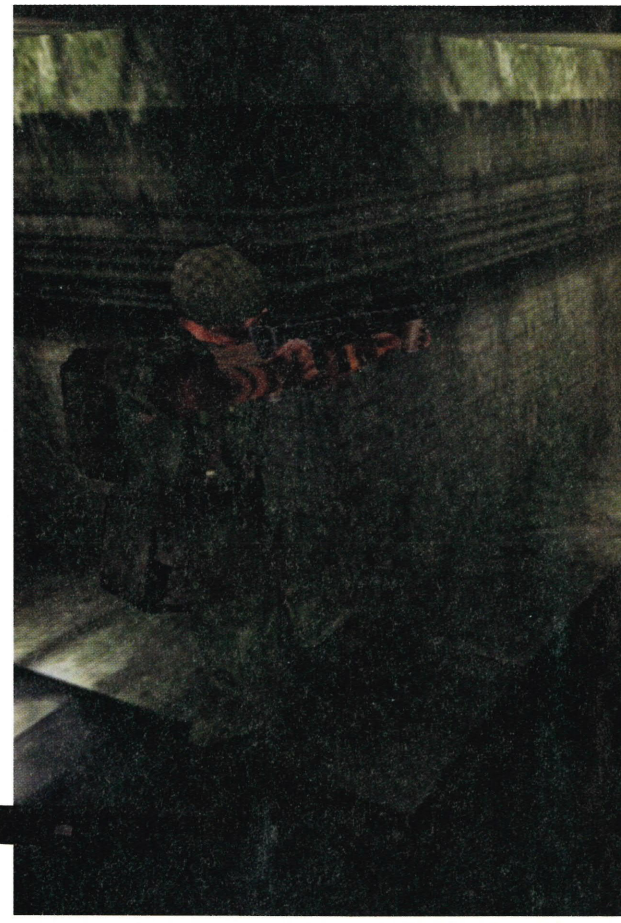
Once you're on a mission, the sense of reality and danger is immediately apparent. In one of

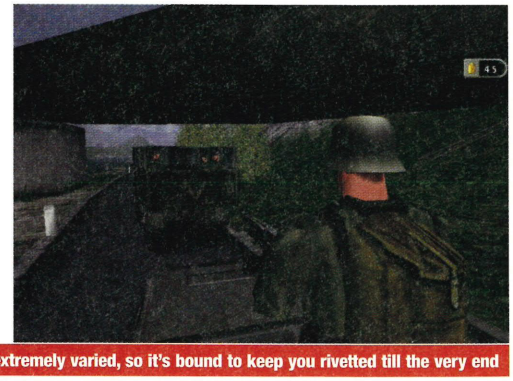


Tanks are very bad in enemy hands



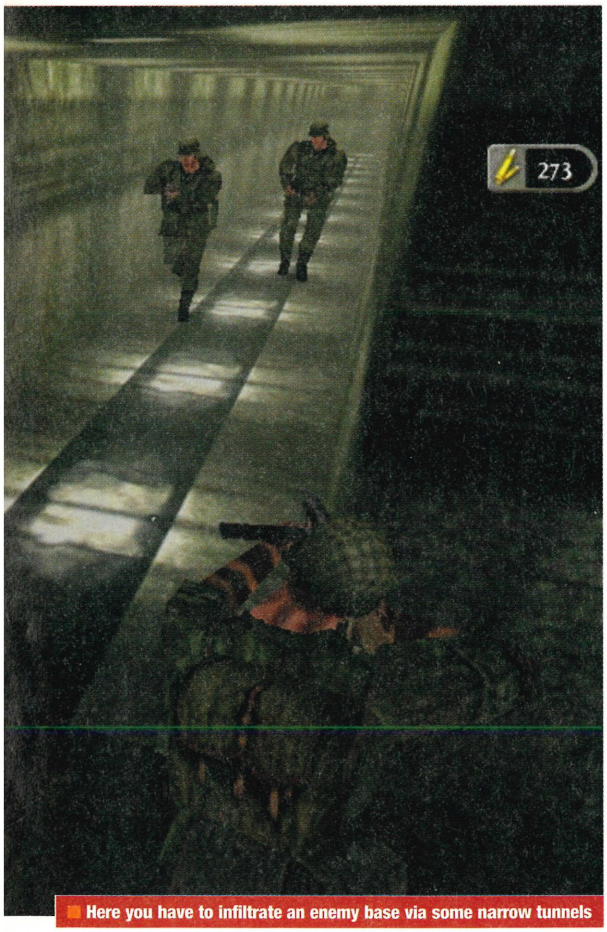
Full-on face-offs like this are rare



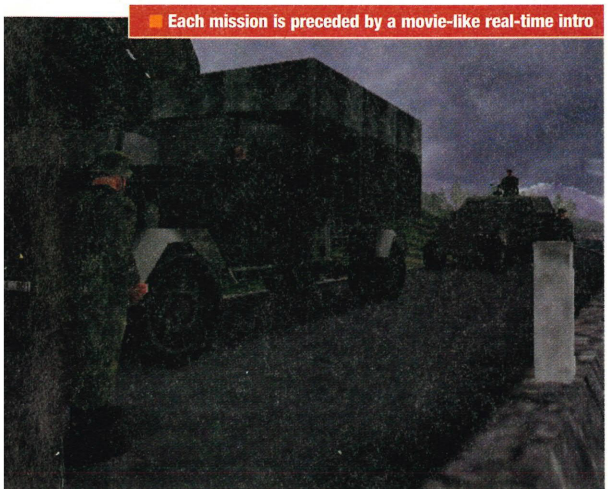


Hidden & Dangerous' levels are extremely varied, so it's bound to keep you rivetted till the very end

In later levels you can get behind the wheels of armoured cars and tanks

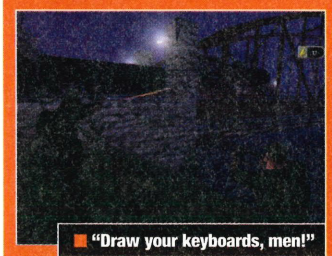


Here you have to infiltrate an enemy base via some narrow tunnels



Each mission is preceded by a movie-like real-time intro

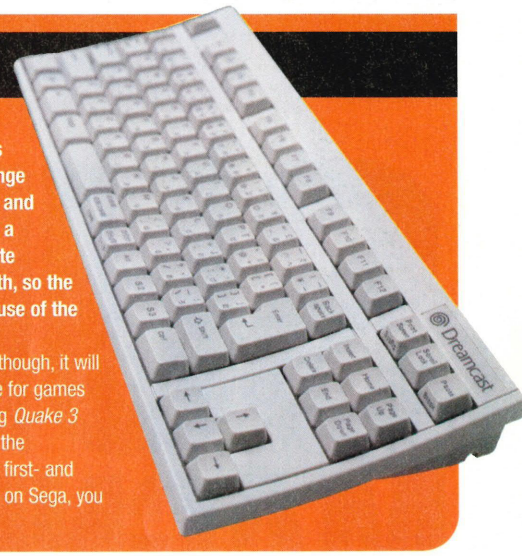
TAKING CONTROL



"Draw your keyboards, men!"

The PC version of *Hidden & Dangerous*, like most PC games, depended on the keyboard for most of its controls. Take 2 Interactive and Talon Soft have got round this problem by creating a system where you hold down the Left trigger then press buttons and use the d-pad to change views, switch the map on and off, toggle soldier, etc. It's a clever system but still quite difficult to get to grips with, so the developers plan to make use of the Dreamcast keyboard.

If Sega has any nous, though, it will release a Dreamcast mouse for games like this and the forthcoming *Quake 3 Arena* – you just can't beat the keyboard/mouse combo for first- and thirdperson shooters. Come on Sega, you know it makes sense! ■



the missions we played, we parachuted onto the banks of a river that we needed to cross to rendezvous with our allies on the other side. Looking around, we could see our 'chutes splayed over some nearby trees; turning, we watched the river roll by towards a huge red railway bridge in the distance (complete with moving train – very cool). On closer inspection, we noticed some German soldiers patrolling the bridge, then looking at our inventory and finding binoculars, a sniper rifle and a land mine, we realised that this game is all about stealth and tactics. Fans of gung-ho shoot 'em ups like *Expendable* and *Fighting Force 2* will learn a hard lesson if they run, guns blazing at the enemy.

A lot of your time will be spent hiding and planning your next move, but rather than slowing down the game, these quiet moments enhance the overall experience and add to the sense of tension that pervades *Hidden & Dangerous*. Unlike similar tactical games, such as *Rainbow Six*, that only allow you to control one member of your team, success in *Hidden & Dangerous* is dependant on your ability to switch between men in the field. Each character has his own unique abilities and carries different equipment (for example, one man might be a sharp shooter and armed with a sniper rifle). The soldier you control can also shout a range of basic commands to his comrades, eg, "Follow me!", "Stop!", "Hold fire!" and "Kill the Hun!" – only joking about the last one, our Teutonic friends.

> "The game's sense of danger is often frighteningly real"

The sniper rifle is the game's stealthiest weapon and its coolest side arm – you can zoom right in on an enemy's face and pop him in the forehead. It's also possible to sneak up on dead soldiers and steal their equipment like some fatigue-wearing ghoul. *Hidden & Dangerous* is full of great features like this; on certain levels you can even drive tanks and armoured cars, and take control of large gun emplacements.

If the developers can get the necessarily cumbersome control system right – and so far they seem to be on the right track (see Taking Control) – *H&D* will satisfy a lot of gamers who are looking for a challenge beyond driving taxis or smacking people in the face ■

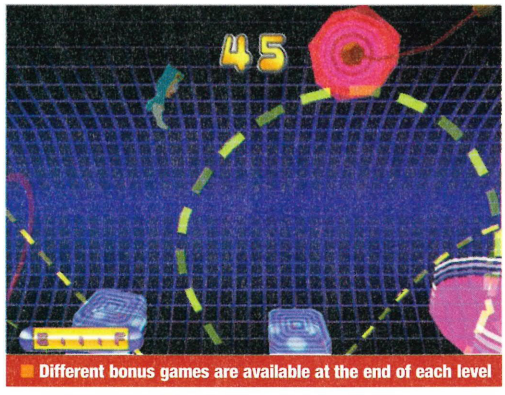
Springboards will propel you to those hard to reach places

In the Ancient World Neo boards a wheely camel for a crazy race to the finish line

SUPER MAGNETIC NEO

Sonic and Rayman beware. There's a new platform star in town and he's magnetic!

Watch out for crafty holes in the ground guarded by beasties



Different bonus games are available at the end of each level

IN A NUTSHELL

> *Super Magnetic Neo* is an old-skool platform game with obstacles to cross and enemies to waste. Innovation comes in the use of Neo's magnetic power which is vital to beat the five worlds and 20 levels between you and the unlikely boss (see left) ■

DETAILS

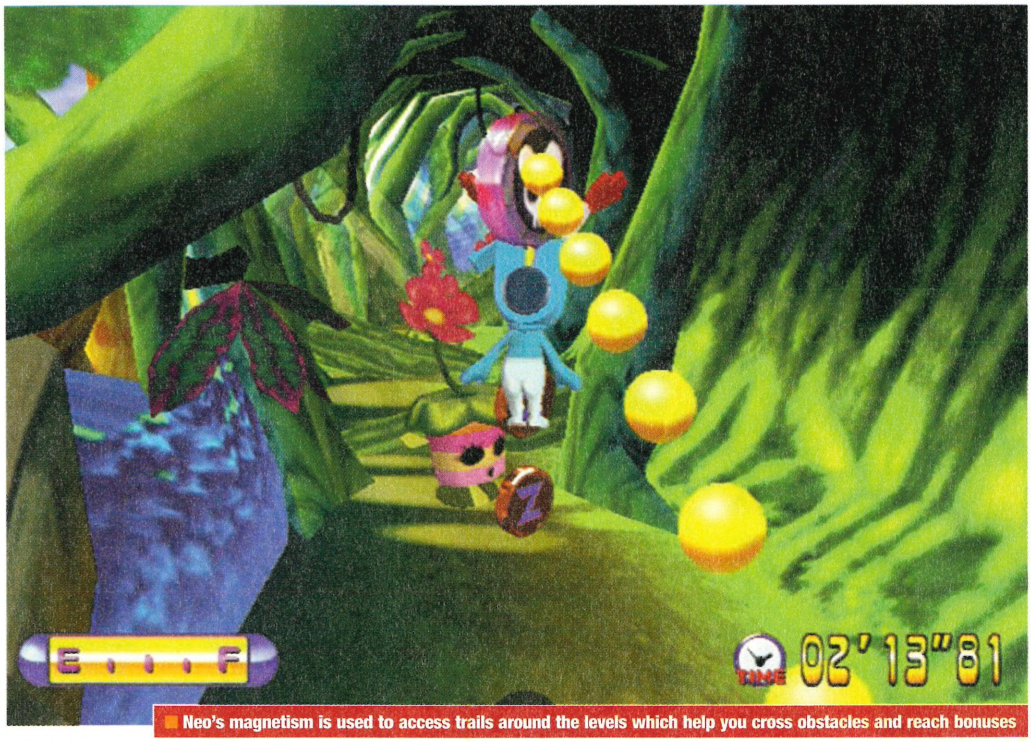
Publisher:	Crave
Developer:	Genki
Origin:	Japan
Players:	One
Release date:	June

Cutesy platform games haven't been too well represented on Dreamcast so far, with only *Sonic Adventure* and *Rayman 2* flying the flag for the age-old genre. However, Crave Entertainment is poised to run its own platform game up the flagpole to see who salutes it in the shape of *Super Magnetic Neo*.

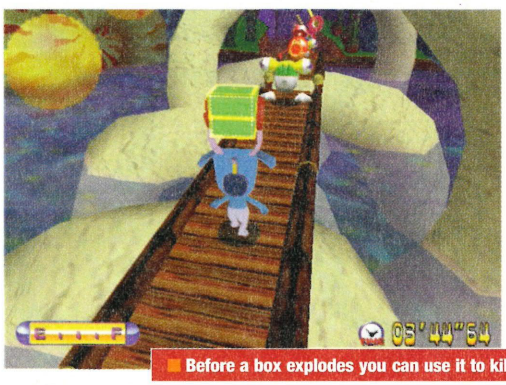
Developed by Japanese coders Genki – who were responsible for the DC port of *Virtua Fighter 3tb* and the best-forgotten driving debacle *Tokyo Highway Challenge* – *SMN* is a platformer that could easily be described as *Crash Bandicoot* with magnets. You control an adorable little robot named Neo from a thirdperson perspective – like *Crash Bandicoot* – and guide him through a series of 2.5D levels (they give the illusion of being 3D but aren't really) – like *Crash Bandicoot* – with Neo walking into the screen along a series of linear paths, taking out baddies, avoiding pitfalls and negotiating obstacles – like *Crash Bandicoot*.

Where *SMN* departs from the *Crash* series and displays an impressive flash of originality is in its superb magnetic combat system. Neo 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. But if you shoot the red pulse at a blue enemy, as Paula Abdul once warbled, 'opposites attract' and the blue fiend will be attracted to Neo and encased in a magnetically-charged box (this box explodes within a few seconds, so be sure to throw it away, or alternatively, chuck it at another baddy and kill two birds with one stone).

Naturally, the system works in the opposite way when firing a blue magnetic field: it repulses blue enemies and attracts red



Neo's magnetism is used to access trails around the levels which help you cross obstacles and reach bonuses



Before a box explodes you can use it to kill another baddy

ones. Simple. Neo's magnetic abilities are also required to successfully navigate his world. Red and blue springboards and vines pop up all over the environment and you must utilise the correctly-coloured magnetic field to either repel or attract Neo to them in order to bounce and swing around the levels.

Super Magnetic Neo doesn't play as quickly or intuitively as the *Bandicoot* games it has so much in common with, but it's a far more clever and puzzling platform title. Don't be fooled by its deceptively cute appearance, because beneath that seemingly harmless exterior is a tough platformer in the classic tradition that delights and frustrates in equal measures. It may be the kind of palm-sweating, tooth-grinding experience that only platform games can truly inspire, but it's a promising title and the unique magnetic gameplay adds an 'attractive' new dimension to the platform antics ■

"Don't be fooled by its deceptively cute appearance"

NEOMAGNETISM

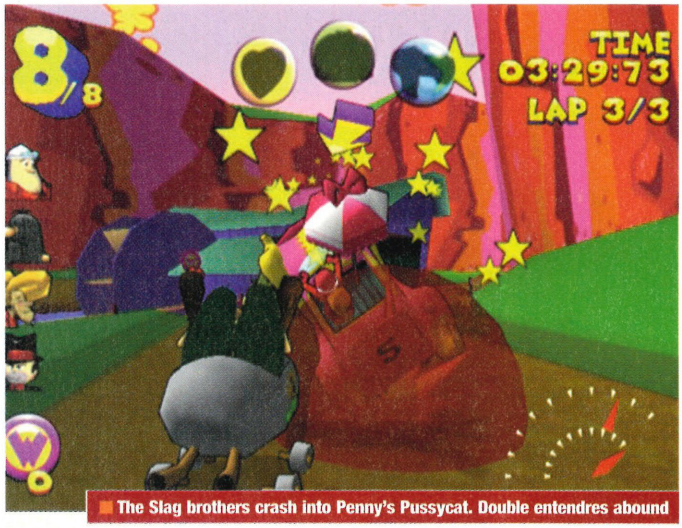
As indicated by his Super Magnetic monicker, wee Neo has a magnetically charged bonce that he uses for taking out enemies. He can fire red and blue magnetic fields; the red charge attracts blue baddies and repels red ones and it's vice versa for the blue charge. Below we demonstrate the system in action.

Use your red magnetic charge

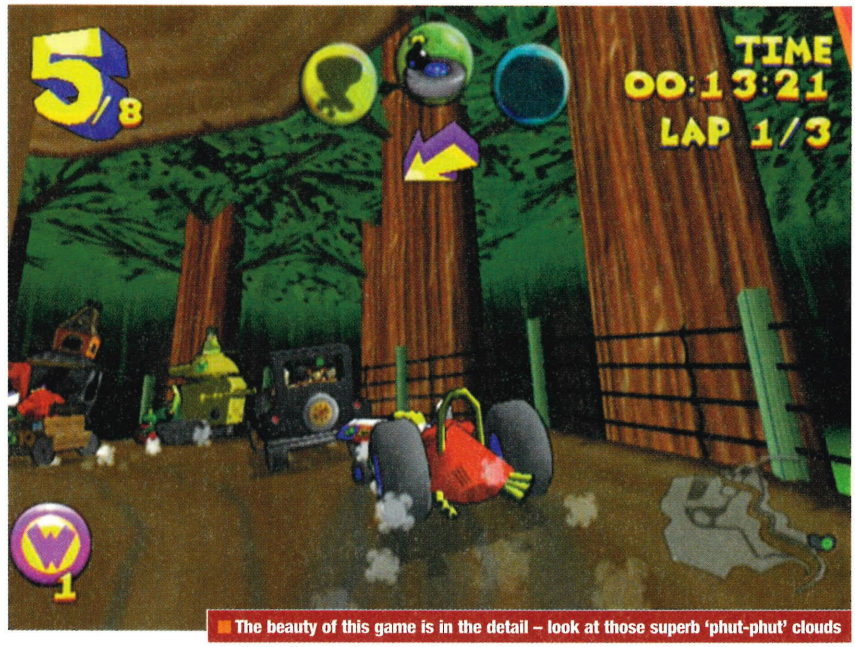
The blue enemy will be attracted

And helplessly ensnared in a box

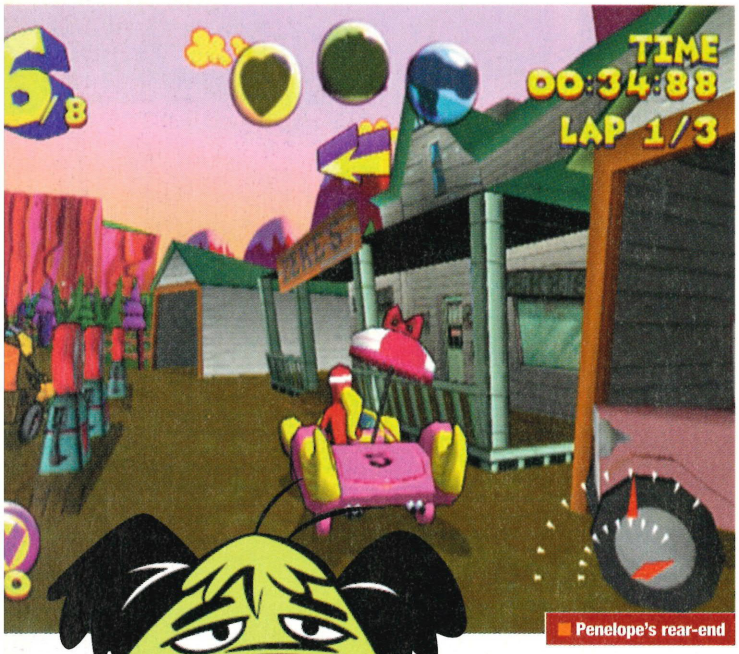
Drop the box before it explodes



The Slag brothers crash into Penny's Pussycat. Double entendres abound



The beauty of this game is in the detail – look at those superb 'phut-phut' clouds



Penelope's rear-end

WACKY RACES

The cult kids cartoon makes a smooth transition to Dreamcast

IN A NUTSHELL

> Daft racing games seem to be all the rage at the moment and this is the first of many to appear on DC.

DETAILS

Publisher:	Infogrames
Developer:	In-house
Origin:	UK
Players:	One to four
Release date:	June

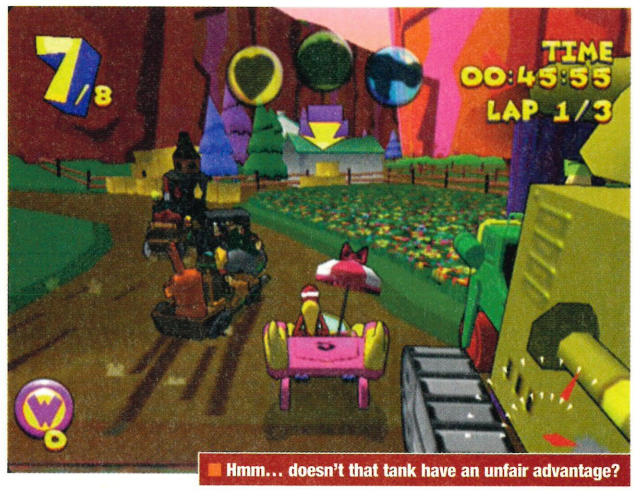
Racing around 'toon locations, firing comedy missiles and knocking other drivers off the road is all but irresistible. Especially in the fourplayer mode ■

You're in the 1980s. It's after school. Kids' TV is still in its antiquated, pre-'Pip' Schofield's broom cupboard era. Sandwiched somewhere in between the nonsense of Play School and the worthiness of Jackanory, there lurked 'the cartoon'. Obviously, the powers that be felt that giving us more than one cartoon a day would inevitably spark the decline and fall of civilisation as they knew it. Hong Kong Phooey was okay, The Hair Bear Bunch was better. But the best of the lot was Wacky Races.

For a show that originally ran for just a couple of years – from 1968 to 1970 in the USA – this cult oddity has lasted well, and the latest homage to one of Hanna Barbera's finest is the new *Wacky Races* game from Infogrames. The title says it all, really. It's a racing game and it's wacky. In fact the cars and characters of the cartoon series seem made for *Mario Kart*-inspired action. All 11 of the vehicles from the series are in the game but in the version we were shown, only eight were available from the start. Whether the others – Professor Pat Pending's Convert-A-Car, The Red Max's Crimson Haybayler and Dick Dastardly's Mean Machine – will be bonus cars or feature as opponents remains to be seen.

Each of the cars has three unique weapons and to be able to use them you need to collect the Wacky Races' tokens – little circles with the WR logo – that litter the circuits. So, one of Penelope Pitstop's weapons is a kiss which

Surely a car with an umbrella sticking out of it wouldn't pass an MOT test. Perhaps we should give Watchdog a call...



Hmm... doesn't that tank have an unfair advantage?

Each car has three different weapons to inflict such untimely explosions as these. Drat! Double drat!

blows a love heart at a racer in front of her and sends them spinning out of control when it hits. And Peter Perfect has three types of special tyre to help him speed past the opposition or over-tricky terrain. All the other racers have suitably themed weapons, one of our favourites being the dragon from the tower at the top of the Creepy Coupe.

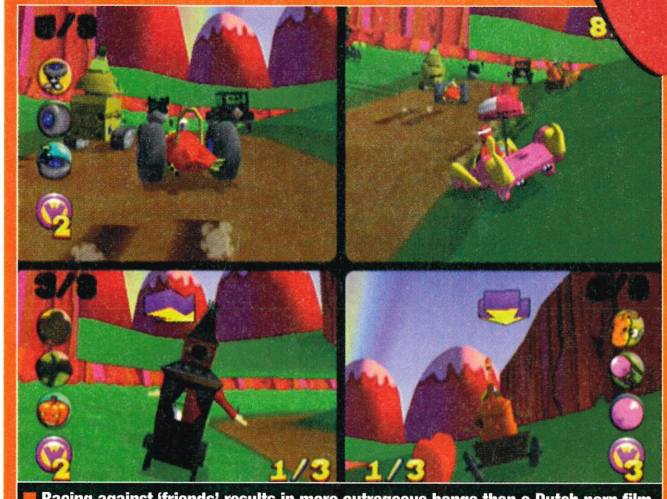
None of us can actually remember where the races in the cartoon took place – canyons seemed to feature a lot – but for the game there will be 15 different tracks spread across three areas: Desert Drifts, Snowy Peaks and Redwood Forest. Tracks have tunnels, jumps, short cuts and traps, all with sneaky opportunities for double-crossing.

Six individual modes are planned for the finished game, ranging from the conventional Wacky Races, Time Trials and Straight Races to the more exotic Battle Rounds, Boss Challenges and Versus modes. Three separate battle arenas are also available for fourplayer action. All the modes can be played with Kart or Advanced handling, the latter forcing the driver to master ▸

> "The title says it all. It's a racing game and it's wacky"

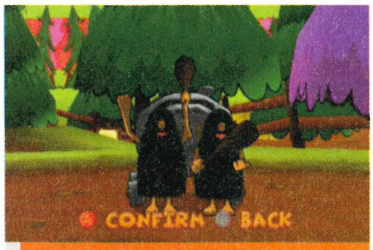
WACKINESS X4

Wacky Races has a suitably zany fourplayer racing option. We played it. We went in the wrong direction. We laughed heartily



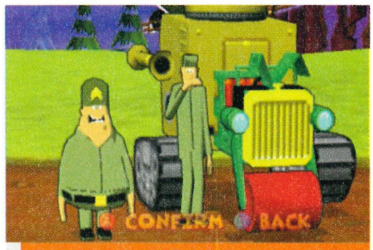
Racing against 'friends' results in more outrageous bangs than a Dutch porn film

WACKY RACERS



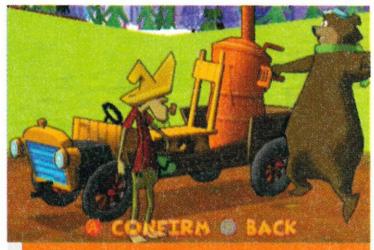
BOULDER MOBILE

- **Drivers:** The Slag brothers
- **Comment:** Tonight, Matthew, we're going to be the inspiration for Captain Caveman. Along with Charlie's Angels. Shut it, you slaaaaaags.



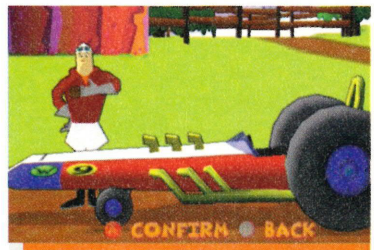
ARMY SURPLUS SPECIAL

- **Drivers:** Sgt Blast & Pte Meekly
- **Comment:** Bullying NCO and incompetent underling in hastily cobbled together package. Surely that should be the **DC-UK** Special?



ARKANSAS CHUG-A-BUG

- **Drivers:** Luke & Blubber Bear
- **Comment:** Surely a large cuddly bear that's prone to floods of tears isn't the best co-driver for a cross-country road race?



TURBO TERRIFIC

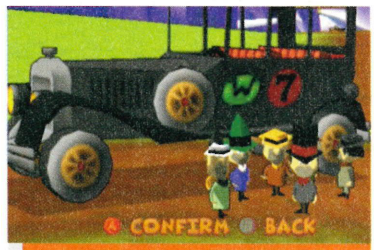
- **Drivers:** Peter Perfect
- **Comment:** Didn't he win all the time? And we're sure his motives for rescuing Penelope Pitstop were less than perfect...

COMPACT PUSSYCAT

- **Drivers:** Penelope Pitstop
- **Comment:** We'll give you, "Haylp, haylp!". No wonder those good ole boys down South kept their women in the house.

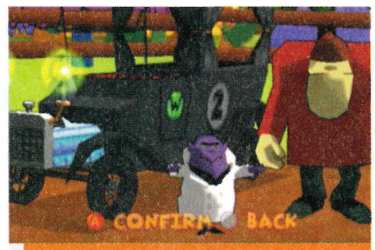
BUZZ WAGON

- **Drivers:** Rufus & Sawtooth
- **Comment:** Man and beaver in perfect harmony (snigger). It's one of our general rules in life to always steer clear of burly men in checked shirts.



BULLET PROOF BOMB

- **Drivers:** The Anthill Mob
- **Comment:** Later popped up in Penny Pitstop's irritating spin-off show where the car was renamed Chug-A-Boom, if we're not mistaken.



CREEPY COUPE

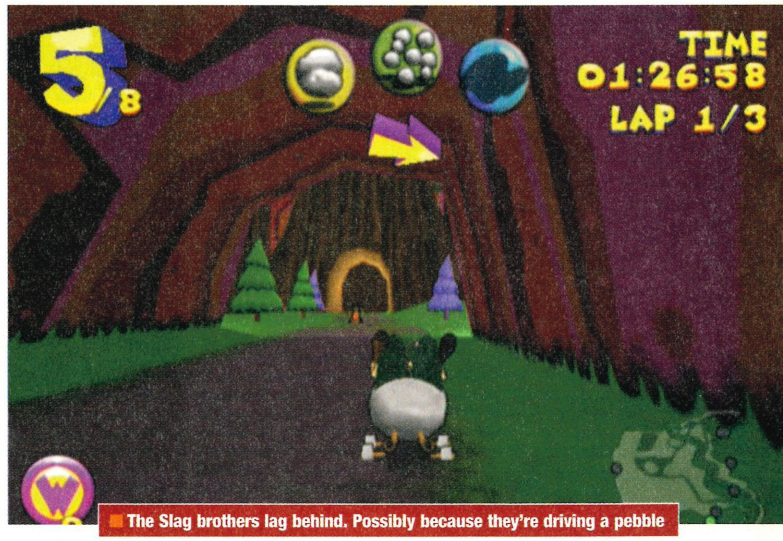
- **Drivers:** The Gruesome Twosome
- **Comment:** When is a twosome not a twosome? When there's a bloody great dragon in the roof that appears in every episode, that's when.

▶ basic powersliding.

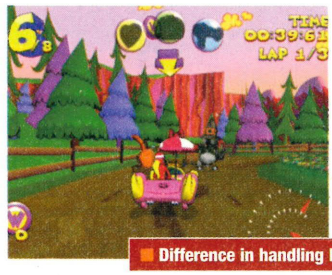
Cosmetically, *Wacky Races* is probably far prettier than the original cartoon. The transition from 2D to 3D has been slickly done, retaining the look of the characters and their cars. The animation is full of excellent little flourishes – the nose of Peter Perfect's Turbo Terrific bends and the haunted house on the Creepy Coupe leans as they go round corners. And the sound effects are possibly even better than the original, with the full cartoon experience of boinks and doinks, screeches and slides. Plus, although they're not the original voices, the characters all sound just as we remember, and they trot out little phrases as they fire weapons or crash. Sadly, the commentary isn't the original voice either, but it does sound an awful lot like Greg Proops...

Infogrames has got the look and the sound of the cartoon series in place; what's left to do is to get the gameplay right. In the early version we saw, handling differences between the cars and between the two driving modes were negligible and cars were still getting caught up on the 'edges' of bits of the tracks. Directional arrows weren't quite right either, making it easy to get lost.

If Infogrames can iron out these flaws and offer competitive racing that's entertaining as well as just capturing the flavour of the cartoon, then *Wacky Races* will be a welcome addition to the DC's stable of racers ■



The Slag brothers lag behind. Possibly because they're driving a pebble



Difference in handling between the tracks is negligible at this stage

> "Cosmetically, *Wacky Races* is probably far prettier than the cartoon"

INFOGRAMES

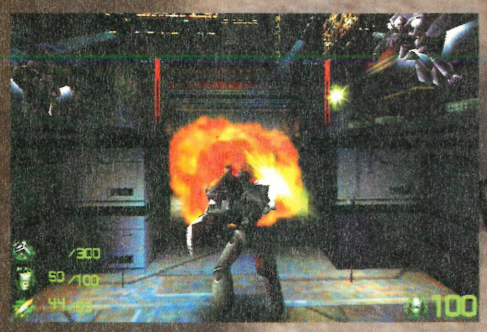
Dreamcast.

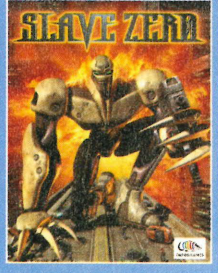
PC CD ROM

"... A GAME OF EPIC PROPORTIONS
...THE GRAPHICS ARE SUPERB..."
DREAMCAST MONTHLY 8/10

"...A TOP ARCADE TITLE,
WITH STORMING ACTION..."
PC GAMER 82%

SOMETHING BIG IS ABOUT TO HIT THE STREETS

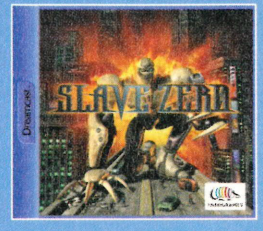




SLAVE ZERO™

THE NEXT BIG THING

16 CITY-SPANNING MISSIONS, CAR CRUSHING, ENVIRONMENTAL INTERACTION,
RAGING 3D GRAPHICS AND SOUND. BATTLE READY MULTIPLAY MODES



Slave Zero™ and the Ecstasy Engine™ are trademarks of Infogrames North America. ©1999 All rights reserved. All other trademarks are the properties of their respective owners. © 1999 Infogrames.
Sega and Dreamcast are either trademarks or registered trademarks of Sega Enterprises Ltd. www.slavezero.com • www.infogrames.com

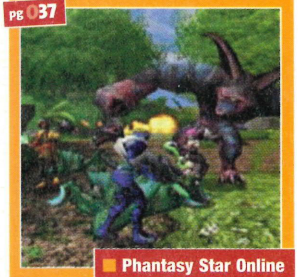
INDEX #10 06.00

A quick guide to this month's news for you...

PG 036

Jet Set Radio – it rocks!

PG 037

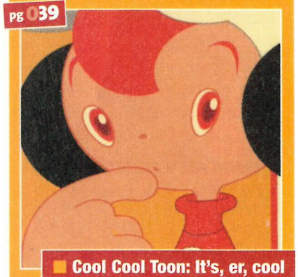


Phantasy Star Online

PG 038

10[SIX]: DC's first strategy game

PG 039



Cool Cool Toon: It's, er, cool

PG 039

DreamEye: Sega's hot Webcam

News

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

Not only does *Eternal Arcadia* look amazing, but the gameplay system is remarkably easy to pick up – the perfect combo

Eternal Arcadia

SEGA ■ 2001 (UK)

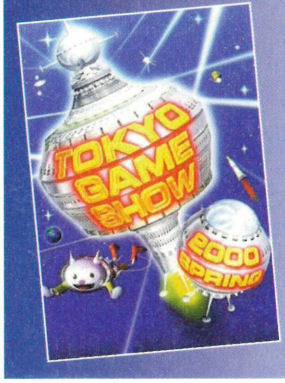
Beautiful visuals, great characters, amazing locations. The RPG is reborn!

Featuring a model pirate ship the size of a Ford Capri, Sega's *Eternal Arcadia* stand was always going to be a key crowd-puller at this year's TGS. But it was the public's first chance to play this amazing-looking RPG that really had them queuing for hours on end. Luckily DC-UK got in there early, testing out Sega's adventure before being swallowed up by a billion RPG fans. We weren't disappointed.

Eternal Arcadia is set in a strange fantasy realm where people live on islands that float in the sky, and get around on flying pirate ships. In this mythical world there exists two buccaneer clans: the Evil Black Sky Pirates who fly the skull and crossbones flag and attack any craft they fancy; and the slightly better Blue Sky Pirates who are more interested in exploration than theft. You take on the role of Vyse, a member of the Blue clan who, with the help of several other characters, must travel the seven skies discovering new lands and unknown civilisations.

> "*Eternal Arcadia* features some epic battles between whole armadas"

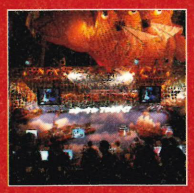
SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT...



From March 31 to April 2, 2000 there really was only one place to be for international videogame fanatics: the Tokyo Game Show. Held in halls one to eight of the gigantic Makuhari Messe Exhibition Centre, the event attracted around 150,000 eager gamers – and unlike Western shows, they weren't all twenty-something blokes in long raincoats and cowboy boots.

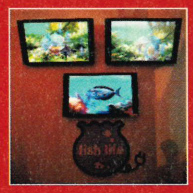
Six pages of news and screens from the greatest videogame show on the planet

TGS is for the whole family. Kids wander around holding hands with game characters, parents lovingly watch as their tiny children kick seven shades of crap out of each other on *Marvel Vs Capcom 2*, and girls (yes, girls) line up to play the latest *Dance Dance Revolution* and *Beatmania* cabinets. We half expected to see pensioners busting out on *Samba de Amigo*, or



Ooh Ahh, Jim Lad
The *Eternal Arcadia* stand, complete with four demo units and huge pirate ship, was a big crowd puller. This looks set to be THE RPG for mainstream gamers.

Eternally Free
Sega gave away a free limited edition *Eternal Arcadia* demo disc at the show. We managed to nab one when we visited the HQ. See below for details on the game.



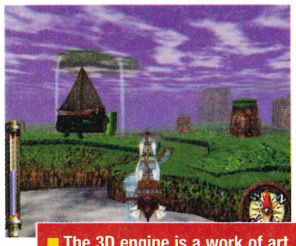
Something Fishy going on
Fish Life made yet another show appearance. This aquarium sim also turned up at London's ATEI event (see news, **DC-UK** 07).

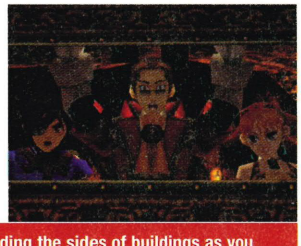
Not so Grandia
As we expected, *Grandia II* was not present at the show in playable form, but the video demo looked impressive. More news on this one next month.

DC-INTERVIEW

Eternal Arcadia team

So what makes this game so special? We hopped in a cab to Sega Japan HQ and asked the creators in person





■ The 3D engine is a work of art, fading the sides of buildings as you walk inside, putting cameras in weird places, etc. We can't wait to play

Although much of the game (the turn-based combat, control over a group of characters, fantasy story line, NPCs to converse with, etc) may seem familiar, there is more to *Eternal Arcadia* than meets the eye. For a start, you get to actually pilot the ships – and apparently the game features some epic battles between whole armadas, which should look amazing, thanks to the luscious colourful graphics and detailed, intricately researched craft.

We also love the monsters. **DC-UK** got to battle against a variety of unorthodox foe including giant snails, ghosts and fish beasts, and the spell effects we used (each character can call on a limited number of magical attacks, or choose a more down-to-earth weapon strike) were breathtaking. The turn-based system is also incredibly intuitive – you pick moves for your three fighters (using an icon-driven menu in the corner of the screen) and then watch as they take place. Then it's the bad guy's turn. As usual, you get more powerful spells and weapons as you go through the game.

We're not sure what the full story is as yet, but Sega is bound to reveal more at E3. We do know the game is set to use both VM and Internet interaction to make the player's progress more interesting. Due for Japanese release in the summer, this is going to be another key weapon in the Sega vs Sony war ■

The Cast:
Rieko Kodama (Producer, Software R&D Dept 7)
Yosuke Okunari (Assistant Producer)

DC-UK: The *Eternal Arcadia* demo shown at TGS suggested that there is a massive environment to explore in the game...
ETERNAL TEAM: That demo was especially compressed for the show. The actual playing field is ten times bigger.

DC-UK: Is it a linear experience?
TEAM: The actual control is completely free, but sometimes there are barriers to halt your progress until you have the correct objects – that is the typical RPG way of doing things.

DC-UK: How many playable characters are there in the game?
TEAM: Well, we want to keep the exact amount secret as you meet them during the game, but there are more than four.

DC-UK: How does the game support the VM?
TEAM: You can download a mini-game which lets you search for and discover items. The mini-game itself is completely separate from the main game, but you can use these items to upgrade your characters.

DC-UK: How does the ship combat work?
TEAM: Well, some enemies are so large you can only defeat them in the ship. The basic system of control is similar to the character system – as an enemy appears you simply select the big guns from the onscreen menu. You can also customise the ship using character points, which means as the hero gets more powerful, the ship can be upgraded too.

DC-UK: What sets *Eternal Arcadia* apart from other RPGs?
TEAM: Piloting the ship is enjoyable and a completely new feature. Plus, *Phantasy Star Online* and *Grandia II* are both sequels – *Eternal Arcadia* is a new title which will challenge gamers in new ways. Finally, the story is based on the great discovery era of European history and we think we have captured the grandeur and scale of naval combat at that time.

DC-UK: Did you read lots of pirate stories to research the game?
TEAM: We gathered information from stories like Treasure Island as well as historical fact. We looked into the famous explorer pirates and have used many Spanish names and words in the game. We've also used Asian themes and stories – from both Japan and China. The West tends to mix these two up.

DC-UK: What were the reactions to the game at TGS?
TEAM: For the Japanese press and consumers, the TGS demo was the first time they saw the game, and the experience of driving the ship was better than looking at screenshots. Gamers told us they really enjoyed it, especially the feeling of 3D space – with the clouds floating past as you fly and the islands drawing closer. All the background visuals use the 3D engine – there are no 2D backdrops, so it looks amazing.

DC-UK: How much of the Dreamcast's power are you using?
TEAM: We plan to use 100 per cent – especially in visual effects, like the motion and smoky texture of the clouds.

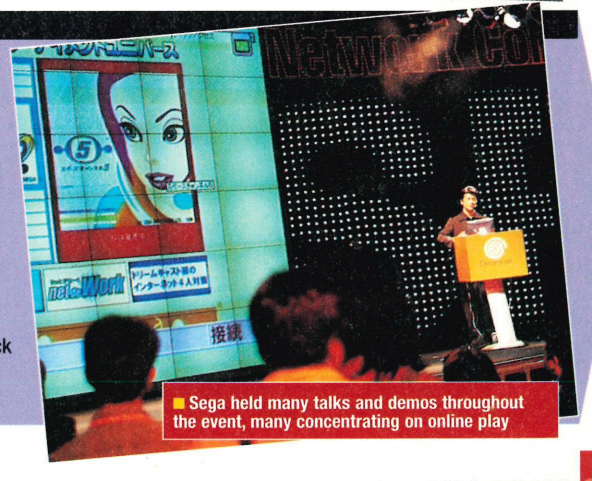
SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW

slapping Kasumi butt in *Dead or Alive 2* – games are just that accepted here.

So what were the highlights? Well, over the next six pages, we'll run through the key games of the show, providing the latest screenshots fresh from the Land of the Rising Sun. For us, *Jet Set Radio*, *Phantasy Star Online* and *Samba de Amigo* were the biggest pleasures, although *Power Stone 2* and *Marvel Vs Capcom 2* were running up very close behind. There were plenty of promising hints of things to come as well. Climax's *Illbreed* looks pretty terrifying and *Super Runabout* is going to be this year's *Crazy Taxi* or we'll eat your exhaust fumes.

As for a certain other 128bit machine, Sony's presence at the show was lacklustre to say the least. Hardly any new PlayStation2 titles were on display, the company relying on already released games such as *Ridge Racer V*, *Tekken Tag Tournament* and *Street Fighter Ex3* to pull in the crowds. Admittedly, most other stands did include forthcoming PlayStation2 releases, but nothing looked overly astounding. Round one to Sega.

Anyway, enjoy the report and come back next month when we tackle the videogame giant that is E3!

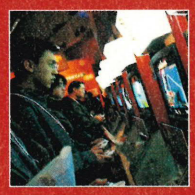


■ Sega held many talks and demos throughout the event, many concentrating on online play

LITE NEWS

Feel the Force
Jedi Power Battles has already been released on PlayStation (albeit to a tepid response) and now it looks as though it's making its way over to Dreamcast. For those of you unacquainted with the title, *Power Battles* is a Star Wars platformer/beat 'em up. In the PS version, you have a choice between five Jedi Masters, with whom you then scamper through stages based on the film, hacking about with your saber and doing Jedi stuff, with a final boss match with Darth Maul. This is only one of several titles rumoured to be in development for DC from Lucas Arts, pending the performance of its first releases. If all goes well, we should be hearing a great deal more about all of these Star Wars titles at E3 this May.

Ms Pac-Man
[Fanfare off] And Namco's follow-up to the magnificent *Soul Calibur* is... *Ms Pac-Man* [parp]. Actually, to give it its full name, *Ms Pac-Man Maze Madness* is going to be a mix of the old arcade classic with slightly souped-up Dreamcast graphics. Plus, you get three different tournament games for up to four players, and there are six characters to choose from. Not only that, but it's going to feature over 180 mazes in four distinct worlds, loads of puzzles, bonus mini-games and a secret boss round, while still keeping its basic control system. Ooh, and it's going to be a bargain when it gets to the UK, too. I think we'll have that fanfare back, thank you very much ■



Joining the Jet Set
Some of the biggest queues at TGS were around the demo units playing *Jet Set Radio*. The game's intuitive controls and varied gameplay impressed all.

Jet Set Radio

SEGA ■ SUMMER 2000

Some were calling it the game of the show, others the game of the year, but one thing's for sure – *Jet Set Radio* is going to be absolutely bloody huge. Sega has managed to combine the cool of Konami's *Beatmania* titles with the gameplay of *Tony Hawk's Skateboarding* and the frantic city locations of *Crazy Taxi* to produce a stunningly original and playable title. And yes, we're very excited.

Tag walls, skate the streets, lose the cops. It's all in a day's work for the Jet Setters in Sega's coolest game

But let's get down to the nitty gritty. *JSR* is essentially an urban in-line skating sim. You choose from a selection of ten hip young kids decked out in skate clobber, and your aim is to speed around each stage spraying walls with your individual graffiti tag. The stage is cleared when you've tagged all the required surfaces. Apparently you'll be able to choose the graffiti design or even edit your own and share them with other users via a *Jet Set Radio* Website.

To make things more interesting, there are other skate gangs out there too, battling for control of the same areas. Plus, you also have to avoid the police who will nab you if they get the chance, draining your energy. Luckily the spray paint canisters dotted around each level will refill the gauge, but you'll want to keep encounters with the fuzz down to a minimum. There are also middle and end game bosses to deal with, who'll also do their best to end your graffiti career prematurely.

The control system fully utilises the analogue stick, allowing you to pull off a series of tricks and stunts (jumps and

JET SET FACTS

Superstar DJs, here we go!

The '*Jet Set Radio*' of the title is a pirate radio station that plays groovy tunes throughout the game. The station's DJ will also warn you if the police are in the area, allowing you to escape their filthy clutches. So that's graffiti and illegal radio broadcasting covered – the Daily Mail is going to love this game!

JET SET FACTS

Where it's at

Jet Set Radio is set in a near-future city, based on Japan's capital. You can skate freely through three areas designed around famous Tokyo districts: Shinjuku, Shibuya and Tsukishima. These stages are incredibly multi-layered, taking in everything from underground stations to the tops of tall buildings. The game also features a fully operating true-life environment – à la *Crazy Taxi* – so it's possible to catch lifts with moving cars and jump onto the roofs of passing coaches. There are even hidden areas around each location, only accessible by destroying walls.

■ As in *Crazy Taxi*, avoiding the traffic is a must. Unless you fancy jumping onto the roof of a bus or grabbing a lift from a car

SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT...

Tokyo Game Show

Sega revealed several new titles at the show – too many to look at in detail. Here, then, are a couple of our favourite 'also-rans' from the event. Expect 'em late this year or early next

Napple Tale

Sega is releasing a game that has, for the first time, been developed entirely by women. *Napple Tale*'s team has been put together in a bid to counter any sexism (or 'insensitivity', as they put it) that might crop up – so we're not expecting *DOA2*. As far as the game goes, *Napple Tale* is an adventure RPG, based in a place called Napple World, which is best described as Matrix-like – with a 'real' and a 'dream' world that the main character can leap between. Although here the resemblance to The Matrix ends, as the story follows a cute big-eyed girl, who has to interact with characters with names like the Summer Petal Fairy. Not quite Keanu in leather and shades. Within Sega's new RPG there are six worlds, each with between ten and 20 missions. Plus, you'll be able to customise your character from over 70 edit combinations. Check out the full story as it emerged in March on **www.dc-uk.co.uk**.

■ There are around ten characters in the game. This cute girly is apparently named Gum. What were her parents thinking of?

spins are both possible, as is grinding along handrails, etc) with the grace and finesse of a true professional. Each character has 12 special moves to call on, some of them truly spectacular, so the game also draws influences from the beat 'em up genre. Several game modes will be included – another fighting game feature – but they have not yet been revealed.

Oh, and of course, we can't end without a mention of those amazing visuals. The street level cred of *Jet Set Radio* is enhanced no end by the amazing outlined polygon graphics, drawn to resemble anime movies. Check out those highly colourful and detailed textures – you won't be seeing anything like that on Sony's 'next-generation' machine. Yes, it's true – the game actually performs graphical tricks impossible on PS2. So there ■

■ Pull off tricks on just about every street obstacle

■ Every level of the city is open to you – even the sewer!

"*JSR* performs graphical tricks impossible on PlayStation2"

LITE NEWS

Blue Submarine No. 6: Full Speed Ahead!

What do you get when you cross a super submarine with anime-style battle action and oceanic salvage on a grand scale? *Blue Submarine No. 6: Time and Tide*, that's what. The Blue Sub No.6 video series is set in a future where the oceans have risen and mankind is locked in a titanic struggle with an evil enemy named Zorndyke. It is a fusion of traditional cel animation and state-of-the-art computer-generated graphics. The game, which will have a similar look, is under development by Sega of Japan. How much of the series' plot will be retained is unknown. So far, Sega says players will explore undersea cities and use salvaged bits from the sea bottom to upgrade their submarine. Sega boasts that the entire production team from the cartoon is in on the design. By pleasing fans of the anime series and attracting new ones with the game, Sega may just have a hit with this one ■

Killer Driller
Although most of Namco's stand was devoted to *Tekken Tag*, the company did provide a few *Mr Driller* demo units – see news **DC-UK** 09 for more info.

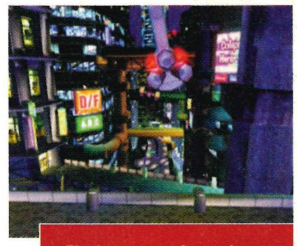
Phantasy Star heads online

Sonic Team's ambitious RPG thrills Tokyo crowds

Shown off in mere video form at the show, Sonic Team's epic adventure still managed to attract huge crowds of awestruck gamers. A running commentary promised 'the world's first real-time network RPG for a console' and even hinted at a simultaneous release in Japan, America and Europe later this year. Revolutionary stuff.

But what of the gameplay? Well little is clear at the moment. It seems the game won't be a massive sustained online world like *Ultima Online* (thousands of players wandering the same landscape) – instead you'll be able to team up with three other people from around the world to take on the adventure. The story revolves around a mysterious explosion on a far-off planet – which you and your cohorts are investigating. It's still not certain how much of the plot will be borrowed from the four previous *Phantasy* titles released on the Master System and Mega Drive.

As we mentioned last month, the game will tackle the language barrier by allowing players to communicate using icons – smiley faces, arrow pointers and swords, for example – thereby creating a universal picture language. Oh, and to get round world time zones, the in-game clock will use Swatch Beats – a new worldwide time system invented by Swatch. Cool ■



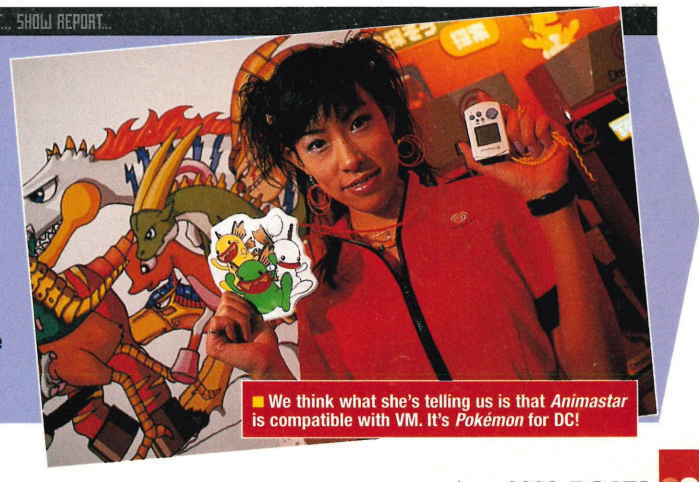
■ The game promises a huge, totally explorable world in 3D

SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT...

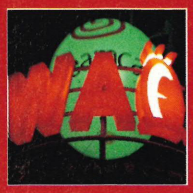
Animastar

One of the less obvious treats on the Sega stand was *Animastar*, by the curiously named developer AKI. Due out in Japan in June, it's a *Pokémon*-style adventure in which you have to find, raise, breed and race creatures named Anima. There are 100 different types, and as in *Pokémon*, they can be transformed when they get more powerful. Players can also crossbreed the furry funsters, creating up to 80 variations which can be saved onto VM and exchanged with friends. It's also possible to get four players into one race for a multiplayer showdown. We're not sure if this title will travel to the West, but considering the popularity of *Pokémon*, Sega would have to be mental not to consider it.

There are rumours that AKI will provide some sort of link between the Dreamcast and Gameboy Colour versions of the game, but this might be nonsense – the idle speculation of diseased minds. We'll let you know.

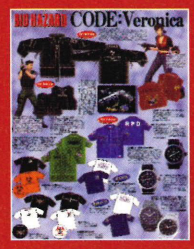


■ We think what she's telling us is that *Animastar* is compatible with VM. It's *Pokémon* for DC!



Sega online
The Sega stand was dominated by multi-user concepts like Karaoke, multiplayer gaming videophoning even cheap long-distance calls. An interesting line-up.

S.T.A.R.S in their eyes
Most of the companies exhibiting at TGS also had stands selling gaming memorabilia. Capcom, for example, was offering realistic, actual size replicas of all the guns used in the *Resident Evil* series, as well as watches, T-shirts and hooded tops displaying images and phrases from the games. We were most impressed by the authentic outfits including Claire's sleeveless jacket and Chris Redfield's full S.T.A.R.S combat garb. Japanese gamers who have long dreamed of enacting key scenes from the series can now do so in the privacy of their own homes. The mind boggles.



One in a million

■ "Get orrff moi land!". A colonist, yesterday

■ Right, it goes like this: Colonise, mine, kill. Questions?

SegaSoft's *10^SIX* lets you join the battle for a gigantic online world

Hogging a whole booth at Tokyo was a bunch of PCs running SegaSoft's mammoth online-only epic *10^SIX*. Now confirmed for Dreamcast, *10^SIX* blends real-time strategy (RTS) with firstperson action and lets you play as one of up to 1,000,000 colonists fighting for land and resources.

Already up and running for the PC on HEAT.net, *10^SIX* casts you as an Avatar and grants you mining rights for the newly-discovered planet Visitor. Rich in the new element Transium – believed to hold the secret of unlimited, universal energy – the control of Visitor is being contested by four rival corporations. You work for one of these firms and are given a small 1.5km² plot of land where you must establish a camp.

Much like a conventional RTS, *10^SIX* revolves around building, mining and fighting. Your camp starts small, with a single nerve centre, and from here you have to build a mine and sell surplus Transium to your corporate mandarins. With the cash earned from this, you can expand your camp, adding a weapon plant, an armour factory and defences, for example.

When you feel your base is sufficiently established, you can start to put together an army and think about expanding. Now, rather than give you a giant world to wander across – which would clearly be impractical – the whole of planet Visitor is divided up into 1,000,000 plots of land just like yours. To conquer another plot, you have to teleport your forces into it, defeat the enemy forces and destroy their camp. Sounds odd but the principle's really no different to a hex- or tile-based game, such as *Civilization*.

But *10^SIX* is not simply a deathmatch-style free-for-all. With so many potential opponents and a game world that remains active even when you're offline, it's going to be almost impossible to survive as a lone ranger. Instead, you need to form Mutual Defence Networks (MDNs) with fellow colonists from the same corp as you. If a member of an MDN is attacked, the others are notified and can race to the rescue. Or not. Or they could ask to be paid first. Planet Visitor looks like being a dog-eat-dog world when *10^SIX* debuts in the autumn ■

Which one of the corps do you fancy?

The four corporations in *10^SIX* are all very different beasts and the one you choose to work for will influence the way you play.

BRUTE FORCE
As the name implies, Brute Force is all about military might. What it lacks in technology it surely makes up for in weapons.

EXTREME
The Extreme does things for the thrill of it. Like attacking other corporations and choosing weapons with pretty explosions. That's extreme, man.

INFRASTRUCT
This corp is all about order and efficiency. It specializes in defense systems, guidance technologies, traps and robots.

TOYCO
ToyCo's origins in hi-tech toys, computers and gadgets make it the most technologically advanced of the corporations, and it has the toughest negotiators, too.

■ This is the PC version of the game which shows real-time discussion between players. Hopefully this will be possible on Dreamcast

SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT... SHOW REPORT...

Tokyo Game Show

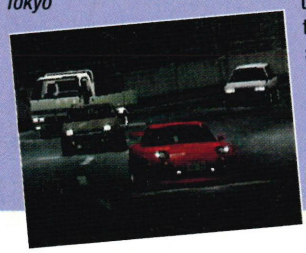
Naturally, Sega wasn't alone in presenting DC games at the show. Here are a couple of the high-profile thirdparty games. There were others, but you'll have to wait until DC-UK 11...

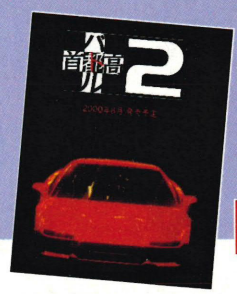
Tokyo Highway Challenge 2

Although the original *Tokyo Highway Challenge* didn't exactly set the world alight, there was a general sense of expectation around Genki's dark and compact stand this year. *Tokyo Highway Challenge 2*, y'see, features some amazing car models complete with hyper-reflective chrome bodies and dazzling lighting, and everyone wanted to see how they fared in the game itself.

Well, we had a brief go on the TGS demo and noted some slowdown – especially when the highway is filled with traffic. If this is sorted out, however, the sequel's much larger tracks and greater selection of cars should attract more than just fans of the original. And, of course, the gameplay (based around car-on-car battles rather than straightforward races) is still innovative. An innovative racing game? Someone call the police.

Crave picked up the first title for release in the UK and should hopefully follow it with the second. We'll let you know all the sordid details after meeting up with the company at E3.





■ Head out on the highway and look for adventure. Or whatever comes your way

RUMOUR

Rumour: Namco's *Museum* series – a selection of classic arcade games brought to PlayStation a few years ago – is coming to Dreamcast.
DC-UK: True, despite the fact that, a couple of issues ago, Auntie Esther told some poor soul that it was tremendously unlikely. The Dreamcast version of *Museum* will contain six famed old-skool coin-op titles: *Dig Dug*, *Gaiaga*, *Pac-Man*, *Ms Pac-Man* and *Pole Position*. So, no sign of *Soul Calibur 2* then, Namco?

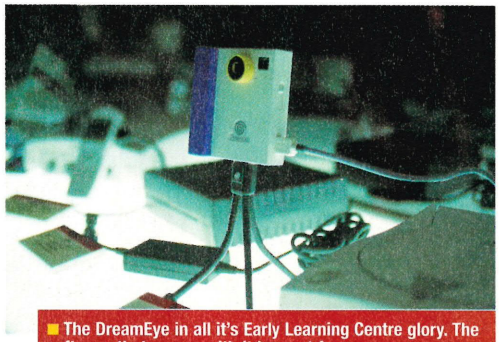
Rumour: Sega is working on a sequel to top dancing game *Space Channel Five*.
DC-UK: This is apparently true, but we'll check it out when we meet up with the original game's creator Tetsuya Mizuguchi at E3.

Rumour: *Prince of Persia 3D* is coming to Dreamcast.
DC-UK: True again! This recent PC update of the fantastic 16bit platformer is coming to a Dreamcast near you. Soonish. We don't have the details just yet, but we'll get them. Oh yes, we will.

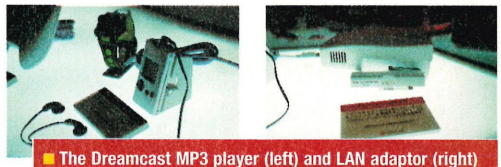
Rumour: Sega is putting the finishing touches to a track and field game entitled, *Virtua Athlete 2K*, due out in July.
DC-UK: Our Japanese sources leaked this tidbit to us under the cover of darkness. There's been no confirmation from Sega as yet, so it could be a porkie pie, but with the Sydney Olympics lurking around the corner we reckon that this one is FACT!

Dreamcast gets Tetris
As we predicted in issue 09, Sega is bringing its arcade version of *Tetris* to Dreamcast. *Sega Tetris* looks completely different to the 2D monotone version that you might be used to, with lashings of colour and cute characters. It also has plenty of new ways to defeat your enemies while deleting your own blocks, plus new ways to get some really high scores. This DC version will include a fourplayer mode, and is set to have online capabilities, too – in Japan. So far there's no European release date, or any definite news on whether *Sega Tetris* will retain its Net options for the UK.

No new peripheral would be complete unless endorsed by a girl with purple hair and a girl in bunny ears. Sega, this is genius



The DreamEye in all it's Early Learning Centre glory. The software that comes with it is great fun



The Dreamcast MP3 player (left) and LAN adaptor (right) hint at future Sega plans. We're already excited

DreamEye & co

Sega shows off its exciting Dreamcast add-ons

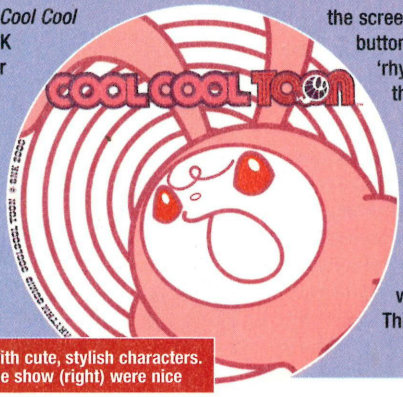
Sega Japan was showing off its latest Dreamcast peripherals at the show, including the fantastic DreamEye (which looks like it was designed by Mothercare, but never mind). The camera allows you to take pictures or short videoclips and send them to your friends via email. You can even customise the pics, giving yourself a loony moustache and glasses, or placing a giant question mark over your mate's head (just like the Game Boy Pocket Camera). Sega is also promising real-time video phoning – so you can see who you're talking to. The chatline phenomenon is about to get so much more messy.
Connectivity was pretty much a buzzword at the Sega Stand. The company talked a lot about its Dream Library idea (where DC owners will be able to download classic Sega games from the Internet), and a proposed Network Karaoke service which would let you download and sing along to thousands of pop ditties (there will even be a national ranking system for Japanese singing fans!). The MP3 player and Swatch connector were also revealed (the latter allowing keyboard-less access to the Internet via your wristwatch). We even caught sight of a Dreamcast LAN (Local Area Network) peripheral which will probably allow chums to connect their DCs together for high-speed multiplayer gaming.

A wealth of ideas, then, which is more than could be said for most of the stands at the Game Show ■

SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT SHOW REPORT

Cool Cool Toon

Due for Japanese release in July, *Cool Cool Toon* drew huge crowds to the SNK stand – if only for the regular singing and dancing shows, featuring incredibly cute girls dressed as characters from the game. The two play modes resemble all those rhythm action games of late, with players having to match sequences of actions that appear on the screen, using the analogue controller and buttons. SNK describes the game as a 'rhythm comic', and unlike other titles in this ilk, there is a strong story line underpinning the action. Interestingly, *Cool Cool Toon* is Internet compatible – as you go deeper into the game you can earn money, go online and buy stuff like new costumes for your characters. The Dreamcast version will also link to the Neo Geo Pocket version which will reveal more hidden features. This does indeed look cool.



SNK's 'rhythm comic' is filled with cute, stylish characters. The free stickers given away at the show (right) were nice

CHARTS

ChartTrack

Dreamcast top ten...

1 **Sega Bass Fishing** ★
Publisher: Sega
Sega's excellent angling game makes a huge splash at the deep end of the charts. Super Big!

2 **Tomb Raider 4 – The Last Revelation** ▲
Publisher: Eidos Interactive
Lara's latest adventure given the 128bit DC workover. She's so fit!

3 **Crazy Taxi** ▼
Publisher: Sega
The bright yellow bomber drops two places to number three.

4 **Rayman 2: The Great Escape** ▼
Publisher: Ubi Soft
Impressive 3D platformer makes the leap to Dreamcast but drops one place in the chart.

5 **House of the Dead 2** ★
Publisher: Sega
Excellent lightgun shooter that proves what we've known all along: zombies are cool.

6 **NBA 2000** ▼
Publisher: Sega
The perfect game for serious basketball fans; great graphics and simulation details.

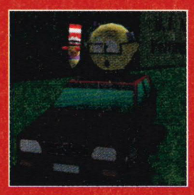
7 **Legacy of Kain: Soul Reaver** ▼
Publisher: Eidos Interactive
The man with the gammy wings drops three places from last month's chart.

8 **Sonic Adventure** ◆
Publisher: Sega
Sega's plucky mascot clings tenaciously to the number eight spot. What a hedgehog!

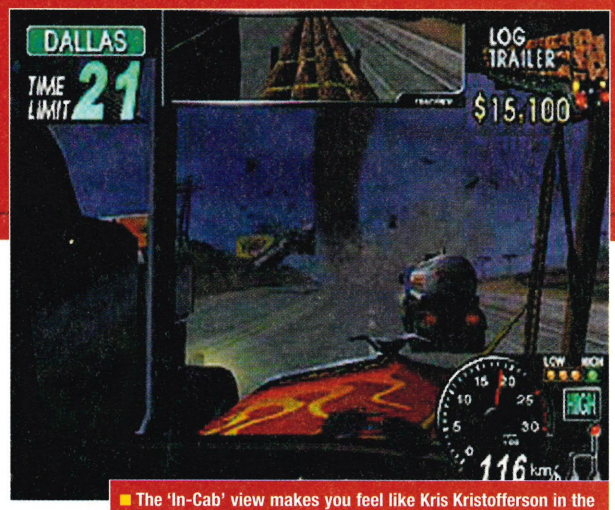
9 **Soul Calibur** ◆
Publisher: Namco
Another non-mover at nine with Namco's beautiful beat 'em up.

10 **Tee Off** ▼
Publisher: Acclaim
Cutesy golf game that's a great laugh in multiplayer.

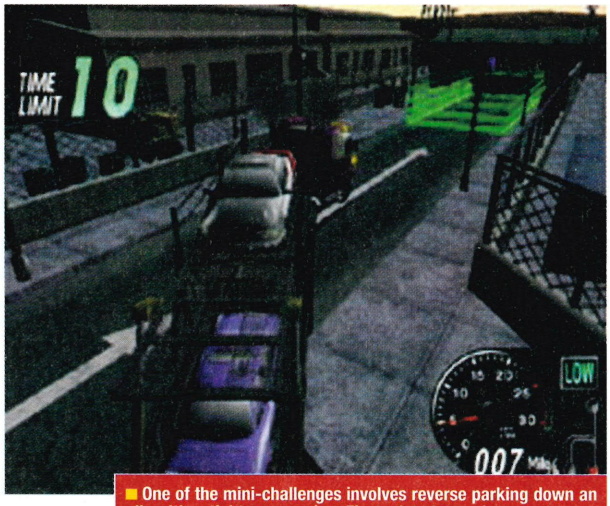
KEY: ★ New entry ▲ Climber ▼ Dropped ◆ Non-mover



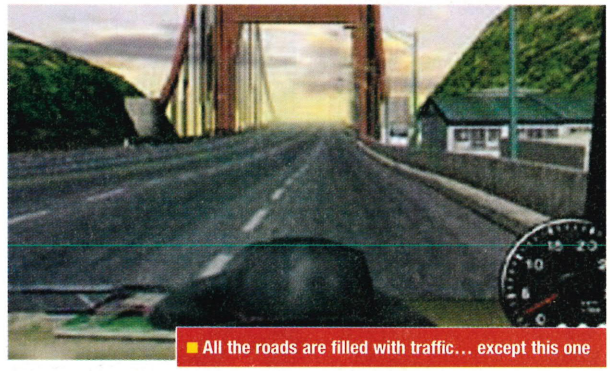
South Park Rally
The second DC game to enter the insane world of South Park is a comedy karting caper starring all your favourite characters from the show. Tracks include Big Gay Al's Big Gay Animal Sanctuary and downtown South Park itself. And you can fire idiosyncratic weapons at your fellow racers, such as the infamous chocolate salty balls. Sweet!



■ The 'In-Cab' view makes you feel like Kris Kristofferson in the classic '70s trucking film Convoy. Watch out for that tornado!



■ One of the mini-challenges involves reverse parking down an alley. It's a tight squeeze in a Fiesta, let alone a juggernaut



■ All the roads are filled with traffic... except this one

18 Wheeler parks on Dreamcast!

The fab arcade trucking sim drives home

Sega has announced that it will be converting the recent Naomi coin-op driving game *18 Wheeler* to Dreamcast. For those of you who missed our report on the game in DC-UK 07 (fools), your task is to race one of five massive trucks from New York to San Francisco, winding through freeway traffic and making sure whatever is attached to your rig (be it a petrol tanker or pile of logs) doesn't get too damaged in the process. The race is split into several stages and players also have to carry out certain driving tests – such as reversing into a confined space and switching lanes erratically without signalling (well, the first one's right).

More details of the home version are expected to crop up at E3, but Sega has hinted that the Dreamcast should see some home-only enhancements, including new courses and extra mini-games rather like the fantastic *Crazy Taxi* conversion. We're not sure if a special 32-inch steering wheel will be produced to go with the game, but we sure have our truckin' fingers crossed. Roger. Over and out ■

■ Handling is sluggish, which makes traffic negotiation fun

Hey Mickey!

Was *Power Stone* a bit violent for you? Did you have to sleep with the light on after playing *Blue Stinger*? Was *Sonic Adventure* a bit too gritty in its portrayal of urban wildlife? Then we have just the game for you. *Walt Disney Quest: Magical Racing Tour* is being released on Dreamcast by Eidos (who did *Tomb Raider* – although we're expecting few similarities). *Magical Racing* features recognisable Disney characters (Jiminy Cricket, Chip and Dale) alongside new ones created especially for the game who'll race each other down eight tracks based on Disney World attractions. However, the game isn't just racing for racing's sake – the aim is to pick up bits of a fireworks machine that was 'accidentally' blown up by Chip and Dale in a shock act of vandalism involving the use of acorns. Wow, we managed to get to the end of this cutesy racing game story without mentioning *Mario Ka...* ■

■ "When you wish upon a star, you might get to race a car." Sorry

Spirit of Speed
Ever fancied driving the kind of Formula One deathtraps they used to race in during the 1920s and 'z30s? Well, you'll soon have the chance in Acclaim's retrotastic *Spirit of Speed*. Taking its cue from the PC hit, *Grand Prix Legends*, *Spirit* offers realistic old-style motor racing in classic cars from the likes of Mercedes and Bentley. Prepare to don driving gloves and goggles in August.

POCKET WORLD

Our regular glance at SNK's hand-held console

Gal's Fighters

SNK is still doing it for the hardcore. Two spelling mistakes on the box, badly translated throughout, but they don't care about presentation – it's all about the games. *Gal's Fighters* takes FHM's S Club 7 approach, ignoring the men to weed out the pretty girls. Plot: A mysterious character known as 'X' has invited his favourite female fighters to compete in the Queen of Fighters tournament – winner gets a wish granted!

As is usual for these mini Neo games, plenty of extra features have been added. Some opponents drop special items (girlie hairpins, earrings and the like) when defeated, allowing your gal to take one of them into the next battle, and use them to perform new attacks, power-ups and specials. Players also have a 'Gal Gauge' at the bottom of the screen. Fill this up by performing attacks, then unleash it for each Gal's 'Pretty Burst' super special.

Moves are simplified, with a quick press of each attack button performing a light attack and a longer press producing a fierce blow. There aren't quite as many moves in here as *SNK Vs Capcom*, but it does improve on the speed. These gals are quick, easily producing the fastest and most gamer-friendly action available on any hand-held.

It looks great too, moving as quickly as it plays, with recognisable and incredibly cute and loveable mini versions of the SNK hotties. Even their little cleavages have been minimised perfectly.

8/10

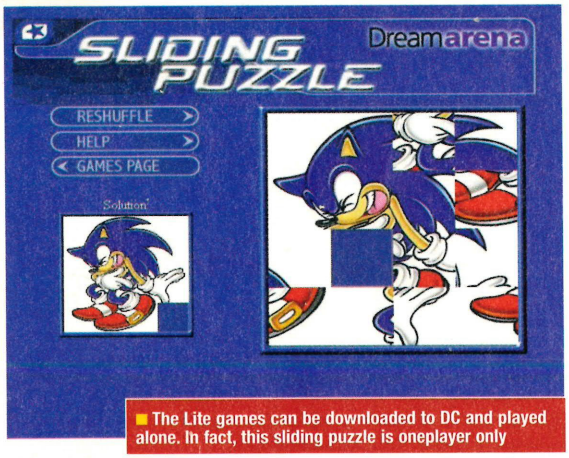
Fiendish games online

First Dreamcast Internet titles revealed!

As we revealed in DC-UK 09, Sega Europe has commissioned Brit-based developer Fiendish to create a series of multiplayer mini-games for DC. The titles will be made available throughout this month and will lead up to the release of *ChuChu Rocket* at the end of May.

Among the line-up are classic twoplayer games, such as Connect Four (changed to *Get 4* for legal reasons, we expect) and *Battleships*, as well as a pub quiz where players can answer new questions every day and win prizes. The games will be distributed through Dreamarena. Have a look ■

■ These Lite games are pretty basic, but they'll keep many gamers going until *ChuChu Rocket* arrives. Fiendish has used well-known classics to entice Web-o-phobes into the world of online gaming



■ The Lite games can be downloaded to DC and played alone. In fact, this sliding puzzle is oneplayer only

■ "You sank my battleship!" Who needs advanced 3D engines when you can play this paper and pencil classic online?

DOA2 delayed

Tecmo's beat 'em up beaten back

Pay attention: despite the fact that other Dreamcast magazines have suspiciously managed to review so-called 'PAL' copies of *DOA2*, the game has now been delayed until August. Apparently, the development team behind the title want more time to work on some new features as a reaction to the PlayStation2 version that's come out in Japan.

Word is that the new DC version will feature even more dazzling lighting effects and backgrounds, and there might even be some extra characters, so the extra wait will certainly be worth it. *DOA2* has already been released in the States to fantastic critical acclaim, prompting some bemusement over the Euro delay. Oh well. Check out our massive preview in issue 09 for more on this stunner ■

■ You won't get to see these beauties in action until August. Boo hoo!

DC-EXPRESS

Sydney 2000
Eidos's official game of this Summer's Olympics has cleared most of the development hurdles and is poised for a Colin Jackson-like dip over the line marked 'released on Dreamcast in August'. We love crazed button-bashing athletics games here at DC-UK and *Sydney 2000* is really spoiling us with at least a dozen events to test the old frantic wrist action. As well as the usual track and field sports (100m, long jump, hurdles, javelin, etc) you'll be able to compete in weightlifting, skeet shooting, kayak racing, diving and cycling, so it looks as if the game is going to cover the entire spectrum of the Olympic experience. If the game turns out to be anywhere near as good as classics like Epyx's *Summer Games* on C64, and Konami's legendary *Track and Field* series, we'll certainly be a happy bunch of Olympians come this August.

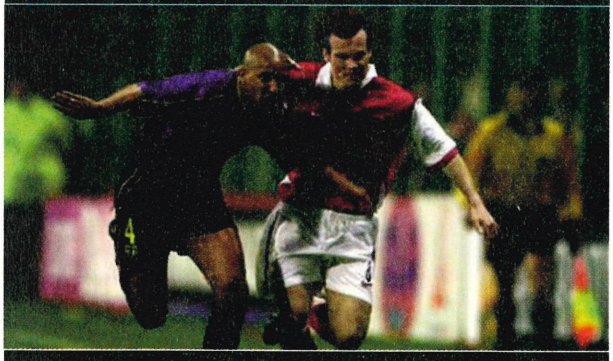
DREAM TEAMS

Arsenal's European form gathers pace, while St Etienne get rocksteady in France

Gunners UEFA final beckons

The Gunners could be returning to the venue of their last European final victory in 1994, with French side Lens standing between them and a trip back to Copenhagen. After sweeping aside Werder Bremen in the UEFA Cup quarter-final second leg – courtesy of a rarer than rare Ray Parlour hat trick – it set up a semi-final tie with the frog outfit. Not to be underestimated though, (they currently stand an uninspiring 11th in Le Championnat, two places below St Etienne), Arsenal made hard work of a home game that saw them take a slender one-goal lead to the away leg in France. But remember this is the game that Dutchman Dennis 'Fear of Flying' Bergkamp can play in, via a trip through the Channel Tunnel and it's simmering to be a nail-biting spectacle.

The Gunners have finally recaptured their European form in the Premiership. Three straight convincing victories, including a four-nil whipping of Leeds, has seen the Gunners sneak into third and a Champions League place next season. Sega must be relieved to see some semblance of success on the horizon, after dishing out £12 million for the privilege. But remember there's still a long way to go.



Samp Slump

The masterplan to see Genoan giants Sampdoria back in Serie A seems to have fallen foul to a flaw in its genius – ie, letting in goals. Yep, the rot has started in the back four. First there was the three-all draw with Atalanta, and then another seven goals leaked through in their defeats against Chievo and Salernitana. Thankfully, a nil-nil draw with Cesena saw them return to their miserly form, but they've still slipped to fifth, seven points behind the leaders.

And steady might be a word used to describe St Etienne's recent results. Their last three games have ended all square, showing at least that St Etienne have lost that losing feeling. Still, supporters should be thankful for some kind of stability with St Etienne lying ninth, seven points off relegation with three games too go. Safe as houses. Gulp.

Thirdparty pieces

Dreamcast peripherals reviewed

Preview – JoyTech Controller Plus

Sega released its official coloured joypads a while back in Japan but until the company gets round to bringing them over to dear old Blighty, you can get your hands on the thirdparty equivalents from Madcatz and now Joytech. Available in the shops by the time you read this, the Controller Plus comes in three translucent colours: clear orange, clear blue and clear black. As well as the usual triggers, d-pad, analogue stick and four action buttons, there are four additional buttons to widen your gameplay possibilities. Z and C are neutral and you can assign any task to them in a game's controller set-up. Turbo and Slow Motion can both be used in conjunction with the other action buttons to produce the desired speeded-up or slowed down results.

The Joytech pad will set you back £19.99 from all good videogame retailers. We'll review it as soon as we can stump up the readies.

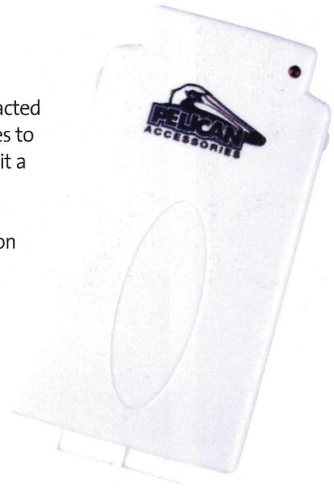
Mad Catz Rumble Rod

Sega Bass Fishing is now in the shops a mere six months later than its original release date. The delay was due to the unforeseen problem of not having enough rod peripherals, but Sega has finally resolved this by giving a licence to MadCatz and Interact, allowing them to produce their own rods which can be bought along with the game or separately for £24.99. We've got our fishy mitts on the MadCatz rod and are pleased to say it's top notch. Naturally, it rumbles and jumps around in your hand as your catch struggles to get away, but even better is the fishing line that loops on the end of the rod and jerks and flexes in response to a fish's movements. Angling is now officially fun, and this rod makes it even better.

8/10

Vanishing Point
Forget about obscure '70s road movies and Primal Scream albums, this *Vanishing Point* is an arcade racing game heading DC's way from Acclaim in the Autumn. The game's big selling point is that you'll be racing on street courses weaving in and out of civilian drivers like a madman. As well as the cool oneplayer road races, the game also has obstacle-strewn stunt contests and will support up to four players. Brum-brum!

Pelican DC Vibration Pak



It's just a rumble pack. Which means no witty introduction to a protracted ponderance over its relative merits and flaws, no smart arse references to postmodernism, and no smug summary at the end of the review. Wait a minute – what the hell are we banging on about?

This is indeed a rumble pack, and as such, it rumbles at strategic points in your game experiences. However, clutching Pelican's Vibration Pak feels a little too much like grasping a tobacco tin with an angry wasp trapped in its musky enclosure. We suspect. This pack seems to lack the subtlety of the Mad Catz equivalent, tending to rattle away like a flatulent schoolboy, gorged on baked beans.

6/10

Pelican 4X Genuine DC Memory Card

No, it's not just any old memory card. As the name cunningly implies, this card can store four times the data a Sega VM can. This is thanks to its four separate memory banks, which can be accessed individually by clicking the switch housed on the side of its casing. There are two LEDs (one green and one red) that display which bank is being accessed. And there's more. Combined with a separately available cable and PC, the connection on top of the memory card can be used to archive your game saves on your computer's hard disk, or more usefully, attach them to emails or upload the little nuggets to Websites. Although it may not be pretty and fits a little too snugly into the joypad port, this is a brilliant piece of kit.

9/10

Pelican Joypad

Another item off the Pelican Accessories conveyor belt is this Dream Shock joypad, a rather clunky-looking pad when placed next to the official product. But at **DC-UK** we're not so fickle as to judge hardware by looks alone, so let's talk ergonomics, baby.

Plunk it in your sweaty hands and the first thing you notice is the strange angle your forearms are forced into by the finned handles; it doesn't feel half as natural as the Sega joypad. Also, the stick gives a little too easily, and the d-pad's bulky contours and unresponsive switches are far removed from the official pad's satisfying sweeps and clicks. As for the triggers, like the stick, they give with the slightest pressure. On the plus side, though, there's a built-in vibration feature, which saves you the expense of a Vibration Pack.

6/10

DAVE 2000

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

Sega in piles of new games surprise. Shame about the hand-me-downs

Sega seems to have finally awoken from its winter hibernation, bringing with it (gasp!) online gaming and shedloads of new games. Not many of the games could be classed as must-haves or even anything particularly interesting, but it's a good start nonetheless.

Apart from *Tomb Raider*, which is basically the PC version with extra… Well, it comes in a nicer box. Imagine if they had put more than a couple of weeks' work into the DC game. There's no reason why Lara shouldn't have been as detailed (and bouncy) as one of the girls from *Dead or Alive 2* (imagine Kasumi in a Lara cossie!), and it's not as if the *Tomb Raider* 'empty room' locations are particularly demanding to create.

So DC *Tomb Raider* is a good game – quite entertaining even – but it's so frustrating staring at Lara's lumpen, rigid body and the chunky worlds she hobbles through, knowing all the time it could have been done so much better if only they had bothered.

Dreamcast is so easy to chuck PC games on, there's a worry that the machine will 'go PlayStation' and get flooded with piles of tatty, done-in-a-week software that doesn't even attempt to stretch the machine.

And what about *Resident Evil 2*? How nice to get a two-year-old game with no enhancements or improvements whatsoever. We'd all quite happily trade ten mainstream *Tomb Raiders* for one cult and groovy game like *Crazy Taxi*, if only given the chance.

The Japanese are going in completely the opposite direction, releasing masses of details on the most niche products, allowing you to create DC local network set-ups, download tunes onto MP3, dance along to them on special mats and film the shameful results with a DC Webcam.

Brits don't enjoy getting quite so wacky and experimenting with alien devices, but then we don't like being palmed off with half-hearted hand-me-downs from other systems either. The best-selling Dreamcast game so far is *Crazy Taxi*, something Sega did itself. Like making your mum a birthday card when you were a kid, it always makes things more special when a bit of effort and thought has been put into them. More own-brand games, less cover versions please ■

International News

We cruise the world in fast cars picking up multi-cultural gaming titbits

Bleeding profusely is bad enough (left), but having to do press-ups under a flame-thrower (right) takes the horror biscuit

Illbreed

SEGA ■ AUTUMN (JAPAN)

Lingering death awaits you in the darkest house on the block...

Although Climax Graphics horrified us for all the wrong reasons with the appalling *Blue Stinger*, we're pretty excited about this follow-up. Due for Japanese release in the autumn, *Illbreed* is set in a twisted haunted house theme park created by a billionaire named Michael Reynolds. Visitors to the house are offered a one million dollar prize if they can escape – the catch being that this is no Blackpool Pleasure Beach ghost train; the place is littered with hideous and cunning death traps primed and ready to disembowel the unwary. Oh, and no-one has yet emerged alive. And that is, of course, where you come in.

Unlike *Resident Evil*, which provides a shock every few minutes and a little horror now and again, *Illbreed* promises to be a blood-spurting gore fest of the first order where absolutely everything is designed to scare the bejesus out of you. Unfortunately, every pant-wetting shock takes its toll on your character, and when his heart rate reaches exploding point, it's Game Over.

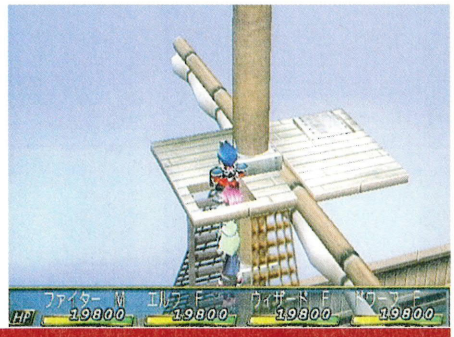
To help you survive, however, you have an onscreen horror monitor which combines four senses (vision, hearing, smell and sixth sense), to alert you to nearby traps. It's then up to you to defuse or avoid them. It sounds a little like the cult horror movie Cube mixed with The Haunting and Crystal Maze. Which can only be a good thing.

With more *Resident Evil* titles planned and *Alone In The Dark 4* on the way, 2000AD is shaping up to be a terrifying year filled with mind-numbing horror. Hmmm, just how we like it... Bwahahahahahaha!!!!!! ■

An empty yet scary room

"Hmm, according to this horror monitor I've wet my pants"

> "*Illbreed* promises to be a blood-spurting gore fest of the first order"



■ Beautiful spell effects? Cute characters? Why, it could only be... any RPG ever written

SEGA ■ APRIL 20 (JAPAN)

Sorcerian

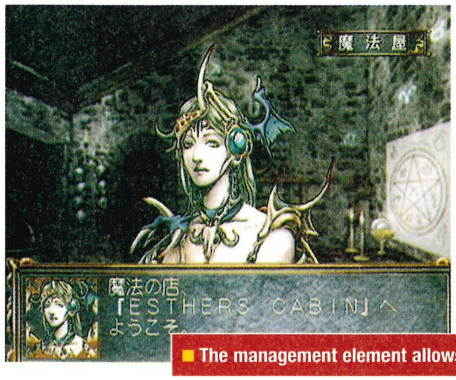
Japan's going RPG mad, with yet another offering in the pipeline

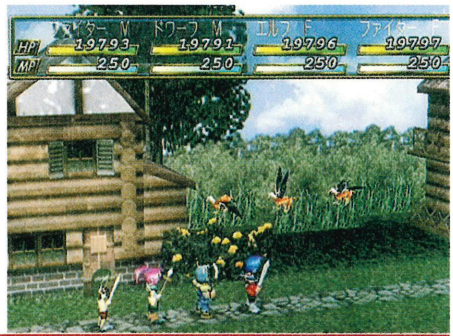
Yes, another RPG is heading to Dreamcast. Developed by Falcom (also responsible for the legendary *Ys* series of RPGs) and set to be published in Japan by VIS, this DC title is only the latest in the long-running *Sorcerian* saga, which stretches all the way back to NEC's PC-88 platform.

In this latest incarnation, you train up characters who begin as rookies but eventually evolve into fully-fledged expert adventurers. While you build up their magical or fighting techniques, you have to keep an eye on the game's internal clock as a poorly managed training system can see them getting old before they gain the necessary questing skills. While they're studying, characters remain in one city (Pentaw), and must take on jobs to stump up the cash for their education and for items to use during adventures. When they've picked up a few skills they'll get a task – which'll involve battling armies of hideous monsters – and they can then return to the city to sell their spoils and be handed out experience points and status upgrades by the King.

An RPG with *Pokémon* elements? How can it fail? Apparently the combat is set to be pretty traditional (ie, turn based) but Falcom will provide 3D environments and multiple camera angles to spice things up. Expect an update soon ■

> "A *Pokémon*-style RPG? How can it fail?"





■ The management element allows players to train up their characters Pokémon stylee

■ The name may sound strange, but it's a massive anime in Japan

Record of Lodoss War "The Advent of Cardice"

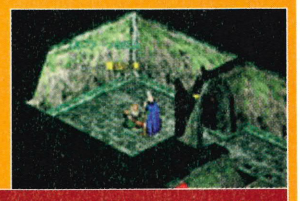
A realist RPG? Whatever next? *Crazy Taxi* with a speed limit?

Based on a hugely popular anime series (and comic book), *Record of Lodoss War* by Kadokawa Software is due out in Japan at the end of June. It's an RPG, of course, but not what you'd expect from an Eastern developer – in fact, the isometric view, realistic characters (rather than super-deformed shorties) and real-time combat are much more in line with American RPG titles like *Diablo* and *Baldur's Gate*.

The rest will be familiar to anyone who's ever dabbled in the shadowy world of fantasy gaming. You control one character but can pick up several followers along the way, who you don't control but who will help you out in fights, etc. You can also converse with non-player characters by choosing a conversational response from a small selection – another familiar RPG device. And there's more. Littered throughout each level are scrolls which, when collected, will reveal new spells and skills to the player. There are also around 200 different runes to collect which, when combined with your weapons and/or shield, can bestow your character with magical powers.

Gameplay combines fighting, exploring and puzzle solving in some nice AD&D locations (dungeons, caves, you know the drill). Each time you kill an enemy you get experience points, which makes the character more powerful. Ho hum. Oh, actually the control system is interesting. While the analogue controller moves the character, B performs attacks, A examines objects and L and R triggers turn the backgrounds so you can have a good look round.

Yeah, it may sound derivative but that's RPGs for you. The devil is in the detail, and as yet, Kadokawa has released no details of the plot or characters. The backgrounds look good though, and if there is an interesting enough range of baddies, potions, spells and characters, this could be a welcome diversion from the likes of *Eternal Arcadia* and *Grandia 2* with their doe-eyed heroes and turn-based battles. *Record of Lodoss War* won't have the American-style RPG market to itself though; *Baldur's Gate* is also set for a Dreamcast release. It's time to fight! ■



■ The character screen (left) and isometric view (right) resemble US RPGs

International News

We cruise the world in fast cars picking up multi-cultural gaming titbits

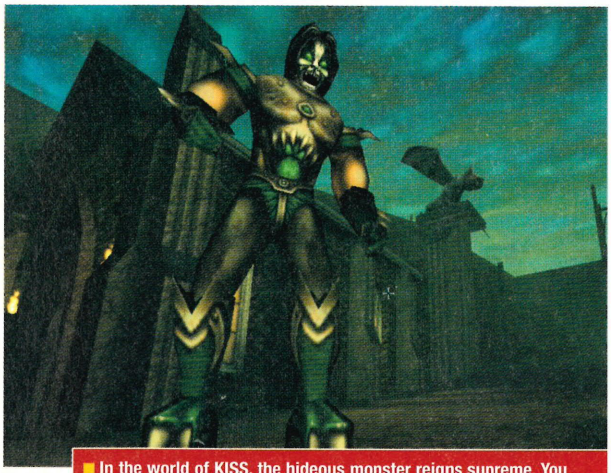
"Look at my long red tongue! Bleurgh!! We were big in the 70's..." (wanders off)

Frankly, it's anyone's guess what's happening here. Looks like a Tory MP driving home to his Surrey mansion for kinky love games

Although the band are in the game, songs like 'Crazy Nights' and 'Rock and Roll All Night' are unlikely to accompany them. Pity

KISS (and tell)

It doesn't take a GOD to breathe new life into old rockers, but it helps



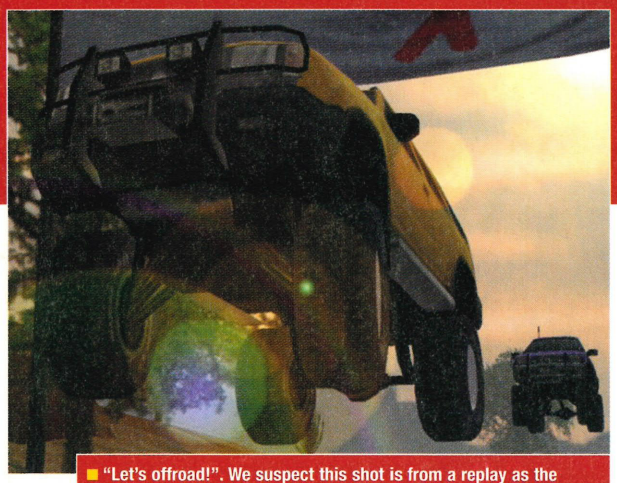
In the world of KISS, the hideous monster reigns supreme. You must harness the powers of the rock group to vanquish your foes

Rockers of the world unite! At least that's the thinking behind Gathering of Developers' upcoming *KISS Psycho Circus* title, set for a summer release.

Players begin the game as a no-name rock 'n' roller, but eventually enter the twisted and demented world of the Psycho Circus. On the way to a final confrontation with The Nightmare Child, the player takes on the role of each KISS character to progressively acquire their power. By combining all four, the player becomes a supernatural being called the Elder. The Elder alone can destroy the Nightmare Child – but the kid's army of freakish helpers are after you.

Though details are sketchy right now, *KISS Psycho Circus* will feature network multiplayer modes. The Dreamcast version will also contain exclusive deathmatch levels not found on any other version. One KISS that's worth waiting for, eh? ■

> "The player takes on the role of each KISS character to acquire their power"



"Let's offroad!". We suspect this shot is from a replay as the trucks are clearly facing in the wrong direction to control

Evolution Revolution

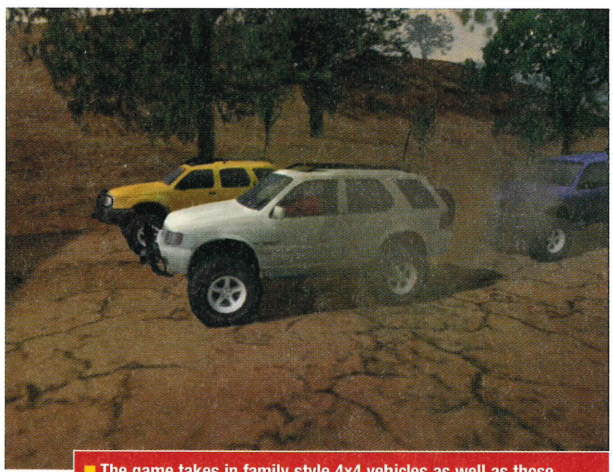
Go wild in the country with big trucks

This summer, a tread shreddin' racer called *4x4 Evolution* is set to roll from confusingly-named US publisher Gathering of Developers and developer Terminal Reality. Prize money is the goal as truckers zip around 16 tracks filled with gates, trees, tractors and junk-strewn wrecking yards, avoiding oncoming traffic in the Special Construction zones.

You start with a basic truck, then use prize money to customise it with heavy-duty offroad suspension, brush guards, a performance exhaust system, and/or gnarly offroad racing tyres.

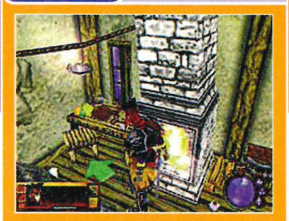
4x4 Evolution is in the race to be the first game to offer optional Internet or LAN play. Up to four Dreamcasts will be able to link together online, and the title will also utilize GameSpy's 'peer to peer' technology to support Internet multiplayer modes between Dreamcast, PC and Macintosh users.

Want to catch the action as *4x4 Evolution* nears the finish line? Stay tuned to **DC-UK**; we'll be trucking on over to E3 next month, where we'll no doubt discover plenty more info ■



The game takes in family style 4x4 vehicles as well as those monster trucks beloved of oily types from the Southern states

LITE NEWS



Legend of the Blade Master

Ripcord Games is bringing *Legend of the Blade Master*, its 3D action role-playing title, to Dreamcast. The game involves warfare between kingdoms, ancient prophecies, and something called the Blades of Chaos. Legendary warriors have sought these mystical blades, but none have ever won them. With the Vamarian Cult of Darkness knockin' at the door (weren't they a goth band in the '80s?), it's time for a new kind of hero. Although sources close to the project say there won't be too many Dreamcast-specific touches, it should be good-looking enough without them. June should be a good month for a quest. Rely on **DC-UK** to bring order to those damned blades.

What's the Klingon translation of "We're screwed!"?

Sorry, all you Trekkies out there, but it looks like the long awaited Dreamcast version of *Star Trek: New Worlds*, Interplay's new 3D real-time strategy title, may have just boarded the shuttlecraft to nowhere. Sources close to the project say that difficulties beaming the project into reality have led to its being scrubbed from Interplay's 2000 line-up. Like the original '60s TV show, perhaps a write-in campaign can save this project. Act quickly, Mr Scott, before it's too late. The dilithium crystals may be beyond recharging.

It's *Wipeout*. No it's *Pod Racer*. No wait, it's *F-Zero*. No, hang on, it's *Rollcage*. No, no, no, it's *Killer Loop*... Sorry, *MagForce Racer*

Killer name change from Crave

A racer by any other name will still smell sweet

Crave Entertainment will be looking to recapture former glory under a different name when it ships *Killer Loop* for Dreamcast in the last quarter of this year.

The futuristic racing game, which has now been renamed *MagForce Racer*, will reprise all of the PC version's dazzling – and dizzying – tracks, along with a starting line full of ultra-magnetic, Dreamcast-specific features. Those of you who lost your lunch during the steadicam twirling of Blair Witch would be well advised to watch out – this one appears to contain more twists and turns than an Elmore Leonard novel ■

The scenery and vehicle models look stylish and beautifully coloured. Hopefully the game engine will be speedy enough

gameplay

THE GATEWAY TO GAMES

www.gameplay.com

get more info on all our products on the web...

We've just launched our own gameplay.com TV channel!

Watch us now on

Open....

(Available only on Sky Digital)

EXTENDED SALE!

All Dreamcast games £29.99 or less while stocks last!!

PRICE THE PRICE YOU SEE IS THE PRICE YOU PAY

You should find Gameplay to be the CHEAPEST supplier of computer games in the country. However, if you do find a better price, please ring us and we will do our best to beat or at least match it. On top of this, we offer a FREE 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges".

CHOICE 100's OF PRODUCTS TO CHOOSE FROM

We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

QUALITY THE BEST OF EVERYTHING – GUARANTEED!

We only sell official UK products and all items are fully guaranteed whether new or 2nd hand. Every product line that we sell has been carefully tested by our enthusiastic sales tem to ensure that it allows us to live up to our repuatation for only providing the best of everything. Any product that becomes faulty within its warranty period will be replaced hassle free, quickly and efficiently, including return postage.

SERVICE IF YOU DON'T LIKE IT...DON'T KEEP IT

Everything is sent by first class post so delivery time is normally within 2 working days, or we offer optional next day delivery if you can't wait! Our tough cardboard packaging has been designed to ensure that your products arrive in perfect condition and our salesmen are all enthusiasts who do not make commission, so they can give you completely impartial advice. Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth! Add to this our superbly efficient technical support and customer service departments and we are convinced you will find us to be NUMBER ONE!

HOUSE OF THE DEAD 2 & OFFICIAL SEGA LIGHT GUN £52.99

SEGA BASS FISHING & FISHING ROD £52.99

CARRYCASE

only £16.99

TRANSPORT YOUR DREAMCAST EASILY AND SAFELY WITH THIS MADE TO MEASURE CARRY CASE FROM BLAZE

DREAM STATION

only £16.99

PROTECT YOUR DREAMCAST WITH THIS CUSTOMED DESIGNED STORAGE UNIT. WILL SUPPORT PORTABLE TV ON TOP!

INNOVATION! The first console to boast a keyboard to allow you to surf the internet. A recommended buy.

only £189.99

£19.99

official keyboard

plug it into your Dreamcast controller port.

- internet compatible

**you will need a keyboard to gain full benefit from internet connection.*

THE ULTIMATE GAMING CONSOLE, CAPABLE OF AMAMZING 3D GRAPHICS.

FREE 48hr DELIVERY TO MOST AREAS IN THE UK SUBJECT TO STOCK and SECURITY CHECKS

DREAMCAST HARDWARE BUNDLES

Dreamcast + any game of your choice + UEFA Striker + SCART cable

only £249.99

visual memory unit (VMU) £19.99

much more than simply a memory card.

- hi-res LCD screen
- 200 blocks of memory space
- built in D-pad and contol buttons, allows for standalone gameplay .

official dreamcast controller

ergonomic perfection, easy to use and suberbly fast response. £19.99

- analog thumbpad & 2 analog triggers
- digital thumb pad & 5 digital buttons
- 2 built in expansion slots

official arcade controller £33.99

to complete your 'arcade' at home.

- arcade stick and 6 digital buttons
- durable design
- VMU port built in.

official steering wheel

the perfect add-on for driving fans.

- gives full analogue steering.
- durable design
- VMU port built in. £42.99

jump pack £14.99

feel every hit, crash and shot in a sensory overload.

- plugs directly into controller
- no batteries required!!

VGA box £8.99

plug a pc monitor and a TV into your Dreamcast.

Scart Cable £4.99

better quality picture and sound

Extender Cable £4.99

2m long joypad extender cable

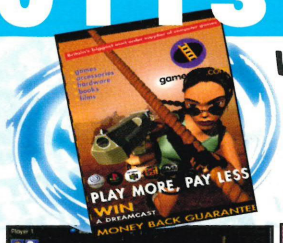
Dreamcast Cheat Line 09066 098050 Also includes PSX, N64 and PC! Calls cost 60p per minute, maximum call cost £3. Ask permission before calling!

www.gameplay.com

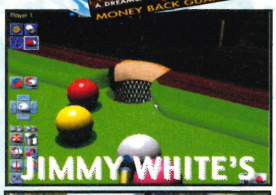
money back guarantee

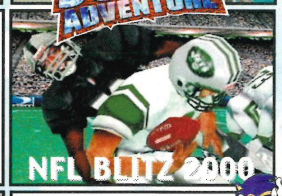
SALES LINES
0113 234 0444

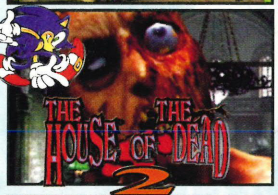
SALES FAX 0113 234 0770
Sales lines open: Mon-Fri 9am-10pm
Sat & Sun 10am-10pm

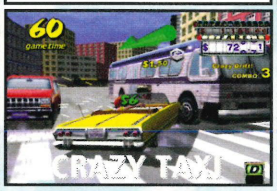


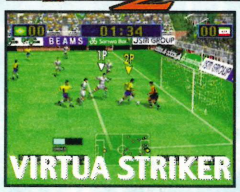
We are Britain's biggest mail order supplier of computer games! Call for your FREE 64 page catalogue packed with Dreamcast, PSX, N64, DVD and PC CD ROM!









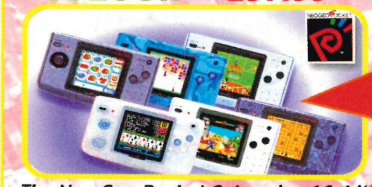


only £29.99

UK DREAMCAST GAMES

Aero Wings	RRP £39.99	£29.99
Blue Stinger	RRP £39.99	£27.99
Buggy Heat	RRP £39.99	£29.99
Caesar's Palace 2000	RRP £39.99	£29.99
Chu Chu Rocket	RRP £39.99	£29.99
Cool Boarders	RRP £39.99	£29.99
Crazy Taxi	RRP £39.99	£29.99
Deadly Skies	RRP £39.99	£29.99
Dead or Alive 2	RRP £39.99	£29.99
Deep Fighter	RRP £39.99	£29.99
Dragon's Blood	RRP £39.99	£29.99
Dynamite Cop 2	RRP £39.99	£29.99
ECW Hardcore Revenge	RRP £39.99	£29.99
Evolution	RRP £39.99	£29.99
Fighting Force 2	RRP £39.99	£29.99
Formula 1 Racing	RRP £39.99	£29.99
Grand Theft Auto 2	RRP £39.99	£29.99
Hidden & Dangerous	RRP £39.99	£29.99
House of the Dead 2	RRP £39.99	£29.99
Hydro Thunder	RRP £29.99	£17.99
Jimmy White's Cueball	RRP £39.99	£24.99
Marvel vs Capcom	RRP £39.99	£29.99
MDK 2	RRP £39.99	£29.99
Millennium Soldier	RRP £39.99	£29.99
Monaco GP Sim 2	RRP £39.99	£29.99
Mortal Kombat	RRP £29.99	£17.99
NBA 2000	RRP £39.99	£29.99
NBA Showtime on NBC	RRP £39.99	£29.99
NFL Blitz 2000	RRP £39.99	£29.99
NFL Quarterback Club 2000	RRP £39.99	£29.99
Nomad Soul	RRP £39.99	£29.99
Pen Pen	RRP £39.99	£29.99
Powerstone	RRP £39.99	£27.99
Psychic Force 2012	RRP £39.99	£29.99
Rayman 2	RRP £39.99	£29.99
Ready to Rumble	RRP £39.99	£29.99
Red Dog	RRP £39.99	£29.99
Re - Volt	RRP £39.99	£29.99
Resident Evil 2	RRP £34.99	£26.99
Roadsters	RRP £39.99	£29.99
Sega Bass Fishing & Rod	RRP £59.99	£52.99
Sega Rally 2	RRP £39.99	£29.99
Shadowman	RRP £39.99	£29.99
Slave Zero	RRP £39.99	£29.99
Snow Surfers	RRP £39.99	£29.99
Sonic Adventure	RRP £39.99	£29.99
Soul Calibur	RRP £39.99	£29.99
Soul Reaver Legacy of Kain	RRP £39.99	£29.99
Star Wars: Episode 1 Racer	RRP £39.99	£29.99
Supreme Snowboarding	RRP £39.99	£29.99
Suzuki Alstare Racing	RRP £39.99	£27.99
Take the Bullet	RRP £39.99	£29.99
Tee Off	RRP £39.99	£29.99
Tomb Raider 4	RRP £39.99	£29.99
Tony Hawk's Skateboard	RRP £39.99	£29.99
Toy Commander	RRP £39.99	£29.99
Toy Story 2	RRP £39.99	£29.99
Trickstyle	RRP £39.99	£29.99
UEFA Striker	RRP £39.99	£27.99
Vigilante 8 2nd Offence	RRP £39.99	£29.99
Virtua Striker 2	RRP £39.99	£29.99
Virtua Fighter 3tb	RRP £39.99	£28.99
V Rally 2	RRP £39.99	£29.99
Worms Armageddon	RRP £39.99	£29.99
WWF Attitude	RRP £39.99	£29.99

NEO GEO POCKET COLOUR £51.99



*The Neo Geo Pocket Colour is a 16-bit handheld machine capable of showing 146 colours (colour Gameboy is only 8-bit and has 56 colours). It offers real time gaming, a unique control stick for arcade style gaming and is COMPATIBLE WITH DREAMCAST!**

Handheld console . . £51.99
Available in Anthracite, Aqua Blue, Blue, Clear, Platinum Silver and Stone Blue.

Sonic £23.99

All the following Neo Geo Colour games are £19.99:

Bio Motor Unitron, Crush Roller, Fatal Fury, King of Fighters, Metal Slug, Neo Cherry Master, Neo Dragons Wild, Neo Geo Cup, Neo Mystery Bonus, Neo 21, Neo Turfmaster, Pacman, Pocket Tennis, Puzzle Bobble Mini, Samurai Showdown, SNK vs Capcom Card Fighters and US Pro Wrestlers.*

Link Lead £9.99
Mains Adaptor £18.99

MONEY BACK GUARANTEE*

If you are not absolutely delighted with your purchase for any reason you may return it to us and we will gladly exchange it for you or send a refund. Simply ring for an authorisation number and return it to us by recorded delivery.
(There is no charge for this service but we ask that you return the item in perfect condition to enable us to accept the item back.)
*your statutory rights are not affected

- **ORDER WITH CONFIDENCE** from one of the largest games suppliers in the country. Over 450,000 customers so far!
- **1st class delivery free of charge** to UK mainland. We provide the **FASTEST** delivery service around: 1-3 working days max on stock items. Next working day delivery from £4. Orders placed before 3pm are sent the same day (subject to stock). *Payment via cheque please allow 8 working days for cheque clearance.*
- **1000'S OF TITLES.** We also stock games and accessories for PSX, N64 & other consoles, PC CD ROM and DVD.
- Other companies may take your **MONEY** immediately but with Gameplay you will be safe knowing that ***your credit card will not be debited until your order is despatched!***
- Order by credit card, cheque, Postal Orders or cash (please send cash in a registered envelope for your own protection). Sorry, no COD.

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

gameplay.com

Cut out this order form and post to:
GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG

NAME:.....HAVE YOU ORDERED BEFORE? Yes / No

ADDRESS:.....

.....

POSTCODE:.....SIGNATURE:.....

TEL:.....FAX:.....

ITEM DESCRIPTION	PRICE
	£
	£
	£
	£
	£
OPTIONAL EXPRESS CHEQUE CLEARANCE. IF YOU ARE PAYING BY CHEQUE BUT DO NOT WANT TO WAIT FOR IT TO CLEAR PLEASE ADD £1.00 HERE FOR EXPRESS CLEARANCE*	£
Postage is FREE for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P	£
TOTAL	£

Thank you for your order!

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ MasterCard VISA DELTA SWITCH

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

DCUK(6)

* UNFORTUNATELY, EXPRESS CHEQUE CLEARANCE CANNOT BE USED FOR BUILDING SOCIETY CHEQUES

SENT TO PRESS 14/4/2000

Britain's gateway to games!
buy, play, review, discuss

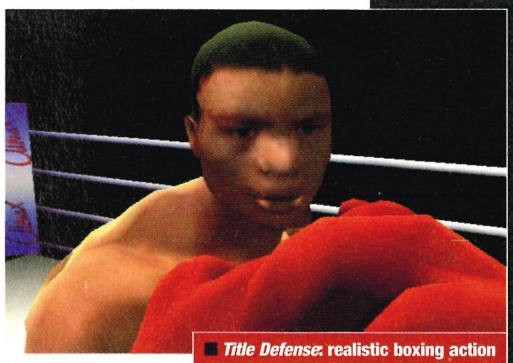
EXCLUSIVE!

Turn on your DC, lie back and prepare for a ...

Multiple Climax

On the quiet streets of sunny Fareham, a small seaside town sandwiched obscenely between the coastal outposts of Southampton and Portsmouth, lies the headquarters of the ever-expanding British developer Climax (yes, we know, but we'll refrain from any more orgasm jokes, thank you very much). The name may be relatively unfamiliar, as Climax has spent much of its time producing games under the umbrella of large publishers since its inception in 1988, but its profile is about to heighten considerably with 14 games due out across different formats in the coming months.

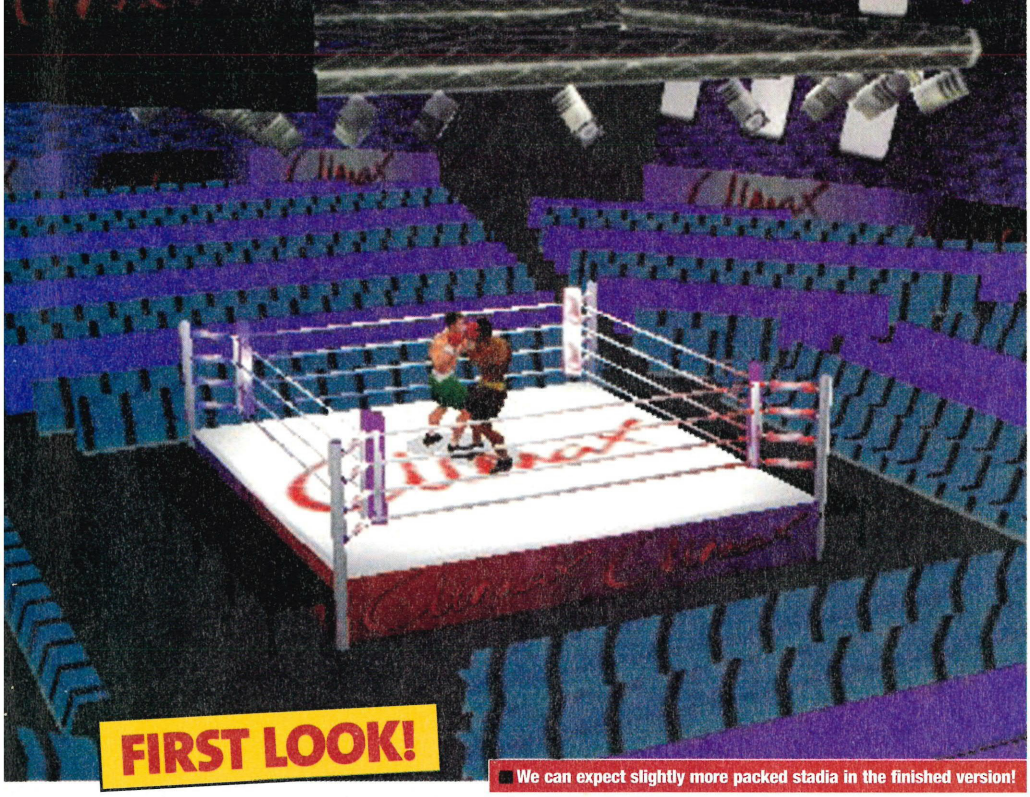
Four of these titles – *Austin Powers: Mojo Rally*, *Roswell Conspiracies*, *Title Defense* and *Stunt Driver* – will be winging their way onto that box of delights known as Dreamcast. With this in mind, we donned our pirate's outfit and hauled anchor for the west coast to get an exclusive first peek at Climax's DC projects. "Dreamcast games ahoy!" we yelled as we brandished our cutlass, shortly before being led away by the authorities.



***Title Defense*: realistic boxing action**

***Stunt Driver*: rollercoaster racing**

***Roswell Conspiracies*: sci-fi adventure**



FIRST LOOK!

We can expect slightly more packed stadia in the finished version!

Title Defense

Climax gets ready to rumble

Boxing games haven't covered themselves in too much glory in the annals of videogame history, with most of the efforts proving to be more Rocky and Bulwinkle than Rocky Marciano. Only *Super Punch-Out!!* on SNES and Dreamcast's own *Ready 2 Rumble* have really proven they can walk the walk as well as talk the talk, but, great though they are, these titles are arcade-style box 'em ups rather than true simulations of the sport.

Climax is attempting to fill this boxing sim void with *Title Defense*, which is being pitched as a realistic bout of Queensbury pugilism but with enough speed and gore to satisfy the more rabid beat 'em up fans out there. The game will include four different modes to test your boxing skills: Sparring is the basic practice option, allowing you to put your boxer through his paces and master the fancy footwork and knockout punches required to become undisputed champ; Exhibition mode allows one-on-one scraps against the CPU or another player; Shadow is the equivalent of the ghost mode in driving games, but instead of racing against yourself (which would be a bit strange in a boxing game) you can shadow-box against your performance from a previous bout.

The final and most in-depth option is the Tournament mode. This puts you in the boots of a rookie boxer as you embark on a career that will hopefully take you from small-time amateur bouts up through the ranks until you're ready for the glitz, glamour and gigantic pay-days of world title fights and the ultimate dream of unifying the belts. As if all this isn't enough, Climax has some incredibly exciting ideas that will extend *Title Defense*'s options beyond console play, as Development Manager Chris Eden explains: "One thing we're looking into at the moment is the idea of 'virtual worlds' that you can interact with in a number of ways. For example, in *Title Defense*, why limit ourselves to the idea of simply fighting with the boxers we give you? In a virtual world, as in the real world, anyone would be able to take their boxer online to fight against any other player with a number of virtual organisations all running their own ranking systems.

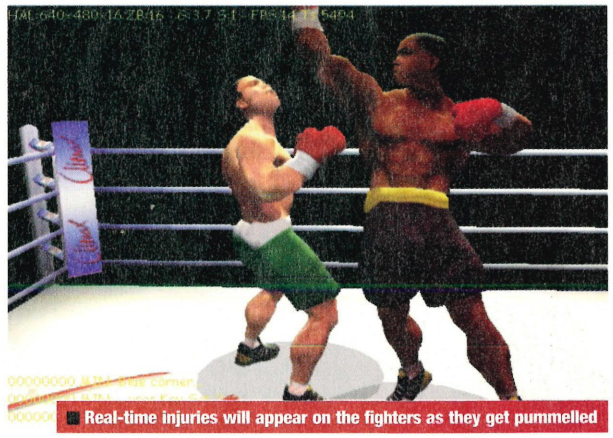
"When you start thinking in those terms, then all types of possibilities become available. For example, you could transfer your boxer to your VM and use that to train them or connect two together for sparring sessions with friends. Email or mobile phones could be used to let players communicate with each other, setting up fights, organising bets, etc. The possibilities are endless" ■

You can train your boxer to look moodily at the camera

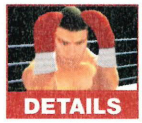
"It's a realistic bout of pugilism with plenty of speed and gore"

Unfortunately, there probably won't be any real-world boxers in the game

Different views are available including top-down and firstperson



Real-time injuries will appear on the fighters as they get pummelled



DETAILS

Publisher: TBC
Developer: Climax
Players: One to two
Release: January

Nick Logan: the Mulder-like hero

Shl'ainn: the banshee heroine

Investigate the mystery of Bad Hair Days in *Roswell Conspiracies*

FIRST LOOK!

Roswell Conspiracies

This could be a case for Mulder and Scully as evil aliens prepare to infiltrate your Dreamcast

DETAILS

Publisher: Red Storm
Developer: Climax
Players: TBC
Release: November

Coming to the BBC in the next couple of months is Roswell Conspiracies, an intelligent animated series with a science fiction theme and a pair of X-Files-like protagonists. Coming to Dreamcast in the next couple of months is an intelligent thirdperson adventure game with a science fiction theme and a pair of X-Files-like protagonists. Coincidence? We think not. Hmm, the plot thickens...

After lengthy investigations – involving extensive use of flashlights while some old geezer blew smoke into our face until we were forced to knee him in the knackers – we discovered that Roswell Conspiracies is an American cartoon which has been a smash hit with US sci-fi fans and is poised to make the same kind of impact over here on the good old BBC. Climax is taking advantage of the series' inevitable cult status with a thirdperson action adventure which we would describe as *Tomb Raider* meets Men in Black if you gave us a Chinese Burn and forced us to.

The object of both the cartoon and the game is to track down a bunch of alien invaders who have arrived on Earth and disguised themselves as ordinary guys and gals around town (Men in Black stylee). It's up to the agent Nick Logan and his partner Shl'ainn Blaze to hunt these interstellar invaders and blow them back to where they belong. Shl'ainn is actually an alien banshee born and bred but she's wisely turned against her own lot to fight the good fight for the future of humankind. Which is where you come in.

With a mixture of fighting, exploration and puzzle-solving, the gameplay is fairly standard adventure fare, but the title's real selling point is the importance of its plot which ties in incestuously with its cartoon daddy. The storyline is integral in driving the action forward and takes you on a journey into the unknown where nothing is quite what it seems (cue eerie music). The gaming world will also be a stand-out aspect of *Roswell Conspiracies* with interactive environments and incidental features (such as rats scurrying around the creepy locations, weirdos standing on street corners and cows dropping from the sky) adding greatly to the atmosphere. The truth is out there and you can see it for yourselves this winter ■

FIRST LOOK!

Austin Powers: Mojo Rally

Powers is coming and there's nothing you can do about it

Every cartoon-style racing game that comes along is immediately described as '*Mario Kart*-like', but that's just lazy journalism and there's no chance of us sinking to those depths. *Austin Powers: Mojo Rally* is a *Mario Kart*-like cartoon racing game starring the characters from Mike Myers' groovetastic Bond spoof. Drivers include Dr Evil, Vanessa Kensington, Felicity Shagwell, Basil Exposition and Frau Farbissiner as well as the dentally-challenged superspy himself. There are also secret drivers available, such as the exact replica of Dr Evil (apart from the fact he's only one-third his size).

These familiar faces race their miniature karts around such locations as swinging London, Las Vegas and Dr Evil's moon base. There are 15 tracks in all, plus bonus courses, and Climax is littering the routes with interactive objects to make the races as unpredictable as possible. The racing action will also be spiced up by the kind of cartoon violence that comes as standard in karting games. Each driver has weapons that are specifically in keeping with their character (just imagine the kind of horrific weapon Austin fires his mojo with) and they shout abuse at each other using voice samples from the films – "Oh, behave!", "Toss me a frickin' bone, will ya?!" and "Eh up! Get yer laughin' gear round this, luv!" (or is that from a different film?).

All the usual racing modes are available (single race, championship, time trial, plus hidden bonus games) but, as is always the case with karting games, the races really come to life in multiplayer. *Mojo Rally* will support fourplayer split-screen action and, with weapons and insulting voice samples added to the mix, the recipe is all there for comedy multiplayer fun. The game will be up against several other similar titles in the genre, such as *Wacky Races*, *South Park Rally* and *Walt Disney World Quest: Magical Racing Tour*, but with the Austin Powers licence and all the shagadelic opportunities that affords, *Mojo Rally* should be a groovy addition to Dreamcast's race 'em ups. Yeah baby! etc... ■

DETAILS

Publisher: Rockstar
Developer: Climax
Players: One to four
Release: November

FIRST LOOK!

Stunt Driver features the most extensive track-builder we've yet seen

Stunt Driver

Dreamcast racing goes stunt crazy!

Those of you old enough to remember the heyday of the Commodore Amiga will probably have fond memories of a masterpiece entitled *Stunt Car Racer*. Programmed by Geoff Crammond, the legend behind games such as *The Sentinel* and *Formula One Grand Prix*, *Stunt Car Racer* was a unique driving game in which you raced dragster-type vehicles around a series of superbly-designed rollercoaster tracks full of jumps, loops and vicious hairpin bends.

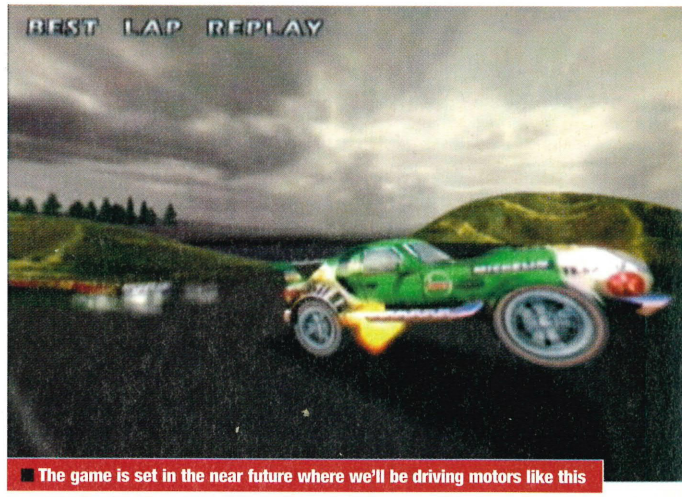
The developers of *Stunt Driver* obviously remember that 16bit classic, as their game provides an extremely sexy update on the theme. As a result of that modern invention known as 3D, the racing format is more expansive than *Stunt Car Racer*'s narrow, into-the-screen driving, but the course design is particularly reminiscent of its illustrious predecessor. Ramps, bridges, corkscrews, loop-the-loops and every other kind of outlandish track ingredient make up the courses in the game, resulting in a potentially superb mix of bumper-to-bumper racing and death-defying stunts.

Arcade handling allows high speed skids. Like this!

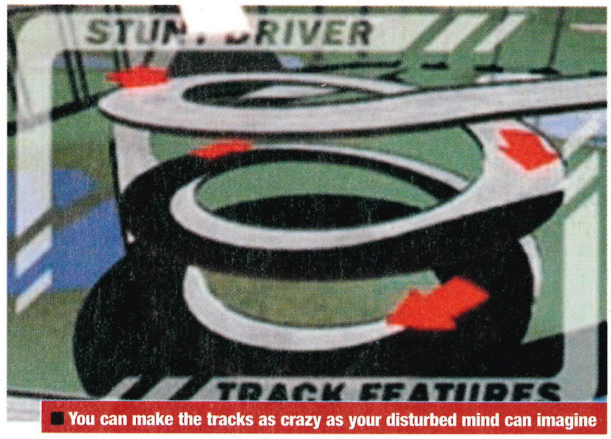
The most innovative aspect of *Stunt Driver* is its ground-breaking track editor. The tracks are all spline-based and constructed in sections like a Scalextric set, and, as a result, they're entirely modifiable. The track editor works by storing the track as a series of curves, only creating the polygons the course is constructed from at the very last minute. This means you can even drop into the track editor during a race, grab a section of track and pull it around in 3D as though it were a piece of elastic, then go straight back into the game and race on the newly-altered course.

For example, if you're approaching a chicane and you suddenly decide this bit of the race could do with a 50ft ramp, just exit into the track editor, pull that boring chicane up into the air, go back into the race and – what do you know? – instead of slowing down for a tight straight, you're flying through the air like a crazy four-wheeled bird. With every single section of the track available for you to tinker with, the game will have an almost-infinite number of possible courses besides the ones you begin with.

Climax also plans to support online option with *Stunt Driver*, both with track building (saving your efforts onto a VM and posting them onto the Net) as well as regular racing action. Consequently, we can imagine a scenario where you're comfortably leading a race when some bloke in Iraq decides to insert a burning oil well into the track. Taken by surprise, your car bursts into flames and you're on the next plane to the Gulf with the mother of all battles in mind. It's all too plausible. Don't do it Climax, you crazy fools! ■



The game is set in the near future where we'll be driving motors like this



You can make the tracks as crazy as your disturbed mind can imagine

DETAILS

Publisher: TBC
Developer: Climax
Players: One to four
Release: January

I believe I can flyyy! I believe I can touch the skyyy!

> "Ramps and loop-the-loops result in a potentially superb mix of racing and tricks"

When the world's leading game developers speak, they speak to **Edge**. Issue 84 talks to the team behind *Jet Set Radio* – the hottest Dreamcast title since *Soul Calibur*. On sale April 26.

EDGE®

THE **FUTURE** OF **INTERACTIVE** ENTERTAINMENT

EDGE is the registered trademark of Edge Interactive Media Inc. Used under license.

DC-REVIEW

The only review section you can really trust

REVIEWS #10 06.00

056 Fur Fighters It's got Action! Adventure! Puzzles! Animals! Big guns! Thai lady-boys! (Oh no, not the last one)

062 Silver There's swash-buckling and derring-do a-plenty in this very European RPG. "Have at you!"

068 Euro 2000 Sega's much-improved sequel to *SWWS* rockets past the opposition. It's a goaaaaalllllllll!

072 V-Rally 2 The best Dreamcast racing game so far looks set to make the other rally titles eat its dust

076 GTA2 Rockstar Games' ultra violent crime caper is bigger and badder on Dreamcast. Get your motor runnin'!

080 Sword of the Berserk The pen is mightier than the sword. Unless it's a seven-footer like this baby

084 ChuChu Rocket Mice, moggies and space rockets: an unlikely but fantastic mixture. Everybody *ChuChu*!

086 King of Fighters '99 Evolution SNK's latest *KOF* beat 'em up makes a bid for 2D Champion

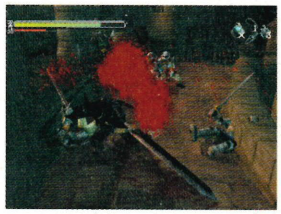
088 *Review Listings*
090 *Reader Reviews*

THE REVIEW PANEL

Name: Lee Hart
Games of the moment: Luckily for us, Man U fan Lee had just finished writing his *Euro 2000* review on the very night the mighty Reds exited the Champions League. He hasn't been the same since.

Name: Stephen Lawson
Games of the moment: Stephen has been feeding his 2D puzzle habit with the superb *ChuChu Rocket*. He also completed *Resident Evil: Nemesis*. It's "good, but not as good as *Code: Veronica*," apparently.

Name: Dean Mortlock
Games of the moment: Mr Mortlock has found *World Championship Snooker* suprisingly addictive and thinks *MDK2* plays tighter than a drunken caber-tosser. (Not his actual words.)



Name: Martin Kitts
Games of the moment: Martin, we've discovered, is sick. Not content with dicing innocent villagers in *Berserk*, he's enjoyed shooting people and watching their heads twitch in *Perfect Dark*. Bless.

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 a game isn't worth investing in if it scores a five, only that it's, well, average. If a game scores a ten (which isn't very often), that doesn't mean it's perfect, just incredibly good ■

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

DC-UK RECOMMENDS

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

DC-UK ESSENTIAL

The object of the game: rescue all of these cute little fellers. Ahhh

"*Fur Fighters* is bursting with that all too rare commodity in videogames: pure and unadulterated fun"

Fur Fighters

DC-UK ESSENTIAL

Big guns, little babies, furry warriors and evil cats. Welcome to a crazy cartoon world for a cracking adventure in the Rare mould

Tweek the baby dragon is the first Fur Fighter to take on a boss character. This is his genetically-modified mum, Gwyneth, who must be beaten to reverse her nasty mutation

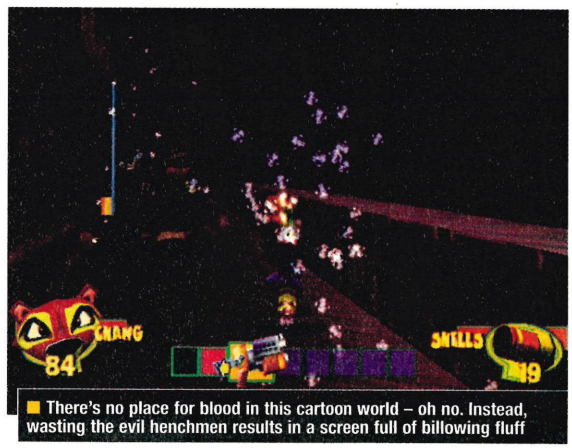
DETAILS

Publisher:	**Acclaim**
Developer:	**Bizarre Creations**
Price:	**£39.99**
Release date:	**June 2**
Players:	**One to four**
Extras:	**60Hz**

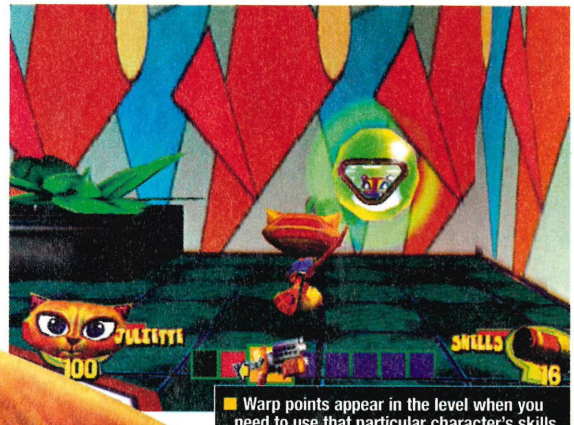
This being a Dreamcast magazine and all, you'd probably be extremely surprised if we praised Sega's archenemy Nintendo within these pages. But, in an act of selflessness and no little lunacy, we're about to do just that (please bear with us, the reason will soon become clear). You see, when Nintendo actually gets round to releasing a game (and occasionally it does) and it gets it right (which it has been known to do, we must admit) the results can often be very special. Apart from the legendary Shigeru Miyamoto, who gave *Mario* and *Zelda* to the world, the chief practitioner of Nintendo goodness is the British development studio Rare, which has produced classic games such as *GoldenEye* and *Donkey Kong Country*.

Now, the explanation for this sickening homage to the big 'N' is that *Fur Fighters* is basically a Rare game on Dreamcast – which is a very good thing indeed. Imagine the angelic love-child of *GoldenEye*'s violence and *Banjo-Kazooie*'s cutesy platforming and puzzling, and you're just about there. On the surface, *Fur Fighters* may look as if butter wouldn't melt in its mouth, but when you look closely at its furry mitt you realise it has a big gun pointed directly at your face and it's threatening you with the kind of shoot

You begin with the pistol, but killing baddies allows you to collect the weapons they drop



There's no place for blood in this cartoon world – oh no. Instead, wasting the evil henchmen results in a screen full of billowing fluff



Warp points appear in the level when you need to use that particular character's skills

General Viggo, the feline criminal mastermind who is the Fighters' nemesis

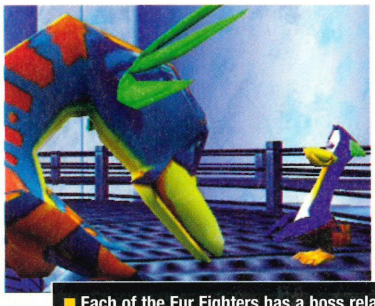
'em up action that makes James Bond seem like a fluffy old nonce.

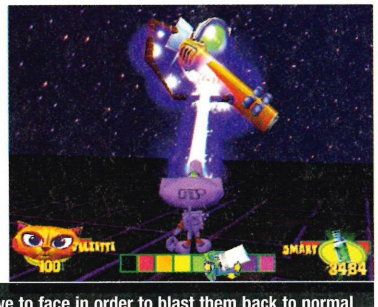
The motive for all this furry carnage and platforming malarkey is a plot that could actually be used for the next Bond movie – if, that is, the film-makers were all on class A drugs and obsessed with animals. The Blofeld-type criminal mastermind General Viggo (a big white cat who sits around stroking his pet, a little bald guy – stop it) has kidnapped all the Fur Fighters' babies and hidden them around six diverse worlds. Additionally, he has genetically mutated their parents/siblings into gigantic end-of-world bosses which must be defeated in order to return them back to their normal cuddly selves.

The reason for Viggo's mischievousness is to keep the Fur Fighters occupied while he prepares his latest bid for world domination. It's up to the furry warriors (and you) to travel

Much of the gaming environment is interactive, allowing you to blow open new and hidden areas

Enemies range from snap-happy crocodiles to, erm, polar bears in spacesuits?





Each of the Fur Fighters has a boss relative to face in order to blast them back to normal

The heat-seeking rocket is one of the best weapons in the game and provides great comedy moments as your enemy scarpers in panic with a rocket in hot pursuit

through the six areas, rescuing all the babies and returning the monstrous relatives to their original state before facing General Viggo in the final showdown and scuppering his megalomaniacal plans once and for all.

The game begins in the Fur Fighter village which acts as a training level to familiarise you with the control system and the concept of playing as six different characters. Because the kidnapped babies have been brought up properly, they won't just wander off with any old furry creature offering a bag of sweeties or a peek at their puppies, and must be specifically rescued by their own parent. Therefore, in the game's unique feature, it's necessary to play as all six Fur Fighters, each with their own special traits and skills (see The Short and Furries).

In the training level, the Fighters' mentor and spiritual advisor General Bristol (a curmudgeonly old walrus) guides you through the abilities of each character and introduces the teleportation device that is integral to the game. The teleporter enables you to change between Fighters when necessary during a level: for example, if you arrive at a stretch of water there will be a warp point allowing you to transfer to Rico the penguin who, unlike the others, can swim underwater. General Bristol instructs you that tokens scattered throughout the game must be collected in order to power the teleportation device and enable access to new areas. And after you've got your head round all that and practised controlling each character, you can get stuck into the game itself.

As with the Rare games it has so much in common with, every detail of *Fur Fighters* has been developed with obvious tender loving care. The stylised cartoon aesthetics are instantly appealing and rather than being nauseatingly cute, will remind you of the hard-bitten 'toons of your youth which overflowed with comedy violence and amusing sound effects. The sight of a growling bear taking one look at your shotgun and legging it away in the opposite direction or a seemingly harmless peacock suddenly pulling out a rocket launcher twice his size, can't fail to bring a smile. Shooting baddies from close range propels them backwards with a startled look on their face, while catching them just right can cause them to twist and writhe in mid-air like villains from The A-Team. To keep our moral guardians happy, when you do waste an enemy, fluff rather than gore sprays out of them and during an ambush the screen can fill with

> "Every detail has been developed with obvious tender loving care"

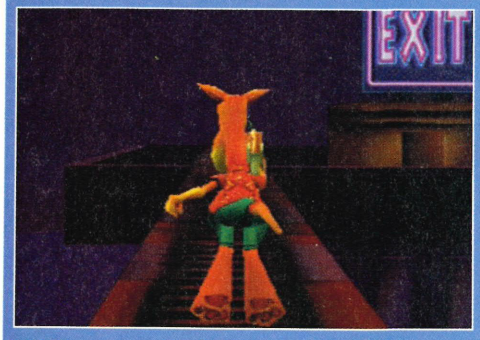
THE SHORT AND FURRIES

Ladies and gentlemen, allow us to introduce the Fur Fighters

This time it's personal. The dastardly General Viggo has kidnapped their families and he's going to pay with his whiskers. Meet the Dirty Half-Dozen desperadoes with the skills and the heavy artillery to put the cat out. Permanently

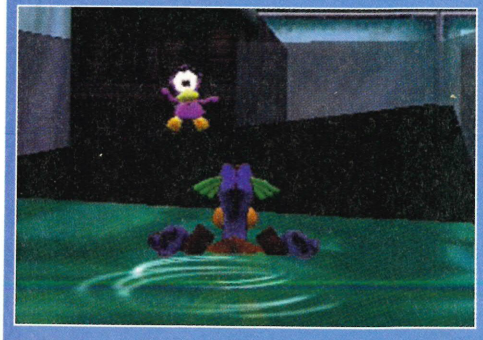
NAME: Roofus **SPECIES:** Dog **ORIGIN:** Scotland
Skill: The leader of the Fighters is a hard-as-nails Scottie dog who can burrow into soft earth to reach new areas

NAME: Juliette **SPECIES:** Cat **ORIGIN:** France
Skill: The fast and agile cat has a useful climbing ability allowing her to scale heights other Fighters can't reach

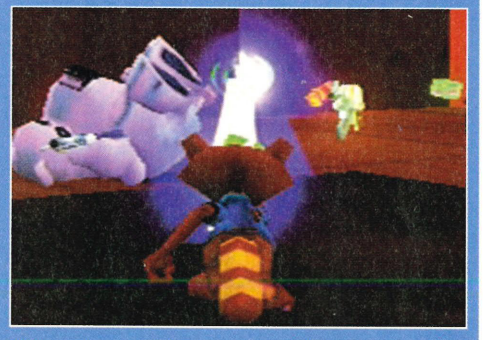


NAME: Bungalow **SPECIES:** Kangaroo **ORIGIN:** Australia
Skill: He may not have much upstairs, but the bouncy Bungalow can jump far higher than the rest of the team

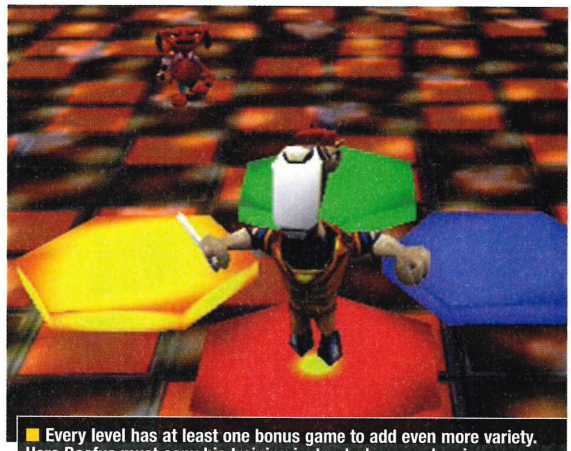
NAME: Tweek **SPECIES:** Dragon **ORIGIN:** Wales
Skill: The baby dragon is only a day old and hasn't yet learned to fly, but he can glide across to high platforms



NAME: Rico **SPECIES:** Penguin **ORIGIN:** Argentina
Skill: He's a bit of a bird out of water on dry land but in his natural habitat Rico can swim like a fish

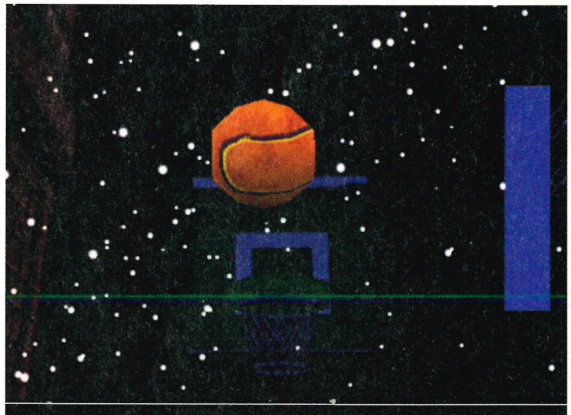


NAME: Chang **SPECIES:** Firefox **ORIGIN:** Hong Kong
Skill: This master of military strategy uses his natural cunning and lack of stature to search tiny, hidden gaps



Every level has at least one bonus game to add even more variety. Here Roofus must copy his training instructor's crazy dancing moves

This game requires you to land the plane and save the baby on board



Hit three baskets to win a dime (it comes in very handy later in the level)

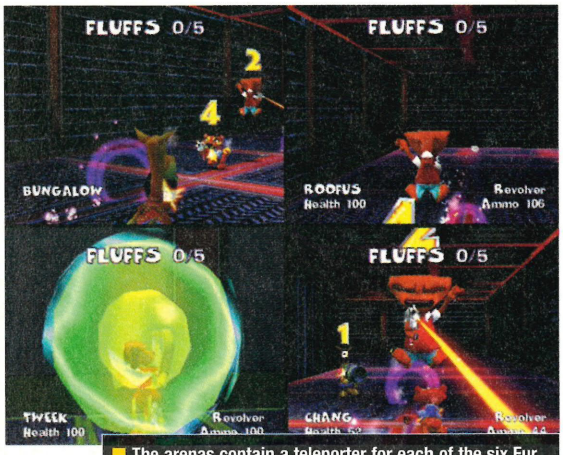
swirling fluff as you blast baddies left right and centre.

Sound is equally impressive.

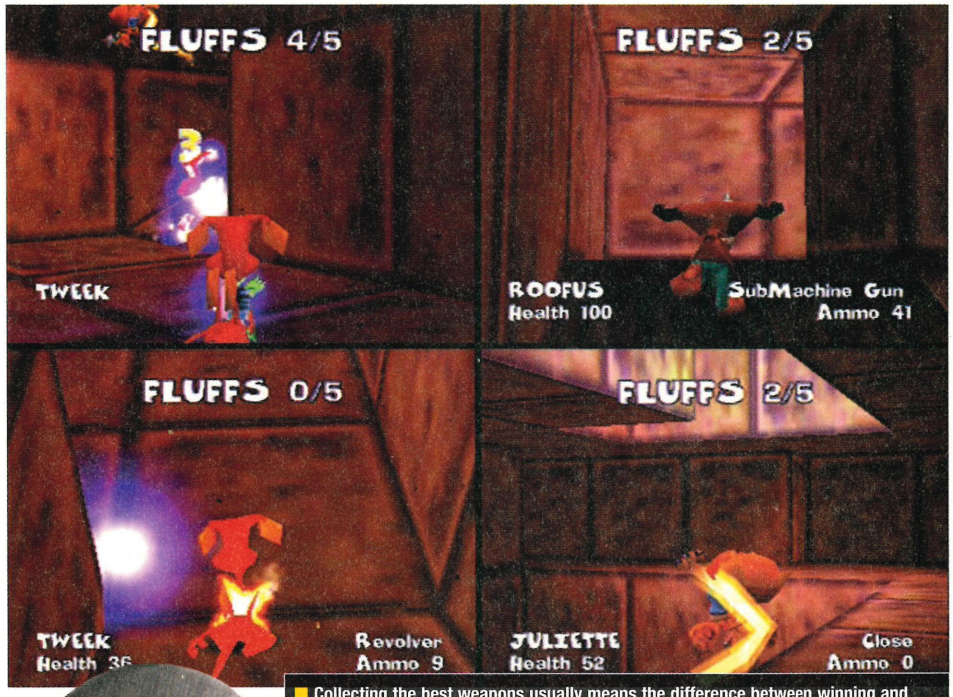
Each Fur Fighter has its own theme tune ranging from bagpipes when Roofus the Scottie dog is on screen, to Waltzing Matilda-like strains for Bungalow the kangaroo. Rather than speaking English, the characters all talk in appealingly daft animal noises (with subtitles at the bottom of the screen) reminiscent of that cowardly Great Dane, Scooby Doo. Even incidental touches such as cheesy elevator music kicking in as you enter a lift are perfectly implemented and add greatly to the atmosphere (as well as the impression that real thought has gone into the production of this game).

The control system works superbly and will be instantly familiar to anyone who has played either the N64's *GoldenEye* or *Turok*. The four action buttons move your character in the relevant direction (Y=forward, X=left, etc), the analogue stick enables you to look around, the right trigger is for shooting and the left for jumping. It quickly becomes intuitive and you'll be strafing around dispatching enemies like a rampaging redneck, within around five minutes of play. Weapons range from the basic pistol (which can be upgraded to a machine gun) to a pump-action shotgun, laser shooter, grenades and a lethal smart bomb which can obliterate entire groups of enemies.

It's a massive game offering over 20 hours of furry fun and despite its cute appearance, you'll have to be as tough as old boots to make it through to the end. There are six worlds, each containing four levels, numerous bonus games and a boss encounter to deal with. The areas are all brilliantly diverse and include locations such as New Quack City, a bustling metropolis with skyscrapers and mean streets packed with Viggo's furry



The arenas contain a teleporter for each of the six Fur Fighters, allowing you to swap characters at any point



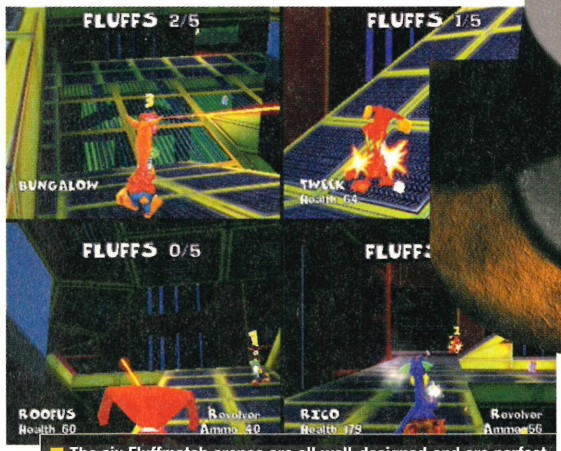
Collecting the best weapons usually means the difference between winning and losing. Hence Tweek kicking arse with his laser gun

PAW PLAYER FLUFFMATCH

Fur Fighter deathmatch action with added fluff

As a welcome addition to the excellent singleplayer adventure, *Fur Fighters* also has a multiplayer Fluffmatch mode allowing up to four of you to partake in vicious deathmatch antics. The battles take place in six arenas themed around each of the different worlds in the game, and you can set a time limit on the action and the number of kills required to be victorious.

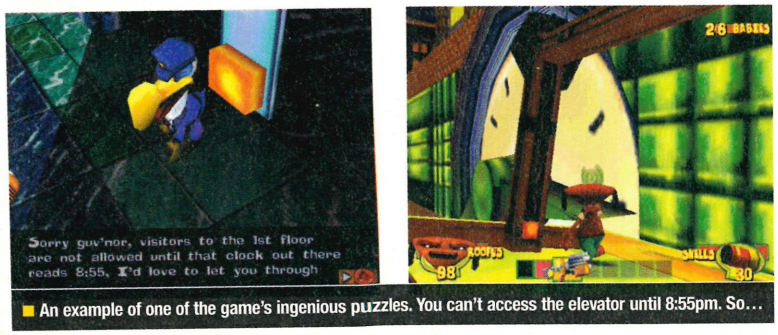
With the Fluffmatch under way you'll notice loads of energy boosts and weapons scattered around the environment and before attempting to waste each other, there will be a mad rush to collect all the best goodies. There are also warp points available for each character enabling you to teleport into a different Fur Fighter, should you wish. The Fluffmatch option is a great little bonus game but its lack of a firstperson view is something of a drawback as with four Fighters hurtling around in thirdperson it can be a touch confusing and difficult to see what you're doing.



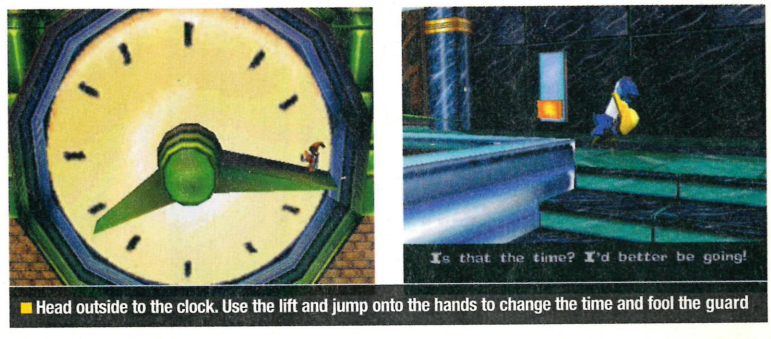
The six Fluffmatch arenas are all well-designed and are perfect for hiding sneakily before popping out to waste your opponents

■ He's behiiiind you! The game's baddies are quite intelligent and often sneak up on you or attack in large packs with a hail of gunfire. But if they're out-gunned they're not averse to just legging it

■ Dinotopolis is an excellent dino-sized world involving loads of platforming antics as you try and make your way around the humungous environments



■ An example of one of the game's ingenious puzzles. You can't access the elevator until 8:55pm. So…



■ Head outside to the clock. Use the lift and jump onto the hands to change the time and fool the guard

henchmen; the ancient world of Antat Tatamat with tombs to raid and voodoo monsters to fight; and the space-bound antics of Cape Canardo which sees you floating around spaceships 2001-stylee. Our favourite area is Dinotoplis with its oversized dinosaur house forcing you to scuttle around like a furry Tom Thumb attempting to traverse Everest-like household furniture.

can be clambering to the top of an enormous bathroom while a dinosaur idly lounges in the tub reading a newspaper; and the minute after you can be solving a puzzle in order to play a bonus game of pool on a dinosaur-sized table.

In most cases of a developer trying to construct a gameplay jigsaw puzzle out of lots of intricate pieces, one bit invariably goes missing, resulting in a

adventure, you'll be stealthily shooting bad guys, but making your way through the environments often requires the kind of jumping and climbing you'd find in a bona fide platform game, while actually rescuing the babies invariably involves a touch of puzzle-solving. It's as successful a combination of gaming styles we've seen from a 3D adventure on any format and, amazingly, it manages to be a jack of all trades and also a master of them all.

> "For our money, this is the best adventure game on Dreamcast so far"

Although the gameplay attempts the plate-spinning act of having shoot 'em up, platform and puzzle elements working together, it gets the mix just right and ensures the adventure never becomes repetitive. One minute you can be involved in all-out warfare with dogs, bears and crocodiles armed to the teeth and attacking from all directions; the next you

disappointingly flawed game. With *Fur Fighters* Bizarre Creations has fitted the pieces together expertly and the result is a brilliantly varied game that consistently entertains, consistently surprises and always keeps you on your toes (or paws, if you're feeling pedantic), wondering what kind of challenge is lurking around the next corner. For the most part of the

***Fur Fighters* is** a true Dreamcast original that can stand proudly alongside the Rare classics it was so obviously inspired by. First impressions may suggest this is one for the kids but you'll soon be drawn into its irresistible cartoon world, and reach the inescapable conclusion that this is a real gamer's title offering a superbly challenging and varied videogame experience. It may not be the kind of dark and gritty experience provided by the likes of *Soul Reaver* and *Shadow Man*, but for our money this is the best adventure game on Dreamcast. *Fur Fighters* is bursting to the seams with that all too rare commodity in videogames: pure and unadulterated fun. And as far as we're concerned, that makes it a definite Dreamcast essential ■

Lee Hart

DC-UK VERDICT

GRAPHICS
Glorious cartoon world with inventive environments and memorable characters

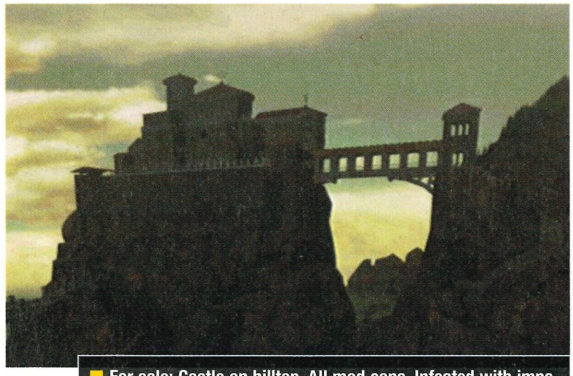
GAMEPLAY
Superb blend of shooting, platforming and puzzling in one sexy package

SOUND
Ideal sound effects and music give the impression of an interactive 'toon

MULTIPLAYER
Fluffmatch mode provides top quality fourplayer deathmatch action

OVERALL
A wholly enjoyable videogame experience and an instant Dreamcast classic

9
OUT OF TEN



For sale: Castle on hilltop. All mod cons. Infested with imps.

"*Silver* is the best RPG on Dreamcast to date, with an innovative if easy combat system and atmospheric story line"

Silver

DC-UK EXCLUSIVE

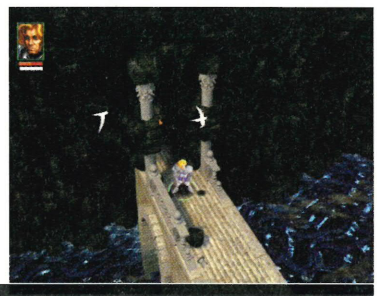
Step aside, *Evolution*. There's a new RPG in town. We dust down our role-play robes and join the quest

DETAILS

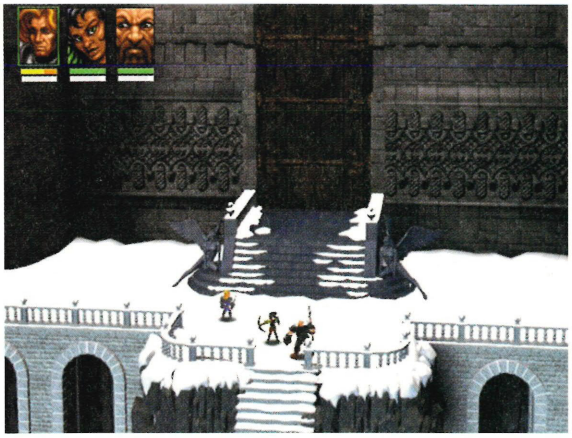
Publisher:	Infogrames
Developer:	Spiral House
Price:	£39.99
Release date:	June 30
Players:	One
Extras:	None

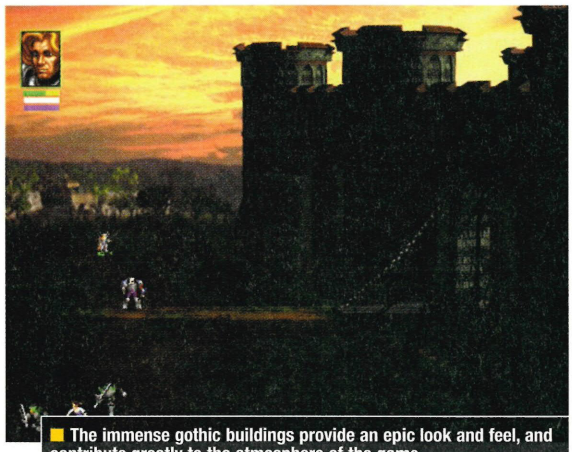
Three years ago, *Final Fantasy VII*, a gorgeous Japanese RPG for PlayStation with an intricate plot and involving atmosphere, became the biggest game in the world. Imitators were inevitable, and one of the best was *Silver* – a PC title from British developer Spiral House. Published by Infogrames, the company responsible for *Slave Zero*, *UEFA Striker* and *Millennium Soldier: Expendable*, it was always likely that *Silver* would find it's way to DC. Well now it's here and the conversion hasn't lost any of its sparkle.

Taking on the role of the hero David, you are thrown into the land of Jarrah



The game is quite linear with bridges and pathways often clearly guiding the player





■ The immense gothic buildings provide an epic look and feel, and contribute greatly to the atmosphere of the game

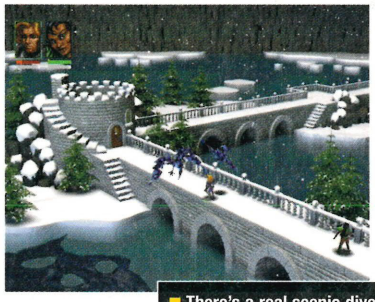
A LIKELY STORY

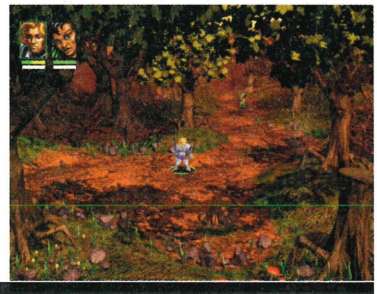
Most RPGs have fantastical story lines based on the familiar themes of justice and revenge. *Silver* is no exception

Based in the land of Jarrah, the story of *Silver* is a dark one. Having murdered his wife after finding out about her affair with his archenemy, Nemesis, the evil mage Silver hunts down his rival and then plots to achieve vengeance by destroying the world. To do this, he invades the towns of his kingdom gathering 100 women to sacrifice to Apocalypse, the God of Chaos.

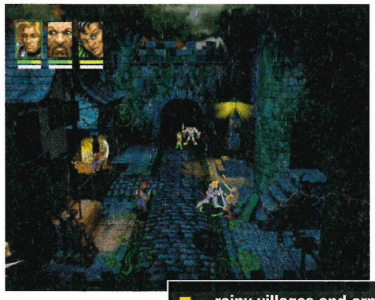
One of those women is David's wife, prompting the hero to embark on an epic quest to vanquish Silver, rescue his better half and save the kingdom from its doom. Not much to ask for, then.

■ In this early scene 'the oracle' tells you of the eight magical orbs you need





■ There's a real scenic diversity in *Silver*. Snowy castles, woodland glades...



■ ...rainy villages and ornate gardens all combine to ensure visual diversity

where Silver the evil wizard reigns supreme. To give you an idea of how evil he is – before the game begins, Silver kills his wife for fooling around with his archenemy, Nemesis, and then hunts down and murders the unfortunate marriage wrecker. As you switch on the game for the first time, a long and atmospheric FMV sequence explains all this to you, conveying something of the epic adventure that lies in wait.

When you begin, though, it's all wedded bliss, sunshine and combat training in the garden with your grandad. Honestly. The old guy tells you to go inside and fetch your weapon and shield which,

> "One of the true boasts that *Silver* can make is its British sense of humour"

■ You can take three characters on your quest at once, but you only have direct control over one at a time. Which often means you'll rush off to get in a fight while the other two just stand there until attacked. Cheers, guys

■ At certain points in the game you can purchase potions, food and equipment to aid you in your quest. Again, the menu is easy to use

to begin with at least, consist of a pretty puny sword and a rickety wooden shield. Once outside, he teaches you how to use the combat system effectively and how to vanquish the maximum number of enemies by inflicting the most damage. After he's finished training you, your wife is captured by Silver's son Fuge. Seeking vengeance and the freedom of his wife, David then embarks on an epic quest to destroy the mighty Silver and his cronies.

The game engine is best described as *Zelda* meets *Final Fantasy*. You wander through a selection of locations, wielding your sword against enemies via a realtime battle system, à la *Zelda*. However, the beautiful scenery and hunky Manga character design is very reminiscent of the later *Final Fantasy* titles – all that's missing is the unwieldy turn-based combat typical to the series.

This all makes *Silver* sound like one big crib, but the game does have unique quirks – like its British sense of humour. From Cockney swordsmen to bumbling old people and sarcastic imps, the cynical, self-deprecating humour we Brits know and love pours out of the screen. Although it means that the game misses out on such Japanese japes as the female attire of Cloud in *Final Fantasy VII*, it's novel to have a certain sense of identity from UK developers.

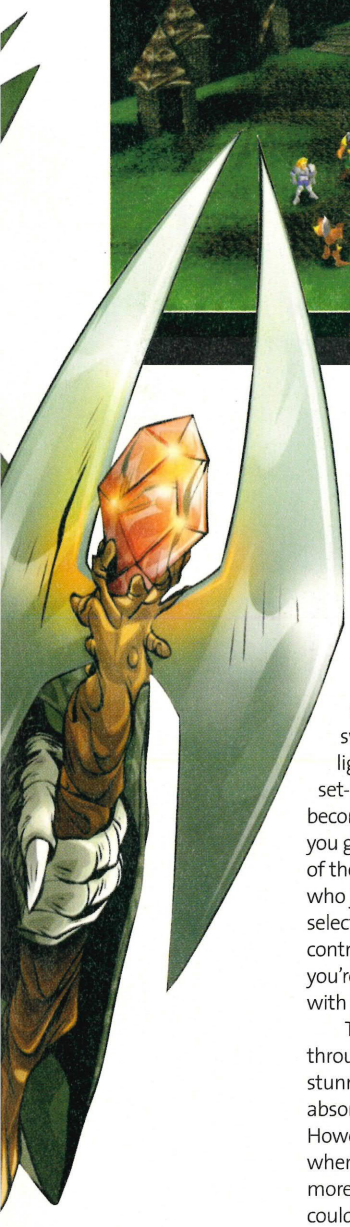
Gameplay is straightforward and basic: simply fight all the enemies in your current location to open up an exit to the next. You can cast magic, use enchanted weapons and even utilise spells to annihilate your opponents, and you will usually see a save point appearing before you enter the next room or dungeon in order to make your way to a showdown with a boss. Despite the repetitiveness, there's plenty of fun to be had as you romp around, bludgeoning your enemies into submission.

Silver also has an innovative menu system which you can choose to access when the game is playing or when it is paused as in traditional RPGs. Using this menu, you can access magical items, enchanted weapons, defensive tools and your standard instruments of destruction. However, we recommend that you set the options to have this menu appear only when the game is

■ Some characters you meet are willing to join your quest. You must then decide whether to ditch one of your other followers

■ This is your base village where you meet allies and learn new skills

■ Only the purest and most honourable characters can get through this gate. None of the DC-UK team would make it. Apart from Keith



paused as you will have eight shades kicked out of you before you can equip an item in-game.

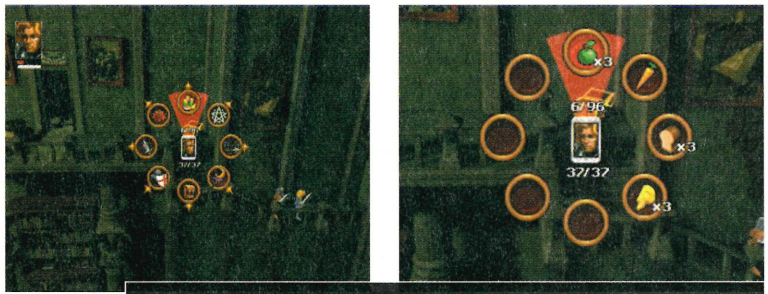
As usual, the enchanted weapons have some nice graphical touches – such as the fire sword which burns eternally in your hands as you wield it in the ice level. Magical items and special moves can be picked up and learnt throughout the game, with moves such as the 'Web of Death' (a whirling sword attack with accompanying lightshow) complimenting your basic set-up well. Standard weapons, too, become progressively more powerful as you go on, and when you enroll the help of the guy that wields an axe (characters who join you on your quest in *Silver* can be selected during normal play and controlled like David), you know that you're not going to have much trouble with the vermin from hereon in.

The 2D prerendered backgrounds throughout the adventure are absolutely stunning, creating a setting that fully absorbs you as the story moves on. However, the characters are unimpressive when compared to the backdrop. Looking more like 32bit models, the Dreamcast could've done so much more justice to the game if only Spiral House had spent some more time updating the cast.

The control system is a little disappointing too, involving you holding the right trigger and seemingly bashing the analogue stick in random directions to vanquish your enemies. Although this is effective at killing opponents quickly, it doesn't make for much challenge until you meet the bosses. You can literally leave your party to fight some enemies while one of your characters explores the rest of that part of the map, because you'll never find an enemy that you can't match up to single-handedly.

At the end of each section of the game, there can always be found a rather nasty boss for whom you will usually need a magical or enchanted weapon to defeat. When you reach the first boss Succubus, you must use an ice wand to propel frozen matter towards the fire demon until he dies and his (extremely annoying) imps disappear as he dissolves. After defeating him, there are other bosses such as the Rat boss or the Ice King (who you'll need to destroy using a flaming blade). Despite the number of bosses in the game, they don't pose much of a threat as they all have one key weakness, like melting when affected by fire, or freezing when hit with an ice attack, making combat more a game of Rock, Scissors and Paper than the top RPG action that you'd expect from the

> "You can use magic, enchanted weapons and even cast spells"



■ The menu is easy to navigate, allowing you quick access to weapons and items

If you go down to the woods today, you're sure of a big surprise. Ambush by blue demons!

The Chronicler pops up now and again, allowing you to save your progress

COMBAT SYSTEM

It seems everyone (and everything) you meet in *Silver* is itching for a fight. Here's how to see them off

As you venture through the lands of Jarrah, you will from time to time encounter the odd fellow with a sword who doesn't like you very much. Thankfully, *Silver* has quite an easy combat system with which to rid yourself of such chaps and be on your way.

The battle system in *Silver* operates in real time. This means that instead of warping into a battle scenario and taking control of each member of your party in turn to fight your enemies, as in *Evolution*, you combat them while wandering around the game. Real-time combat allows for less loading time and more active gameplay.

To combat your opponents, you can wield your sword using the right trigger and analogue stick, or go for a spell or special move like the painful 'Web of Death' (which you learn from a fellow combatant in your allie's camp at the beginning of the game). Through the intuitive menu system you can easily select from hand weapons, magical spells or projectile weapons (catapults, crossbows etc). All of them are easy to switch between – until you get into a fight: trying to go from a sword to a spell can leave you vulnerable for vital seconds.

SWORD PLAY MADE EASY

"Waiter! This lobster is undercooked"

Pressing the right trigger and pushing up on the analogue stick makes your character perform a deadly lunge that takes loads of energy off the enemy directly in front of you. A slow but effective move for fighting against one foe.

"Fetch this, hellhound!"

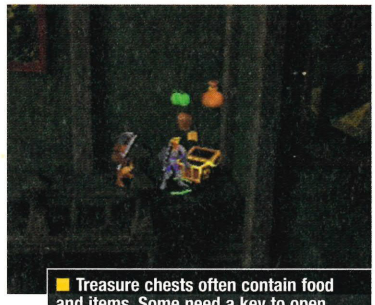
With the right trigger pressed again, push the analogue stick sideways and you'll swipe at your target. This'll actually damage anyone standing nearby so it makes a cool move if you're surrounded – which happens a lot in this game.

> "There isn't enough variety to keep you persevering to destroy all your enemies"

likes of *Final Fantasy*. When you kill a boss, you are gifted with an orb – the only thing that can hurt the evil Silver. When all the orbs are combined, you can fight him with the power of the ancient wizards who created them. In the meantime, however, you'll have to settle for your short sword, your wooden shield and a considerable amount of luck.

Silver promises a lot from the FMV introduction through to the beginnings of the game, but there perhaps isn't enough variety to keep you persevering to destroy all your enemies and complete it. With easy gameplay, flawed bosses and unimpressive character models, it can't match up to forthcoming titles like *Grandia II* or *Phantasy Star Online* – both built from the bottom up as Dreamcast titles, and therefore lacking in the PC hangovers *Silver* suffers at times.

In spite of the criticisms though, *Silver*, is still a decent RPG. Unlike the dungeon-based *Evolution*, you are presented with a linear path through a variety of locations in which you will meet new allies and face advanced bosses. *Evolution* had you wading through countless identical dungeons, each with a slightly different layout and ate up your time with its turn-based combat system. The environments are also incredibly impressive, with huge gothic castles, shadowy swamps, snowy wastelands and rain-soaked medieval villages all crying out for exploration.



Treasure chests often contain food and items. Some need a key to open

You could even say that *Silver* is the best RPG available on Dreamcast. To date, that is. It boasts an innovative if easy combat system, an atmospheric story line, and plenty of different monsters for you to hack and slash into non-existence. You'll play it, you'll finish it and you'll crave for more, but until Sega releases *Phantasy Star Online* or *Grandia II*, the Dreamcast is still lacking in truly great games to represent the role-playing genre ■

Mark Eveleigh

DC-UK VERDICT

GRAPHICS
Impressive prerendered backgrounds, although the character design is basic

GAMEPLAY
Control is sometimes annoying, but mostly fun

SOUND
The music is very atmospheric but spot effects are underused

OVERALL
Fun to play, but not overly engrossing, *Silver* is an RPG that will appeal more to the casual gamer

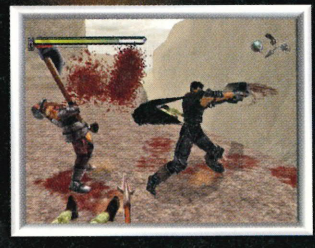
7
OUT OF TEN

SWORD OF THE BERSERK™

GUTS' RAGE

YOU AND ME... OUTSIDE NOW!

Dreamcast.



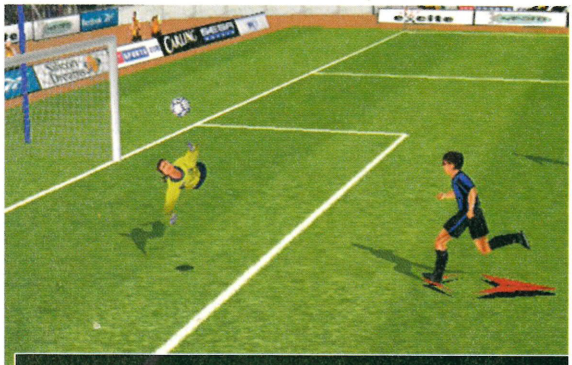
WWW.EIDOS.COM

ASCII

Contenido + Contenuto
Contenu + Content
OK
18+
©ELSPA

© 1999 ASCII Corp. / YUKES, © Kentarou Miura / STUDIO GAGA . HAKUSENSHA, © Kentarou Miura / HAKUSENSHA . VAP . NTV
Published under license by Eidos Interactive. Sword of the Berserk:Guts' Rage is a trademark of Eidos Interactive Limited. Eidos, EIDOS and the Eidos Interactive logo are trademarks of the Eidos Group of companies. All rights reserved. Sega and Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd.

EIDOS INTERACTIVE



The 'keepers are especially accomplished in one-on-one situations

"The original's lack of speed has been addressed, resulting in an excellent game of fast and fluid football"

Sega Worldwide Soccer: Euro 2000 Edition

DC-UK RECOMMENDS

The season draws to a close, Euro 2000 looms and *SWWS* returns, better than ever

DETAILS

Publisher:	Sega
Developer:	Silicon Dreams
Price:	£39.99
Release date:	June 2
Players:	One to four
Extras:	60Hz

Thank God for summer football tournaments. From September through to May we're in the constant grip of footie madness, kicking every ball and reacting to each bad result as if it were a death in the family. Then, out of the blue, the season cruelly finishes and we're left wandering the streets like lost and confused puppies, the three-month gap until it all kicks off again seemingly light years away. Fortunately, the kindly soccer authorities see fit to ease our pain with those glorious summer competitions, the World Cup and the European Championships, and the next festival of football is a mere month away.

Euro 2000 begins on June 10 and with perfect timing Silicon Dreams has produced the latest in the *Worldwide Soccer* series to tie in with the competition. Last year's Dreamcast version was an impressive game that provided a true simulation of football as opposed to the frenetic pinball interpretation of the sport offered by certain titles on the market. Its realistic approach and expert control system earned the game an enthusiastic seven out of ten score in issue 05, but what prevented the game from rating higher was a lack of pace that took away some of the urgency and excitement we demand from our footie games.

To pull off spectacular volleys press shoot as a cross comes over

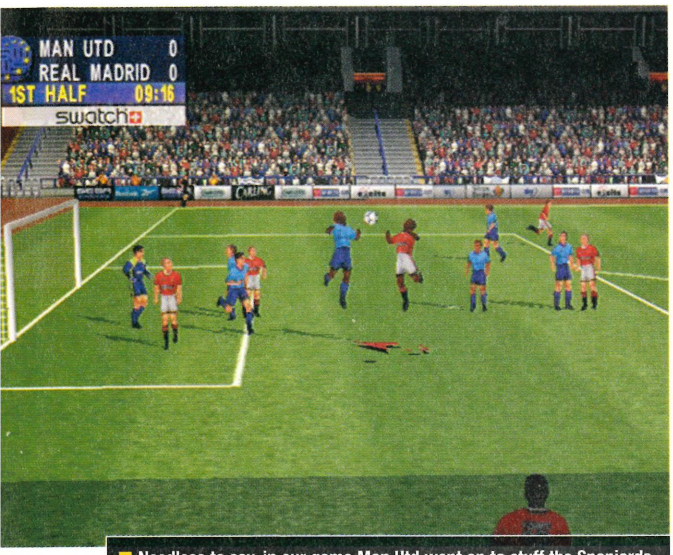
Pull back to shoot into the roof of the net as you bear down on goal

FOURPLAYER FOOTIE FRENZY

Nothing brings out the competitive spirit more than a few matches of two-on-two football action. Kick it, you spanner!

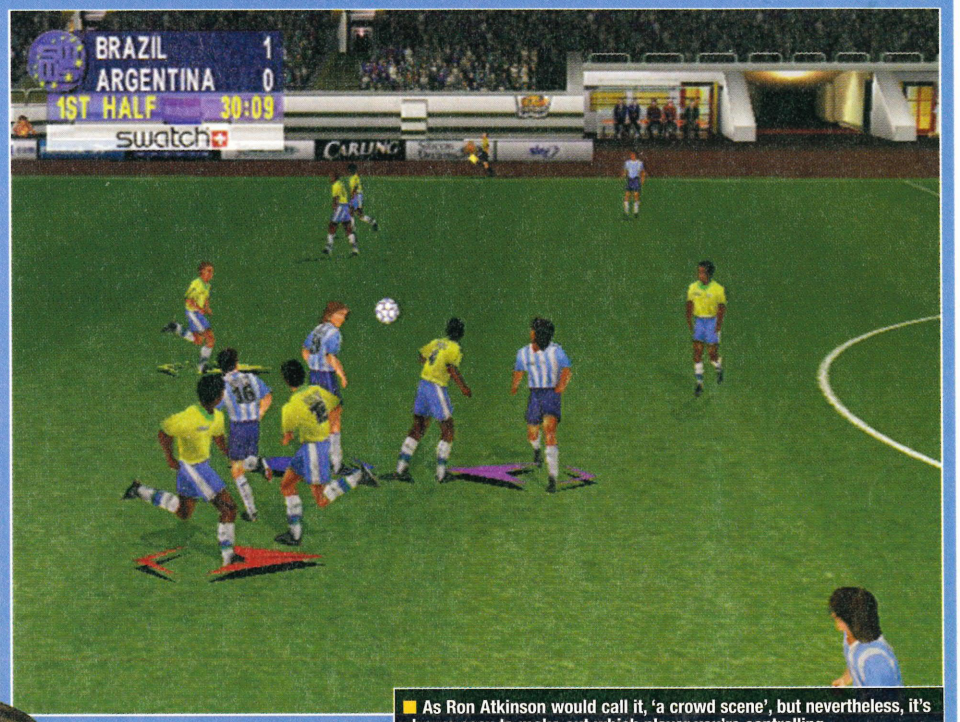
Unlike with most football videogames we've played, the fourplayer mode in *Euro 2000* actually works perfectly. Gather three of your mates round the Dreamcast, choose your teams wisely and you can embark on a great game of two-against-two football.

Each player is assigned a colour which indicates the footballer under their control and the CPU changes your player rapidly and intelligently as you move around the field. In fact, it all works so well it could even replace normal twoplayer games in our affections.



■ Needless to say, in our game Man Utd went on to stuff the Spaniards

■ Desailly having to cover for the hapless Leboeuf. Again

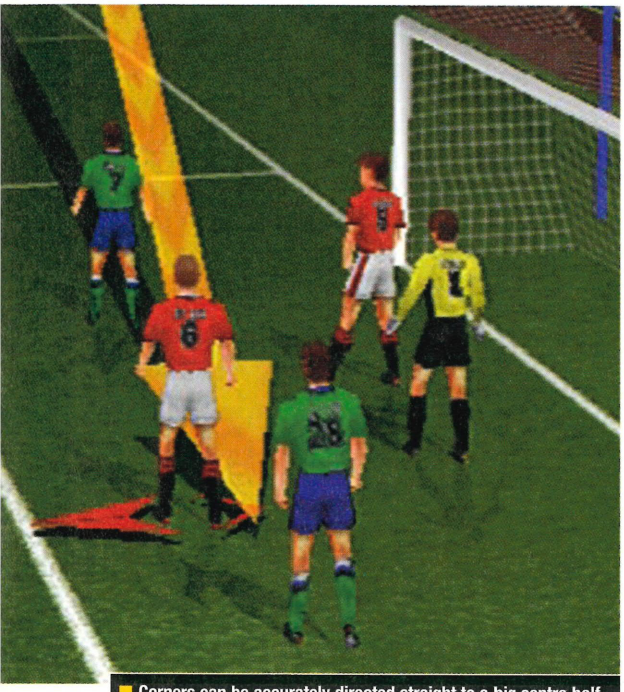


■ As Ron Atkinson would call it, 'a crowd scene', but nevertheless, it's always easy to make out which player you're controlling

So, with the sequel placed inside the Dreamcast and an expectant **DC-UK** team crowded around the games room, the big question was: "Has Silicon Dreams speeded up the gameplay?" Thankfully, the answer is an emphatic yes and the game is all the better for it. The main criticism of the original has been comprehensively addressed with the wise inclusion of a speedometer allowing you to set the pace to whichever tempo suits your footballing needs. It's now so quick that, set to the highest speed, the players leg it around as if they're part of the comedy chase sequence at the end of The Benny Hill Show. Position the meter at a sensible mid-point and you'll be rewarded with an excellent game of fast (but not too fast) and fluid footie, and you can't ask for much more than that.

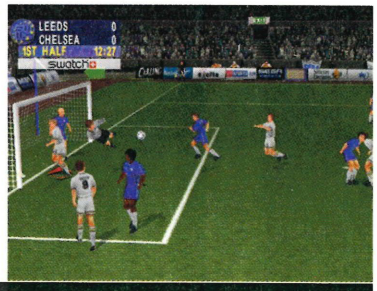
But there is more, oh yes, because as well as the Domestic League mode (featuring all the premier division teams from nine countries – England, Scotland, France, Spain, Italy, Germany, Holland, America and Japan) and the International Cup (which is the World Cup going under a different name to fool the licensing police) that have been retained from the original *SWWS*, there is the all-new Euro Championship competition. Although Sega doesn't have the official Euro 2000 licence (naturally, EA has it as well as every other licence in the world, including the one to print money) this mode replicates the format of the European Championship and all the groups are organised as they will be in June; with England up against Romania, Portugal and the pesky Germans.

Apart from the new speed option the most impressive and welcome improvement is in the sound quality. Commentary is provided by Football Italia's James Richardson (introductions) and Peter Brackley (match commentary), with expert analysis courtesy of Trevor Brooking, and a very good job they've done too. Their comments are usually pertinent to the action and, because Sega

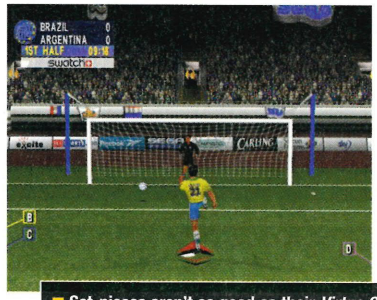


Corners can be accurately directed straight to a big centre half

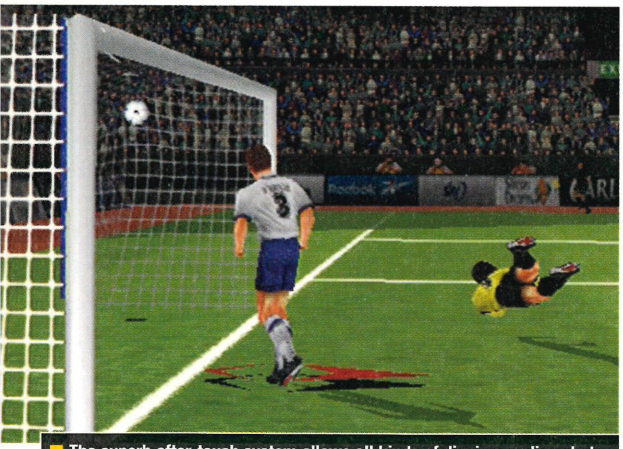
Annoyingly, only short-range free-kicks provide the preferred view from behind the play



Leeds take a deserving lead against Chelsea with a Bowyer header from a Wilcox corner



Set-pieces aren't as good as their *Virtua Striker* equivalents. Particularly the dodgy free-kicks



The superb after-touch system allows all kinds of dipping, curling shots

only has permission to use the correct names of the British-based players, we even get some amusing pronunciation such as 'Batis-toot-a' and 'Ronald-oh.'

Additionally, the crowd noise is the best we've ever heard in a footie game with the deafening vocal support including audible chants and immediate responses to the in-game action – be it cheering goals, booing vicious fouls or berating the referee for outrageous red card decisions. It all adds up to a superb big match atmosphere that's comfortably noisier than watching some real-life games.

Another new feature in the game is noticeably improved AI where the CPU opposition will change their formation from offensive to defensive depending on the score-line. If they're trailing with only a few minutes left they'll commit players to attack for a final, desperate cavalry charge, and if they're clinging on to a slender lead they'll frustrate you by shutting up shop with a packed defence.

As far as the actual footballing gameplay is concerned, Silicon Dreams appears to have employed an 'if it ain't broke, don't fix it' policy. The only thing that really needed changing was the speed of play and with that sorted out everything else falls into place with the overall feel of the game just about spot on. After playing the enjoyable but horrifically basic *Virtua Striker 2* it's a joy to get back to real football where you can do more than just pass, shoot and tackle and the players don't inexplicably run away from the ball like crazy buffoons.

The analogue control system is still the best in the business allowing total manipulation of the height, dip and curl of your passes/shots by rotating the analogue stick. The manual ball skills have also been retained, allowing you to bamboozle your opponent with a simple

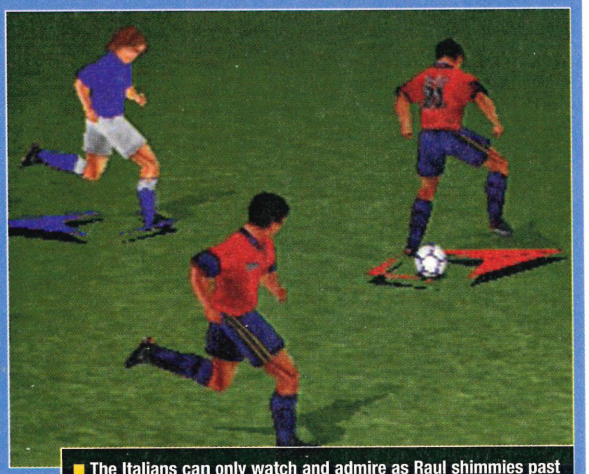
> "With the speed of play sorted out, the overall feel of the game is spot on"

SUPER SILKY SKILLS

Rivaldo can take his ball and go home. We've got enough fancy skills to leave the great man gawping

The super-cool manual ball skills from the original *SWWS* are thankfully still available to show off with, and are among the many factors that make it stand out from the skill-free likes of *Virtua Striker 2*. Pressing the right trigger in conjuction with a direction allows you to beat your marker with tricks such as step-overs, shimmies and drag-backs. Hitting pass twice in succession produces a defence-splitting one-two and you can also quickly reverse your direction to perform a Cruyff turn and sell the opposition the most outrageous dummy in football. Very satisfying, indeed.

■ Coley performs a cheeky Cruyff turn, buying him time to hit a cross



■ The Italians can only watch and admire as Raul shimmies past

■ After winning Euro 2000 you'll unlock new stadia such as Wembley, the Nou Camp and San Siro

■ Hit a cross too close to the goalie and he'll usually claim it successfully

> "*SWWS: Euro 2000* is the best footie game currently available on Dreamcast"

press of the right trigger (see Super Silky Skills box).

In essence, *Euro 2000*'s interpretation of the beautiful game is a well-balanced mixture of arcade fluidity and the realism of a simulation. Unlike *Virtua Striker*, the game does allow you to retain possession for more than a nanosecond and plan your moves with a modicum of control. Yet it's not so realistic that it becomes impossible to break down defences and have a laugh scoring long-range overhead kicks or dribbling past players with the ball glued to your feet like a mini-pixellated Giggsy. The result of this balance between real football and sexy football is that, in our opinion, *SWWS: Euro 2000* is the best footie game currently available for DC.

However, with the speed problem fixed there has to be something for us to pick holes in and the only major gameplay flaw we can come up with is the dodgy free-kick system. Apart from close-range set-pieces where the camera moves behind your player to give you a head-on view of the goal you're attacking, the rest of the free-kicks take place from the side view. This doesn't work, as it leaves you with no idea of what's going on in front of you and it's impossible to know whether to shoot or where your team-mates are positioned to collect a pass. Admittedly, it's hardly serious enough to ruin the game but it is annoying that for most of the free-kicks you're given you'll have to resort to hitting and hoping.

Another criticism we have is that the graphical performance of the game doesn't really push Dreamcast's capabilities. The stadiums all look great and the shadows and lighting effects are nice, but the player models let the side down and still look like PlayStation footballers in comparison to the visual quality of the *Virtua Striker* players. Again, this fault won't seriously diminish your enjoyment of the game and, let us not forget, the greatest football game ever created, *Sensible World of Soccer*, didn't exactly have graphics to die for.

When the summer football madness begins and England inevitably lose to Germany on penalties, *Sega Worldwide Soccer: Euro 2000 Edition* is the game you should have in your possession for replaying the match and rewriting history in the interests of justice. It's the new Dreamcast footie champ and, let's face it, the only means through which England are likely to win the trophy this year ■

Lee Hart

DC-UK VERDICT

GRAPHICS
The stadiums look great but the players remain inferior to their *Virtua Striker* equivalents

GAMEPLAY
The increase in speed makes all the difference. A fast and fluid football sim

SOUND
Decent commentary and a fantastic crowd produce a quality big match atmosphere

MULTIPLAYER
Great in twoplayer and works admirably in the two-a-side fourplayer mode

OVERALL
The best football game you can get on Dreamcast at the moment

8
OUT OF TEN

The replay mode enables you to select the sexiest camera angle

"The sensation of speed is fantastic, resulting in the kind of reckless excitement few driving titles can compete with"

V-Rally 2: Expert Edition

Get ready for the fastest, wildest and dirtiest racer on DC. Stop! Rally time!

DETAILS

Publisher:	Infogrames
Developer:	Eden
Price:	£39.99
Release date:	May 12
Players:	One to four
Extras:	60Hz

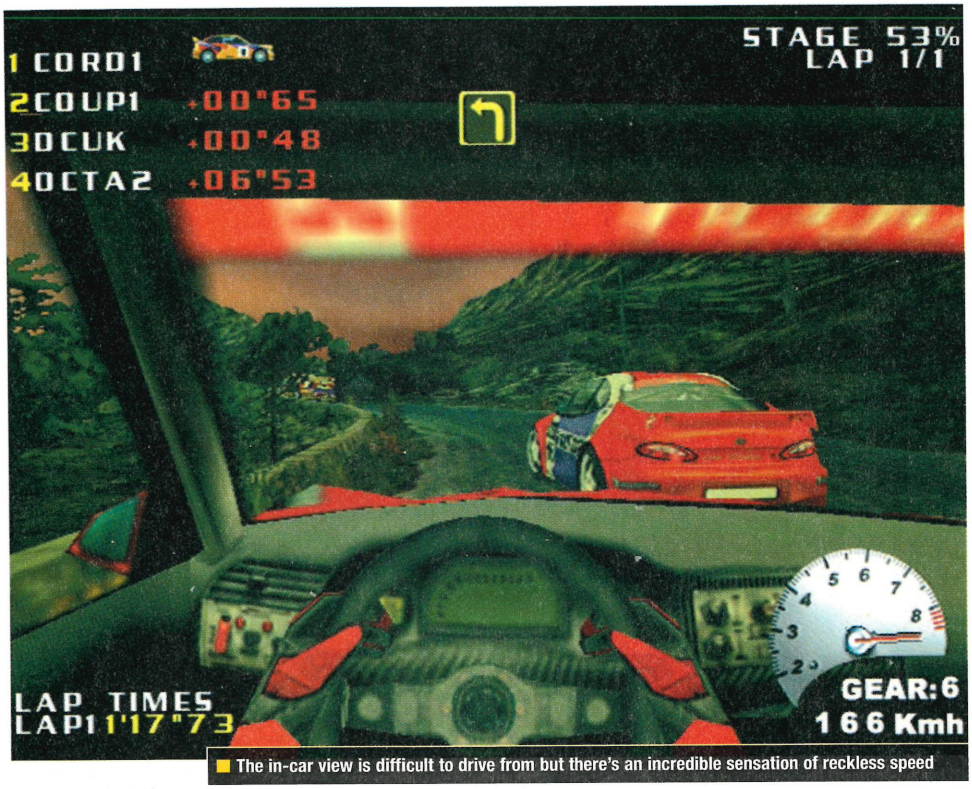
After spending a lazy Sunday afternoon flicking between the San Marino Grand Prix on ITV and the Spanish rally on BBC2, one fact became irrefutably clear: the skill required to race on dangerous terrain at ridiculous speeds in little more than souped-up family saloons makes the F1 drivers – with their high-tech vehicles and smooth tracks – seem like a bunch of pampered ponces. The world of videogames is currently reflecting the relative merits of the two sports with the likes of *Sega Rally 2*, *Colin McRae* and *V-Rally* overshadowing their formula one rivals and proving that offroad is currently the driving daddy. To further the rallying cause, *V-Rally 2* has skidded through a dirty great puddle and soaked Dreamcast with glorious racing fun. Let's get mucky!

To be brutally honest, Dreamcast doesn't really have a top-notch driving game as yet (*Crazy Taxi* provides irresistible arcade japes but it can hardly be described as a true racing game). The title we all expected to carry the flag for DC motorists was *Sega Rally 2*, but that turned out to be something of a disappointment with its floaty cars and uninvolving tracks (as well as the shameful pop-up) tainting the memory of Sega's arcade classic to a certain degree. Thankfully, Dreamcast owners no longer need fret about being left behind on the starting grid, because *V-Rally 2* supplies enough full-throttle action to satisfy rally masters and road racers alike.

Released on PlayStation and PC last year to enthusiastic sales and reviews, the Dreamcast incarnation of *V-Rally 2* has been dubbed '*Expert Edition*' but, basically, it's a straight port of the PC version. Graphically, however, the game looks better than on any other format with solid landscapes and detailed high-resolution car models running at a speedy 30 fps.

All the options and gameplay modes

The snowy environs of Sweden provide a fast and slippy experience



The in-car view is difficult to drive from but there's an incredible sensation of reckless speed

remain unchanged. The superbly comprehensive track editor is in place, allowing you to design an almost limitless number of courses (see Make Your Own Track on page 074). 16 vehicles are available across three different performance classes: World Rally cars include models such as the Subaru Impreza, Ford Focus and Mitsubishi Lancer; 2-litre kit-cars feature everyday road vehicles like the Peugeot 306 and Renault Megane; while the least-powerful 1.6-litre runabouts are those housewives favourites the Citroen Saxo, Nissan Micra and Peugeot 106. There are also ten bonus cars to unlock by winning various competitions – beating the first level of Arcade mode rewards you with that retro rally classic, the Escort XR3i, for example.

The selection of playable modes covers all the racing bases. There's the standard Time Trial against the clock, Arcade has four cars racing through three stages over 18 tracks and V-Rally Trophy also has three other vehicles to compete against as you try and progress from European to World Champion to Expert in order to lift the trophy. Finally, the Championship mode provides the traditional rally experience as you race against the clock attempting to beat the times of all the other drivers.

Disappointingly, this doesn't replicate the multi-stage format of the World Rally Championship (as seen in *Colin McRae*) and only has two stages of racing to compete in. Neither are there any real-life rally drivers to play as or race against, which would have added greatly to the game's sense of realism. But then, realism isn't strictly what *V-Rally 2* is about. The emphasis of the gameplay is on fun rather than simulation and what it lacks in authenticity it more than makes up for in barnstorming racing thrills.

With its loose arcade handling and blistering speed, *V-Rally* is the perfect game for just hitting the accelerator and charging around with reckless abandon. Cornering can often be a case of ignoring the brakes and simply easing off the throttle, throwing the back-end of the car into the bend, flooring it again and powersliding through the turn without losing any momentum. It won't win you any prizes from driving instructors but for sheer exhilaration it can't be beaten.

4 PLAYER MODE

Wince in horror as the team goes head to head

V-Rally 2's multiplayer options are fantastic, allowing up to four of you to compete in the Arcade and Trophy modes, with split-screen racing boasting barely any slowdown (although there's an understandable loss in graphical detail). Like any other split-screen fourplayer game you really need a sizeable TV to get the most out of it, but once you're on the track there'll be laughs aplenty as races with your 'friends' turn into the kind of violent vehicular spectacles not seen since Death Race 2000.

To test the quality (and discover the DC-UK rally champ), four of us battled it out over three races full of crashes, grudges and disgusting swear words. It wasn't pretty...

ON THE GRID...

Lee Hart
The rally master is now going under the name Colin McRae.
Results: 1st, 1st and 1st

Keith Stuart
Led race one for at least a minute. Gloated for a while. Then crashed
Results: 3rd, 4th and 4th

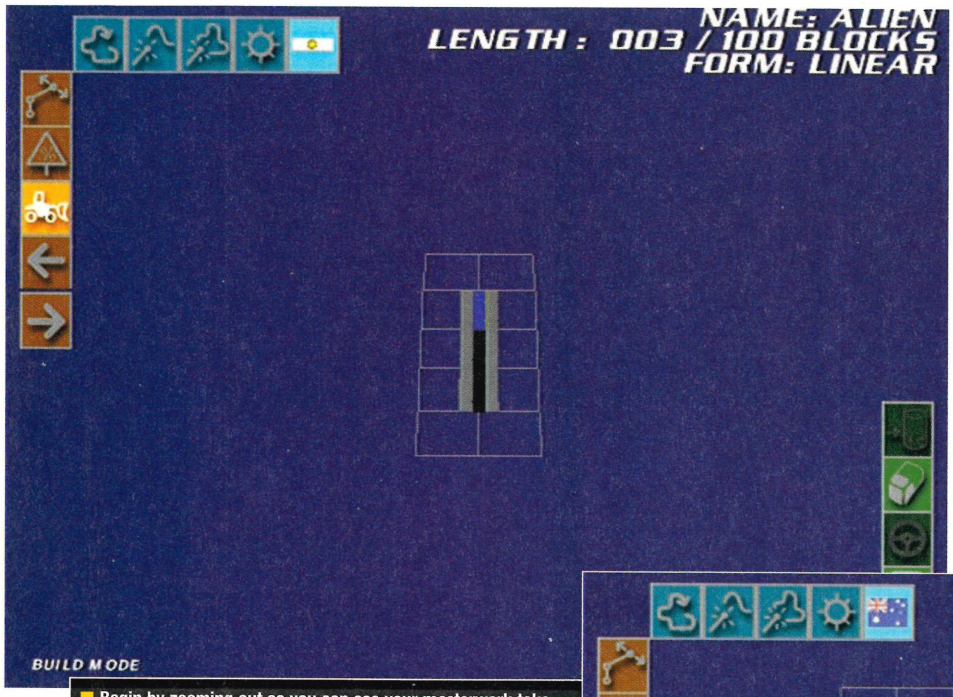
Karl Jaques
Recovered well after spending the first race on the car roof.
Results: 4th, 3rd and 3rd

Stephen Lawson
Always the bridesmaid, Stephen could never quite do enough to win.
Results: 2nd, 2nd and 2nd

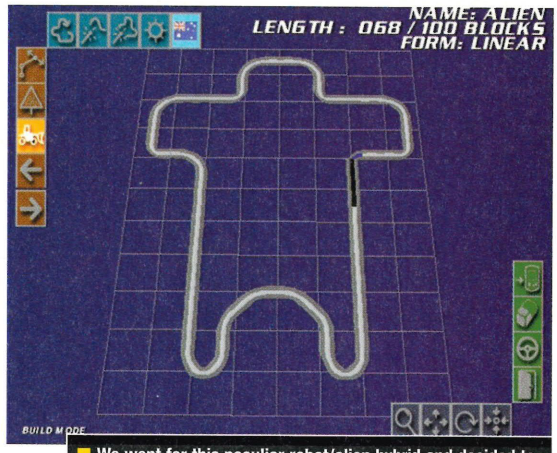
WINNER...

FINAL RANKING

1 Lee Hart
2 Stephen Lawson
3 Karl Jaques
4 Keith Stuart



■ Begin by zooming out so you can see your masterwork take shape, then start constructing the track using up to 100 blocks



■ We went for this peculiar robot/alien hybrid and decided to set the monstrosity in Australia with glorious sunny weather

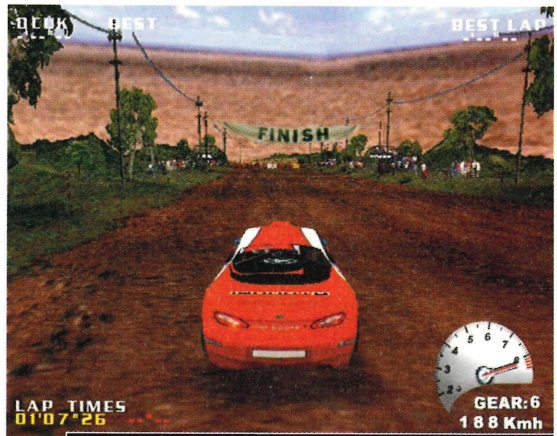
MAKE YOUR OWN TRACK

Fancy a limitless number of tracks to race on?

Behold one of the most comprehensive and user-friendly track editors we've ever come across! The first job is to decide if your magnum opus is going to have a linear form (a race from one point to another as in rally stages) or be a looped course (allowing continuous laps). After that's settled, you can go about the simple task of building the thing. Anyone familiar with constructing a Scalextric track will find it a doddle as it's just a matter of laying down pieces of track, bearing in mind there's a limit of 100 blocks to work within. The shape is entirely dependant on your own preference and once it's decided you can use the Elevation and Bend modes to stretch the track into the kind of hills, valleys and corners that make a challenging rally course. You can even change the weather and country of origin which determine the surface it will have (eg, Sweden is snowy). With everything sorted you can test-drive the course before saving to a VM. The only limits are your imagination and memory space.

■ With the shape of the track settled, you can now use Elevation mode and Bend mode to define the height of the hills and valleys in the course and the tightness of the corners, respectively

■ The next step is to get out on the track and test it. Are there enough straights/bends/hills?



■ If the course needs altering just head back to the editor. But if it meets your approval you can save it forever on a VM

■ The loose arcade handling allows you to powerslide through most corners with only a minimal loss of speed. Better slow down for the hairpins, though

■ The four-car races provide a welcome opportunity for road rage tactics. "You're not fit to drive a golf club, you monkey!" "Kiss my arse!"

Although the game regularly lets you get away with driving like a madman at maximum speed, the ultimate secret to success is to pay attention to your trustworthy co-driver. He or she (depending on your preference) calls out prior warning of the approaching bends; detailing how tight they are and how quickly they can be taken. While most of the time you'll be powersliding through them with little speed-loss, it's wise to take heed of the co-driver if a hairpin is mentioned, as you'll end up skidding along on the roof unless you slow down considerably or, more skilfully, slam on the handbrake for a sharp turn.

But no matter how well you drive, all too often you'll find yourself going wheels over bonnet and landing in a crumpled heap thanks to the game's most serious problem – collision detection. It is simply far too unforgiving, as you can be bombing along, minding your own business, when a slight brush against the scenery causes you to become snagged and grind to a complete standstill. This may be realistic (making contact with a cliff or a tree stump is likely to slow you down a tad) but given the arcade nature of the racing it would be much better if minor collisions just threw you off balance and gave you the opportunity to regain control rather than stopping you dead. As it is, it can be exceedingly frustrating when even a slight mistake has the potential to ruin your chances of winning.

Another criticism would be that

■ That Essex favourite the Escort XR3i is the first of ten unlockable bonus cars

V-Rally 2 doesn't quite *feel* as downright dirty and dangerous as the classic *Colin McRae Rally*. The Codemasters game really captured the essence of rally driving and everything from the sound effects to (more importantly) the way the cars reacted to different terrains, was perfectly replicated. *V-Rally 2* can't match that kind of realism but it would be unfair to overly-criticise the game for it's lack of simulation detail when that isn't what it's trying to be. *V-Rally 2* is an arcade racer that just happens to be based on rallying, and in those terms it delivers in spades.

No other rally game provides both head-to-head, four-car racing (in multiplayer too) as well as the traditional rallying format of one car against the track. The sensation of speed is fantastic (especially from the in-car view), resulting in the kind of reckless excitement few driving games can compete with. The generous selection of cars all handle differently based on their gear ratios, suspension, oversteer/understeer and brake distribution (all of which you can tinker with in the garage). The incredible amount of tracks are spread across 12 countries and the different terrains – tarmac, snow, gravel, mud, etc – offer a varied challenge and are consistently well-designed. If you think otherwise you can just use one of the best track editors we've seen to create your own. There really is no excuse not to enjoy this game.

V-Rally 2: Expert Edition certainly has its problems but when you examine all its positive aspects and lose yourself in the intensity of its driving action, it soon becomes clear that this is not just the best rally game on Dreamcast, it's the best racing game full stop. *Colin McRae Rally* may be revving up to speed onto DC in the coming months but it'll have to go some to leave *V-Rally 2* eating gravel ■

Lee Hart

> "*V-Rally 2* is an arcade-style rally racer and in those terms it delivers in spades"

DC-UK VERDICT

GRAPHICS
Scenic tracks with superbly-detailed cars hurtling along at a pacy 30 fps

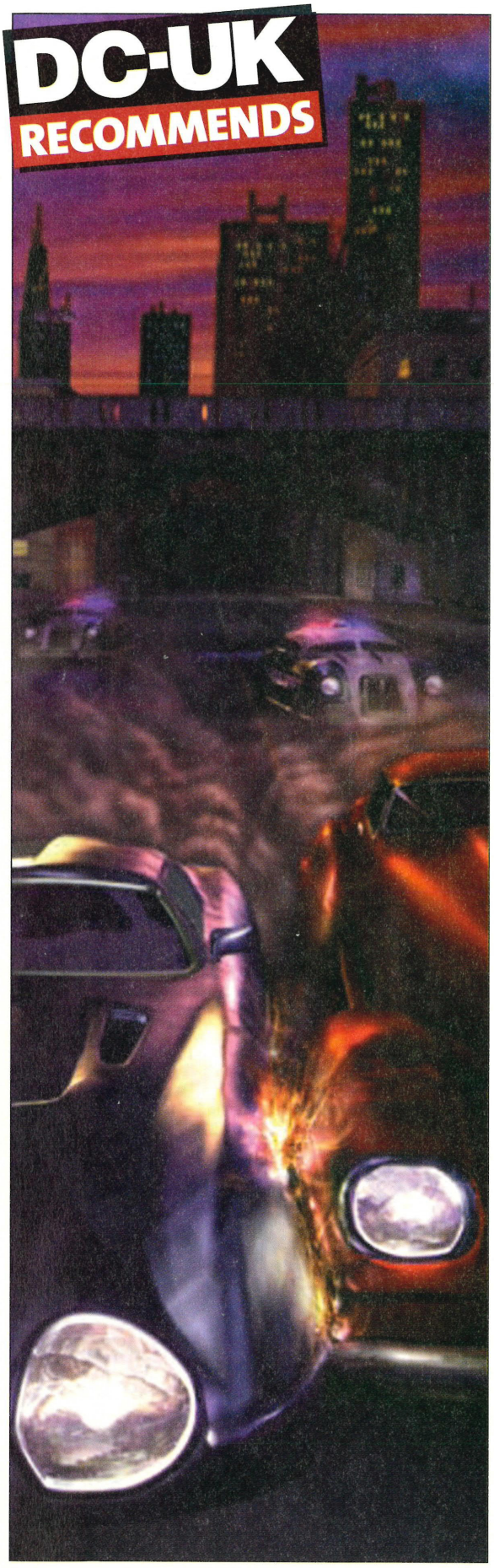
GAMEPLAY
Fast and furious with loads of modes to push your rally driving skills to the limit

SOUND
Terrible big beat soundtrack. Turn it off and listen to the authentic engine roars

MULTIPLAYER
Get a big telly and you'll be rewarded with top-notch fourplayer racing action

OVERALL
The best racing game on Dreamcast. Blistering speed and arcade thrills abound

8
OUT OF TEN



> "Like the best gangster movies, respect is central to *GTA2*; if you ain't got it, you're ass is cashing welfare cheques"

GTA2

The infamous cop-killer runs amok on Dreamcast. We report from the crime scene

Okay, before we go any further into this controversial crime caper, yes, it is a port of the PC version of *GTA2* and no, that's not actually such a bad thing. Why? Because it plays great and looks fantastic, with the sort of graphical touches usually reserved for top-drawer 3D games.

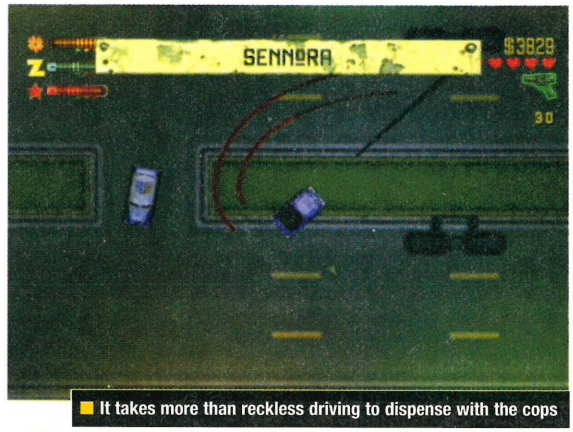
For those who've slept Rip Van Winkle-like for the last five years, *Grand Theft Auto* was a smash (and grab) success on PlayStation and PC and was updated with a London-based add-on before the release of this long awaited sequel last year on the same formats. The aim of *GTA2*, like its predecessors, is to carry out crimes for the local hoods, getting paid for jobs you pull off successfully. However, where *GTA2* differs from the previous games is that there are now seven rival gangs located in three massive cities. Each gang's territory is represented by a coloured arrow next to your character on screen; to get to a gang's turf, you just follow the arrow.

When the game begins you're standing next to a ringing phone booth. Wander towards it and you're greeted by a shady character who introduces you to the city and explains how things 'go down' in the 'hood. As is now customary in the series, phone boxes are crucial to *GTA2*, as it's from these you are given jobs. Within minutes of play, you're awarded a slick black motor to tour the first city and its three crime patches.

FINEPOINTS

Publisher:	Rockstar Games
Developer:	Liquid Games
Price:	£39.99
Release date:	Out now
Players:	One
Extras:	60Hz

Once you hit the road and take your debut jaunt round the town, you realise how much things have changed since the original *GTA*. Obviously, the graphics are much improved. What struck us first was the use of colour and realistic lighting effects, which gives the cities a grittier look and feel – it's like being magically transported to the South Bronx. Flame effects are clearly superior to any other console's: torch a non-player character with a flame-thrower and the fire licks over their body, engulfing them, then leaving a pile of black ashes where there was once flesh and bone. Mmm, we love the smell of chargrilled human in the morning. The lights on top of police cars, fire engines and ambulances look great too, with the beams diffusing gradually the further from their source they are. The



It takes more than reckless driving to dispense with the cops

■ The pulled-back helicopter-style view comes into effect when you put the pedal to the metal. It works a treat, too

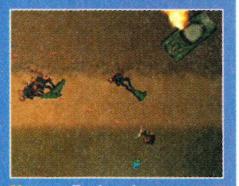
DO YOU WANNA BE IN MY GANG?

In the mean streets of *GTA2* there are more gangbangers than an Ice Cube or Traci Lords movie. Let's get involved...

Each of *GTA2*'s three cities is divided into three gang territories, with a neautral zone in the middle of town. You can choose to work for any gang you wish, but first you need to earn some respect. This is easy: just roll up on a rival gang's patch and spray the muthas up. YEA, FOOL! BUCK! BUCK! BUCK! etc

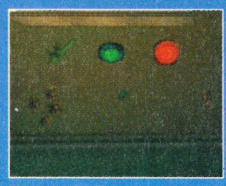
Name: Hare Krishnas
Turf: Vedic Temple, Tabernacle, Maharishi and Narayana
Profile: Peaceful gangsters who destroy guns and technology

Name: Loonies
Turf: Sunnyside, Fruitbat
Profile: Bunch of anarchistic nut jobs who, not content with taking over the asylum, now want to destroy society



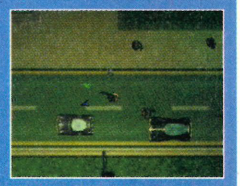
Name: Rednecks
Turf: Mobile RV Park, Guntersville, Redemption
Profile: Religious zealots as seen on Louis Theroux. Brew moonshine and hate strangers

Name: Russians
Turf: Azari Heights, Pravda, Lubyanks, Krimea
Profile: Steal US cars and weapons to ship to Russia. Also involved in trade of body parts. Eugh!



Name: SRS
Turf: Xanadu, Dominatrix, Stromberg, Largo
Profile: Nutty scientists bent on converting society to eugenics, GM food and euthanasia

Name: Yakuza
Turf: Shiroto, Funabashi and Ukita
Profile: Oriental hoods with expensive taste in clothes, cars and weapons. Flash gits



Name: Zaibatsu
Turf: Control patches in all three cities
Profile: Sinister corporate gangsters with fingers in every pie – including politics

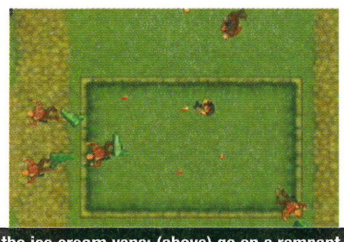
cities are much larger too, warranting plenty of exploration, whether on foot through the back streets and buildings or in a stolen vehicle bombing along dual carriageways and by-passes.

When you reach your first gang phone box, you'll probably be told to come back once you have enough respect. Like all the best gangster movies, respect is central to *GTA2*; if you ain't got it, your ass is cashing welfare cheques. To earn respect from one crime family you have to mow down a certain number of their rival gang's members. There are three meters on screen that display just how much R-E-S-P-E-C-T you've got, so you'll know to be on your toes if you stray into enemy turf (if your respect is less than zero in that patch, the hoods will open fire on you). Of course, your mission objectives are entirely illicit: for example, plant a bomb in a rival gang's turf or take a getaway car to the garage and have it resprayed. Actually, if you can imagine last year's PlayStation hit *Driver* (which owed a lot to the original *GTA*) but from a top-down 2D perspective (à la *Spyhunter* and *APB*), you're pretty close to how *GTA2* plays.

Get into the nitty-gritty of its gameplay and you start to appreciate what the fuss was about when *Grand Theft Auto* was released to a horrified public all those years ago: this game actively incites you to wanton acts of violence. Pedestrians in your way? Ah, what the hell – knock the muthas over (complete with red splat and crunching of bones). And what's that shiny token over there? A Kill Frenzy that involves wiping out ten vehicles with a rocket-launcher within the time limit. Excellent. Thankfully, the violence is cartoony, but the fact that you end up taking such pleasure from slaying police and innocent bystanders is still quite disturbing. Of course, the boys in blue won't stand for it and will try their damndest to bring you down, wading in on foot or pursuing you in their nippy cop cars. The police are more

BONUS LEVELS

There are nine mini-games; three per city. To unlock them you have to complete every mission and collect all the *GTA2* pills



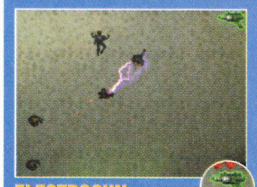
■ (Left) Destroy all the ice cream vans; (above) go on a rampant killing spree; (right) race round the track, squishing pedestrians

Being able to steal a cab and act like De Niro in Taxi Driver is one of *GTA2*'s coolest features

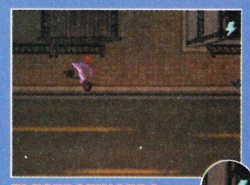
CHOOSE YOUR WEAPON

Although it's great fun to speed around town in a stolen car, things really kick off once you're tooled up

There is a smorgasbord of sexy weaponry at your disposal in *GTA2*. Most of it can be found lying around back streets and buildings, though some of the more exotic hardware is available from gangs who respect you or by going on Kill Frenzies. Here are a few of our favourite things...



ELECTROGUN
This can be found in one of the later bonus games and it's a real hoot to use on your unwitting fellow humans



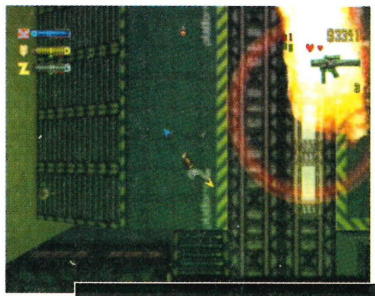
ELECTROFINGERS
Much like the Electrogun, this. It can be found down a certain back street. No, we won't say which one – get hunting!

FLAMETHROWER
"Hot in the city! Hot in the city toni-ight!" We seriously doubt this beauty inspired Billy Idol's '80s rock gem, but it's great

MOLOTOV COCKTAILS
Not much in life can match the feeling one attains lobbing Molotov cocktails from a great height on the little people

ROCKET LAUNCHER
This heavy metal mother is a popular Kill Frenzy aid. Great for blowing up vehicles and launching cops sky high

(Left) Another day, another dollar. (Right) Killing cops is easy when you know how



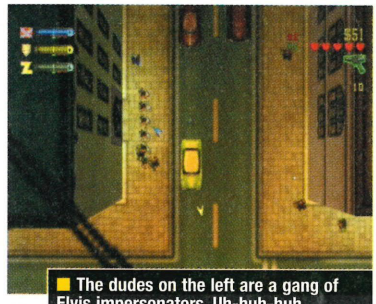
Blowing things up is sometimes necessary and sometimes just too damn hard to resist

"You start to appreciate what the fuss was about when *GTA* was released"

intelligent this time and drive like maniacs to try and cut you up. If the chase goes on long enough, they set up roadblocks and if that fails, a SWAT team is sent to bring your reign of terror to an end. It's thrill-a-minute stuff.

However, some of the game's greatest moments are found in its fine details. The citizens of *GTA2* are a real motley bunch; don't be surprised to stumble upon a gang of Elvis impersonators, for example, complete with amusing King-based soundbites. On the subject of sound, one of this game's biggest selling points on PC and PlayStation was its radio stations. Each gang territory has its own station, so when you drive a vehicle into their turf, the radio automatically tunes in. The music and DJ chatter are nicely varied, and help to bring a flat 2D environment bursting to life. Another of our favourite features is the ability to steal yellow cabs, pick up paying punters and go on a crazy taxi ride they won't forget in a hurry.

It's not all good, though. Some of the missions are too long and contain too many objectives, so you could be one goal away from securing your payment and you're caught by the cops or done over by a rival gang – very frustrating. The control system hasn't been improved on since *Grand Theft Auto* and will no doubt be the cause of a few broken joypads, as incensed Dreamcasters struggle to run, shoot, change weapon and avoid gunfire – if they can figure out which way their character is facing in the first place. And, of course, the graphics are mostly rudimentary 2D. Also, the cities are so large, we could really have done with a map in the Pause menu like *Resident Evil*'s that shows your position in relation to other strategic points.



The dudes on the left are a gang of Elvis impersonators. Uh-huh-huh

Grumbles aside, *GTA2* on Dreamcast is without doubt one of the best versions in the series. If you can get over the *Sensible Soccer*-style sprites and imperfect controls, there's a whole lot of game in here – for aspiring gangsters and hardcore gamers alike ■

Stephen Lawson

DC-UK VERDICT

GRAPHICS
Some nice lighting effects, but it's mostly nuts-and-bolts 2D stuff. Get's the job done

GAMEPLAY
Satisfying mixture of exploration and action, but some missions are too long

SOUND
Features one of the best soundtracks ever. Funky, funny and atmospheric

OVERALL
A more than worthy sequel that outclasses and will probably outlast the original

8
OUT OF TEN

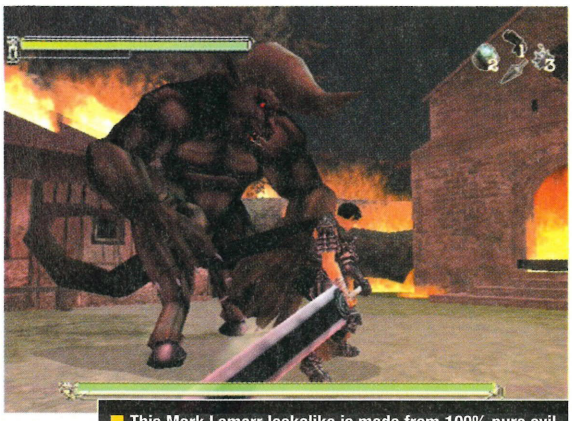
SEGA

With Dreamarena Fantasy Football 2000 you could manage Europe's greatest side. To enter, register on Dreamarena between May 15 and June 10 and pick a team from any of the 352 players competing this summer. If you've got a winning line-up, you and a friend could be off to Colombia for the Copa America next summer.

Dreamarena Fantasy Football 2000

Dreamcast™

SEGA & DREAMCAST ARE EITHER TRADEMARKS OR REGISTERED TRADEMARKS OF SEGA ENTERPRISES, LTD.



This Mark Lamarr lookalike is made from 100% pure evil

"The hero's eye takes on a sinister glow as he becomes the human equivalent of a giant food processor"

Sword of the Berserk

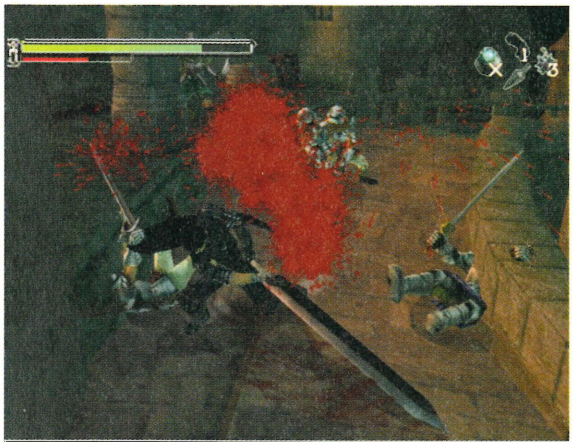
Guts' Rage

A hot contender for the Most Gory Game Ever award, this black beauty is definitely not for the squeamish

DETAILS

Publisher:	Eidos/ASCII
Developer:	Yuke's
Price:	£39.99
Release date:	May 12
Players:	One
Extras:	60Hz, Vibration

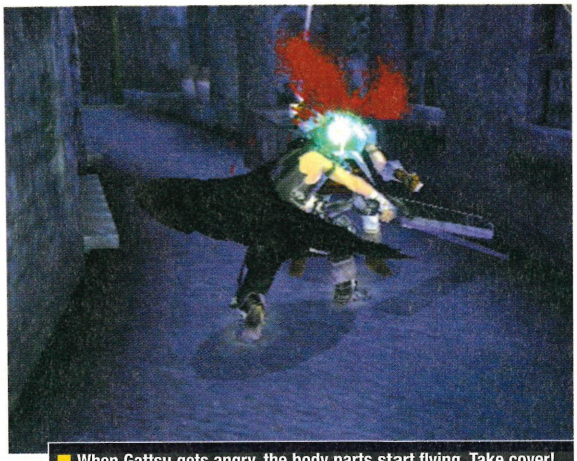
If you've ever felt the need to wield a seven-foot sword, here's the game you've been waiting for. *Sword of the Berserk* features the most unfeasibly large weapon we've ever seen, and you use it to turn mutant-infested villages into blood-soaked slaughterhouses. You play Gattsu, known as Guts to his friends and rightly feared as a psychotic nutcase by everyone else. Travelling with Casca, once the feared leader of the Hawks mercenary gang, now the mentally disturbed survivor of a massacre by the demonic servants of the God Hand, Gattsu is on a quest to find a cure for Casca's condition. The answer appears to lie with the Mandragora, a parasitic plant that infects humans and turns them into vile zombies. A fairy called Puck provides a little light relief, but otherwise it's dark, 18-certificate stuff throughout, based on a violent manga comic by Kentarou Miura.



Gattsu enjoys his work. Perhaps a little too much. He needs a hobby

The game is a mixture of hectic battles and huge cut-scenes. Right at the start, before the titles roll, you save a trio of circus performers from certain death at the hands of marauding bandits. The fight is over in a flash, after 30 or 40 bandits have met an untimely end, and you can put the controller down for a few minutes as Gattsu follows the gypsies to the nearby town in one of countless long cinema sequences. In fact, the cut-scenes make up the bulk of the game. There's no actual exploring or puzzle-solving to be

The camera sometimes takes a *Resident Evil*-style cinematic angle



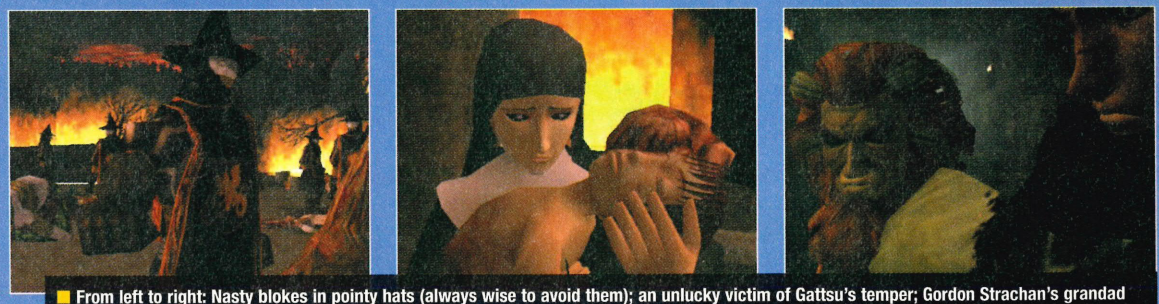
When Gattsu gets angry, the body parts start flying. Take cover!

The magnificent redness of a full-on berserker's rage. You hardly take any damage when this happens – very useful

BRING YOUR OWN POPCORN

The designers of *Berserk* have created a horror movie – as well as a sick videogame!

Sword of the Berserk features more cinematic interludes than any game we've seen. The disc is packed with cut-scenes, all rendered using the in-game characters and objects, and they're certainly up to the standard of most pre-rendered FMV movies. There are plenty of opportunities to stop and watch the characters do their thing – just keep the controller to hand for the rare moments when you're required to do something.



From left to right: Nasty blokes in pointy hats (always wise to avoid them); an unlucky victim of Gattsu's temper; Gordon Strachan's grandad

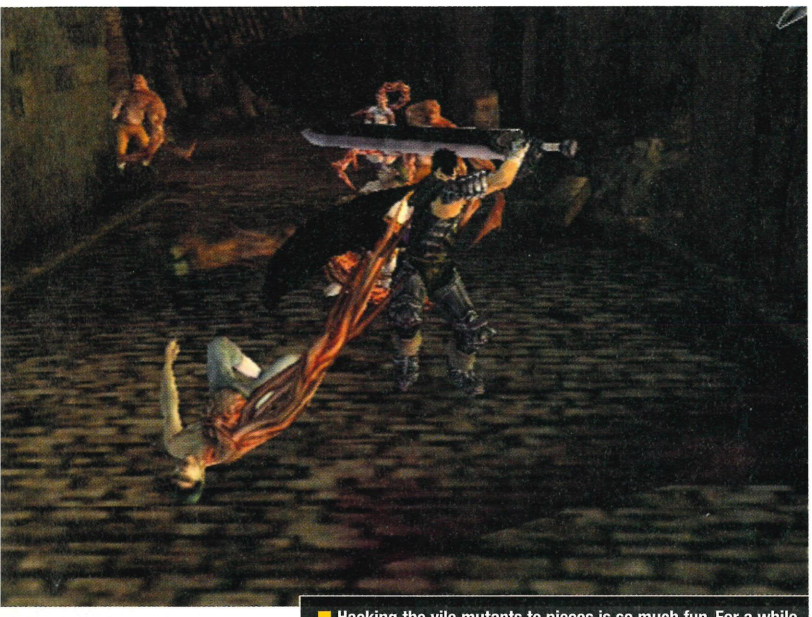
done at any time. You just watch the story unfold until there's a fight scene, do the dirty work, then watch to see what happens next. Sometimes you'll be asked to press a button during the animation to decide which path you take when the route forks, but it doesn't happen often.

Fighting in *Sword of the Berserk* is simple. You have two buttons to control your mighty Dragon Slayer weapon, and you can jump or slide to avoid getting hit. If you get a rhythm going, the Slayer hums through the air with a pleasingly meaty swoosh, sending bits of the unfortunate Mandragora victims flying all over the place. When you've shed sufficient blood, Gattsu goes into Berserk mode, during which he's almost invincible and can chop twice as much flesh. The screen turns red, our hero's single eye takes on a sinister glow and he becomes the human equivalent of a giant food processor.

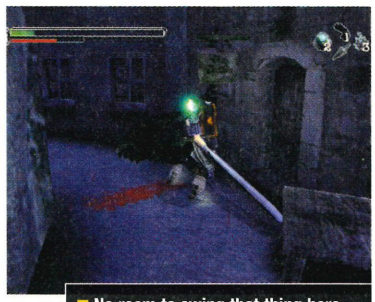
The obvious drawback with a seven-foot sword is that it's next to useless in a confined space. In the corridors of the castle the blade often clanks against the walls, bringing your fluid attack to an abrupt halt and leaving Gattsu vulnerable. You have an unlimited supply of throwing knives and crossbow bolts to keep the zombies at bay, but they're not very powerful. Luckily there are a couple of explosive weapons to thin out the population in crowded rooms.

Oh, and it's very impressive to look at. The backgrounds are so richly detailed, you'd expect them to be still drawings. It's only when the camera moves and the perspective changes that you realise the DC is rendering all this in real-time. Locations like the castle courtyard and the Mandragora village look like FMVs during the cut-scenes, even though they're created using the same models as the fight sequences, and the transition from watching to playing is seamless. The animation isn't up to the same standard though, particularly Gattsu's robotic walk.

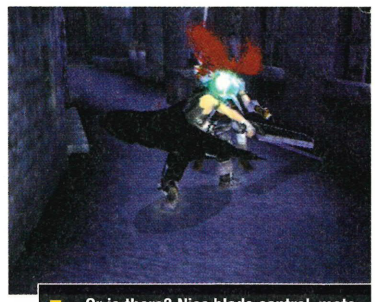
As for enemy design, the monsters appear to have been inspired by the creature from The Thing. They have bits of plants growing from unlikely places and tortured faces bulging from various parts of their anatomy. They're also recognisably human, which is how the game supplies most of its shocks and surprises. Although you can't actually dismember any uninfected characters such as knights and



Hacking the vile mutants to pieces is so much fun. For a while



No room to swing that thing here...



...Or is there? Nice blade control, mate

Hitting a couple of buttons together results in this devastating roundhouse sword swipe

A typical scene from a Friday night rampage around the Baron's castle. Go Gattsu!

"The monsters appear to have been inspired by the creature from The Thing"

bandits, there are many ways to butcher the Mandragorans, and you rarely have to face the consequences of slaughtering people who are essentially innocent victims of disease. One scene sees Gattsu chance upon a village where infected children lurch around in front of a church. Gattsu sees red, some frenzied swordplay ensues and scores of unlucky tots are hacked in two. You'll definitely feel guilty when a nun runs out of the church to calm your berserker's rage and stop the slaying, doubly so when a surviving zombie kid gives Casca a flower.

It's sick and exciting while it lasts, but whether it's worth £40 is another matter. If you skip all the cinema scenes, which you're likely to do after a few goes, there's very little gameplay to be found. The computer handles the bits that might be considered as padding, like walking from one area to another or exploring your surroundings, and leaves you the bare essentials. Finishing all three difficulty settings unlocks a prize-box mode with assorted extras as rewards for finishing the game, including the ability to play as Puck, a level select cheat and the option to watch all those movies again without playing in between.

Mandragoran kids! Give them what for

Sword of the Berserk is over too quickly, but we've had plenty of fun with it. Although it won't make you jump like *Resident Evil* does, the story is great, the voice acting isn't too embarrassing, and the combat supplies more than a bit of the old ultraviolence ■

Martin Kitts

DC-UK VERDICT

GRAPHICS
Amazingly detailed textures and realistic models. The animation isn't so hot

GAMEPLAY
If only there was just a little bit more to do. All you get is slashing and hacking

SOUND
Better-than-average voice acting and the meaty sound of chopping flesh

OVERALL
It won't last all that long, but in that time it's plenty of good violent fun

6
OUT OF TEN

c: Netscape Online

File Edit View Help

Name | Size | Modified

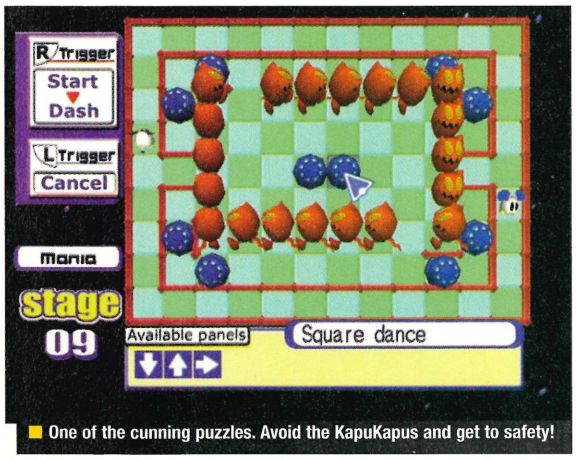
JOY

Enjoy full access to the Internet with the people who made it accessible in the first place.
Enjoy it for nothing but the price of a local phone call. Enjoy Netscape Online.

100% NET. 100% FREE.*

In association with Future Publishing. 0800 923 0009 See cover CD or www.netscapeonline.co.uk/future

* Excludes phone calls charged at local BT rate. Technical Support charged at premium rate (50p per minute).



One of the cunning puzzles. Avoid the KapuKapus and get to safety!

"*ChuChu Rocket* has it all: a fantastic fourplayer mode, devious puzzles, infectious gameplay and online gaming"

ChuChu Rocket

America goes *ChuChu* crazy as the mighty *Rocket* touches down in cyberspace. Hold tight for a UK blast-off...

DETAILS

Publisher: **Sega of America**
Developer: **Sonic Team**
Price: **£34.99 (import)**
Release date: **Out now (US)**
Players: **One to four**
Extras: **Online play, keyboard, Vibration Pack**

How many games have you played that made you squeal with joy, roar with pure rage, cry like a baby and swear like a navvy – all within the space of a minute? Don't take all day, but we challenge you to name one game as brain-numbingly frustrating yet addictive as *ChuChu Rocket*. The only thing that comes close is *Super Bomberman* on the SNES. That was almost a decade ago and although puzzle fans have been well served since then with games such as *Bust-A-Move*, *Wetrix* and *Pop 'n' Pop*, nothing has provoked the same raw emotions *ChuChu* does.

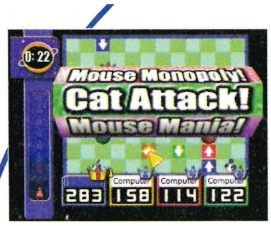
As with all puzzle games, the premise is simple: guide the space mice, called 'ChuChus', away from the marauding moggies known as 'KapuKapus', into their rockets and safety. When a game starts, mice run forwards until they hit a wall then turn right; if their passage is blocked, they'll go left. To direct them towards your rocket, you're armed with panels that send the beasts in the direction of your choice. Panels are placed by moving an onscreen cursor to the relevant position and pressing Y for an up panel (sends mice up when they hit it), B for right, A for down and X for left. It's all so simple, we're in danger of making it sound dull, so let's get into the good stuff: how it plays.

Well, the thing that's had most people more excited than the titular mice

Be befuddled no more: 1 These are the ChuChu rockets. Guide mice here, but keep the cats out! 2 One of the game's many pitfalls. Good for KapuKapus; bad for ChuChus 3 These are the cursors you have to move around the screen, pointing at the squares you want to lay panels on 4 ChuChus and KapuKapus come streaming out of these domes 5 And finally, these are the panels you dot around the board, using the X, Y, A and B buttons to choose a left, right, up or down arrow

WHEEL OF FORTUNE

You won't get anywhere in *ChuChu Rocket* unless you know how to put these excellent 'game events' to good use



Sends a gang of cats to your opponent's base

The game switches your rockets around – the bounder!

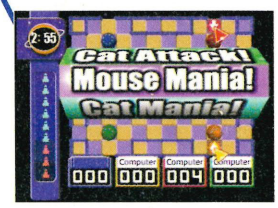
Panels are removed and you get a few seconds to switch tactics

It's the dreaded cat walk. Guide them away from your base!

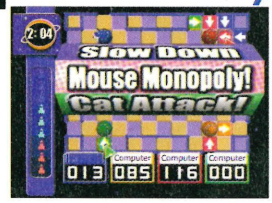
Incredible, but this runs the game even faster than normal

So many cats. What to do? Aaarghh!

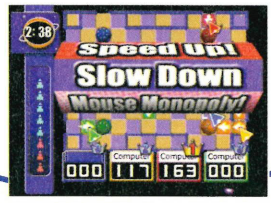
This puzzle demands lightning reflexes



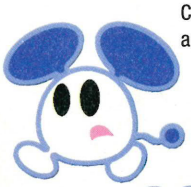
ChuChus go mental and dart around like the clappers



The space mice swarm into your rocket. Woo-hoo!



Everything slooooooowwwwws doooooooowwwwwwnnnnnnn



is *ChuChu*'s multiplayer options. As this is a review of the US release, we can't tell you yet how good the online play is; we'll cover that in a PAL update soon. In the meantime, we can say that *ChuChu Rocket*'s fourplayer is one of the most addictive multiplayer games we've witnessed. The first thing that hits you is the ferocious speed; cats and mice tear round at an awesome rate, while you try like mad to place panels that will lead the rodents towards your rocket and the feline Kapus to your opponents' ships. As well as the basic mice, there are red vermin that cause the game to pause and a wheel to spin, setting in motion a special 'game event' (see Wheel of Fortune). These mice are a great leveller, as a player who's lagging behind can use the game events to their advantage and bag a ton of rodent booty. But for the first few games, none of this will make any sense, as you'll be throwing the cursor round the screen, testing parts of your grey matter you didn't even know existed. If you've earmarked *ChuChu* for a post-pub pleaser, we recommend you serve coffee first, otherwise your boozy mates won't get it. Once you suss out exactly what you're doing, however, the game is no less nerve-wracking or thrilling and is guaranteed to keep you up well past midnight.

ChuChu's other modes are almost as compelling as its multiplayer game. There are two: Stage Challenge and Puzzle.

Stage Challenge is frantic like the fourplayer battle, as it takes place in real-time and can be tackled by one or two players. The action kicks off straight away and you have to save a certain number of mice, or else feed the cats by leading the ChuChu towards their gobs.

With the singleplayer Puzzle games your objective is to direct the mice to their rockets, avoiding cats and pitfalls. You only have a set number of tiles to do this, and a few trial runs are often necessary before you clock how to solve each puzzle. There are over 100 to crack and, although they become extremely difficult, the chances are you'll catch the *ChuChu* bug and want to play through to the end and unlock all the goodies.

ChuChu Rocket has it all: a fantastic fourplayer mode, online play, devious puzzles and infectious gameplay. If Sega Europe gets its network up and running in time for the game's UK release, DC owners will have something really special to shout (or should that be squeak?) about ■

Stephen Lawson

DC-UK IMPORTS VERDICT

GRAPHICS
Simple so things can hurtle along like they should. Still pretty, though

GAMEPLAY
Frantic and addictive in parts; mentally challenging in others. Excellent

SOUND
Cute creature sounds blended with zany tunes that suit the game to a tee

MULTIPLAYER
Absolutely flawless, blindingly fast, infectious and hilarious. Essential

OVERALL
One of the best videogames you'll ever play, especially in the multiplayer modes

9
OUT OF TEN

"The crudely-drawn sprites slapped on top of all this look dated"

Mai's tag partner takes a pasting from the man-mountain Maxima

King Of Fighters '99 Evolution

Despite a brave challenge, it looks like developer SNK will be knocked out by Capcom's best 2D fighters once again...

DETAILS

Publisher:	SNK
Developer:	In-house
Price:	£49.99 (import)
Release date:	Out now (Japan)
Players:	One to two
Extras:	VM, Neo Geo compatible

Are you the type of person who shamelessly mocks the popularity of *Dead or Alive 2* and *Soul Calibur* and thinks that gaming was best when the SNES ruled supreme? Then you'll have a field day here. Lacking the wide appeal of the Capcom fighting games, it's always been the small (but ever faithful) band of beat 'em up aficionados that have held the SNK game in such high regard. Shunning the more recent advancement into the third dimension, SNK keeps tirelessly producing highly competent fighting games year after year after year... etc.

While there's nothing seriously wrong with the games, you do feel that they're always playing catch-up to the runaway Capcom. For example, this latest *KOF* game (humorously sub-titled '*Evolution*') has, as a ground-breaking inclusion; the ability to bring on a second player for a special 'Duo' attack. Forgive us for possibly not quite understanding the whole retro thing as much as we could but, when you're up against *Dead or Alive 2* which, arguably, is the best fighting game yet to appear on Dreamcast with seamless tagging appearing second nature, *King of Fighters '99 Evolution* seems to be not so much a step backwards as an almighty leap into the cobwebbed past.

Other new advancements include (shock horror!) three-dimensional backgrounds. Joking apart, they're actually very good. You're treated to a gentle swoop through a section of the stage at the beginning of a round and then, as you're fighting, you cannot help but notice the supreme attention to detail happening behind you. That said, the pixellated and crudely-drawn sprites that are slapped on top of all this graphical wonderment do look extremely dated.

Choi is a vicious mini Freddy Krueger, complete with hat and claws

The moments when three fighters are on screen at once are the best

SIMON SAYS

Whatever *Street Fighter* does, then *King of Fighters* will eventually do the same. For example...

The fighter K' has a great move – shown here. And to activate it? A swift quarter-circle away from your opponent and a nifty jab on the kick button. Hmm.

By performing the same move as K', Terry (the old *Fatal Fury* fave) launches into the Crack Shoot.

Mai's Kachou Sen appears quite familiar... it would seem that her and Chun Li shop at the same boutique.

Andy Bogard has a punishing kick that steals from the *Street Fighter* move guide. It's unleashed with a half circle towards the opponent and a quick stab on the kick button.

Here's how the extremely average 'tag' option works. First you choose two characters. One's on screen all the time and the other can be brought on occasionally for a special move. Hardly inspiring, really.

Some of the levels' backdrops are impressive, but can't compare to the forthcoming *Marvel Vs Capcom 2*'s for sheer class

"Eat our fiery fists, you pyjama-wearing midden!"

Even though the special moves are ripped off from *Street Fighter*, they sure look pretty

For the moves list, see practically any *Street Fighter* game. Quarter and half-circle moves (both forwards and backwards) are commonplace and despite the inclusion of a few impressive combos and super moves, there's not the attention to detail that's so evidently present in every recent Capcom fighter.

If you're after a game with substance in other directions, though, you might find yourself warming to *KOF*. You start the game with a truly impressive 33 characters and, after working out the points system (more on that later), you're rewarded with an extra eight. Sure, most are just variations on a common theme and, after a short while, you'll notice Ken's Dragon Punch making an appearance in one character (Athena) and there's more projectile attacks that are started with down, down/forward and forward (plus a punch button) than we really care to list.

Your skill in each of the battles is rewarded at the end with points and it's this system which is the key to unlocking the hidden characters. The better you do and the more skillful your game (non-repetition of 'cheese' moves plus plenty of special moves) means that you'll gain a decent enough total to release another one. Original, but we still prefer battling through a mountain of rounds to unlock secrets, thanks all the same.

If the weight of the characters isn't enough to make your legs buckle, then the added girth of the game options might be enough to drop you. Some, in the form of single, team and survival modes, are expected, but you can also connect the Dreamcast to the Neo Geo Pocket to up- or download points and there's also the mysteries of the network option. Unlikely to be a full online fighting game, we suspect that you're more likely to find the option to download high scores or collect extra points or characters.

The *King of Fighters* series was, is and always will be placed there for the benefit of the gaming snobs who simply cannot admit that *Street Fighter* is a better game simply because the Capcom game is popular. With that in mind, SNK will keep churning out 2D beat 'em ups that are always one step behind the best and, rather than being evolutionary (as the title suggests), are looking more and more like relics of a time gone by ■

Dean Mortlock

> "As you're fighting, you cannot help but notice the attention to detail"

DC-UK IMPORTS VERDICT

GRAPHICS
Very much of the old school. Slick animation and backgrounds, but the characters look very Mega Drive to us

GAMEPLAY
Solid enough. The moves are simple key presses and easy enough to perform, but it unfortunately doesn't quite have the polish of a *Street Fighter* classic

SOUND
The effects are fine, but the soundtrack? Japanese techno is never going to trouble the Western world

MULTIPLAYER
Pretty average; give us *Dead or Alive 2*, *Soul Calibur* or *Street Fighter 3* anytime

OVERALL
Decent enough addition to the genre, but not quite up there with Capcom's titles

7
OUT OF TEN

DC-REVIEW

The definitive guide to every Dreamcast game so far

ARMADA

Issue 06 | Publisher: Acclaim
Players: One to four | Extras: None

This old-skool-style shoot 'em up is a refreshing blast from the past, and if space-based shooters are your thing, it's definitely worth spending your well-earned wages on. **8/10**

BLUE STINGER

Issue 02 | Publisher: Activision
Players: One | Extras: None

Sub-standard 3D adventure with unoriginal gameplay and too many frustrating moments. Avoid. **3/10**

BUGGY HEAT

Issue 03 | Publisher: Sega
Players: One to two | Extras: Internet league

Good-looking and original take on the genre, but compared to *Sega Rally 2* its life span may be a little limited. **6/10**

CHEF'S LUV SHACK

Issue 05 | Publisher: Acclaim
Players: One to four | Extras: None

Mario Party with foul-mouthed brats and a crooning quiz master. Mini-games are good fun, but don't expect this party to be an all-nighter. **6/10**

CRAZY TAXI

Issue 07 | Publisher: Sega
Players: One | Extras: None

Brilliant, original driving game with impressive map design and addictive gameplay. The diverse and challenging mini-games are a fantastic bonus. **9/10**

DEADLY SKIES

Issue 07 | Publisher: Konami
Players: One | Extras: None

Impressive but ultimately short-lived airborne shooter. Features well-modelled planes but not enough dogfighting to make it really enjoyable. **6/10**

ECW REVOLUTION

Issue 09 | Publisher: Acclaim
Players: One to four | Extras: None

Another limp wrestling game with bad graphics, rubbish characters and awful moves. Believe us. It's no revolution. **3/10**

EVOLUTION

Issue 05 | Publisher: Ubi Soft
Players: One | Extras: None

Average RPG with some nice touches, such as randomly-generated levels and impressive graphics, but not much else to get excited about. **5/10**

EXPENDABLE

Issue 01 | Publisher: Infogrames
Players: One to two | Extras: None

Scrolling old-skool blaster that's great fun and challenging at times. Ultimately though, it's perhaps a little too simplistic for modern gamers. **6/10**

FIGHTING FORCE 2

Issue 05 | Publisher: Eidos
Players: One | Extras: None

Slightly disappointing DC premiere from Core Design. Basic, yet satisfying gameplay with a lack of depth. **7/10**

F1 WORLD GRAND PRIX

Issue 03 | Publisher: Video System
Players: One to two | Extras: Wheel, Vibration

Detailed and challenging racing sim, marred only by some slow-down and an imperfect twoplayer mode. Good investment for serious F1 fans. **7/10**

4 WHEEL THUNDER

Issue 09 | Publisher: Midway
Players: One to two | Extras: Vibration

Fast and fun driving game, with more appeal than its sister *Hydro Thunder*. Each car has a different feel, but initial excitement may be short-lived. **8/10**

HOUSE OF THE DEAD 2

Issue 01 | Publisher: Sega
Players: One to two | Extras: Gun, Vibration

Arcade-perfect conversion of Sega's zombie blaster. Excellent gun game with new routes and weapons for the Dreamcast version. **8/10**

HYDRO THUNDER

Issue 03 | Publisher: Midway
Players: One to two | Extras: Vibration

Frenetic racing action that never fails to thrill or infuriate. Imaginative level design, but slightly shallow gameplay. **7/10**

THE BEST BEAT 'EM UPS

INCOMING

Issue 01 | Publisher: Infogrames
Players: One | Extras: None

Games don't get much more basic than this point-and-shoot-'em-up from the makers of *Expendable*. Fun for a while but it quickly becomes dull. **5/10**

JIMMY WHITE'S 2

Issue 03 | Publisher: Virgin
Players: One to two | Extras: None

Decent snooker sim with dire loading times and awkward controls. Includes pool, darts and other pub standards. **6/10**

JOJO'S BIZARRE ADVENTURE

Issue 08 | Publisher: Virgin
Players: One to two | Extras: Vibration

Insane 2D beat 'em up offering two games for the price of one. A bit easy with a limited number of moves. **7/10**

MARVEL VS CAPCOM

Issue 03 | Publisher: Virgin
Players: One to two | Extras: None

Cool characters and attacks, but most gamers will only play this once. **6/10**

MDK2

Issue 09 | Publisher: Interplay
Players: One | Extras: None

With an imaginative three character set-up and great sense of humour, this sequel is far superior to the original and deserves to sell by the bucketload. **9/10**

MONACO GRAND PRIX

Issue 02 | Publisher: Ubi Soft
Players: One to two | Extras: None

Detailed simulation, enjoyable arcade mode, but a little unrewarding. **6/10**

MORTAL KOMBAT GOLD

Issue 04 | Publisher: Midway
Players: One to two | Extras: Vibration

Beat 'em up fans are spoiled for choice with Dreamcast's line-up of fighters, so why anyone would opt for another *Mortal Kombat* game is beyond us. It's not bad, just extremely dated. **5/10**

NBA SHOWTIME

Issue 04 | Publisher: Midway
Players: One to four | Extras: None

Brilliant fourplayer mode; oneplayer lacks any real challenge or options. **6/10**

NBA 2K

Issue 07 | Publisher: Sega
Players: One to four | Extras: None

"The best basketball sim ever." Superb accuracy of players and courts. Features Arcade and Simulation modes. **8/10**

NFL BLITZ

Issue 04 | Publisher: Midway
Players: One to four | Extras: Vibration

Fast, fun and outrageously violent American football game. **8/10**

THE BEST RACERS

THE NOMAD SOUL

Issue 09 | Publisher: Eidos
Players: One | Extras: None

Sci-fi adventure that allows you to take control of other people's bodies. And get laid. However, it's flawed graphically with too much fogging. **7/10**

POWER STONE

Issue 02 | Publisher: Eidos
Players: One to two | Extras: VM mini-games

Groundbreaking and hugely entertaining beat 'em up from Capcom, featuring massive roamable arenas, plus eye-popping power-ups and weapons. **9/10**

RAYMAN 2

Issue 08 | Publisher: Ubi Soft
Players: One | Extras: None

Challenging platformer with attitude. Stunning scenery, huge levels and lasting appeal for gamers who are willing to put the effort in. **7/10**

READY 2 RUMBLE

Issue 02 | Publisher: Midway
Players: One to two | Extras: Vibration

Hilarious and enjoyable boxing game with instant superstar characters. It has limited play modes though. **8/10**

RED DOG

Issue 07 | Publisher: Sega
Players: One to four | Extras: None

Intelligent futuristic shoot 'em up with diverse locations, superb mission objectives and a great selection of multiplayer games. **8/10**

RESIDENT EVIL 2

- Issue 06
- Publisher: Virgin
- Players: One
- Extras: None

Still scary, still absorbing but still a half-hearted PC port of an old game. **7/10**

RE-VOLT REVOLUTION

- Issue 05
- Publisher: Sega
- Players: One to four
- Extras: None

Remote-controlled car racer with plenty of variety but too tricky handling. **7/10**

SEGA BASS FISHING

- Issue 03
- Publisher: Sega
- Players: One
- Extras: Rod

Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly, though. **7/10**

SEGA RALLY 2

- Issue 01
- Publisher: Sega
- Players: One to two
- Extras: None

Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity. **7/10**

SHADOW MAN

- Issue 04
- Publisher: Acclaim
- Players: One
- Extras: None

Massive, atmospheric adventure with great visuals and plenty to do. It's "magic, people! Voodoo, people!" **9/10**

SLAVE ZERO

- Issue 07
- Publisher: Infogrames
- Players: One to four
- Extras: None

Linear mech shoot 'em up with a poor multiplayer experience. **6/10**

SNOW SURFERS

- Issue 04
- Publisher: Sega
- Players: One to two
- Extras: None

How not to make a racing game. Badly designed tracks with inadequate signposting, no sensation of boarding and no opponent riders. Appalling. **3/10**

SONIC ADVENTURE

- Issue 01
- Publisher: Sega
- Players: One
- Extras: Net compatible

Sonic's 128bit debut looks fantastic, and features tried and trusted gameplay as well as the excellent new adventure elements. Essential. **9/10**

SOUL CALIBUR

- Issue 03
- Publisher: Sega
- Players: One to two
- Extras: Vibration

If you don't own a copy of this, why not? *Soul Calibur* is possibly the greatest beat 'em up, with an addictive and absorbing oneplayer mode and the type of twoplayer game you'll never tire of. **10/10**

SOUL FIGHTER

- Issue 04
- Publisher: Mindscape
- Players: One
- Extras: None

How does this grab you? Six levels of tired, repetitive gameplay. No? Thought not.

THE BEST SPORTS GAMES

Approach this below-par scrolling beat 'em up with extreme caution. **4/10**

SOUL REAVER

- Issue 07
- Publisher: Eidos
- Players: One
- Extras: None

Fantastic-looking 3D adventure that proves there's plenty of room for innovation in the genre after Lara. Oh, and you can't die, either. **9/10**

SPEED DEVILS

- Issue 02
- Publisher: Ubi Soft
- Players: One to two
- Extras: None

This wacky racer is great fun to play, and looks unique, but there aren't enough tracks to race on, and there's a lack of opponents at times. **7/10**

SF ALPHA 3

- Issue 04
- Publisher: Virgin
- Players: One to two
- Extras: None

Perfect conversion with oodles of options. Its gameplay system may be too cluttered for some, though. **8/10**

SF3: DOUBLE IMPACT

- Issue 08
- Publisher: Virgin
- Players: One to two
- Extras: Vibration

The definitive sequel to *SF2*. It lacks *Alpha*'s options but the gameplay and controls are pure *Street Fighter*. **8/10**

SUZUKI ALSTARE

- Issue 03
- Publisher: Ubi Soft
- Players: One to two
- Extras: None

Lazy PC conversion that lacks charm and originality. The best bits are when your racer falls off his bike. Seriously. **5/10**

TECH ROMANCER

- Issue 09
- Publisher: Virgin
- Players: One
- Extras: VM game

Decent beat 'em up with a great manga-style story mode. But maybe has more style than substance. **7/10**

TEE OFF GOLF

- Issue 06
- Publisher: Acclaim
- Players: One to four
- Extras: Vibration

Follow-up in all but name to the PlayStation's *Everybody's Golf*. Good fun but not quite as enjoyable or exciting as its predecessor. **7/10**

TOMB RAIDER: THE LAST REVELATION

- Issue 08
- Publisher: Eidos
- Players: One
- Extras: None

Lara's DC debut retains all the gameplay elements that have made the series such a success, at the same time giving the visuals a lick of 128bit paint. **8/10**

TOY COMMANDER

- Issue 02
- Publisher: Sega
- Players: One to four
- Extras: None

Original game where you control toys through a series of over 50 missions that are at times too frustrating. **7/10**

TRICKSTYLE

- Issue 01
- Publisher: Acclaim
- Players: One to two
- Extras: None

Imagine a game that blends the cool of snowboarding and the gameplay of *Wipeout*. The future's here. **9/10**

THE BEST ACTION/ ADVENTURE GAMES

UEFA STRIKER

- Issue 03
- Publisher: Infogrames
- Players: One to four
- Extras: None

A cracking football game that's let down only by a lack of manual skill moves, and ropy through-ball. **8/10**

VIGILANTE 8

- Issue 06
- Publisher: Activision
- Players: One to four
- Extras: Vibration

Shoddy graphics, dodgy handling and repetitive missions are all part of the horror that is *Vigilante 8*. Fear it. **3/10**

VIRTUA FIGHTER 3TB

- Issue 02
- Publisher: Sega
- Players: One to two
- Extras: None

Next to *Soul Calibur*, *Virtua Fighter 3tb* is a lumbering dinosaur of a game – and no 60Hz mode. Which is a shame, really, because it's not bad. **7/10**

VIRTUA STRIKER 2

- Issue 06
- Publisher: Sega
- Players: One to two
- Extras: None

The gameplay is more like pinball than football, but played in twoplayer *Virtua Striker 2* is strangely compelling. **6/10**

WETRIX+

- Issue 08
- Publisher: Take 2
- Players: One to two
- Extras: Vibration

Addictive strategic puzzler with original gameplay elements. On the downside, it has a steep learning curve. **7/10**

WILD METAL

- Issue 08
- Publisher: Take 2
- Players: One to two
- Extras: None

Reasonably enjoyable tank-based shoot 'em up with great enemy AI, but it's rather basic and repetitive. **5/10**

WWS 2000

- Issue 05
- Publisher: Sega
- Players: One to four
- Extras: None

WWS's lack of pace and ease of tackling make the game a bit disjointed, but the passing/shooting system is great. **7/10**

WORMS ARMAGEDDON

- Issue 05
- Publisher: Hasbro
- Players: One to four
- Extras: None

Strange weapons (donkeys, sheep, etc), a challenging oneplayer mode and brilliant multiplayer. Say no more. **8/10**

WWF ATTITUDE

- Issue 04
- Publisher: Acclaim
- Players: One to two
- Extras: None

Reasonable excuse to beat aggressive, sweaty men in spandex. Mmm. **6/10**

ZOMBIE REVENGE

- Issue 05
- Publisher: Sega
- Players: One to two
- Extras: VM game

Excellent graphics and power-drill-zombie-death can't hide the fact that *Revenge* has little lasting appeal. **6/10**

Reader Reviews

Have you paid £40 for a glorified doorstop? Tell us all about it...

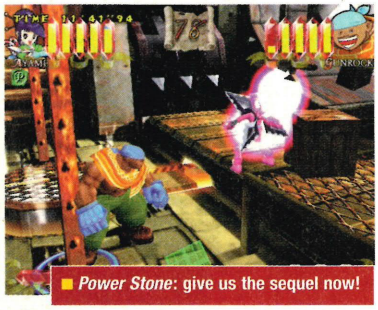
WHAT YOU WIN!

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

Power Stone

Gavin Woodworth

When I first saw the reviews of *Power Stone* it looked like a great idea. Here was the first truly 3D beat 'em up, with impressive looking moves and bright, colourful graphics. However, on playing it, I was disappointed. The first thing that struck me was the difficulty of the oneplayer mode. Even on the lowest setting, the computer opponents put up quite a fight. I'm not saying this is always a bad thing, but it's incredibly frustrating.



Power Stone: give us the sequel now!

Getting more into the game, I managed to do better, until I arrived at the penultimate boss. Called Valgas, he's a big fat Zangief clone, who doesn't seem too impressive at first. But what I didn't realise was how little damage my moves could inflict on him. Even when I was battering the living daylights out of him, Valgas still fought on regardless and with a considerable reserve of life. Then when I did beat him, there was the anti-climax of the really easy final boss.

The problem with beat 'em ups is that they have to be very subtle to avoid becoming repetitive. Capcom's *Street Fighter 2* succeeded because it had so much depth, but they haven't been able to convert this to 3D. Rather than being tactical, the special moves are just big flashy fireworks, much like in the *Marvel Superheroes* series. The twoplayer mode is also a let down, as the options on offer are very restrictive.

The ideas in *Power Stone* show a lot of potential, and I hope that Capcom can improve the gameplay for the sequel. This is definitely the direction which beat 'em ups need to go in, but as it stands *Power Stone* is let down by its execution. I would still give it 7/10, as it looks great on paper. It just isn't that much fun to play ■

Sega Rally 2

Steven Holt

Having been one of the few Saturn owners who was pleased with the outstanding conversion of *Sega Rally*, I upgraded to DC with high expectations. The Saturn version of the original was a masterpiece. Despite the ailing hardware, the graphics were incredibly smooth, combining artistic, almost jazz-like music, outstanding handling and much more. Even the fact it only had four tracks and two cars didn't deter from the incredibly addictive gameplay.

Sega Rally 2 on DC must have forgot it had a superlative predecessor and instead Sega has tried to emulate the rather bland arcade sequel. I was horrified to watch *Rally 2*. At every corner the game jerked crudely enough to warrant it with an unplayable accolade. Everything the original did right, this sequel seemed to destroy. The inferior music, the dodgy handling... You could praise it for the variety of in-game options, but these only disguise the fact that this is not an in-depth simulation, just a terribly bland and badly converted arcade game. How could you give this 7/10? I don't know if you ever played *Sega Rally* on the Saturn, but if you had you'd know exactly what I mean.

I swapped this for *Hydro Thunder* and have never looked back. It has incredibly smooth graphics, distinctive courses and totally addictive gameplay.

No matter. *Metropolis Street Racer* is just around the corner and in the meantime I'm off to dust down the trusty old Saturn ■

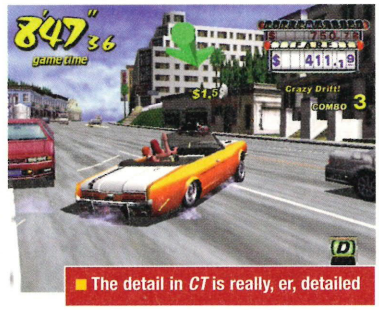
Not as good as the original. Apparently

Crazy Taxi

Doug Sudron

I had been anticipating *Crazy Taxi* ever since it was released in the arcades, so I went out and bought it on the very first day it came out. From reading your review, I was expecting big things from this game, and looking back, it must have been the best 40 notes I have spent in my life.

Nothing could have prepared me for the awe-inspiring graphics and attention to detail in these massive cities. Every single time I've played *CT*, it amazes me. The Pizza Hut, Fila shop, KFC, Levi's shop and Tower Records – they all look *so* real. Even when you go right up close, park your big yellow cab on the neatly cut grass



The detail in *CT* is really, er, detailed

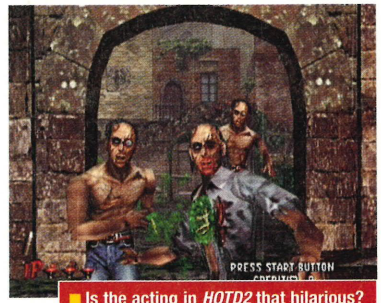
or tidy forecourt, the detail is still astounding. Tiny writing on the signs is readable, and then, looking inside the Fila shop, you can see all the clothes hanging up to buy. This is real. The only problem is you usually don't notice any of this detail when your flying through a gap between a ten-metre-long bus and an 18-wheeled tanker that your cab can barely fit through, at speeds you wouldn't dare reach on an enclosed track, never mind in a sprawling metropolis like this one. Oh, and the actual gameplay is amazing too. I have never played a game so addictive. The handling is brilliant fun and easy to get used to and with the added bonus of the Crazy Box games, you really do wonder why everyone doesn't have a Dreamcast and this game. Okay, so it's not going to hold your attention forever, but who cares? This is fun and exactly what games were meant to be in the first place. There is no doubt, *Crazy Taxi* simply has to get 10/10 ■

The House of The Dead 2

Chris Branson

The words I wish I could use to describe *House of The Dead 2* are "revolutionary" and "ground-breaking." Instead I have opted for a more truthful "slightly entertaining for 10 minutes or so." This was the game which persuaded me to buy a Dreamcast as I really liked it so much in the arcades and read loads of reviews praising it. So I went to Simply Games and ordered it. They had a delay in stock, but I was desperate to play it, so I borrowed my friend's copy.

I don't know what it was about *HOTD2*, but it just didn't work. Aside from the truly horrific acting and inaccurate uncomfortable gun, there was something else wrong with it. The graphics were okay, but it just wasn't enough. Predictable, easy, unoriginal, boring shooting, shooting, shooting... These sorts of games should be left to the arcades. DC is worthy of much more. *HOTD2* is too simplistic and nothing new at all, a terrible disappointment. I'd give it 5/10, just for how it looks, and because I was in hysterics listening to the acting ■

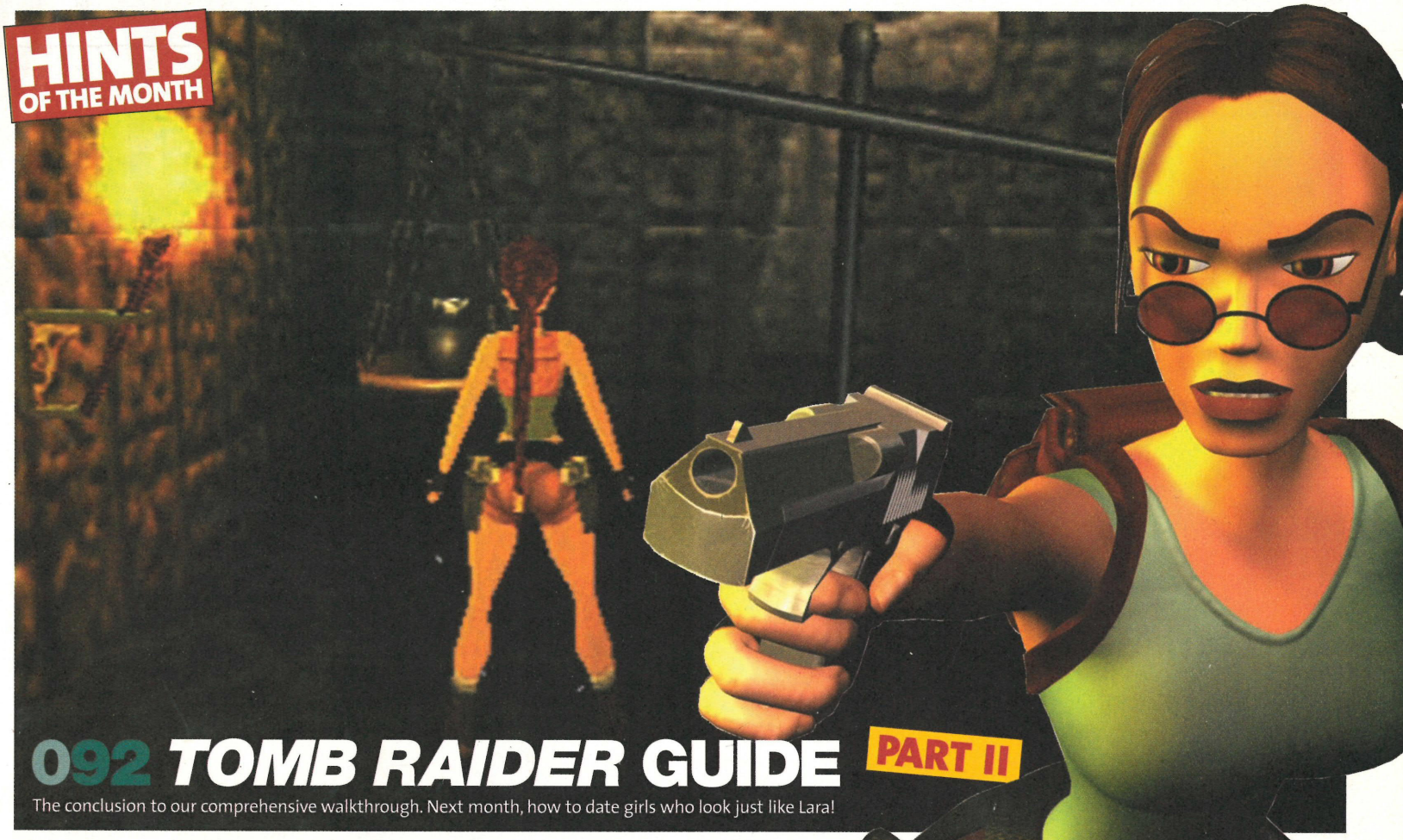


Is the acting in *HOTD2* that hilarious?

DC-TIPS

Your favourite games made easy

HINTS OF THE MONTH

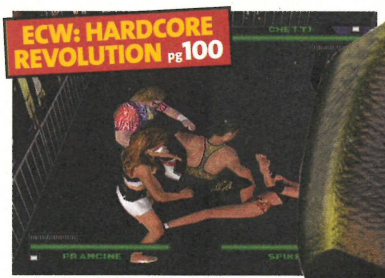


092 TOMB RAIDER GUIDE PART II

The conclusion to our comprehensive walkthrough. Next month, how to date girls who look just like Lara!

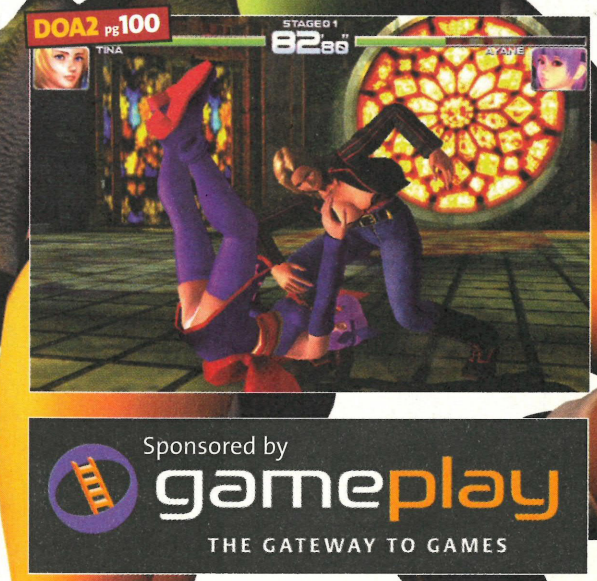
102 MDK2 GUIDE PART I

Part one of our complete solution to BioWare's spaced-out adventure



ECW: HARDCORE REVOLUTION pg100

CHUCHU ROCKET pg100

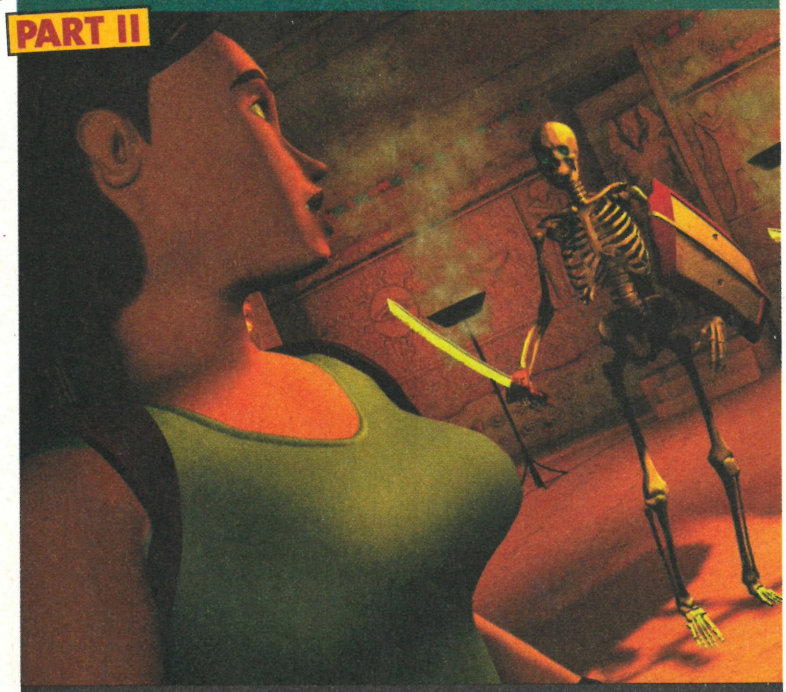


DOA2 pg100

Sponsored by gameplay
THE GATEWAY TO GAMES

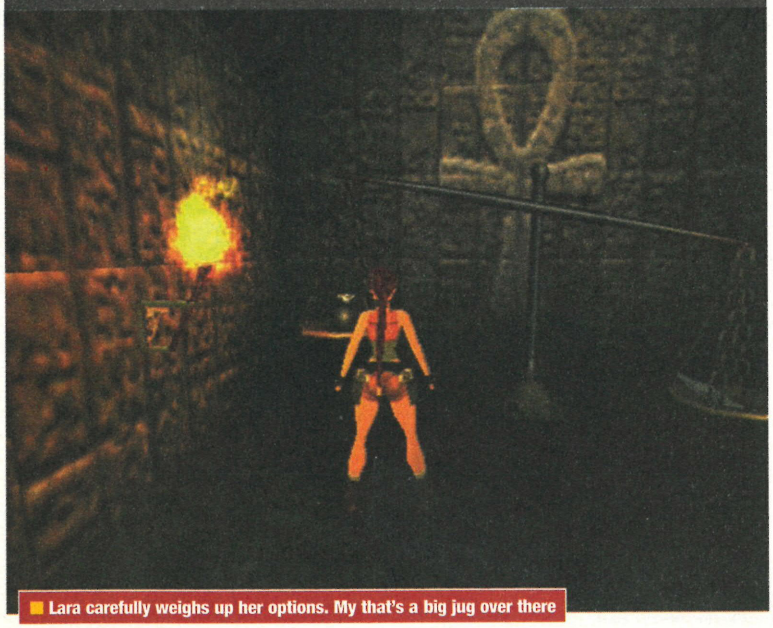
TOMB RAIDER 4 PLAYER'S GUIDE

PART II

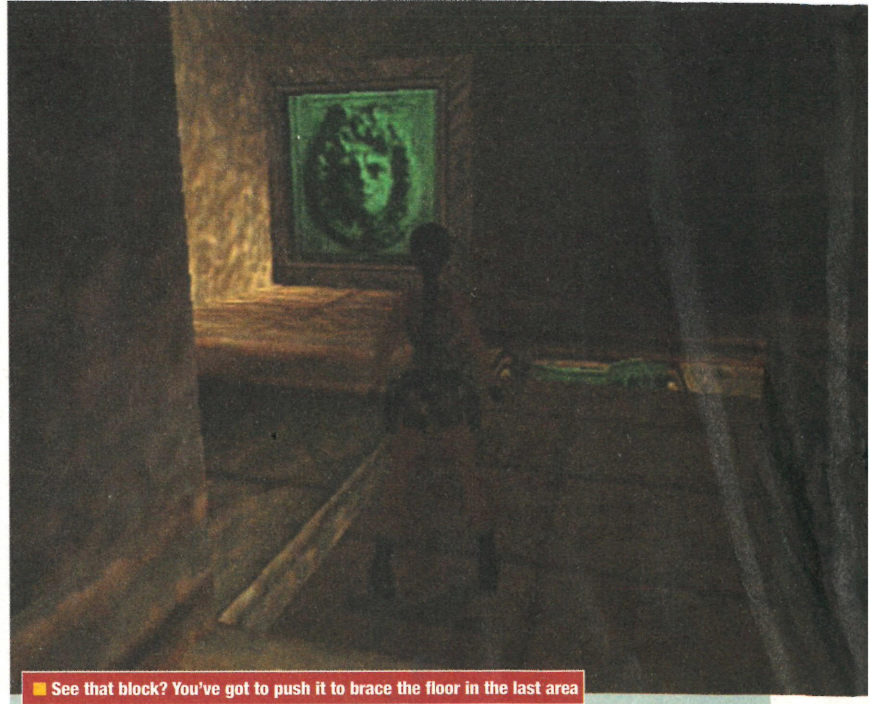


Part 2 of our fabulous *Tomb Raider 4* guide sees Lara crawling, climbing, swimming and sliding in yet more exciting and exotic locations. Moving on from where we left off in the sunny beaches of the Coastal Ruins, we now travel to The Upper Catacombs, an intricate maze-like structure built centuries ago and desperately in need of some repair work. Good job you've got this guide to help you, then.

The game closes with an almighty boss character, something we haven't seen a lot of in previous *Tomb Raider* games. Horus himself is a powerful god who will try to annihilate our heroine as she scampers to seal him away forever. But that's a long way off from where we are now. Without further delay, let's venture forth...



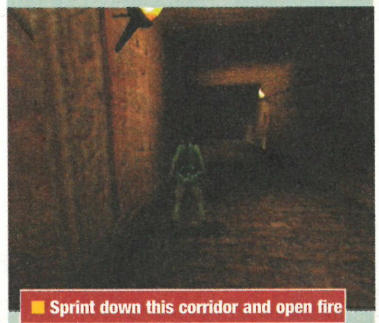
Lara carefully weighs up her options. My that's a big jug over there



See that block? You've got to push it to brace the floor in the last area

01 THE UPPER CATACOMBS

Past the broken pillars is a block to push, bracing the floor above and making it safe to cross. You'll need to backtrack to the last level and get to the bottom to light a torch, which can be used to burn the rope holding the rock. This will create an exit from the room that you can drop through and then use the crowbar to open the gates to another pillar that must be pushed to strengthen the floor above. Go back to the Catacombs.

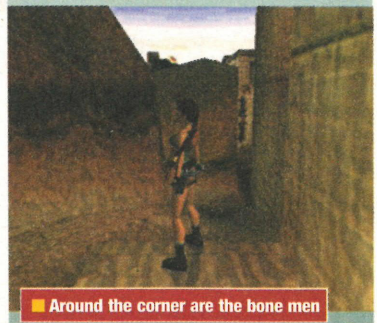


Sprint down this corridor and open fire

Lara can slide the crafted stone onto a tile to open and pass through the doorway, whereupon she is spooked by a ghost. In the next room there's a corridor on the right where a statue will exorcise the ghost, enabling you to go upstairs to a pole that you can slide down. In the hallway with the switch, activate it, then save and scarper into the large chamber and swing from vine to vine. This is very hard to get right, but once across, go down the ladder, swim, go up the stairs and cross to a lever that you have to pull. Monkey swing to another statue who will deal with the ghost. Jump across the ledges, shimmy along until

Lara keeps an eye out for loose change

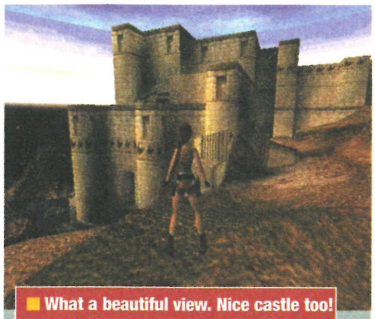
you get to the skeletons and take them out with the shotgun. Using the vines, swing to a Trident piece and then make your way north, where a second piece is. Begin your ascent until you finally end up in a chamber with two ropes and a ladder. Use the ladder on the back wall, smash the priceless vase to reveal a secret area and head east up the ladder in the corner for the next Trident piece. The rope lets you swing into the mouth and eventually you will find another piece in a corridor and leave via the ladder.



Around the corner are the bone men

02 COASTAL RUINS AND CATACOMBS

Open the gates (use the crowbar), hop up onto the block at the end of the slope to head up the hill. Run back to the castle of the skeletons where you



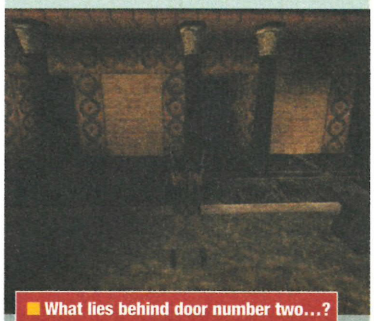
What a beautiful view. Nice castle too!

can go up and slide into a chamber with two ropes. Use the ladder on the right and go through to the temple.

03 THE TEMPLE OF POSEIDON

In the main room, crawl through the north wall and insert a Trident piece on the statue's staff. Swim back through the water and go up the pole to a statue which needs another Trident piece. This makes the water flow, letting you go east to a climbable wall and insert a third Trident artefact at the top. Dash forward to a flaming pit where you can slot the last piece into place (look up). Save and go down, swim to a new room and choose either of the two doors to battle some skeletons and spirits (shoot the jars to finish them off). The left path takes you to a panel that'll slide back to open a hatch, and through it lies the Left Gauntlet. The doors here are the level's exit point.

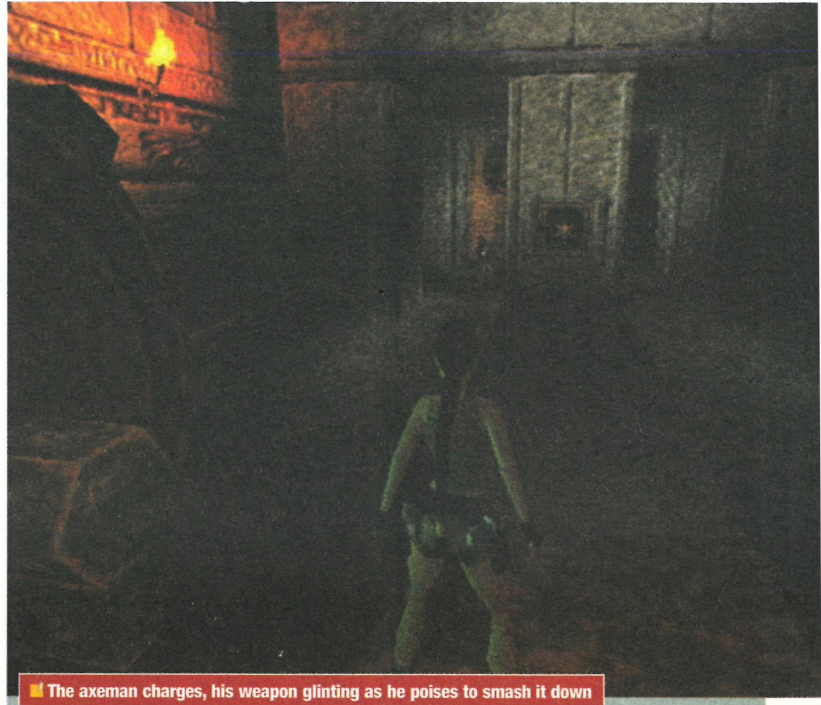
Squeeze through the opening first



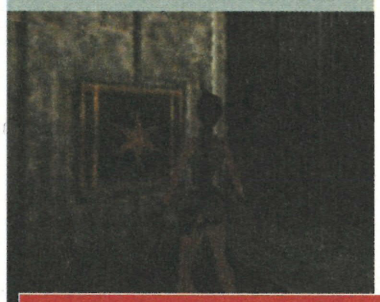
What lies behind door number two...?

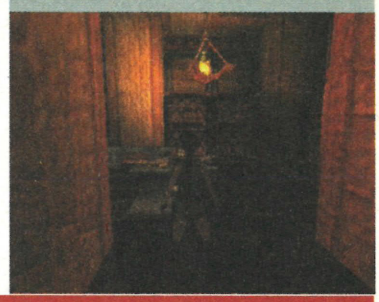
04 THE LOST LIBRARY

Run until you find the blue doors and open the middle pair which lead to some poles you can slide down to face the golden axeman. Only a shot to the heart will kill him outright, but once he's dead, prise the golden star from the wall with the crowbar. There's a ladder through the left arch and it leads to a passage and a pole, at the bottom of which is a knight and his charger. Save immediately and begin running around, trying to get a good shot with your revolver aimed at his chest and when he finally drops go forward to get the horseman's gem. Crawl through the gap, then left to a slot and insert the gem to open the grating. The chain you find unlocks another grating underwater and by dodging the chains on the right you can find a loose floorboard that'll come up with the crowbar. Dive down, swim straight, and get two stars from the cavern, then swim through and walk back to the main hall.



The axeman charges, his weapon glinting as he poises to smash it down





That star must be prised out using the crowbar. Meanwhile, Lara stumbles on some scrolls...

Back at those blue doors, open the plain door on the left-hand side and the stars you've collected will fit into place in the planetarium to make the gates open. For the puzzle, the blue planet goes in the middle, grey on the second ring, then green, red and orange in the next. The following room requires you to turn on the switches in an anti-clockwise order to light up the serpents (we think you should save before trying this). When the exit opens, dive straight into the cool water and get to the balcony. Walk forward until a ghost appears and dive back into the water, then climb out and continue along to the Pharaoh's Pillar. Save and go along the balcony past the second doorway on the right and down the slope before jumping away from the boulder (it's tricky, so you should save like we recommended). Going left takes you to another axeman, but he shouldn't be a problem to you. Where the rock tumbled down, follow the route up the slope to a lever, then once you've pulled it, go up and shimmy to get above the lion statue. Go through its mouth to a torch (in the side room) and light it from the pedestal to some planks in the tunnel that burn, enabling you to get hold of the musical scroll. Use the scroll to guide Lara's fingers and play the harp, strumming it to open the door where a rope can be pulled to get out of here.

TOMB RAIDER 4 PLAYER'S GUIDE

CONTINUED

Admire the brushstrokes, then kick ass!

05 HALL OF DEMETRIUS

When you get the paintings, grab the pharaoh's knot from behind the south wall and watch the cut-scene before jumping down and shooting the red ninja bodyguards. If your energy meter is nice and full, whip out your pistols and bounce around the room, firing as they cower in the doorway. If you want to play it safe, use your uzis. Head on up and open the door to get after spooky blokey.

There are two passages deep below

06 TEMPLE OF ISIS

Get inside the temple, turn right and up through the small gap to a place where you can put the Pharaoh's Pillar into position. There's also a place for the Pharaoh's Knot. Dive in and swim to the open gate. Dodge the skeletons to get into some water and when you resurface, kill the eagle before visiting the statue up the southern staircase

Sprint down here and draw your guns

Shimmy along far enough until there's ample space to climb up safely

and taking the black beetle with the crowbar from the pillar. Prise out the broken beetle from the other and run away from the bugs by weaving your way across the floor to a ladder. Hop across the ledges, backflip to a pedestal where the winding key is, and it's the left panel that will open the stone door. Head back to where you killed the eagle, go up to the black pyramid and save before jumping down two of the holes and getting the Black Beetles. Now you can leave here.

In darker areas make use of the flares

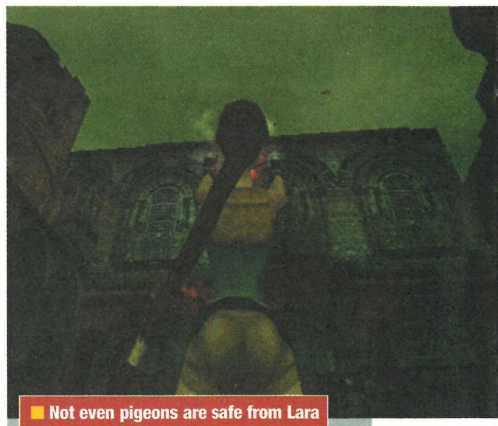
07 CLEOPATRA'S PALACE

In the hall, go upstairs then left to open the door with your crowbar. Save. Drop down, jump forward to get the beetle, and go right to backtrack to the previous level. Insert all the beetles into the pyramid for a mechanical version that can be combined with the winding key to make it work, then go back to Cleo's palace. Upstairs is a picture, and, if you use the beetle on it, you can retract the spikes to get past them. Use it again to pass more traps and keep going to another eagle. Finish it and go west to pull a lever, using the block to cross and get the armoured glove.

Go through the opened doorway for another Pharaoh's Knot and at the main chamber there's a huge hall after

Insert your big beetle here (sniggers)

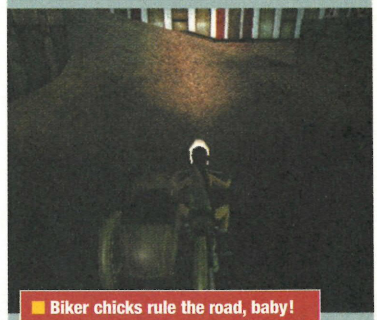
a right-hand turn where you can insert the artefact. Clamber up the ledges for a medikit and let the gold rings surround you as they act as a transporter. Drop down, left to monkey swing and go up a floor, then shoot the birdies stopping you from getting to the top floor. Hit both switches, drop down and get the artefacts from the rooms and combine them both. Use this item where the far door is (on the handle) and through the door are two enemies, but you only need to defeat one. Take the Armour of Horus and leave via the little gap by the throne.



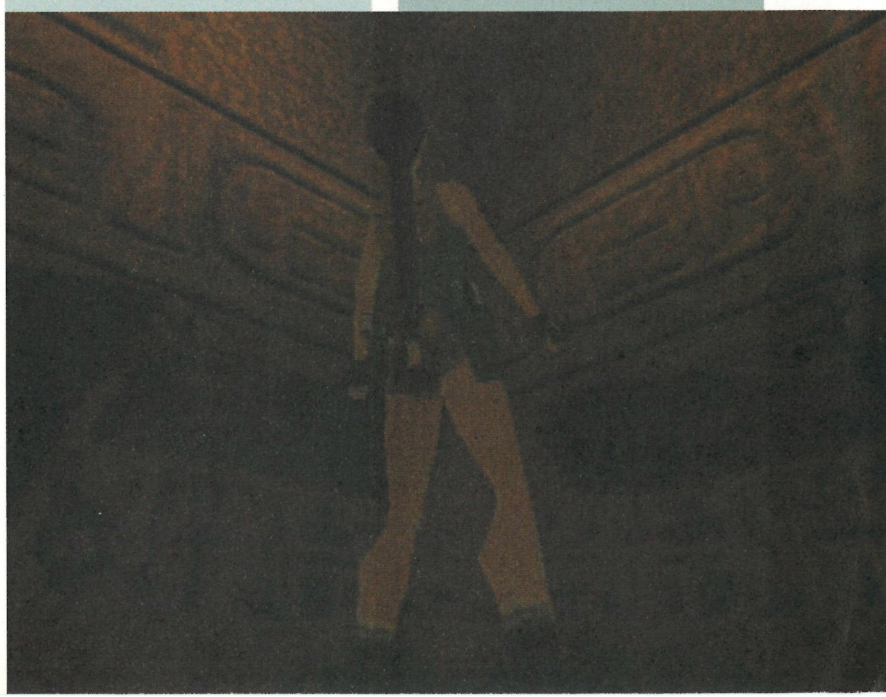
Not even pigeons are safe from Lara

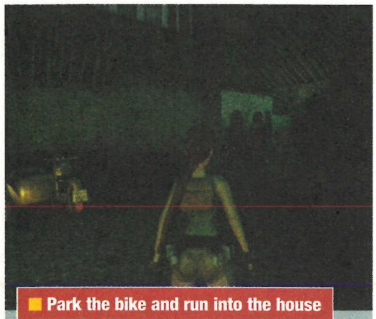
08 CITY OF THE DEAD

Fight the snipers on the left, get the revolver, add the laser sight, ride the motorbike past the guns and pick up the grenade launcher. Using the ledges opposite, find the lifeless body and drag it off the grate then ride back and go left. There's a lever through the gap that opens the grate, so ride back to a ramp (west) leading to some tunnels. Get to the rooms above and slide to a small alcove where you need to shoot the blue target (use your revolver) to safely release the object. Upstairs, dive into the water and the current will take you to a chamber where you can go



Biker chicks rule the road, baby!





Park the bike and run into the house

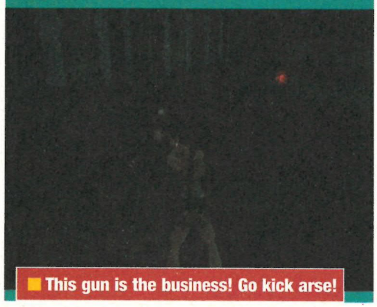
back to the dead body and up the steps. The water has frozen over, creating a path leading to a lever. Pull it, use the crowbar in the main chamber on the blue door, cross to a red wall and go through the small gap (move across). Drop into the city and shimmy to an opening, then save. Leap and unlock the gates with the switch, ride through, save and jump the gap.

Pull the lever, ride up the stairs, through the hole in the corner to the body and up to an opening. Push the button, get on the bike and up to a tunnel halfway along to get outside and make the jump across. The explosive barrels will wipe out the gun, so you can pull on the lever and ride on out of the area.

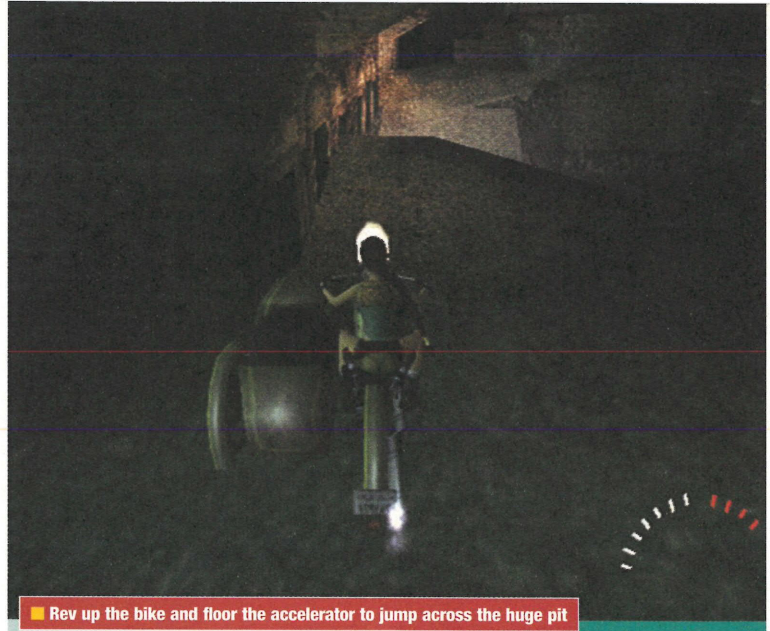
Kitted out and ready to go, Lara... stops?

WEAPON GUIDE – REVOLVER

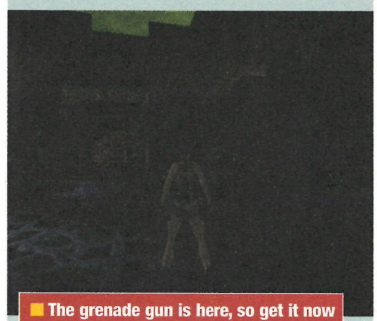
This weapon is essential for progressing through *Tomb Raider 4*; many of the later levels require the use of this gun to shoot items in order to open doors. Some enemies can only be killed with the revolver, too. You'll get this in the City of the Dead, and when combined with the laser sight, it allows you to get perfect head shots every time. Just don't run out of ammunition for it.



This gun is the business! Go kick arse!



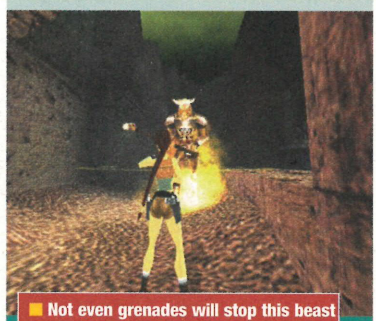
Rev up the bike and floor the accelerator to jump across the huge pit



The grenade gun is here, so get it now

09 CHAMBERS OF TULUN

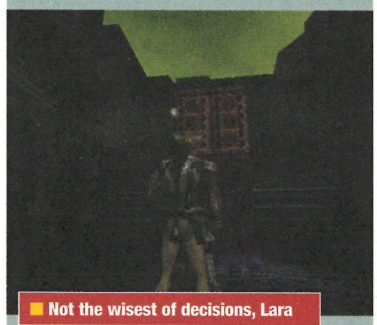
Speed up to make the jump, get the Grenade Gun from the temple and rev the bike to jump to the entrance. The minotaur outside is indestructible, so run back inside and get onto the roof where there's a switch. This locks the doors (temporarily) so you can cross to a blue roof and grab the rope. Rotate to face east, swing into the gap, and, back on the road, ride past the step to the temple where there is a lever to be pulled three times.



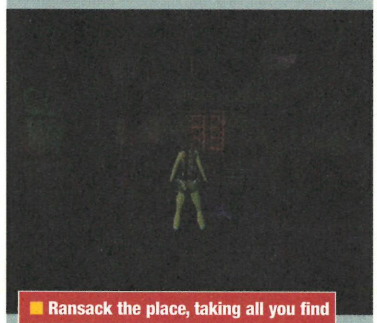
Not even grenades will stop this beast

WEAPON GUIDE – GRENADE GUN

The explosion may look no more powerful than a tortoise's fart, but the grenade gun really does have some power. As with all the best weapons, ammo is sparse, so save it for the really tough enemies such as the undead who need a quick lesson in manners. It can be used to take out a group of enemies in a corridor or passage when they're close to each other.



Not the wisest of decisions, Lara



Ransack the place, taking all you find

10 CITADEL GATE

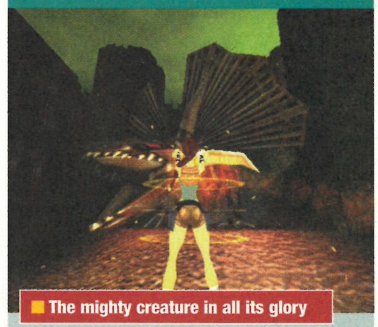
Go down, then right to a pit and cross to a dying man. After a quick chat, run forward to see the dragon and sprint left to get a health top-up. Run past the dragon's firey breath (ignore the locusts), turn right and kill the reptiles, then climb up to push the switch in the middle then the lever high above. Now, use the other two and save, go down the hole you opened, and the crowbar will work on the broken lever to open the door (down the second pit). Save, use the lever, then climb up to a rope. Swing Lara south, then go left along the rooftops, down the wall, shimmy and climb, then swing along the bars. Keep this up until you come across the jeep with some nitrous oxide to steal, then make your way back to the Chambers of Tulun.

Big, bad and invincible. Get running

Bullets won't even phase the dragon

MONSTER GUIDE – DRAGON

A rather good-looking creature, it's more of a dragon hybrid than anything else but just as deadly as the ancient beasts. The locusts living on its back are a real pain as they can't be killed and you'll always suffer damage – just run and hope they go away. The fireball is worse still, as it homes in on Lara and will swerve in mid air to torch her! You've got to run and get behind cover to avoid a roasting, which is easier than it looks.



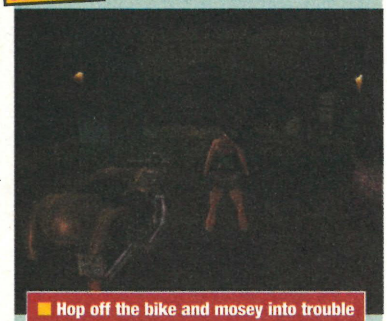
The mighty creature in all its glory

11 CHAMBERS OF TULUN (Again)

Climb down and go right, then right again to a slope. Run past the enemy to the left-hand path then right to your motorbike. The gap to your right can be jumped quite easily and it'll take you to the Trenches.

TOMB RAIDER 4 PLAYER'S GUIDE

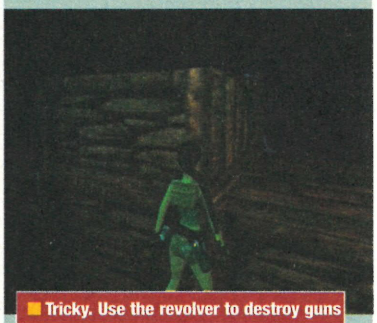
CONTINUED



Hop off the bike and mosey into trouble

12 THE TRENCHES

Go over the sand, dismount and head right. Run past the crates while you're fired upon and then shoot the gun with your revolver (the only weapon that'll work well). Go through the gap, crawl along and shoot the next turret, then climb up. Continue further on and

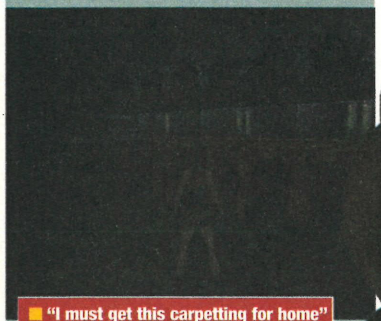


Tricky. Use the revolver to destroy guns

down onto a darkened path, then through the left opening to some deadly gaseous vapour. Crawl past, get the Weapons Code key, scramble back and shimmy to the jeep, where you'll find the pipe (use the crowbar). Add the canister and it will form a bike part. Fix it onto the bike and ride again to the Chambers.

13 THE CHAMBERS OF TULUN (And Again)

Ride the bike to some steps and gun the engine (hold Sprint/Brake and accelerate) to use them as a ramp. Now veer left to a ledge and through a



"I must get this carpetting for home"

Keep on running until all is well again

door on the right to another door. Go left and down the slope, then right and get a torch (unlit). Venture back to the slope and right to a hall where you need to kick down a blue door. Light the torch in here, then go over the ledge and up the slope to some sprinklers you can set off. This unlocks the door and there's a switch on the left behind it that'll drop the box from above. Back where you got the torch, hop onto the box to get on the ledge and shoot the blue crate for the roof key. Run back to the sprinklers and go left to drop to the bike. Ride back to where you entered this level and return to the trenches.

14 THE TRENCHES (Again)

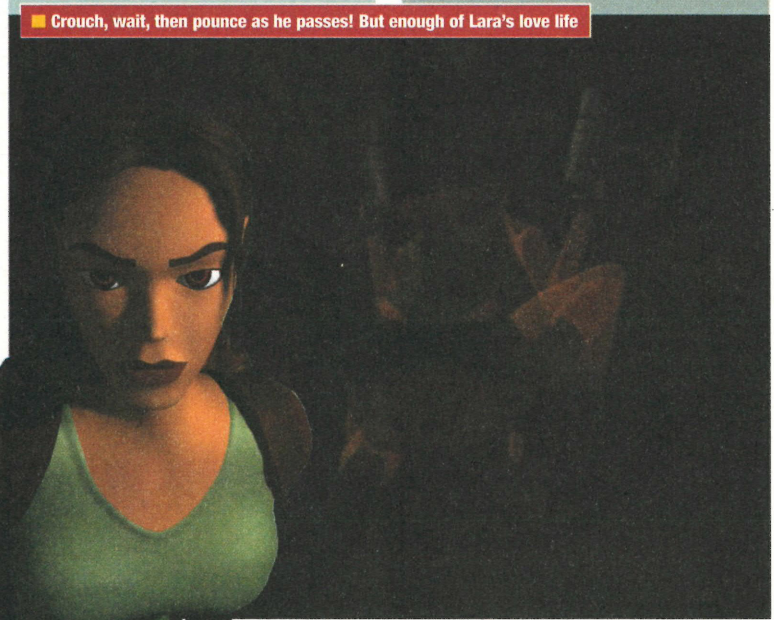
Ride up the stairs, through the opening on the way up, and use the ledges to cross to a switch that opens a door. Crawl to the end of the passage, shoot the right pillar with the revolver, then drop and shimmy left to a ledge. Monkey swing, run left to a gun and use the roof key on those double doors. Find the ledge and shimmy to pull up, then shoot the panel on the wall. Hop back on the bike and ride left, saving your game before gunning the engine to go up the stairs. The ladder helps you to escape.

Make a car jack to open the roof hatch

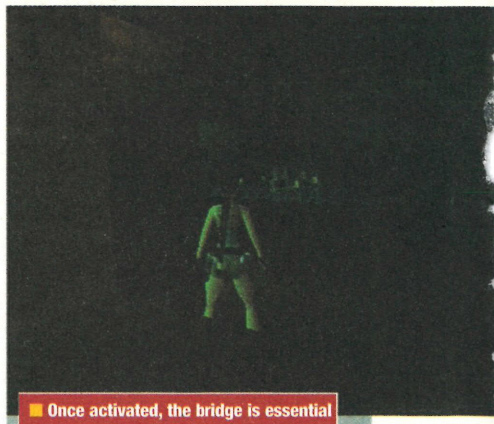
15 STREET BAZAAR

Grab the mine detector (from the table), along with the handle and car jack (search the garage), before pushing the red panel. Climb the ladder, jump to grab the bars and enter the small space. Crawl and combine the handle and jack to break the wall and open the trapdoor, dash past the lightning (save first) and shove a box so it gets struck by it. The bridge is to the left. Run and jump, shimmy along the

Lara mistakenly grabs some plutonium



Crouch, wait, then pounce as he passes! But enough of Lara's love life



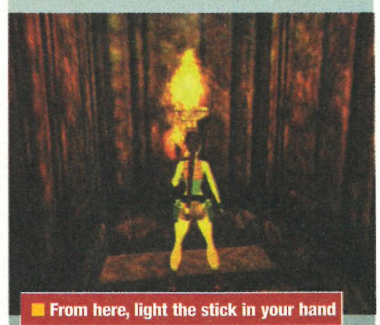
Once activated, the bridge is essential

wall and drop into a shadowy area. Go right at the slopes (you need to go high) to get the mine position data which is combined with the detonator. Dodge the bull and make it hit the crates in the corner. Run along the top and out, then leave.

Detonate the mines, then jump across

16 CROSSING THE LEVELS

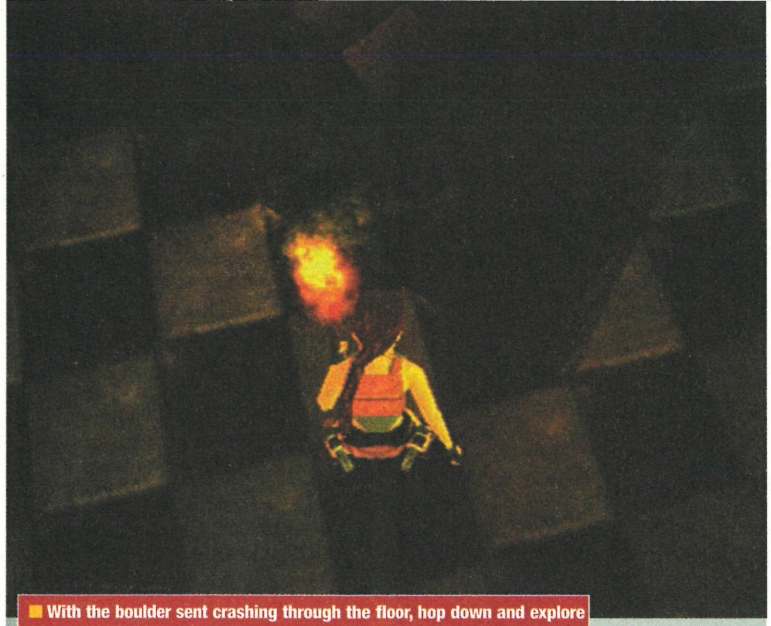
Clear the mines in the trenches and jump at the gate to press a switch on the left wall. This opens a door on the right which gets you to the Citadel.



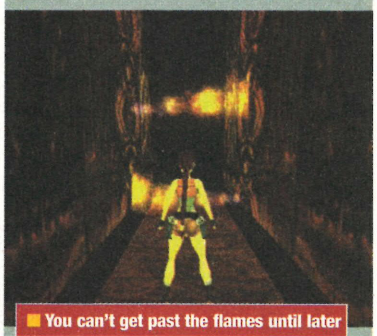
From here, light the stick in your hand

17 CITADEL

At the far end, go upstairs, use the switch to open the doors, pick up the torch from the room and light it with a flame. Backtrack and jump to burn the rope above, clamber down the hole that's been made, carefully shimmy left, then drop and go right and repeat until you're above the water. Flip off the sloping stone, grab and shuffle to a passage then get to the staircase.

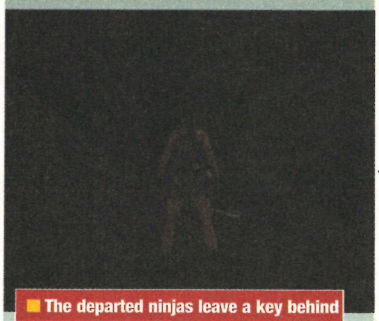


With the boulder sent crashing through the floor, hop down and explore



You can't get past the flames until later

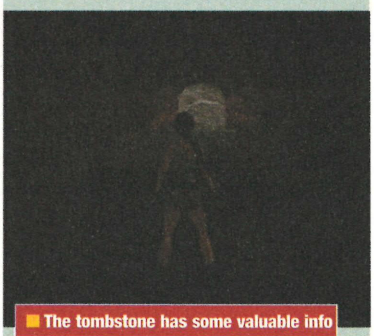
There's a lever here. In the puzzle chamber, push the compass blocks into their rightful positions (it's a simple problem) and the door will lead you to some water. Dive in, pull the high lever you find, and there's a new door open in the compass chamber. Use the switch, swim back to pull the side lever (east) then the chain (north) and go along the path. When the knights attack, don't retaliate – trick them into smashing the wood and creating an exit.



The departed ninjas leave a key behind

18 THE SPHINX COMPLEX

To your right are a few guards, so dispatch them, Lara style, and pick up some keys. Unlock the silver door, go across a gap to a couple of switches which must be pressed. Slide down the slope on the right to a ledge, slide further and backflip to another



The tombstone has some valuable info

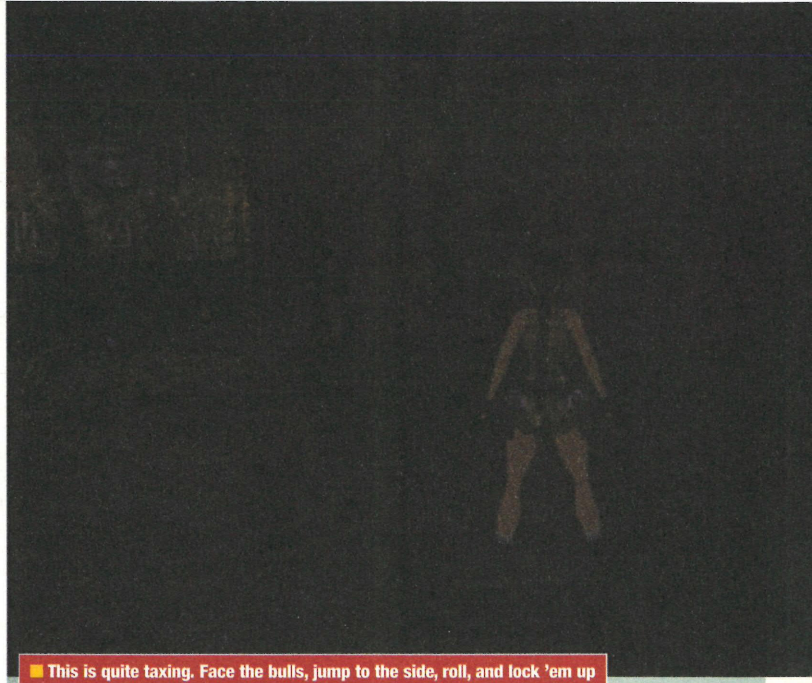
foothold. Jump about until you're finally at the door, push the shelf to find a secret passage and remember to shoot the guard quickly. You need the metal blade in the box, so grab it and push the button. Through the door, jump left, and the slope takes you to a

Smash open the crate to get a handle

pathway. Look for a tombstone near the Sphinx, jump down to the right, then get the wooden handle from the crate. This goes with the blade to make a shovel with which you can dig into the Sphinx.

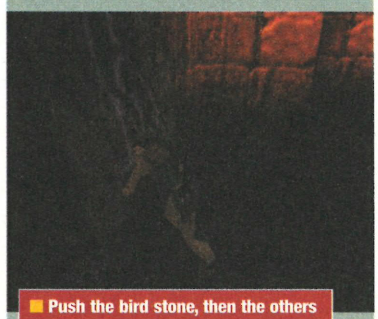
19 UNDERNEATH THE SPHINX

Tease the bulls and lock them in the cells, then explore the side tunnel for a sheet of paper. The button combination is right, centre, left (bird, jug, blades) and it opens a gate. Get to the side and jump the pit, write down



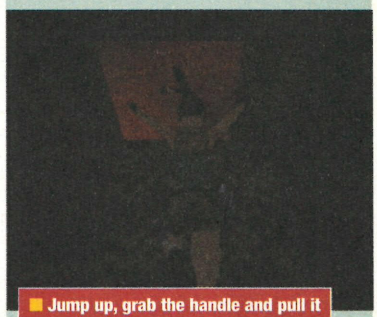
This is quite taxing. Face the bulls, jump to the side, roll, and lock 'em up

the sequences at the top of the slopes, and now use the sequence right, centre, left, to open the west gate. Crawl through the space, go right, left, right, and left to a lever. Pull it, then in the main hall, go left twice for the Stone of Maat. Now hit centre, left, right to fight some reptiles and pull the switches to get onto the island for the Stone of Khepri.



Push the bird stone, then the others

There's a switch you can use to leave and the sequence left, centre, right works for another area. Pull only the right switches and save before lighting a flare to see as you swim through the maze. Go east, south and straight along to a lever and pull it. Go north, west and back to where you were for a breather then go underwater again. Head south, up and to the west for a switch. Backtrack out, then go east, south, west, pull the lever and go back to the start. Swim north, east, hit switch and go back. Phew! But it's not over yet – go east, then up to a switch that enables you to grab the Stone of Atum. Back where the bulls are still trying to escape, insert your items in the slots, save and exit via the doorway to get four scriptures and swing right out of there.



Jump up, grab the handle and pull it

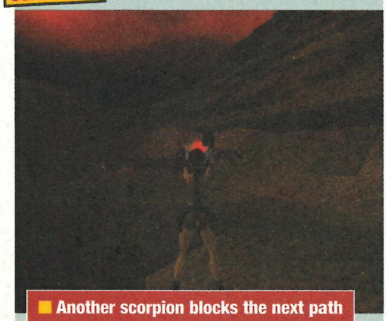
20 THE PYRAMID OF MANKAURE

Go up the sand dune, jumping higher up, and at the top turn and grab the trapdoor. You'll pull it open and can climb out to shoot a scorpion. Save before the ravine and jump from the left-hand side to cross it. At the next gully, grab and pull up to get to the green door, then kill the scorpion before it poisons the guard. He'll give you the Armoury keys for saving him, and the guard's keys you'd have got even if you left him to die. Back at those jumps, shimmy along the right-hand ledge to the pyramid and leap onto it. Jump on the flat squares to get higher up (you should save often here)

Whip out those guns and begin firing

TOMB RAIDER 4 PLAYER'S GUIDE

CONTINUED



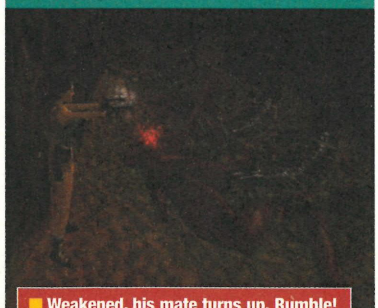
Another scorpion blocks the next path

and you're heading north-west to a place where you can slide down. Go up and east to use the guard's key and open the door.

Head to head with a pesky scorpion foe

MONSTER GUIDE – GIANT SCORPIONS

As soon as you get outside you're attacked by a few of these particularly nasty enemies. Evolved over many generations, their hardened skin is so tough it can take many bullets to crack it open and while you're shooting they're crawling closer all the time, trying to pin you into a corner. Use the grenade gun or shotgun to beat them, jumping and rolling if you get trapped.

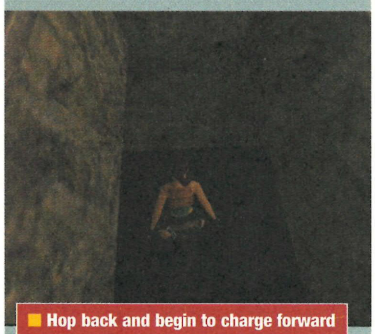


Weakened, his mate turns up. Rumble!

21 INSIDE MANKAURE'S PYRAMID

Dodge the swinging pendulums and, before descending down the staircase, shoot the star above with the revolver.

The only way to continue is to shoot the star above with a revolver bullet



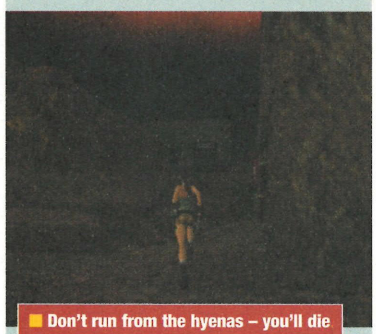
Hop back and begin to charge forward

This opens a passage in the chamber below. Swing on the ropes, shoot the enemies and go right to a lever. Now go left and swing over the pit, then up the slope and through the trapdoor. Shoot the guard, get the Western Shaft key (use your crowbar) and get to the pyramid. There's a staircase with no light and an area to the right. Slide and crawl past the blades to a trapdoor, then pull the lever and escape. Go along the path to the switch that blows the top on the pyramid and, using the flat surfaces, make your way up and save. Jump the pit, swing, avoid the pendulums and hop over the pitfalls. Flip the switch, slide down and jump the pit, then leave via the tunnel underneath the Sphinx.

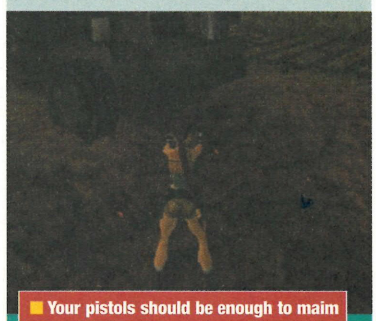
We'd have loved to blow up the garage

22 MASTABAS

Turn west and jump onto the right platform at the pit. Make a running jump, then go south where there is a gate to go through and grab the jerry can by the gas pumps. Kill the hyenas and go down the hatch behind one of the doors. Head left at the junction to some statues with gems in their mouths, which you must shoot out with the revolver to obtain a waterskin. Return to the junction, go right, knock down the warning sign and kill the mummies with explosive arrows. Take the bag of sand, go left at the junction this time and shoot the beast. Stroll up the other path onto the ledge and outside, then jump across the pitfalls to another path and get to the hatch. Drop down and along the path is an unlit torch. Toss it when you're attacked, then light it in the next room. At the scales, fill up the waterskin and pour it into the left scale. The sand goes on the right, the jerry can in the middle, then ignite it and, from the room beyond, use the crowbar for the Northern Shaft key. Shoot the lions so their mouths shut and the hallway opens. Now if you go left at the chasm (jump the southern part) you'll get to the tunnels. Go east to a barrier, then down and east to some monkeys. Prise out the star, then shoot all the animal heads to open the exit.



Don't run from the hyenas – you'll die



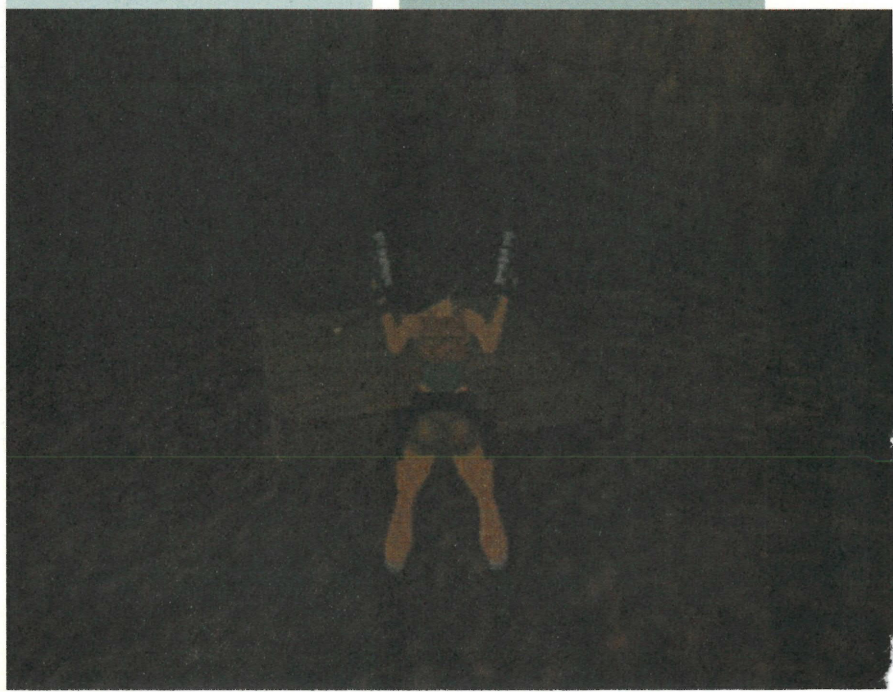
Your pistols should be enough to maim

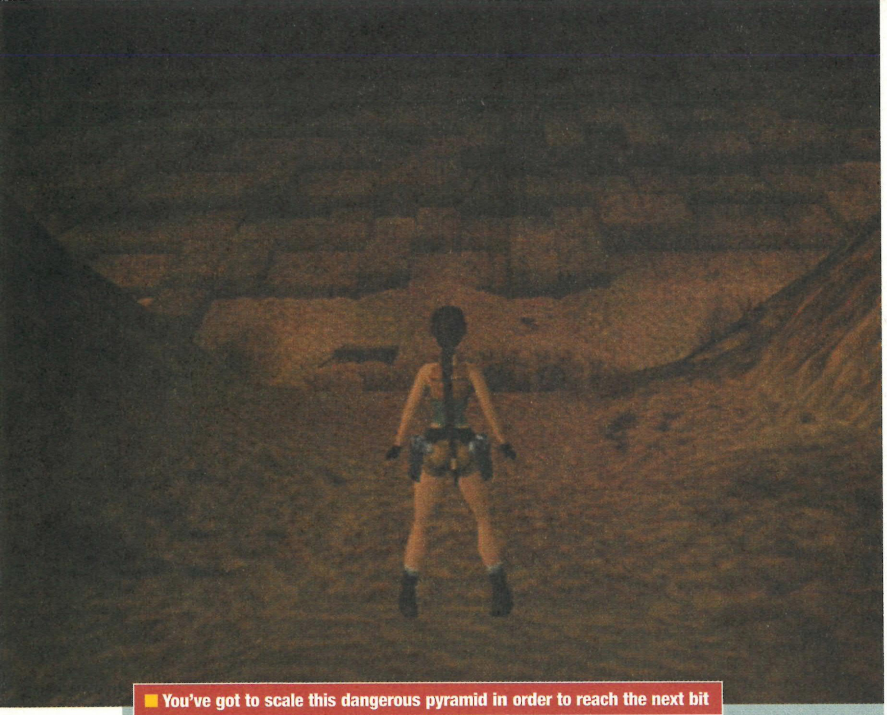
MONSTER GUIDE – HYENAS

These can be quite dangerous, as they hunt in pairs of two or more. Whip out those pistols to conserve ammo (or use the uzis if you're low on health) and bounce around shooting, as you would for any other four-legged animal. If possible, get high up where they can't reach or just keep your distance.

23 THE GREAT PYRAMID

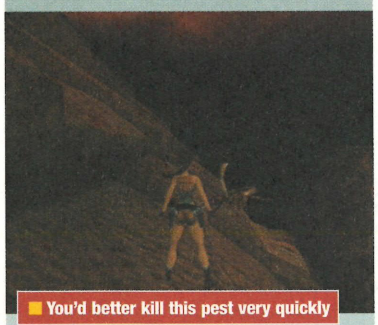
Climb up and kick down the barrier.





You've got to scale this dangerous pyramid in order to reach the next bit

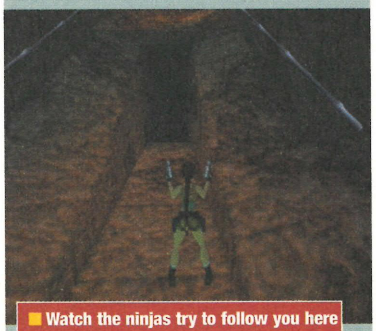
Jump left, knock down the door and look in the trapdoor for ammunition. Continue through the wooden door, across to a barrier and behind it is a pyramid. Save now! Slide left, then jump to get onto a platform. Now go straight, right and, from the ledge, long jump east, hop right twice and go up. Save again and go east, then slide and jump south. Climb right, then go westwards to a few blocks, and from here use a running jump to the west and slide down. Go west again and slide once more. Now you're inside.



You'd better kill this pest very quickly

24 KHUFU'S QUEENS PYRAMIDS

The Armoury key opens the door in the south. With some weaponry in your possession, find the pyramid (north) and from here keep going to some ledges. This is a little tedious, but what you must do is bounce from ledge to ledge, side to side, until you reach the black stone. Shove and pull it to reveal a door. Save before entering the maze and, avoiding those levers, keep making right turns. Kill the enemy, get the Eastern Shaft key, then go straight, right, left, left then right. Make a running jump and climb the pyramid, jumping over the blocks and climbing inside.

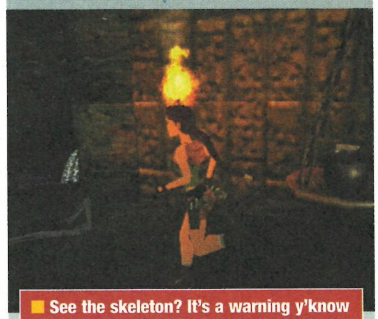


Watch the ninjas try to follow you here

25 INSIDE THE GREAT PYRAMID

Get on the left-hand ledge and jump to the tunnel on the right. Drop down between the sloping rocks, save before trying to run past the shifting columns, and get a torch from the next chamber. Ignite it and use it to light the other torches that open up a path going west that leads to a switch, but remember to save first. Dodge the moving columns to get into the room above, insert your treasures into the walls and then press the switch on the wall (in the room where the torches are). A pair of black grates open and you need to dash quickly past the blocks again, then proceed past the gates to some nasty jumps. Save, then save again after every successful jump you make . Walk into the blue light to finish the level.

With everything in place, continue along



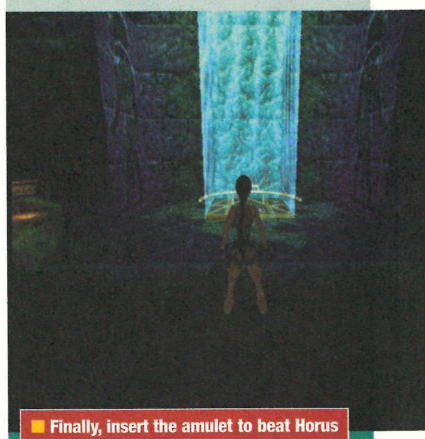
See the skeleton? It's a warning y'know

26 THE TEMPLE OF HORUS

Grab the waterskin and fill it up from the pool, then combine it with the small one. Pour water out onto the scale, open the grate, and down the pole you go. There are nasty spikes to avoid down here, but once down, empty the waterskins and fill the big one. Combine both, empty the smaller one, combine and fill the largest, combine again and pour the liquid out onto the scales.

Lara takes a brief shower in the temple

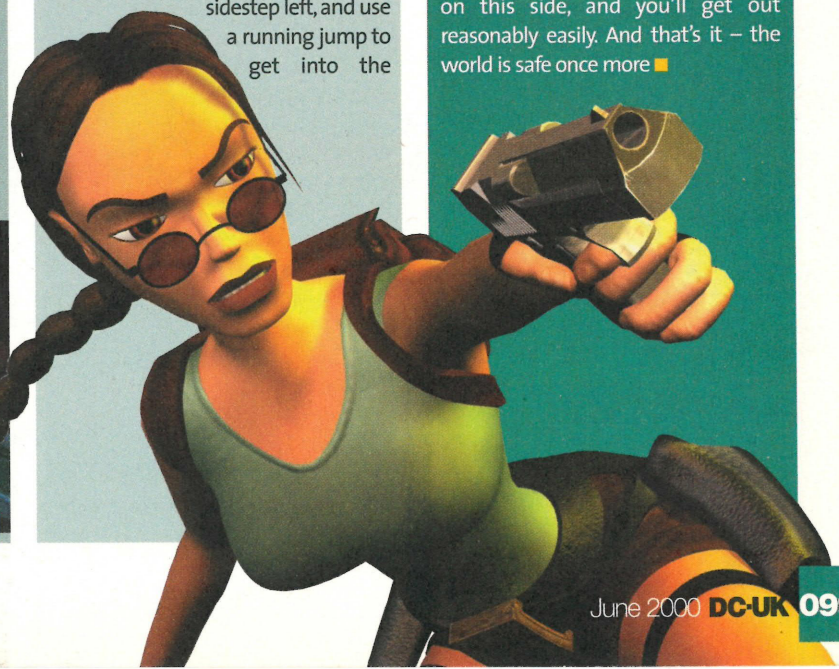
The next puzzle requires you to fill the smaller waterskin, combine it, refill and combine again. With that done, jump into the light and go down the western wall to a platform. Save, sidestep left, and use a running jump to get into the water. Swim to the island and your scriptures will enable you to step into the emanating light and confront the evil Horus.



Finally, insert the amulet to beat Horus

END BOSS – HORUS

Run away! Dive underwater and get the Amulet Of Horus, then surface and run up to the doorway (hopefully you have surfaced on the correct side). The switch here opens the room opposite. Guess where you're going next? Get to the room, pull the lever and watch the cut-scene. Move back out and run along the path to jump onto the stone in the corner. Leap up and grab hold of the ledge, then run into the dark corner using the now-adjusted rocks to climb up. Get the medikit and then jump over to the next few ledges, going back the way you came, crawling through the opening and very quickly, use the walls to move along and up above the flowing water to a chamber. Use the amulet to seal Horus away forever, then make your escape before you're crushed to death. Keep to the left, as there are less traps on this side, and you'll get out reasonably easily. And that's it – the world is safe once more ■



CODES

DOA2, CHUCHU ROCKET AND ECW: HARDCORE REVOLUTION

US IMPORT EDITION

Boost your age for some more bounce to the ounce

DEAD OR ALIVE 2

VIEW 3D CHARACTERS
Fed up of not being able to see which costume you've selected in Versus mode? Simply go to Option, Game Setting, Versus Mode and turn Quick Selector off.

BIGGER BRISTOLS
To 'enhance' the lovely ladies of *DOA2*'s assets (no, we're not talking about those giant doe eyes), go to Option, Game Setting, Others and then increase your age – all the way to 99 years old, if you must.

MANUAL CAMERA DURING VICTORY POSES
To control the camera while your character is in his/her victory pose, press and hold B, then use the d-pad or analogue stick to swing the camera round their bodies.

WOMANLY WALLPAPER
Tecmo knows what you want. Supplied in a folder marked 'Bonus' on the game disc is a bunch of bitmap images to use as wallpaper on your PC or Mac desktop. Just pop the disc in your computer and copy the files onto your hard disk. Don't try this at work; people will think you're very sad. Trust us.

OOH, YOU'RE SUCH A TEASE!
To taunt your opponent, just press Forward, Back, Forward then Punch, Kick and Free simultaneously. Some of these are really nice, for example, Kasumi pirouettes, leaving a trail of petals round her body; Zak body-pops and if he's in his metallic Teletubby outfit his antenna glows pink.

CHUCHU ROCKET

UNLOCK HARD MODE
Complete all 25 Normal mode puzzles.

UNLOCK MANIA MODE
Complete all 25 Special mode puzzles.

UNLOCK SPECIAL MODE
Complete all 25 Hard mode puzzles.

UNLOCK CHAO IN THE GAME
Beat all 25 levels in the Stage Challenge mode to replace the cosmic ChuChus with the Chao creatures first seen in *Sonic Adventure*.

Complete 25 puzzles in Puzzle mode to unlock more conundrums

UNLOCK THE NIGHTOPIANS IN PUZZLE MODE
Complete all 25 Mania puzzles to replace the mice with the NiGHTopian creatures from the classic Sega Saturn game *NiGHTS*.

ECW: HARDCORE REVOLUTION

EXTRAS **BIG FEET MODE**
Beat the Career mode playing as Balls Mahoney.

BIG HAND MODE
Beat the Career mode with Jason.

BIG HEAD MODE
Beat the Career mode playing as Rhino.

LITTLE HEAD MODE
Beat the Career mode with Roadkill.

HEADLESS MODE
Beat the Career mode with Taz.

RANDOM HEAD MODE
Beat the Career mode as Louie Spicolli.

FAT MAN MODE
Beat the Career mode as Spike Dudley.

EGO MODE
Beat the Career mode as Chris Chetti.

HANGMAN MODE
Beat the Career mode playing as Sal E Graziano.

CUSTOM WRESTLER TEXTURES
Beat Career mode as Tommy Dreamer.

BONUS CHARACTERS

PLAY AS BILL ALFONSO
Beat Career mode with Rob Van Dam.

PLAY AS JUDGE JEFF JONES
Beat Career mode with Mike Awesome.

PLAY AS JOEL GERTNER
Play the Career mode and win the Acclaim belt.

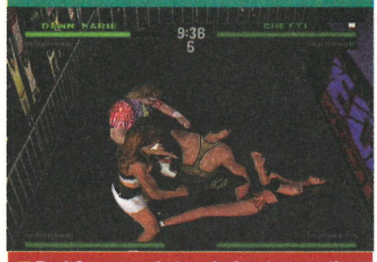
PLAY AS JOEY STYLES
Play the Career mode and win the Acclaim belt.

PLAY AS THE SHEIK
Play the Career mode and win the ECW World Tag Team belt.

PLAY AS BEULAH MCGILLICUTTY
Play the Career mode and win the ECW World Tag Team belt.

PLAY AS CYRUS THE VIRUS
Play the Career mode and win the ECW World TV belt.

PLAY AS TOMMY RICH
Play the Career mode and win the ECW World TV belt



Beat Career mode to unlock extra wrestlers

Stuck on MDK2?

The answer is always right in front of you

WE ARE HERE TO HELP

Also tipped in **DC-TIPS** 03...

Slave Zero, Evolution, Rayman 2, Sega Bass Fishing, Crazy Taxi, JoJo's Bizarre Adventure, Soul Calibur, Resident Evil 2,

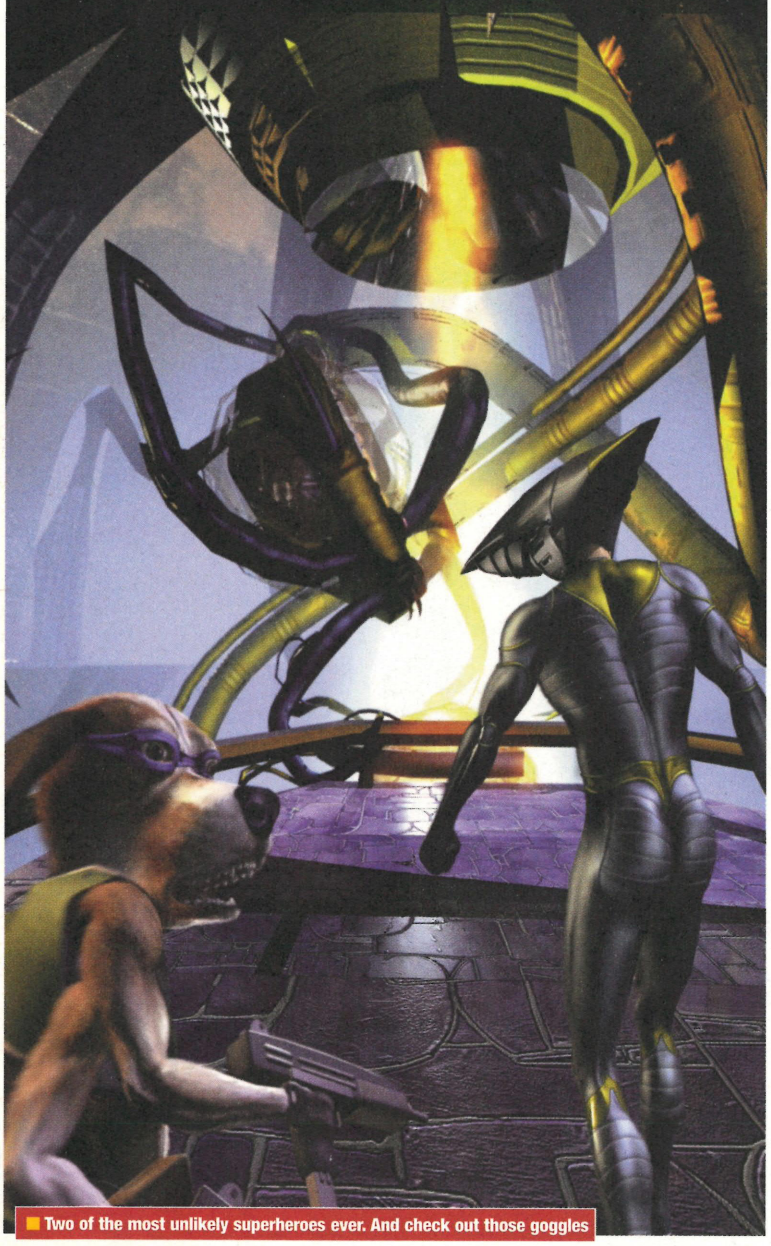
How to take on the world with online *Chu-Chu Rocket!* and much, much more... **Get involved!**

DC-TIPS
DREAMCAST SOLUTIONS
ON SALE **NOW!**

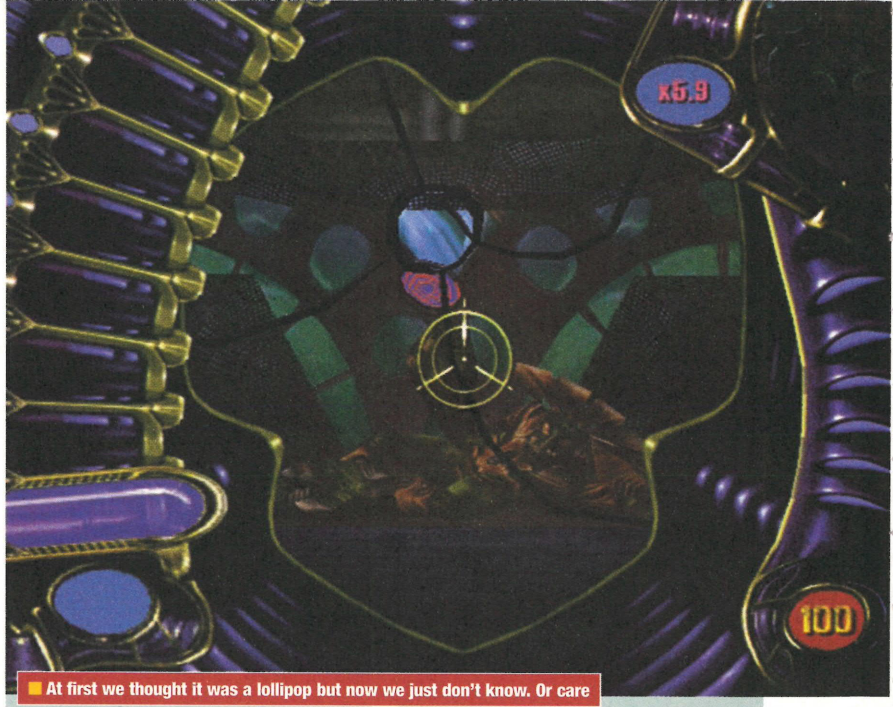
PART ONE MDK2 PLAYER'S GUIDE

These days tough games are hard to come by. Sure, we have titles like *Sonic Adventure* where the actual game is easy as pie but the real challenge lies in collecting all the emblems/coins/souls/top-shelf magazines in each level. But this is seen more as an optional extra rather than an essential part of the adventure. No, tough games are still hard to come by.

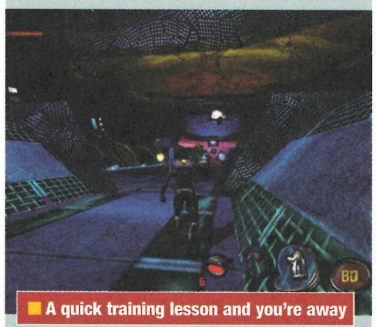
And then along comes *MDK2*, the follow-up to a highly regarded release from the last generation of videogames. Jazzed up for the 128bit era, it offers high-calibre blasting action and a real challenge the veteran gamer can sink his/her teeth into... Until they get stuck on level one and have to consult this guide. Heh heh.



Two of the most unlikely superheroes ever. And check out those goggles



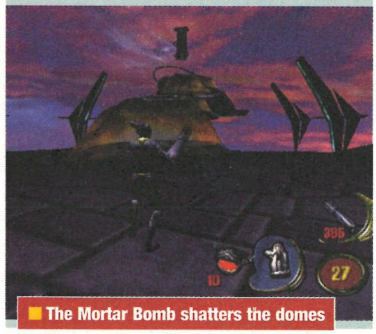
At first we thought it was a lollipop but now we just don't know. Or care



A quick training lesson and you're away

LEVEL 1

Once you know the basics, go into the tank where you find an alien lounging around waving a fan. Shoot it with a sniper bullet to get some attention and strafe with X or B to avoid being shot while you pump bullets into its chest. When you get the Dummy Decoy and drop down, shoot the generator first because it spawns more aliens. The room with the probe and two henchmen is difficult but if you back off you can sniper them while strafing to clear the area. Grab the health and grenades, then when you meet the big fat aliens get behind some cover (right up close) and step out, fire a few rounds, and step back. These aliens are very tough and their staffs shoot homing charges that have more curl than a David Ginola strike, so watch it. Pick up the Super Chaingun, get outside the crawler, and snatch the mortar bomb. Switch to sniper mode, aim high and let one loose so it shatters the dome over the pad ahead. Repeat for each of the following platforms and get to the top where the boss is.



The Mortar Bomb shatters the domes

Only seven health points left – worried?

BOSS – HANDZ

Flip down your sniper helmet and zoom in dead centre to see some spheres. To shoot them all without dying, back away so you're behind the hole you appeared from, go to sniper mode and zoom in. Strafe (you can monitor yourself in the top-right corner) and shoot the spheres.

Once the first set of plates open you need to shoot the tiny sphere in the centre of the next few, with even more lasers firing, making it harder to avoid the blasts. Just stand still and shoot it and when it opens you see Handz at the controls. Plug three shots into his body and he'll jump down. Run to meet him, keep away and circle strafe (hold X or B while adjusting the analogue stick, so you move in a circular motion) while jumping and shooting to finish him off. Phew!

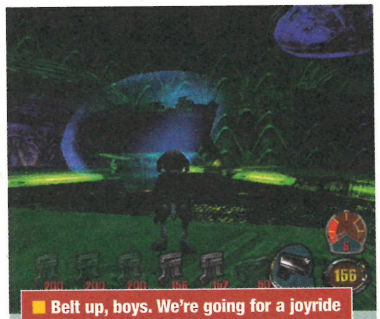
Ooh, what a beautiful manoeuvre! Actually, we crashed after this bit

As you can see, Max loves guns. Green blood and pink explosions... What more is there?

LEVEL 2 The torpedo section is rather frustrating at first, as it's a little too big to weave in between all the meteorites. They travel from right to left, so watch that side of the screen to give yourself a chance to move. Once inside the ship, pick up the magnums and shoot down all the walls to reveal some doors. There are goodies in the other rooms, but go for the central door. Disable the alarms and at the open area equip the reappearing uzis and take out all the drones and generators to unlock the door.

When you get the jetpack, things get tricky, as you need to fill it and fly up the shaft. Sound easy? Sorry – each section is guarded by a few gun turrets and each must be destroyed before the next part is unlocked. To save your health, boost into the shaft so the door opens, and take out a gun turret. Hover

The shaft section. Up down, up down, it never stops...



Belt up, boys. We're going for a joyride

down, then back up to shoot another. Repeat this, using the shutter as cover. You'll need every bit of your health for the next part.

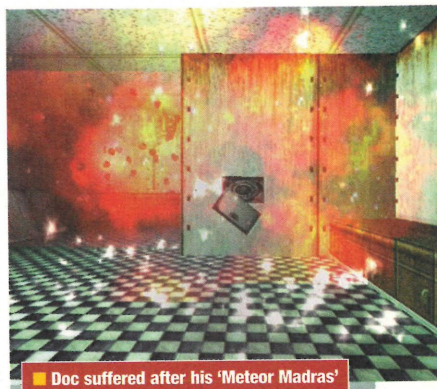
Fly up onto the platform directly above and take out the fat aliens with staffs. Take out the drones, get some items and continue up. At the shuttlecraft with the creatures inside jump from platform to platform, leaping to the fuel pump and holding L to stay in the air while it fills your pack. Charge forth to a passage with more guns (use the single magnum) and go through to meet Inferno.

Saturday Night Fever – Disco 2091 style

BOSS – INFERNO

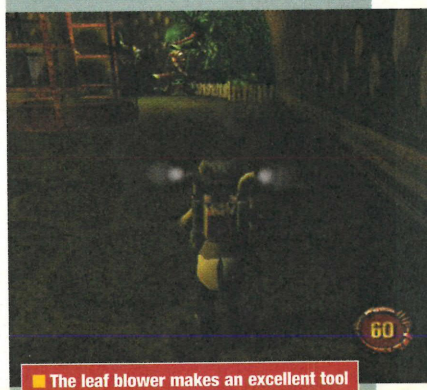
Don't pick up the car battery unless your health is below 100, because you'll be needing it very soon. If you do need more health you can load from a previous checkpoint and try to complete the level from there, conserving your life. Put a weapon in each hand and start firing at the disco ball rotating ahead of you, dodging the rockets and trying to avoid being hit by the light beams emanating from the centre (watch how it's spinning to position yourself perfectly). Continue to fire, and you'll see different parts of the shell have their own energy bar – once the bar's empty that part breaks off. Relentlessly batter it with bullets until the very centre is exposed and you can finish the boss off.

LEVEL 3 Grab the Duct Tape (look left) and search the other rooms for more apparently



Doc suffered after his 'Meteor Madras'

useless items (don't enter the tree lounge yet). In the bathroom use the out-of-proportion toilet so the pipes burst and the hand dryer falls off the wall (the Doc must have been eating vindaloo for breakfast). Pick them up and grab everything from the kitchen. Combine the items (equip and use R) to make a leaf blower. In the tree lounge, blow the aliens over to your helpful monster-munching chum and he'll take a bite out of them all, rewarding you for the excellent lunch by upgrading your toaster to the atomic version.



The leaf blower makes an excellent tool

Go down the lift to a leaky pipe – but don't touch the floor or you'll be fried! Use the pipes to get round and equip the tape. Tap left to use it and, with the floor made safe, get the cord. Combine this with the pipes to make a ladder, anchor it on the X tile and press

Fix that leak using the trusty duct tape

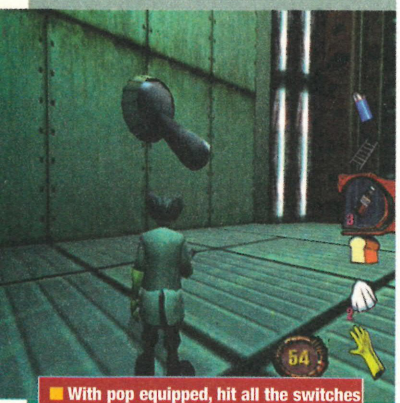
PART ONE MDK2 PLAYER'S GUIDE

CONTINUED

Use the L or R triggers to swim faster

right to climb up. Drop onto the other X tile, climb again, and use it on a third X tile to escape. Jump from girder to girder in the rounded room, and when you eventually get to the large room with the rockets, collect the lighter and fish bowl.

Take them to the rockets and pour the fish into the water. As Chuckleberry Finn (oh dear) you have to find the security override switch – just keep making right turns. Simple. When the door opens, take out the generator, then retreat and kill the enemies. At the checkpoint, put the empty goldfish bowl on your head, the duct tape in your hand and run left to the switch. Jump underneath it to open the air lock and as you (and everything else) are being sucked out, a crate will break in front of you revealing a magnet. Pick it up, combine it with the tape to make some walking boots and run outside. Make long diagonal passes from left to right to dodge the explosive laser blasts raining down on you.



With pop equipped, hit all the switches

BOSS – BFB

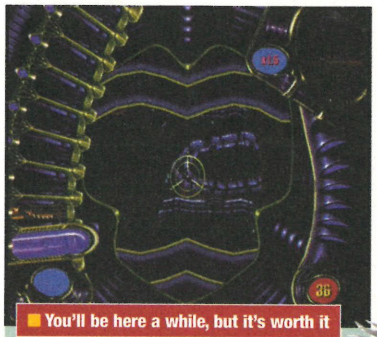
You can't hurt this evil genius with any of your conventional weapons – you need something bigger and better. Jump to flick the switch on the wall, then teleport to the other side of the bay. The second switch is here, so jump to flick it up also. See that red button? Well, that triggers a huge blast from the power relays and is capable of harming the boss. Wait until he's in the middle of the area before stepping on the button and letting rip, tearing a chunk out of his energy bar.

Run across to the first switch, picking up any Mr Fizzy bottles and jumping over the brain-mice that scurry across the floor and leap up over the shockwave the brain-dude sends out. Back at the switch, repeat the procedure until the brain is beaten.

Take that! The Doc extracts revenge

LEVEL 4

Snipe the guards at the beginning. When you go through to the chamber where you start high above, descend rapidly and take out the two drones first, then the generator. Snipe the sphere underneath and the door opens. In the large spiralling chamber there are plenty of probes ready to fire on you. Run left to get the Sniper Shield, tuck yourself into the corner and from here take out as many as you can. Cross to the fans and when you get to the multiple spheres, shoot them (in order left to right) then quickly hop onto



You'll be here a while, but it's worth it

each platform you created. There's another set of platforms to activate, but this is much harder. You'll be standing on the side and need to zoom in and strike all the spheres, then very quickly leap into the fan's warm air vent and glide to them. Jump across (you may wish to glide from the second and forego the third) to the pad and continue from there.

You will soon come to a shaft with three moving spheres and an updraft below. Switch to sniper mode and shoot each sphere so they halt in a staggered formation. Each one gives off a jet of air and you have to open your 'chute over one to fly high and glide to the next, get higher, and go to the third and so on until you get to one of the alcoves. From there, shoot the spheres to make them move once more and halt them again, and continue this until you reach the top where you'll find some health above the door.

When you find the high and low guards, get to the left corner and use it as cover. Drop down and go left (not right!) and kill the enemies. The fishbowl guy needs to be knocked down and sniped in his head to defeat it. Tease the crowd above and when they come down to attack (and die) a backstage door opens.

With the enemy in your sights, it's time to lock and load

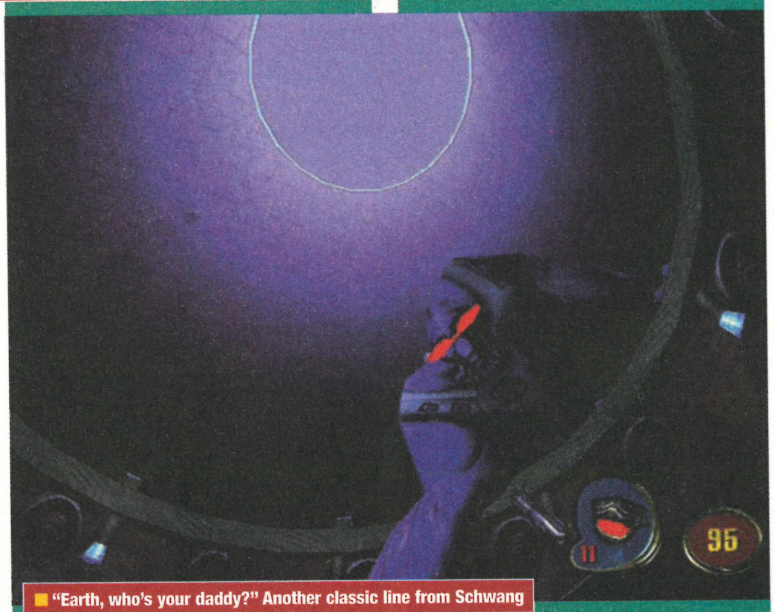
We tried contacting Bioware about securing a few of these spandex suits. Alas, we've yet to hear back from them

Zoom in and you'll see the purple mark

In the room with four lasers and two guards, snipe the turrets, kill the first guard, look below your feet for the last gun, and drop down the hole in the centre to be in a prime position to kill the second guard. Activate the fan and up you go. The area with the broken bridge isn't so tough. Grab some Bouncing Shells and stand in the left passage, looking for a purple mark on the wall left of the item. Shoot it with a shell to strike the sphere round the corner, and for the other aim for the item itself. In the passage with the advanced guns, activate your cloak and run past to the door, turning and shooting them to unlock it.

BOSS – SCHWANG

With all the items gathered, Max and Schwang will appear. Point up at his glasses and fire, dodging his hand and jumping to avoid the shockwave. Sidestep his laser eyes and hit him a few times to make him run off.

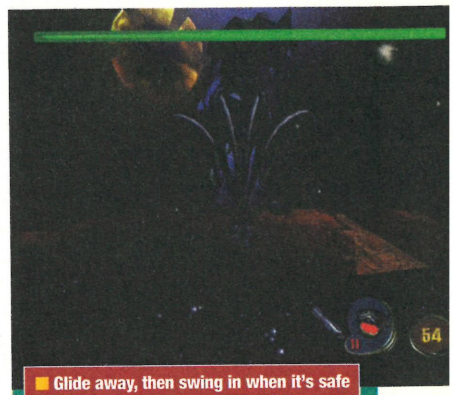


"Earth, who's your daddy?" Another classic line from Schwang

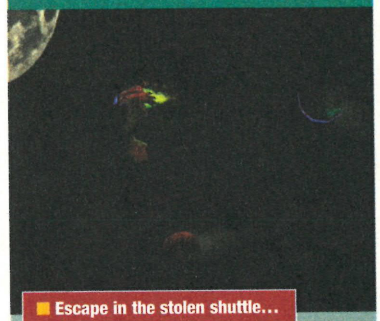
We also wanted some of these shades

The dome shatters and you're stuck in the middle. Sidestep his purple beams, blow up his robotic pests when he launches them, and if he jumps onto your platform glide way out and then back onto it. You're aiming to snipe Max a few times to make Schwang drop the pup. When he does, Max'll fight at your side.

To hurt Schwang, wait until he runs towards one of the three switches on the wall and as he gets close, zoom in and fire a bullet at the blue tip. This flicks the lever and sends a jolt of energy towards it, catching Schwang as he walks by. If you're quick and ignore his attacks you can get in a few more hits before he moves out of range.



Glide away, then swing in when it's safe



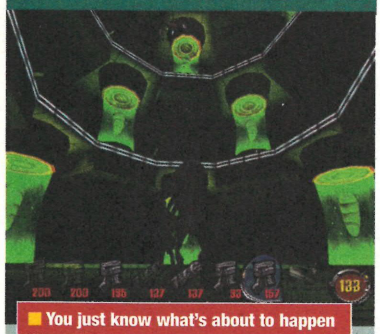
Escape in the stolen shuttle...

LEVEL 5

As Max you're escaping in a stolen shuttle from the debris hurtling towards you from the exploded ship. Stay left of centre and be aware of pieces flying from both sides. After the cut-scene get the Magnums and blow open the floor to get into a chamber with security lasers sweeping the place. Drop down and play jump rope to get to the four computer panels and destroy them to switch off the beams. Immediately escape from the robots by going through the hatch. Continue to some locked doors and a weakened floor to shoot through and get to the library. Grab your guns and run between the shelves, not stopping for anything until you get to the grate on the right wall (at the end) which leads to the

While avoiding the space debris

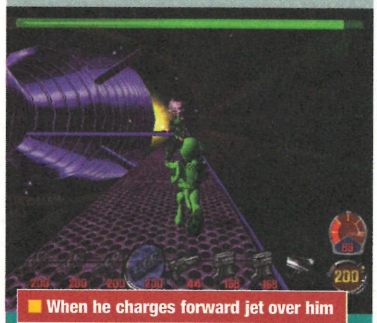
PART ONE MDK2 PLAYER'S GUIDE



You just know what's about to happen

incubation chamber. Dodge the blasts from the aliens and locate a control panel behind one of the bottles, as shooting it lowers a platform that'll take you higher up. Keep searching for the computer panels to continue up to the very top and leave via the grate.

When you reach the girders, use them to descend and run up the grey steps, through to the bathroom where the wall by the toilet can be knocked down, so can the wall behind it. And the next. And the next and so on until you're able to drop down. Get the health and run through the simple maze to a rusty shaft with many Gatling guns. Fall down, then in the right corner hop up into the air duct and follow it round to the other side of the storage room. There's a crack in the metal to the side that can be shot to expose the way forward (or, er, down as the case may be). Fall carefully from beam to beam, then pick up the jetpack and prepare for a test of your gaming stamina. Fuel up, hover out a little way and watch as the pump moves out into the area and goes on a jolly jaunt around the place before finally ending up on the other side. You must stay close enough to it to refuel until it reaches the pipe and you can fly up. As for the walkway ahead, it partially collapses as you cross, so use the last of your fuel to cross and get to the doorway.



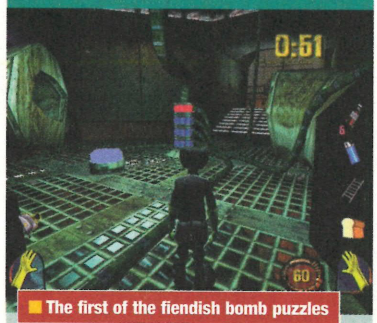
When he charges forward jet over him

BOSS – EVIL MUTT

Equip the Gatling guns, put some fuel in your pack and shoot at your foe from the walkway, boosting over him as he gets close. Once you've inflicted enough damage a green shield will envelop him and he'll start running towards the ship. He's actually going to re-energise using the car battery hidden inside, so you have to get there before he does. Jet to cut the corner and take the right, turning inside so you don't get trampled on, and grab the health pick-up. His shield will drop when he gets here and this is when you can begin attacking again, although we recommend getting to a safe distance from him before doing so, because his flame rockets cause a lot of damage.

Ooh... Puppy dog tails everywhere!

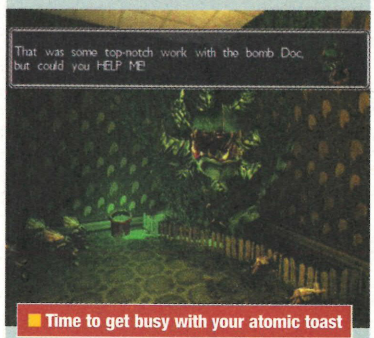
Retreat and lure him out into the open, where you're waiting for him at the end of a gangway with a Gatling gun, and whenever he goes green race in for another health boost. When his life becomes critical he'll go back to the starting area (where the Doc is) and goad Max to make him come down. Do the honourable thing and get down there, firing non-stop until he drops and rusts away.



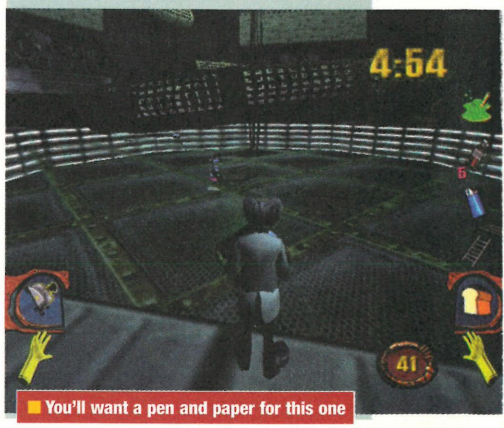
The first of the fiendish bomb puzzles

LEVEL 6

Back in control of the Doc, you have to get the big greenie off your ship, but it won't be easy – he's setting up bombs all over the place. To dispose of the first bomb, check the luminated junction box and follow the cord connected to the red light and step on the button. The light goes blue and the next in the series goes red. Follow the cord and press the button, repeating for the other two. The next bomb you come to is harder, as you must go around the outside to get across the hole, climb up to the buttons, then press the blue buttons connected to the red light. Nip back to your plant buddy in the tree lounge and he'll give you some plutonium which when drunk gives you the power to kick some serious ass. Save your pal and dispose of the next bomb you find to open the door leading to another, but this time things are made tougher by the lack of light. Use the lighter to see what you're doing, and with the elevator working again, you're off to see the boss.



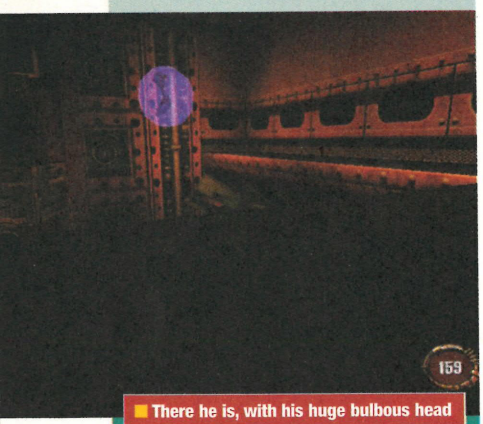
Time to get busy with your atomic toast



You'll want a pen and paper for this one

It's quiet, too quiet... Enemies in the shadows don't worry Max when he has his big guns

"...And give 'im a slap!" Hyde remembers his training from the Vinny Jones School of Football

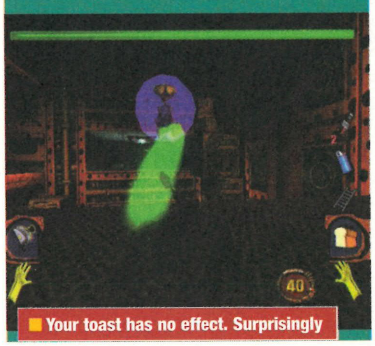


There he is, with his huge bulbous head

BOSS – BFB (AGAIN)

Take a swig of the plutonium and race over to the stack of boxes directly opposite you, avoiding his bombs and other attacks to climb high above him (if for some reason you're not in possession of the radioactive substance, look behind the boxes on the floor). The dastardly foe has a protective shield which envelops his weak spot: his extremely large head. Rather than use conventional weapons to attack, the most effective (well, only) way is to jump off the crates and land squarely to put a dent in his defences by giving him a good hard slap. As soon as you land, sprint past the alien as he retaliates and climb the boxes again to get into attack position, crashing down as he passes underneath. It takes only three hits to damage his shield beyond use and leave him vulnerable.

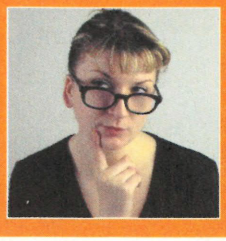
Unfortunately, it's not that simple, because now he comes down to ground level and begins firing bombs at you which cause a lot of damage if you get caught in the explosion. Before the effects of the plutonium wear off, climb back up to the entrance. Equip the atomic toaster and loaf of bread, and constantly shoot while moving left and right to avoid the bombs he throws. Jump to avoid the mice, and it won't take too many hits before he gives in completely



Your toast has no effect. Surprisingly

THE SECOND PART OF OUR GUIDE TO MDK2 WILL APPEAR NEXT ISSUE, SO BE SURE TO SNAP UP YOUR COPY OF DC-UK, THE MAG THE EXPERTS READ. NOW, WHERE DID WE PUT THAT MONKEY?

CONTINUED NEXT ISSUE



Ask Auntie Esther

Having problems? Auntie Esther will give you all the advice you need. You lucky people...

Any word on a printer, or any methods by which something can be printed from a Dreamcast?

Rich

There are no plans for a printer as yet, but it's only a matter of time. Sega of Japan is determined to market Dreamcast as a cheap PC, and a printer will be a key part of this strategy. Keep watching the East...

Could you tell me what causes slowdown in games like the superb *Virtua Striker 2*, and can it be avoided? Also, why do racing games like *MSR* and *Sega GT* still only run at 30 fps on our new console? If *GT2000* on PS2 runs at 60 fps, why can't Dreamcast keep up?

John Donohue

OK, first things first, slowdown occurs when the processor is having to make many different calculations at once. In* Virtua Striker 2, *most slowdown occurs when you take a corner because there are several players in the box, all moving about on their own routes – it takes a lot of intensive maths to work out routes, collision detection, etc. Smarter programming can usually solve the problem, but developers need time to get to know a platform before they start exploiting its hidden abilities.

As for* MSR, *we asked Martin Chudley, MD of Bizarre Creations and he told us the following:

"With* MSR *we have tried to maximise the amount of detail on screen – in the scenery and cars – with a long draw-distance, which the real-life roads have. We also have a lot of layered transparency, environment maps, shadows and lighting effects – all of which have a huge hit on graphics processor time.

Although areas of the game can run at 60 fps, it cannot be guaranteed, and framing out from 60 to 30 fps would look terrible. We therefore fixed the framerate to 30 fps, which allowed us to build in all of the detail that we wanted, without having to cut stuff out, or reduce the draw-distance."

Are you ever going to publish reviews of *Aerowings*, *Dynamite Cop 2*, *NFL QBC 2000*, *Pen Pen Trilcelon*, *Psychic Force 2012*, or *Tokyo Highway Challenge*? Surely you could do a round up of these games on a page or two? Hate to sound picky, but every other DC mag has reviewed these games.

T (Yes, really!)

What we may well do is add them to our listings section – it's too late for full-scale reviews now. We didn't review them at the time because, with the possible exception of* Psychic Force 2012, *they weren't very good. Oooh listen to me, I'm such a bitch.

Are there any plans to release a Buffy The Vampire Slayer or an Angel game? I am a big fan of both and think they would make great games if approached correctly.

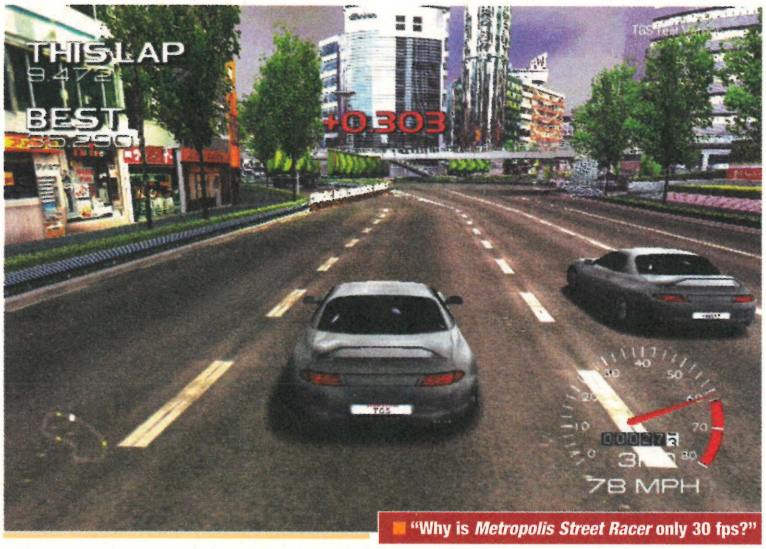
Mark

Yep,* Buffy the Vampire Slayer *will be released in Autumn courtesy of Fox Interactive. Personally, I'd be happy to release Angel. From his trousers.

I have just brought a Dreamcast SCART lead and when I play games there are little tiny black dots on the screen. Is this normal or is there something wrong with the cable?

M Woods

Unfortunately, it sounds like you either have a duff cable or a duff TV. Through SCART, the picture should be like your underwear: crisp and clean.



"Why is *Metropolis Street Racer* only 30 fps?"

Can you tell me when *Metropolis Street Racer* is going to hit the great computer shop shelves of the UK? I have looked in all of your recent issues and there is no release date for the game, so can you please tell me?

Chris

We're expecting the game in June, but no official date has been given. Bizarre Creations are real perfectionists and want to get everything right, so they've spent a long time tweaking the handling and gameplay.

Help! I can't decide what game to get. In the running are: *Soul Reaver*, *Shadow Man*, *Sonic* and *Tomb Raider 4*. Can you help me decide, or do you know whether there are any better games coming out?

Mark Woodward

Well, they're all pretty good, but personally I'd be tempted to get a copy of* Soul Reaver. *And yes, there are better games on the way, but then there always will be – you'd end up never buying anything ever again if you stuck to that philosophy.

Is it possible to download from the Internet using Dreamcast without a hard drive? Also what do the initials URL stand for?

Chris Robb

Not really. You can download small files to your VM, but that's all. Sega has plans to increase the downloading capacity of Dreamcast, but that's all way off in the future. URL stands for Uniform Resource Locater – it's the proper name for a Website address.

Up until recently, my Dreamcast was working, well... like a dream. But now, when I turn it on, I get a two-second beeping noise, like the self-test beep but longer. This now happens every time I turn my DC on, but the games play fine. It may be worth noting that the first time this happened (about a week or so ago) the system asked me to enter the time and date before running the loaded disc. Can you help? Is this a serious problem?

Liam Harper

Erm, could it be that you have a VM in your controller? They make a two-second beep everytime you switch on your Dreamcast (as long as they're in a controller plugged into the system, of course). Can't think of anything else that might cause it. Unless you have a mouse trapped in your console. Which is unlikely.

I was looking in **DC-UK** 03 and saw on page 118 a bit on *Giant Gram*. Could you send me more info on it and other wrestling games for Dreamcast?

Anon

Giant Gram ***was released last year in Japan by Sega and won't be coming to this country. We've reviewed two American wrestling games:* WWF Attitude *and* ECW Wrestling, *neither were particularly amazing. THQ will soon be releasing* WWF Smackdown *– perhaps you should wait to see what this is like before you commit yourself to a purchase. My gran used to watch the wrestling on Saturday afternoons. Those were the days. They were real athletes, not like the posturing lycra-wearing nancy boys you get these days. Strong, fit, healthy men they were. Of course, they're all dead now.***

I was wondering if Sega is going to hold a *Crazy Taxi* competition – either on the Internet or at a videogame store? If not, why don't you lot hold one, and give a prize to the highest scorer? Just

"Any more news on *Wacky Races*?"

thought it'd be neat. Also, I think *Revenge of Shinobi* is in urgent need of some 128bit goodness.

Holland

But we ARE running a* Crazy Taxi *competition! Go to the Challenge section on page 110.

I have some questions about Sega's dream machine:
1) Will the new James Bond game (*The World Is Not Enough*) ever be released on Dreamcast?
2) What will be the first online game for the system here in Europe?
3) I read on the Net something about a PlayStation emulator for Dreamcast (so you can play PlayStation games on DC). Is this true?
4) Will I be able to connect my Dreamcast to a cable modem in future?
5) Are there any plans for *Soul Calibur 2*, and has Namco planned to release either *Tekken 3* or *Tekken Tag Tournament* on Dreamcast?
6) Will the price of a Dreamcast come under £100 when PlayStation2 arrives?

Ole Richstad

1) There are rumours, but nothing has been confirmed
2) ChuChu Rocket
3) Again, there were rumours, but we haven't seen it
4) Yes
5) Namco has given no definite information regarding its future support for Dreamcast. Apart from* Mr Driller *and* Ms Pac-Man Maze Madness. *They may reveal more at E3.
6) No, sorry.

I was wondering if you could tell me if *Time Crisis 2*, or any other lightgun games are going to come out on Dreamcast, as I am a really big fan of the genre.

Also my friend would like to know if *Panzer Dragoon Saga* or a sequel to it will be released on Dreamcast?

Tom Clarke

Virtua Cop 2 ***is coming out on DC and that is great, but there's no word on* Time Crisis 2. *Sega hasn't mentioned a* Panzer Dragoon *game on DC either, which is a pity.***

Will Datel's high capacity memory card use data compression? The PlayStation ones did, but this meant that they didn't work with some games. Also, do you know when *Heroes of Might and Magic 3* is coming out?

Spook

We asked Grant Hughes at Datel about this and he told us, "No, DC16 does not use compression, so it will be 100 per cent compatible with all Dreamcast games. It is a true 16Mb card, giving a massive 3,200 game save blocks. DC16 will be available in May – more info at www.codejunkies.com." Hang on, that was an advert wasn't it? Cheeky boy.

1) Is there any way of adapting a PC keyboard to use it with a Dreamcast without destroying the console. Yes, I do have a spare PC keyboard and a Dreamcast without a keyboard!
2) Is the fantastic Jurassic Park game *Lost World* ever going to get a release date on Dreamcast? Please tell me it will be released, so I can get full use of my lightgun.
3) Any more news on *Scooby Doo* and *Wacky Races*?

Ken Carmody

1) Yes, Mad Katz are making one and it should be available by the time you're reading this.
2) Sega hasn't mentioned a DC conversion of this graphically stunning shooter. The game is getting on a bit now, though, so it's a little unlikely – especially as the licence has expired in popularity somewhat.
3)* Wacky Races *is previewed on page 030 of this issue. We'll be running more info on* Scooby Doo *very soon...

ASK ESTHER

DC-UK
Future Publishing,
30 Monmouth Street,
Bath, BANES,
BA1 2BW
Fax: 01225 822744
Email:
dcuk@futurenet.co.uk

DREAMCAST HARDWARE INFO

> **PROCESSOR** 200MHz Hitachi SH-4. It's a Reduced Instruction Set (RISC) design, which makes it a lot more powerful than a 200MHz Intel Pentium would be. Because of their high power, both the SH-4 and PowerVR chips are linked to a cooling system that's connected to a fan on the console. So don't cover the vent!

> **GRAPHIC CHIP** Power VR 2DC (codenamed CLX-1), capable of up to four million polygons per second. Performance is nearer to three million when all the available effects are switched on. There's also texture compression built in, which means that highly detailed surfaces can be drawn in games. Although it's related to a PC graphics card, it isn't upgradable.

> **STORAGE** Unique Yamaha 1000Mb GD-ROM drive, making the discs currently pirate-proof. Runs at 12 times the standard CD speed.

> **AUDIO** Yamaha's AICA audio chip features 64 sound channels, complete with in-built support for samples and surround sound effects.

> **MEMORY** Dreamcast is piled high with Random Access Memory (RAM), with 16Mb for game data, 8Mb for graphics data, and 2Mb for Audio. That's as much as PlayStation and PlayStation2 have when added together.

> **VIDEO OUTPUT** The standard resolution for Dreamcast is the highest available on current televisions: 640x480. This is delivered at either 50 or 60 frames per second (fps), which is why things move around so smoothly on the DC compared to older consoles.

> **MODEM** European Dreamcast's ship with a 33.6kbps modem, which roughly means that it can communicate on the Internet at around 0.003Mb per second. So, not much. American Dreamcast's come with a faster 56 kbps modem and we reckon the European version should have been specified the same. There is a solution, however.

The DC modem is upgradable, which you do simply by pulling it off the side of the machine (go on, have a go, we know you're dying to), and slapping a new one in its place. If we're really lucky, future versions could include a cable modem, which would be capable of much, much faster speeds – as in 0.3Mb per second – so long as you're connected to a cable network, of course.

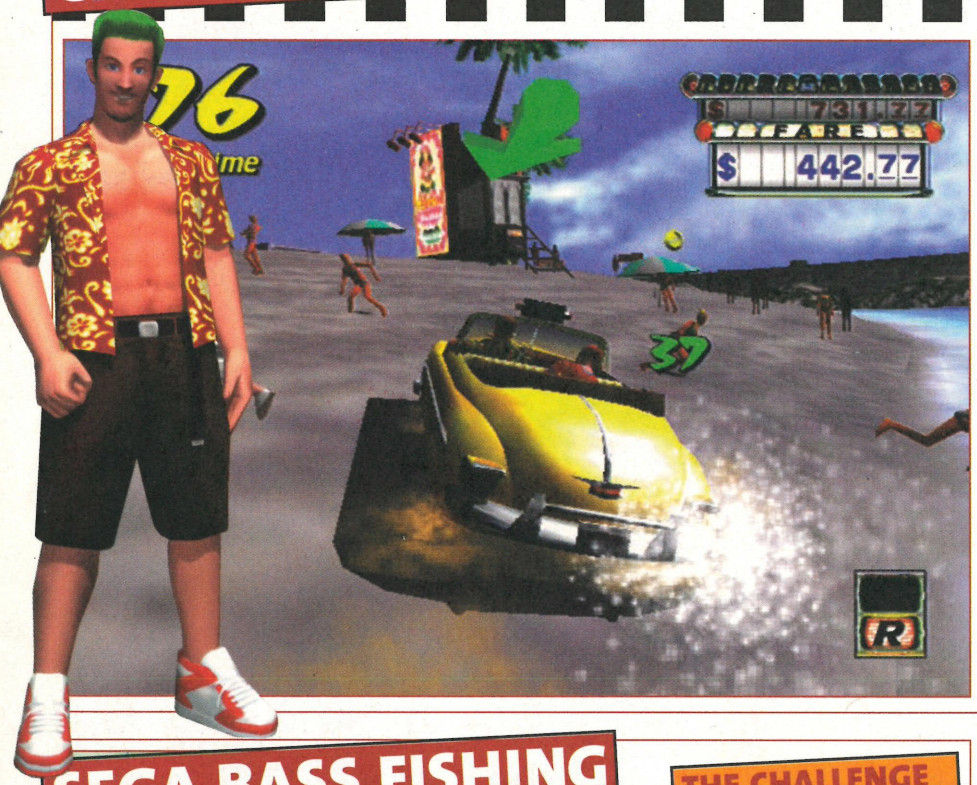
Challenge

Prove your gaming prowess to the world!

Boasting is a natural human endeavour. When you've achieved a massive high score, amazing goal or incredible time, you want the whole world to know about it.

Well, what's stopping you? Simply take on one of the challenges below, send us photographic proof of your score and we'll put you in our high-score league. Do it now, or no-one will know of your brilliance! ■

CRAZY TAXI



Sega's wild cab driving game remains the best thing on four wheels and we know you're all still playing it. So why not show everyone that you rule the *Crazy Taxi* roost by attempting one of the following challenges set by our resident Hackney Carriage hero?

THE CHALLENGES

CRAZY JUMP
> Notch up the furthest distance on Crazy Jump. Our record stands at a mighty 344.70m.

CRAZY JAM
> We've done it in 42 seconds. But you can beat that, surely.

TIME ATTACK
> In the ten-minute game in Arcade Mode get to the Pizza Hut as quickly as possible (you may use the bike). Pause the game when you hit it and take a photo of the screen. One minute is a pretty good time to beat (ie, 9'00" showing on screen).

TIME ATTACK 2
> In the ten-minute game in Original Mode get to the Used Car Lot as quickly as possible (you may use the bike). Pause the game once you're there and take a photo of the screen. 35 seconds (ie, 9'25" on screen) is good.

CRAZY FLAG
> What's your best Crazy Flag time? 11 seconds is a good starting point – so beat that!

GET A HIGH SCORE!
> Choose Arcade or Original Mode (tell us which when you send in your score), then 'Play By Arcade Rules'. Now make as much money as you can ■

SEGA BASS FISHING

Well it's finally been released in the UK! Sega's top-notch bass-catching romp buries the old 'fishing is boring' myth and provides a decent challenge for the determined angler.

THE CHALLENGE

GET A HIGH SCORE!
> That's it. Just go to the Original mode, play through, and rank as highly as possible. Send us your total bass weight (in metric) when the tournament ends ■

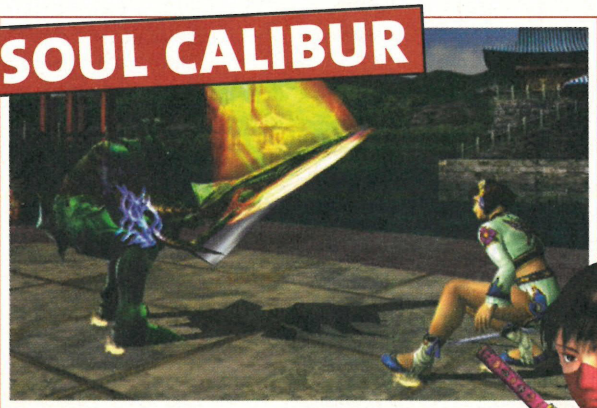
VIRTUA STRIKER 2

Scoring goals worth over 400 points never fails to get us running round the office like Ian Wright circa 1998, and we're sure you're the same. So prove your shooting skill, right now!

THE CHALLENGE

SCORE A BEAUTIFUL GOAL!
> Here, we've managed 555 points with a breathtaking overhead kick, but goals worth 600-plus have been recorded. Send us a photo of your score together with the team and goal type (pass, free kick, cross, etc) ■

SOUL CALIBUR



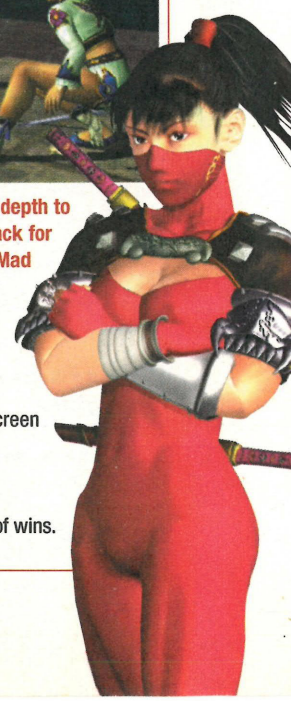
Namco's consummate fighting game has enough depth to keep even the most hardened warriors coming back for more, especially with the added stimulus of free Mad Catz peripherals.

THE CHALLENGE

TIME ATTACK
> Send in proof of your best time (a photo of the screen will do the trick). Our fastest is 01'02"32.

Or:

SURVIVAL MODE
> Send photographic proof of your highest number of wins. We managed 48 in the course of writing this ■



WIN! WIN! WIN! WIN!

■ The very best scores get a Mad Catz joypad!

Think you have what it takes?

The best game scores we receive will each win a Mad Catz joypad – perfect as a second, third or fourth pad for those multiplayer gaming sessions. How do you get one of these most desirable objects? Simply attempt one of the challenges on the opposite page and send us proof of your massive score. A polaroid will do the trick – you could either post it to us, or email it. We're currently compiling all the entries into a **DC-UK** high-score table, where your name surely belongs. 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. You won't respect yourself in the morning. Now get up off the sofa and play!

Send proof of your high scores to one of the addresses below:

Email: dcuk@futurenet.co.uk
Fax: 01225 822744
Write:

DC-UK
Extended Play
Future Publishing PLC
30 Monmouth Street
Bath, BA1 2BW

Dreamcast console
£149.99*
Price includes tax
and free delivery in the UK.
*For a limited period.
www.countdownarcade.com

D-m@il

Come on, drop an opinion bomb on our heads!

✎ GOOD HEAVENS! IT'S DC-UK!

I've been gaming on Sega home consoles since 1993, and despite the general consensus that the Saturn was a bit duff, I happened to embrace the machine like a long-lost relative. Things did get a little dire towards the end (what with software starvation and the like), but one thing that always shined through was the sterling support of an official periodical (ie, Sega Saturn Magazine).

Ergo, I've always held the view that official equals best and most authoritative coverage, etc. That is, until I welcomed **DC-UK** into my home.

In its relatively short lifespan, **DC-UK** (and its implicit love for Dreamcast) has redefined my expectations of a gaming publication. For example, the design aesthetic for issue 07 must simply be held aloft as the best, most polished piece of cover art I have ever seen in my life. The fact that Claire Redfield simply demands ogling is none too damaging, either.

The sheer inspired madness that was Nostradamus: The Dreamcast Prophecies has never been copied nor bettered elsewhere, and the depth of acuity of DC-Now makes me doubly proud to be a Dreamcast owner.

Finally a big shout to the Game for a Laugh feature (issue 05). It was the first time in many years that I could actually put a face to the 'grand guignol' of gamescasting – João Sanches.

God is in the details, therefore **DC-UK** must truly be heaven-sent. I am forever in your sights (and vice versa). Thank you!

Steven Wrangell, Australia

Cheers, mate. Hope you like the new look as much as you liked the old.

MAIL OF THE MONTH

✎ LARA'S LAZY LADY BUMPS

I have foolishly purchased a copy of the latest *Tomb Raider* outing on Dreamcast without having played any of the PlayStation or PC prequels. I suppose I was expecting the series' massive name to guarantee a quality game. Oops. The control system is irritatingly based around the d-pad and there is a definite feeling of only being able to move on a preset grid (if you know what I mean). On top of this, the graphics are hardly what I expected, leaving Lara worryingly angular, and it is far too difficult to get a decent view of her trademark breasts. When the aforementioned view is finally obtained, imagine a poor gamer's disappointment upon discovering that the mighty cleavage is appallingly animated and Ms Croft's breasts don't seem to bounce at all. Also, Lucifer himself can be credited with the difficulty level. Only the misguided belief that things would get better (and hopefully easier) later in the game prevented rapid and painful hair loss on my part.

By the way, a few weeks ago, I was unable to find **DC-UK** as I usually do in my local newsagent's, so I plumped for a rival title. Only then did I realise just how much better your magazine is.

Chris Redding, South Birmingham

We like the way your main criticism of the game is centred around Lara's disappointing lady bumps: you should perhaps be reviewing games for Loaded. But anyway, your other comments are fair enough, although we stand by the score we gave the game – for sheer challenge, it has plenty to offer.

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

✎ DRIVE TIME

If you have a Dreamcast with a DVD and Zip drive, how will they all join together? I have heard that the Zip drive goes into the serial connection, but where does the DVD drive go?

Just one other thing, if anyone wants to know where Caspar went, I can tell you. He is the editor of a new DC magazine called Mr Dreamcast.

Kevin Howell

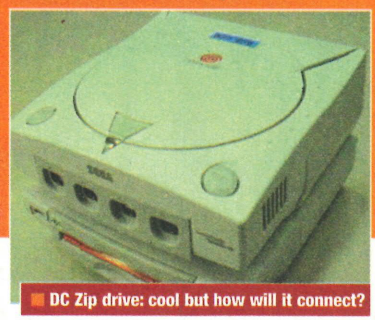
Well, as there is only one serial interface on the DC, we guess that they'll both have to use that intermittently – unless Sega creates some kind of multi-adaptor. Oh, and you're wrong about Caspar, he actually ran away to join the circus. He is now a monkey tamer named 'Caspar The Courageous'.

✎ GET THE NET!

Sega of Japan's plan to deny Dreamcast owners free Internet access is probably the most stupid thing the company could have done. With the release of the PlayStation2, Sega needs as many incentives as possible to tempt people away from the demon machine, and free Net access was one of these incentives. I just hope they don't plan to do the same thing over here.

Lewis Rodwell

Sega of Japan is working on a wide-reaching series of Internet ideas that could revolutionise the whole concept of online gaming. Getting together with cable companies and providing incredibly fast Web access to allow seamless multiplayer gaming is a fab idea – which unfortunately can't be offered without a monthly charge. Anyway, didn't anyone ever tell you that there's no such thing as a free lunch, Lewis?



DC Zip drive: cool but how will it connect?

> "Sega needs to tempt people away from PlayStation2"

✎ DUTCH DISASTERS

A couple of days ago I went to a videogames shop and when I asked the man behind the counter for Dreamcast games, he replied that he had stopped selling Dreamcast hardware and software because the sales were so poor. I own a Dreamcast and am a little bit concerned if the machine and games are not doing well in Europe. The situation here in Holland is pathetic.

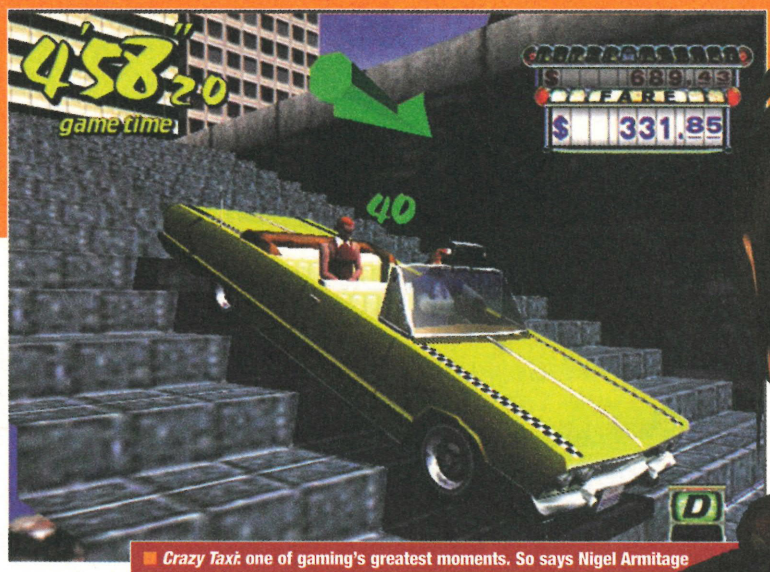
It's really difficult to get *The House of the Dead 2* and the lightgun. Sega Europe gave Holland about 300 copies of the game and the gun. *Crazy Taxi* is also very hard to get hold of. Sega is not promoting the machine or the software in Holland.

Can you please tell Sega that Holland is not a Third-World country, and if they want to earn some money they must do something about the situation here.

Ton Ouwendijk, Amsterdam

✎ CONSOLE WARS

I have to agree with Brian Varnam in issue 08 about Digitiser being anti-Sega, but the



Crazy Taxi: one of gaming's greatest moments. So says Nigel Armitage

thing is that they are anti-everyone. If you take a good look you will see that most of the people who write in to complain are foolish zealots who are always in the never-ending "my console is better than yours" nonsense. Frankly, I choose my consoles for their games and not their power. At the moment with great quality games like *Crazy Taxi*, *Soul Calibur* and *Soul Reaver* out now and the likes of *MSR*, *Fur Fighters*, *Shenmue*, *Code: Veronica* and *Phantasy Star Online* coming in the future, my choice is Dreamcast.

Robert McMillan

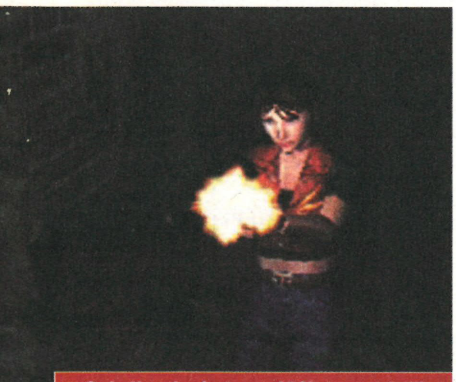
✎ CHOCOLATE PAGES, PLEASE

Among all my great gaming moments (*Mario*, *Zelda*, et al), never have I jumped so high off the sofa, punched the air so hard, or screamed "You f****** star!" so loudly as when I completed the Crazy Zigzag 2 box last night. What an utterly brilliant game! Just before I nip out and get myself a life (and who knows, maybe even a girlfriend), can you please tell me what you meant in issue 06 (page 079) by saying, "Some of *Crazy Taxi*'s extra view modes are tucked away as bonuses?" I keep looking, but I can't find 'em.

I do hope you weren't talking out of your exhaust pipes, because I'm really not interested in using cheats. For my money, they take away the magic, and you should remove the Top Secrets page from your excellent magazine. (You could replace it with an edible, chocolate-flavoured page.) Cheats out. Gameplay in.

Nigel Armitage

We included instructions on how to open up the extra views in the tips book given away with issue 09 – check it out. As for the Cheats page, some people appreciate help with games that they've become irrevocably stuck on – so we'll be keeping it in. You could, y'know, just not read it...



Code: Veronica: just one of DC's top-notch titles

✎ MUMS FOR T-SHIRTS

I have just been reading in your excellent mag that you're giving away T-shirts. I'm not gonna ask for one, as that's just plain sad, although I can definitely see why people would want one. Anyway, I was wondering if you had a spare job... for my mum. I'd love to get her out of my hair (mums can be so annoying) and seeing as your T-shirts looked so lovely, I thought you might want someone to iron them (as the one in the mag looked a bit creased) and it'd be perfect for my mum to live in your offices, ironing T-shirts and keeping away from me. How about it, then?

Marc Sach

We're printing this letter purely so that Mrs Sach will be able to see what her son thinks of her – ungrateful little wretch that he is. As if he wasn't enough of a chore to bring up in the first place, what with the bed-wetting and that thing he had for tights.

✎ WHAT'S BUGGING LARA?

Is there a bug in *Tomb Raider:TLR*? I cannot get any further than the Burial Chambers because my DC or the game just crashes. After I finished the level, I got to watch a brilliant MPEG movie of the background to Set's entombment, but then as the next level is about to be booted up, the whole thing just crashes. You cannot soft reset and the only option is to restart the DC. I have tried eight times to get past this point and I have failed. Is this just an isolated problem or are there any other faulty copies around? I have 14 DC games and this has never happened with any of them. I have completed *Shadow Man*, *Sonic Adventure* and *Soul Reaver*, but apart from a few graphical glitches, I have not had any problems. I have tried to contact Eidos, but I can't obtain an answer from them.

Lee Sheldon

We can only suggest that you swap your copy of the game at the retailer where you bought it from, as ours works perfectly well. Sorry about that.

✎ POCKET SNAKE ANTICS

Why don't you have reviews for VM games complete with the URL where the games can be found? You could present it like the import games you do (eg, without a score).

I've just been playing *Snaky* from VM:UK, and it's amazing. So come on, let's see the VM reviews. Please.

Michael Normington

If you check out our new Internet News section you'll see we've started a special bit on VM games. We are, in fact, psychic.

✎ TO THE EDGE AND BEYOND...

Just read your April issue (**DC-UK** 08). It's the first month I have enjoyed a periodical more than Edge. Web-based mini-games are a very nice touch – update these and I'll pop in regularly for a cup of tea and a blue king size.

Steve

www.dc-uk.co.uk

Get a daily dose of your fellow DC-owners' opinions on our Website's forum.

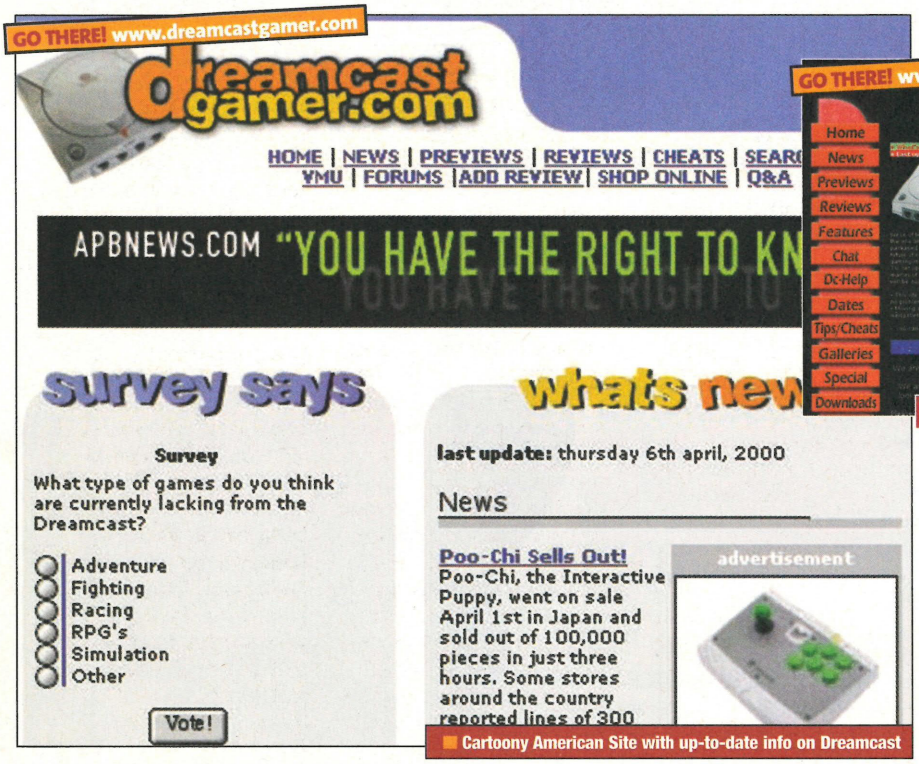
WRITE TO:

DC-UK Future Publishing, 30 Monmouth Street, Bath, BANES, BA1 2BW
Fax: 01225 822744
Email: dcuk@futurenet.co.uk

Internet News ROUND-UP

This month's unmissable Web action

GO THERE! www.dreamcastgamer.com



Cartoony American Site with up-to-date info on Dreamcast

GO THERE! www.dcrealm.co.uk

It's a Dreamcast-friendly Web kingdom

GO THERE! vmu-otaku.vgamin.com

Download VMU saves from here

While most games are still getting used to the new look Dreamarena home page, most forward-looking members of the online Dreamcast community are already getting excited by the prospect of the forthcoming DC MP3 player. This will solve one of the main shortcomings of the current Internet set-up by allowing you to download and play audio files. However, while this may be the digitised version of the second coming for you cyber-kids out there, it still doesn't beat getting lost in a pile of dusty old vinyl. More news as and when a release date is set.

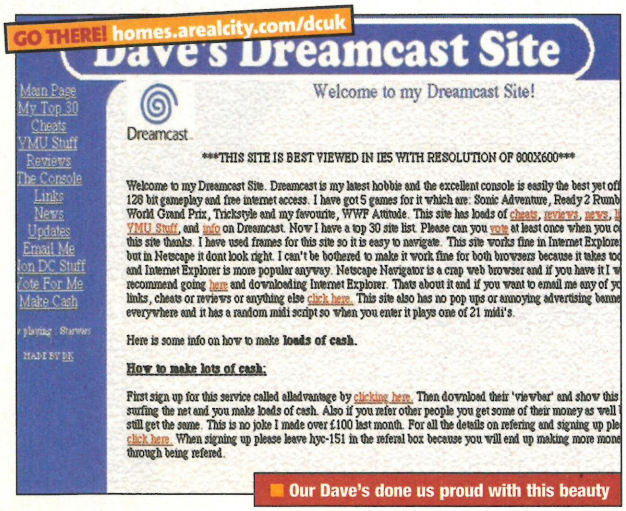
Elsewhere, those from more Eastern regions than Norwich (ie, Japan) will soon be able to access the Dream Library. This is a collection of downloadable versions of over 300 Sega games from yesteryear. Working almost like an online rental system, you'd pay a fee (in 'Dreams') which would then enable you to play your chosen game for a couple of days. With each rental likely to be in the region of £2 though, it might be more worthwhile hunting around for second-hand copies. Whether the Dream-Library is launched in Europe probably depends on its initial success in Japan.

On that note, if you're feeling a bit disgruntled at always getting Dreamcast stuff later than our friends in the East, spare a thought for those Japanese owners who are soon to lose their free Internet access. From the end of April they will have to pay a monthly registration fee. Hopefully, this is one development that Sega will be particularly tardy about bringing over here, if at all.

Site-wise, you might want to check out **www.dreamcast-gamer.com**. This professional looking US site is all big cartoon-style lettering, includes a search feature and some good preview pictures. However, we were more interested in the advert offering to link you to a place where you can debate the relative merits of African tree bark vs Viagra.

Make your way over to **www.dcrealm.co.uk**, though, and you'll find a very Dreamcast-friendly site (none of that horizontal scrolling business) combined with a healthy dose of irreverence. In the 'Special'

GO THERE! homes.arealcity.com/dcuk



Our Dave's done us proud with this beauty

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 information from a server, via a URL.

HYPERLINK By using hyperlinks, a Web page can be connected to other parts of that page or to others on the Web. The reader clicks on the link to be taken to that information.

LATENCY The bane of Internet gamers, latency refers to the time it takes for information to travel from another computer 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.

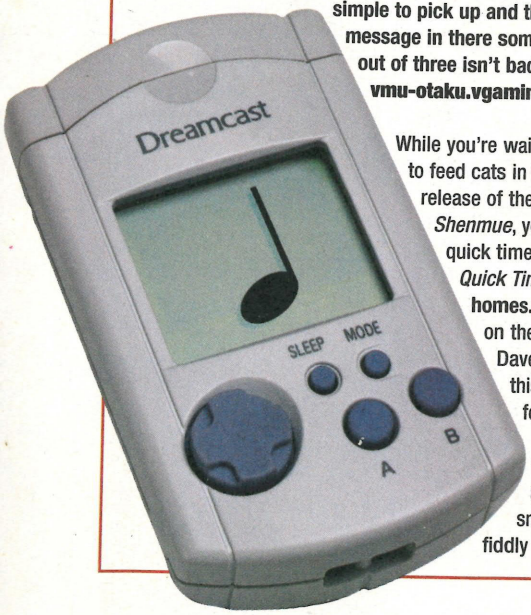
URL Stands for Uniform Resource Locator, this address specifies exactly where a specific page or other piece of information can be found on the Web.

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

VM MAGIC

Stuff we've downloaded this month

Unofficial VM game of the month award goes to a little ditty by the name of *Sniper*. With its brave approach of eschewing fancy graphics for simple playability, this game will strike a chord with all true game lovers. And those with psychopathic tendencies. Basically, you press the A button whenever the enemy walks in front of your cross-hair. Which you can't move. In fact, with its innovative and easy one-button-does-it-all control system, we've found that it's the ideal game for young kids (or idiots) – fun, simple to pick up and there's a moral message in there somewhere. Well, two out of three isn't bad. It's found at vmu-otaku.vgamin.com.



While you're waiting for the chance to feed cats in the European release of the epic that is *Shenmue*, you can hone your quick time event skills on, err, *Quick Time Event*. Found at **homes.arealcity.com/dcuk** on the inspired titled Dave's Dreamcast Site, this VM version features three skill levels and is frustratingly addictive, due in no small amount to the fiddly control buttons ■

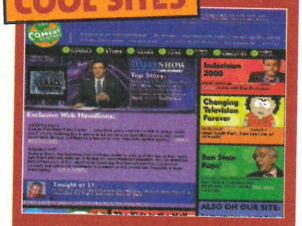
> "The DC community is buzzing at the prospect of MP3"

section you can take a magazine-style personality test to discover what type of Dreamcast owner you are. Questions include "What's your favourite controller button?" and there's a maze to get out of, which just happens to be the swirly blue Dreamcast logo. Took us a good two attempts, did that one. Oh, and they say that this very magazine you're reading is "the best Dreamcast one" they've seen so far. Ah, such praise. And well deserved, if we say so ourselves.

Continuing on a positive note, it's also encouraging to report that the number of chat rooms supporting Sega's system seems to be on the increase. 'Dreamcast Chat' is one such site to look out for and it runs very smoothly indeed (**pluto.beseen.com/chat/rooms/k/11061**).

If you haven't got the time to stop and chat, then you might prefer to leave a message on the many bulletin boards at **blastcity.net**. Recent topics have ranged from 'the greatest end-of-level bosses' to 'reasons not to lend games to your friends'. In respect of the latter, the common consensus seemed to be that the mysterious appearance of a variety of food-stuffs on game discs was a significant drawback. Funny that ■

COOL SITES

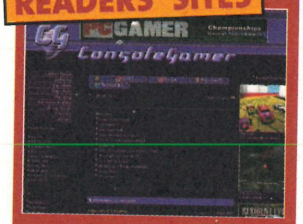


SOUTH PARK (**www.comedycentral.com/southpark/**) – Fab Flash-heavy site, with rude downloads and excellent games. Sweeeet.

ION VIDEOGAMES (**www.ionvideogames.com**) – This one's in its infancy, not that you'd know it. Embarrassingly good multiformat jobby, this.

THE OFFICIAL STEPS SITE (**stepsofficial.com**) – Karl's favourite site: photos, dance routines, biogs, T-shirts, a fan club, little blue stars…

READERS' SITES



CONSOLE GAMER (**www.consolegamer.co.uk**) – Tom Bramwell's gorgeous site. Covers hand-helds as well as the grown-up consoles.

50 MEGS (**www.www4.50megs.com**) – A multiformat site with all the usual stuff. Worth a look purely for the cute navigation sounds.

Been to any good sites recently? You send 'em, and we'll print 'em

Email: dcuk@futurenet.co.uk
Fax: 01225 822744
Write:

DC-UK
Future Publishing PLC,
30 Monmouth Street,
Bath, BA1 2BW

TOP 10 MONEY SAVING TIPS ONLINE

Time is money and money is time. The two are said to complement each other. Unless of course you're unemployed (in which case, what are you doing with £200 worth of plastic sitting under your TV?). Anyway, here are a few tips that should save you both.

1. TIME After 6pm and on weekends, Web surfing = 1p a minute. During the day it's 3p a minute. As they say, the choice is yours. Unsurprisingly, access is far quicker during those premium rate hours, but watch out for Thursday nights and Saturday mornings, as these seem to be the online equivalents of rush-hour traffic.

2. EMAIL Contrary to what those penny-pinching bods over at Sega say, it is possible to write and read emails offline. It's simply a matter of disconnecting, reading and then reconnecting. To write emails in this way all you have to do is compose your message offline, highlight the text and select 'Copy' from the virtual keyboard. After reconnecting, and seeing your message seemingly vanish, use the 'Paste' key to make it reappear as if by magic. Congratulations, you've now beaten the system. Ahem.

3. TIDY Deleting old or unwanted emails is far quicker than having to wade through them to get to the new stuff. Simply click next to them and go to delete.

4. SHORT CUTS Like all good fighting games, there are a couple of special moves hidden away in DreamKey. Unlike all good fighting games, though, they won't let you inflict copious amounts of damage on your opponent, but will save you time when navigating the Web. Hold down the sunny yellow button and press a direction on the d-pad to go forward or back a page (left and right) or to the top or bottom (up or down). It saves using those pesky menus, anyway.

5. BOOKMARKS Do away with typing in those fiddly URLs and save them as bookmarks (in the left menu).

6. LOCK While it's commendable that the Sega lock prevents young impressionable kids from accessing unsuitable material on the Net, as opposed to using the traditional mediums, it also bars you from many perfectly respectable sites. Stop wasting time and disable that lock. Go on, be reckless!

7. NEWSLETTERS Just like junk mail, there is an abundance of people out there who will be quite happy to send you all manner of free newsletters via the wonder of email. Some are better than others, and for Dreamcast news you might want to start subscribing to either **www.dreamcastweekly.com** or **www.futuregamer.com**. Still not quite as good as getting proper post, though.

8. READ THE NEWS Obsessed with current affairs? Well, never spend another penny on print, by reading your news online. Most broadsheets make some sort of effort in this respect, with the Guardian (**www.guardian.co.uk**) providing a particularly good Internet service. The news pages run by TV companies like the BBC (**www.bbc.co.uk**) and CNN (**www.cnn.com**) also allow you to access interesting stuff in seconds without having to wade through pages of boring rubbish about noisy neighbours, fluctuating economies and impending nuclear catastrophes.

9. KEYBOARD Buy one. If you're going to spend any amount of time online then this will save you many a penny. Perfecting your skills on *The Typing of the Dead* is optional.

10. DOMESTIC In a shared house, make sure the bills aren't in your name. Don't pay. This'll make enemies, but they didn't do the washing-up, anyway ■

RISK FREE!

IN THE UNLIKELY EVENT YOU ARE NOT ENTIRELY SATISFIED, WE'LL REFUND ANY UNMAILED ISSUES. NO QUESTIONS ASKED

Yes! I want to subscribe to the next available issue of DC-UK

I understand that I will receive 13 issues during the next 12 months

- ☐ UK Direct Debit.....**£6** every 3 months
- ☐ UK cheque/credit card/switch card **£24**
- ☐ Europe (inc. Eire) & N. America (Airmail).....**£41**
- ☐ Rest of the world (Airmail) **£61**

Your details

Title.....Initials.....

Surname.....

Address.....

.....

.....

Country.....Postcode.....

Phone (inc.STD).....

Email address.....

ORDER CODE: **DMCP10**

Payment method

Please choose your method of payment: 1,2,3 or 4. Subscriptions will start from the next available issue

1 ☐ Direct Debit (UK only) I understand that I will pay £6 every 3 months

2 ☐ Cheque (payable to Future Publishing. £ Sterling drawn on a UK account)

3 ☐ Visa ☐ MasterCard

4 ☐ Switch Issue No/Valid date.....

Card No.....Expires.....

Signature.....Date.....

☐ Please tick this box if you would prefer not to receive information on other offers.

UK readers return this coupon to: DC-UK Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return (postage payable) to: DC-UK Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, UK

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing

Future Publishing Ltd.
Cary Court, Somerton.
Somerset. TA11 6BR

DIRECT Debit

Originator's Identification Number

9	3	0	7	6	3

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____**Bank/Building Society**

Address_____

_____**Postcode**_____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s)_____**Date**_____

Ref No (Office use only)_____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it. You cannot fax or email Direct Debit forms.

SUBSCRIBE FOR £6

DC-UK DREAMCAST MAGAZINE

Subscribe to **DC-UK** today and pay just £6 every 3 months*.
That's just £1.85 instead of £2.95 an issue. BARGAIN!

HOW TO SUBSCRIBE:

ONLINE www.futurenet.com/promotion/pg010/77

HOTLINE 01458 271141

Please quote order code DMCP10 when calling. Lines open 24 hours a day.

UK readers return this coupon to: **DC-UK Magazine**, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Overseas readers return (postage payable) to: DC-UK Magazine, Future Publishing,Cary Court, Somerton, Somerset, TA11 6TB, UK

Why Subscribe?

- ✔ **Never miss an issue**
- ✔ **Only £6 every 3 months***
  & save 37% off the normal news stand price
- ✔ **Keep your money in your pocket longer**
  when you use Direct Debit
- ✔ **Every issue delivered direct to your door**
  (Free in the UK)

*UK Direct Debit price.

Next issue...

TONY HAWK'S SKATEBOARDING

We road-test Crave's radical skate fest – before anyone else...

EXCLUSIVE FIRST EVER UK REVIEW

PLUS! On the Road: **DC-UK** visits the best Brit developers for an exclusive peek at their latest games AND gatecrashes E3 for pages of Dreamcast news!

PLUS! *Code: Veronica*, *Ecco the Dolphin* (finally), *Wacky Races*, *Marvel Vs Capcom 2*, *Power Stone 2* and many, many more!

DC-UK
DREAMCAST MAGAZINE

***THE* SEGA DREAMCAST SOURCE**
RELEASE #11 BOARDING FRIDAY JUNE 9

Does my bum look big in this?
7300
SWITCH MADONNA
525
31052
50
10275
1698

DC-UK WEB DIRECTORY

www.e-commultimedia.com

Games/Consoles/Peripherals. Call for latest deals. Kicking prices. e-commultimedia for all your gaming needs. Sales lines open 10am - 10pm. sales@e-commultimedia.com

Tel: 0870 845 8288

www.livdigital.co.uk

Dreamcast games & accessories.
Import Dreamcast (JAP) available..£144.99
Import Titles include: Shenmue, Biohazard: Code Veronica, Berserk...
Call for full list of titles available.
Email: mail@livdigital.co.uk Fax: 0115 844 0203

Tel: 0115 985 9226

www.budget-computer-games.co.uk

Budget Computer Games supply a huge range of new and pre-owned Dreamcast, PlayStation, Nintendo 64, PC CD-Rom games, as well as DVDs and accessories at discount prices. Visit our website to browse and order or call our order phone/fax line on...

Tel: 01493 852453

www.fun-house.co.uk

Funhouse on-line your 1-stop games shop. Every Dreamcast game in stock. All accessories also available. New games from £19.99. Used games from £15.00. Next day delivery in UK. Friendly and reliable service. All other formats available.

Tel: 01322 559672

www.ebay.co.uk

Looking for Dreamcast consoles and games at bargain prices? Or do you want to sell on a couple of games? If so, ebay is the place for you with loads of items up for auction everyday - so don't miss out, visit today!

Tel: 020 7384 6717

www.gadgetzone.co.uk

For all your console accessories, gadgets and pokemon goodies call:

Tel: 01524 844411/22/33

www.videogamecentre.co.uk

Video Game Centre is one of the UK's leading game stores. We have been trading for 10 years and built up a huge stock of new and used consoles, games and accessories.

Tel: 01202 527314

DC-UK WEB DIRECTORY

Call Alex Goodland: 01225 442244 ext 2445

www.evotna.co.uk

Cutting edge online game store. JAP/US import specialist of games consoles, A/V components and Pokemon products. Secure Internet Shopping.

Tel: 01924 366203

www.wilrons.com

Wilrons Ltd is a new mail order company that only deal with Dreamcast Consoles, Games and Accsessories.

Tel: 020 7237 3342

www.htfr.com

Worldwide mail order record shop. Record finding agency and DJ superstore specialising in dance music vinyl. Our website offers over 40,000 vinyl records along with over 4,000 of the latest DJ hardware products and accessories.

Tel: 0121 687 7773

www.gametron-exchange.co.uk

Hungry for the latest games? Try our chips! And check out our UK and Import Dreamcast Titles. We won't tell you we are the cheapest and best. We want you to find out for yourself.
Fax: 01223 566871

Tel: 01223 462825

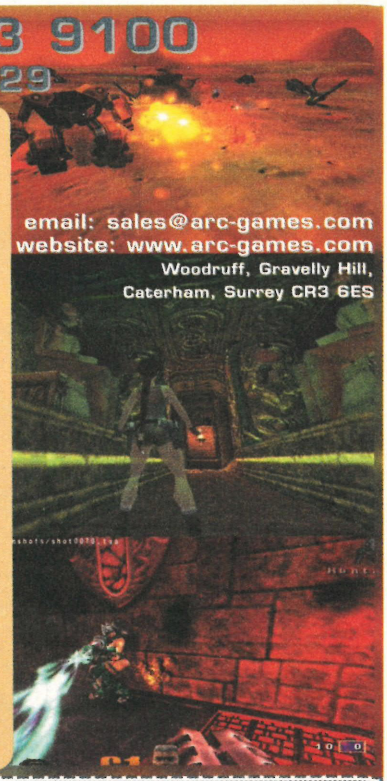
www.zercon.com

Zercon.com is an online store for DESIGNER CLOTHING. Selling brand names such as Versace, CK, Ralph Lauren, D&G and more. All at much lower prices than the high street.

Tel: 0191 291 4146

Tel: 0800 583 9100

Fax: 020 8681 7329



email: sales@arc-games.com
website: www.arc-games.com
Woodruff, Gravelly Hill,
Caterham, Surrey CR3 6ES

Dreamcast	
All Games Currently	£30.00
Console	*£169.99*
Playstation	
Grand Turismo 2	£28.50
Tomb Raider 4	£28.50
Grand Theft Auto 2	£28.50
LMA Manager	£28.50
Thrasher	£28.50
Tomorrow Never Dies	£28.50
FIFA 2000	£28.50
Console	*£74.99*
Nintendo 64	
Turok: Rage Wars	£33.99
Jet Force Gemini	£34.99
Super Smash Bros	£34.99
WCW Mayhem 64	£34.99
Console	*£74.99*
Gameboy Color	
All Games Currently	£20.00
Console	*£55.99*
PC Games	
Age Of Empires 2	£25.50
Age of Wonder	£26.99
Battle Zone 2	£28.99
C&C Tiberian Sun	£27.99
Diablo 2	£26.99
Driver	£26.99
FIFA 2000	£28.99
Flight Simulator 2000	£30.00
Grand Theft Auto 2	£24.99
Half Life	£19.99
Imperium Galactica 2	£26.99
Quake 3	£27.99
South Park Rally	£27.99
Star Wars: Force Commander	£28.99
Theme Park World	£28.99
Tiger Woods PGA 2000	Call
Tomb Raider 4	£26.99
Unreal Tournament	£26.99
Wall Street Tycoon	Call
Battle Zone 2	£24.99
Neo Geo Pocket Color	
All Games Currently	£20.00
Console	*£50.00*

OTHER TITLES AND HARDWARE AVAILABLE RING FOR DETAILS

Please cut this form out and post it to Aslan Renshaw Consultants
Woodruff, Gravelly Hill, Caterham, Surrey CR3 6ES

Name: .....
Address: .....
.....
Postcode: ..... Signature: .....
Tel: ..... Fax: .....

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐
Cheques payable to 'Aslan Renshaw Consultants'
Prices may be subject to inflation. E&OE.

Item description	Platform	Price
		£
		£
		£

Optional express cheques clearance if you are paying by cheque but do not want to wait for it to clear please add 50p here for express clearance. Please note that express clearance does not apply to building society cheques | £

Postage is FREE for all games shipped within the UK. Optional NEXT DAY DELIVERY available £5.00 for 1st item plus £1.00 for each subsequent item. Overseas £2.50 per item | P&P | £

TOTAL | £

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐ Issue No Switch only ☐☐

CYBER NET

Video Games Experts

The Best Mail Order Games on the Internet

Tel: 020-8789 7196 MAIL ORDER!

287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT

Opening Hours
11 - 11 Monday - Sunday

Visit our web site at : www.cybernet-filmstudio.com

Special Offer!
Up to £5 off any game
Only one coupon per person, date restrictions apply. Call for details. Coupon must be presented at purchase of game.

CONSOLE KING
ESTABLISHED 1995

DREAMCAST 4-WIRE CHIP – Lets you Play UK/US/JAP games on any DC system! £27.99

Universal Dreamcast £200

NEW USA AND JAP DREAMCAST GAMES

Dead or Alive 2	£44.99
Marvel v Capcom 2	£Call
Virtua Cop 2	£29.99
Net Golf	£Call
Sega GT	£34.99
Street Fighter 3 Third Impact	£Call
Resident Evil Code Veronica	£Call
Virtua Striker 2	£39.99
Virtua On 2	£44.99
Zombie Revenge	£29.99
Star Gladiators 2	£34.99
Soul Calibre	£29.99
Star Gladiators 2	£34.99
Shen Mue	£49
Giga Wing	£34.99

BUDGET JAP TITLES

Get Bass	£29.99
Cool Boarders	£34.99
Sega Rally 2	£34.99
Street Fighter Zero 3	£29.99
Sonic Adventure	£26.99
Virtual Fighter 3	£26.99
Marvel Vs Street Fighter	£29.99
Monaco GP JAP	£25.99
Indy Car Racing	£29.99

ACCESSORIES

Dreamcast Pal Booster – Import DC games in colour on any T.V.	£19.99
DREAMCAST Gun	£23.99
VMS – Virtual Memory	£19.99
Nexus 4M Memory card	
DC Action Replay for Cheats	£Call
Joypads	£18.99
Virtua On Twin Stick	
Arcade Stick	£40
Scart Lead with Audio	£15
S-VHS Lead	£15
Official Dreamcast Color TOP Cases	
clear blue, black, yellow	£34.99
Dreamcast Official Color Pads	£Call

SATURN

4 in 1 Universal Converter UK/US/JAP & RAM Cartridge	£28.99
Saturn Chip	£20
Dungeons & Dragon, SFZ3, Silver Gun, Metal Slug	£Call
Vampire savior	£44.99
Ghouls & Ghosts	£29.99
KONAMI MSX	£29.99
Capcom 1	£29.99
Capcom 4	£29.99
Marvel vs Capcom	£34.99
etc.	

ON-LINE STORE now open!
Please send registered cash, cheques, postal orders to -
Console King, PO Box 6, Narberth, Wales, SA67 7YG!
Credit Card Hotline :-
01834 869 268/0410 425019
Fax:- 01834 860 692
www.consoleking .com
sales@consoleking.com

BUY • SELL • TRADE

CONSOLES
COMPUTERS
GAMES
RETRO & MODERN

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London W11 3JS ☎ 020 7221 1123
Please bring official ID with address & signature when selling or exchanging
POSTAL SERVICE AVAILABLE
OPEN 7 DAYS VAST SELECTION ON SALE

To advertise in DC-UK
call ALEX GOODLAND on
01225 442244 ext 2445

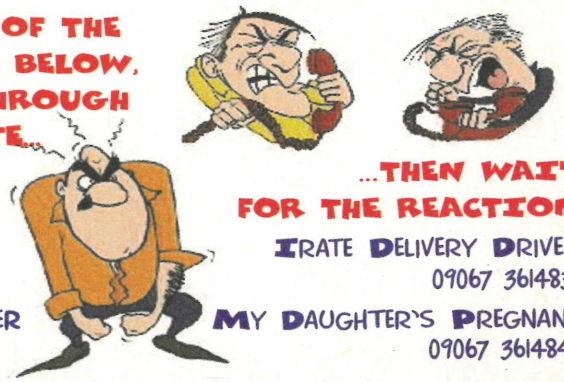
HOBI
COMPUTER & VIDEO GAMES
IMPORTS AND EXCHANGE

DREAMCAST CHIPS
LATEST SERIES FITTED
£49.99
ALSO D.V.D REGION CODES AVAILABLE

ALL MAJOR CREDIT CARDS ACCEPTED
9 Wilton Parade, High Street, Feltham, Middx. TW13 4BU
Open 10-6 Monday-Saturday & 12-4 Sunday
☎ 020 8893 2100/8844 2575
FAX 020 8844 1944
AFTER HOURS LINE 6PM-10PM 0973 552398

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...



MR. FURY
09067 361480

THE DETECTIVE
09067 361481

MR. STAMMER
09067 361482

...THEN WAIT FOR THE REACTION

IRATE DELIVERY DRIVER
09067 361483

MY DAUGHTER'S PREGNANT
09067 361484

CALLS ARE CHARGED AT £1/MIN AT ALL TIMES. JOKELINES, P.O. BOX 43, WARMINSTER, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE PHONE BILL BEFORE CALLING

www.projectk.com Email info@projectk.com
PROJECT K
TEL: 0208 508 1328
FAX: 0208 508 3845

DREAMCAST IMPORTS

Import Dreamcast	$149.99
Universal Dreamcast	CALL
Official Puru Puru Pak	CALL
SVHS LEADS	$14.99
Universal Chip	CALL
JAP Sega GT	IN STOCK
JAP Dance Dance Rev	IN STOCK
JAP Code Veronica	IN STOCK
JAP Shen Mue	£54.99
JAP Dead or Alive 2	CALL
JAP Virtua Cop 2	CALL
JAP Crazy Taxi	$47.99
JAP Virtua Striker	$47.99
JAP Virtual On	$47.99
JAP Marvel vs Capcom 2	MARCH
JAP Typing of the Dead	MARCH
JAP Space Channel 5	IN STOCK
JAP Street Fighter 3	$47.99
JAP Zombies Revenge	$45.99
JAP Virtua Fighter 3	$29.99
JAP Air Force Delta	$34.99
JAP F1 Monaco GP	$24.99
JAP Giga Wings	$42.99
JAP Chu Chu Rocket	$39.99
JAP Psychic Force	$24.99
JAP Aero Dancing	$24.99
JAP House of the Dead 2	CALL
JAP King of Fighters	$29.99
JAP Giant Gram	$44.99
JAP Espion Agents	$34.99
JAP Climax Landers	$39.99
JAP Death Crimson	$39.99
USA Time Stalkers	$44.99
USA Crazy Taxi	$44.99
USA Dead of Alive	$45.99
USA Tee Off	$45.99
USA Sonic	$39.99
USA TNN Hardcore Heat	$34.99
USA NHL 2K	$47.99
USA NFL 2K	$45.99
USA NBA 2K	$45.99
USA Rainbow Six	APRIL
USA Evolution	$44.99
USA R.E. Code Veronica	March 22

Use your PSX Dual Shock Joypad, Steering Wheel, or Dance Matt on your Dreamcast. Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC Joypad!!! RUMBLE function WORKS TOO

DREAMCAST JOYPAD ADAPTOR
£19.99

VGA CABLE PLUG DIRECTLY INTO MONITOR FOR HI RESOLUTION GRAPHICS

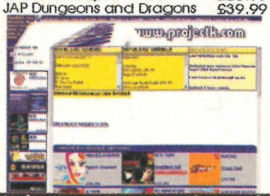
VGA AUTO SWITCHER
Plug both your PC & Dreamcast into your monitor at the same time

COMPATIBLE WITH ALL DREAMCAST CONSOLES

Plug your DC into your PC Monitor
Compatible with ALL Dreamcasts

SEGA SATURN IMPORTS

Universal Adaptor + RAM	$28.99
JAP Dungeons and Dragons	$39.99



PLAYSTATION IMPORTS

POCKETSTATION
Compatible with UK and USA games including FF8 and Ridge Ridge Racer 4

JAP Dragon Quest VII	CALL
JAP Dew Prism Squaresoft	CALL
JAP Assaults Suit Valken 2	£39.99
JAP Gun Survivor	£49.99
JAP DDR Club Mix	£39.99
JAP Dr Slump	£39.99
JAP Parasite Eve 2	$CALL
USA Bass Landing + Rod	$CALL
USA Jade Cacoon	$29.99
USA Legend of Legaia	CALL
USA Thousand Arms	$45.99
USA Lunar Silver Star Story	CALL
USA Star Ocean	$45.99
USA Suikoden 2	$47.99
USA Saga Frontier 2	CALL
USA Vandal Hearts 2	$47.99
USA Alundra 2	CALL

PS 2 IMPORTS

Japanese PlayStation.2

Japanese PS2	March
Memory Card	March
Dual Shock 2 Joypad	March
Bouncer (Squaresoft)	March
Tekken Tag Team	March
Gran Turismo 2000	March
Ridge Racer V	March
ISS World Soccer	MAY

www.projectk.com
Latest products for the PSX, DREAMCAST, NINTENDO. Merchandise from USA and JAPAN. Come see the latest previews of the latest cool video games, happening across Japan and USA. Previews, news and updates on any that matter, from Dreamcast, PS2, Dolphin, as well as release schedules. Order online or give us a call checkout www.projectk.com Updated 3 times a week.

Free price list of imported games, accessories and merchandise send a SAE to PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

the world's most useful website*

*manufacturer's estimate

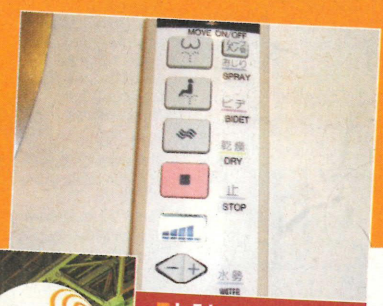
lifebyte.com

24 hours

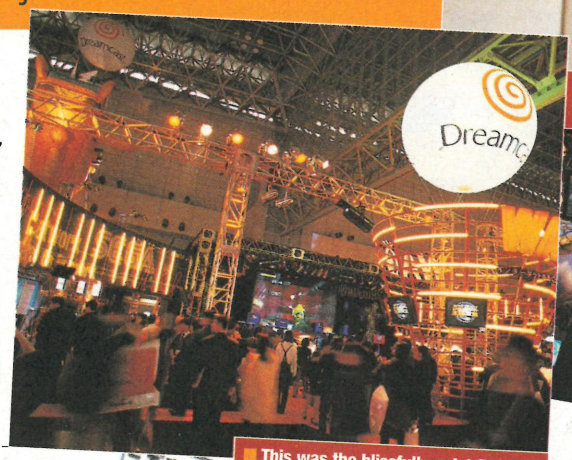
IN TOKYO

Behind the scenes of our jaunt to the Far East...

Murrey Head once sang, "One night in Bangkok makes a hard man humble," – he could have so easily applied that to Tokyo. From the technophilia of Akihabara's Electric Town to the barmy nightlife of Shibuya, no other city packs so much madness into such a small space. Here's some of the stuff we got up to when we weren't at the game show, pushing small children off of *Power Stone 2* ■



■ In Tokyo even the toilets are technologically advanced



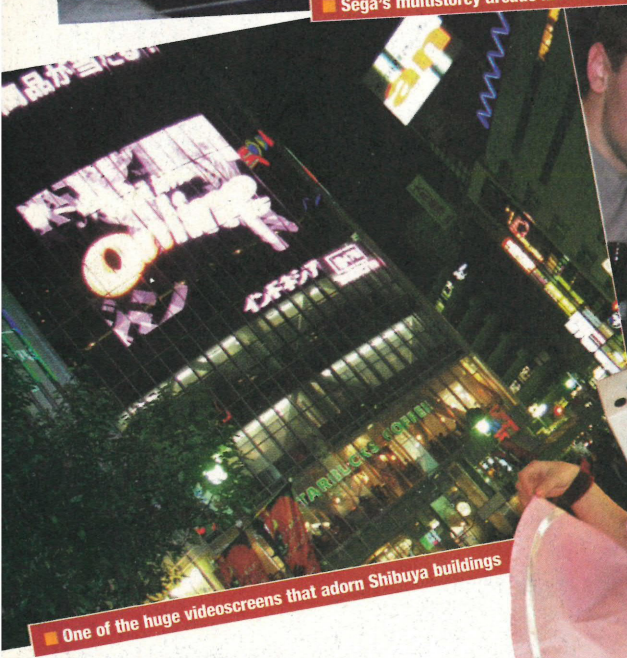
■ This was the blissfully quiet first day

■ The finest stand at the show?

■ Sega's multistorey arcade in Akihabara. Grungy yet unmissable

■ A MASSIVE advert for *Code: Veronica*

■ We picked this ad up at the show. We've got no idea what it's for but we ordered four copies



■ One of the huge videoscreens that adorn Shibuya buildings

■ Keith with Heather (Sega US), and Simon and Fran from the American Dreamcast Magazine

■ Tetsuya Mizuguchi (designer of *Sega Rally* and *Space Channel Five*), Keith and SC5 Assistant Producer Mineko Okamura at Tokyo's finest Australian restaurant

The SLAMMER .com PLC

GAMES FOR YOU AT THE BEST POSSIBLE PRICES !

£1 OFF EVERY ORDER PLUS £10 VOUCHER WITH EVERY ORDER !

Dreamcast

4 WHEEL THUNDER	£29.50
AEROWINGS	£29.50
BUGGY HEAT	£29.50
BUST A MOVE 4	£29.50
CHU CHU ROCKET	TBA
CRAZY TAXI	£29.52
DEADLY SKIES	£29.50
DYNAMITE COP	£29.52
ECCO THE DOLPHIN	£29.50
ECW	£28.99
EVOLUTION	£29.50
ECW	£29.50
F1 WORLD GRAND PRIX	£29.52
FURBALLS	£29.50
FURFIGHTERS	TBA
GAUNTLET LEGENDS	£29.50
HOUSE OF DEAD / GUN	£48.99
HOUSE OF DEAD 2	£29.50
HYDRA THUNDER	£29.50
INCOMING	£29.50
JM SUPERCROSS	TBA
MAKEN X	£29.50
MILLENIUM SOLDIER - EXPENDIBLE	£29.50
MK GOLD	£29.50
MONACO GRAND PRIX	£29.50
M-SR	£29.50
NBA 2000	£29.50
PAN PEN	£29.50
PSYCHIC FORCE 2012	£29.50
RE - VOLT	£29.50
READY TO RUMBLE	£29.50
RED DOG	£29.50
ROAD CONTROL WHEEL	£29.50
SEGA BASS FISHING / ROD	£50.99
SEGA RALLY 2	£29.50
SLAVE ZERO	£29.50
SNOW SURFERS	£29.50
SONIC ADVENTURE	£25.99
SOUL CALIBUR	£28.99
SOUTH PARK CHEFA LUV SHACK	£23.99
SOUTH PARK RALLY	£29.50
SPEED DEVILS	£28.99
SPIRIT OF THE SPEED	TBA
SUZUKI ALLSTAR EXTREME RACING	£29.50
TAKE THE BULLET	£29.50
TEE OFF	£29.50
TOMBRAIDER 4	£29.99
TOKYO HIGHWAY CHALLENGE	£29.50
TONY HAWKES SB	TBA
TOY COMMANDER	£29.50
TRICKSTYLE	£29.50
UEFA STRIKER	£27.50
VIRTUE FIGHTER 3TB	£29.50
VIRTUE STRIKER 2	£28.99
WORLDWIDE SOCCOR 2000	£29.99
WWF ATTITUDE	£29.50
ZOMBIE REVENGE	£28.99

Playstation

40 WINKS	£24.55
ABES EXODUS	£29.55
ACE COMBAT 3	£24.49
ACTION MAN	£26.99
ALIEN RESSURECTION	£28.99
APE ESCAPE	£22.49
F1 2000	£26.49
ARMY MEN 3D	£26.49
ASTERIX AND OBETIX	TBA
ASTEROIDS	£18.49
AUTO DESTRUCT	£14.00
BATMAN AND ROBIN	£28.55
BRIAN LARA	£26.49
BUST A MOVE 4	£22.99
CARMAGGEDON	£26.55
CHESSMASTER 2	£23.55
COMMAND & CONQUER	£14.00
COMMAND & CONQUER - RED ALERT	£12.00
COMMAND & CONQUER - RETALIATION	£16.00
CRICKET 2000	£24.00
CROC 2	£26.00
CYBER TIGER	£26.00
DEAD BALL ZONE	£29.55
DIE HARD TRILOGY 2	£26.00
DINO CRISIS	£24.99
DISKWORLD NOIR	£25.55
DISNEYS TARZAN	£26.99
DRIVER	£21.49
UEFA CHAMPIONS 99/2000	£24.00
DUNE 2000	£26.00
FA PREM LEAGUE FOOTBALL MANAGER 2000	£26.00
FIFA 2000	£26.00
FINAL FANTASY 8	£26.49
FORMULA 1	£24.00
GRAND TEFT AUTO 2	£24.49
GRAND TURISMO 2	£26.49
GRAND TURISMO 2 + Memory card	£26.99
GRANDIA	£26.17
HARD BOILED	£14.00
HOT WHEEL'S TURBO RACING	£26.00
INTERNATIONAL TRACK AND FIELD 2	£25.95
ISS PRO EVOLUTION	TBA
JADE COCOON	£23.75
JAMES BOND - TOMMORROW NEVER DIES	£26.00
KILLER LOOP	£23.75
KNOCKOUT KINGS 2000	£26.00
LEGO RACERS	£26.49
LIVEWIRE	£19.00
LMA MANAGER	£26.55
LOST WORLD - JURASSIC PARK	£14.00
MADDEN NFL 2000	£26.00
MARY KINGS	£23.75
MEDAL OF HONOUR	£26.00
METAL GEAR SOLID	£18.49
METAL GEAR:SPECIAL	£15.65
MOBIL 1 BRITISH RALLY CHAMPIONSHIP	£24.00
MOTORACER 2	£20.00
MUSIC 2000.—	£26.49
NASCAR 2000	£26.00
NBA LIVE 2000	£26.00
NEED FOR SPEED 3 /4 /5	£12.00 / £26.00 / TBA
NHL 2000	£26.00
NO FEAR:DOWNHILL	£26.95
POPULOUS - THE BEGINNING	£12.00
POY POY 2	£14.55
QUAKE 2	£29.50
READY TO RUMBLE BOXING	£26.49
RESIDENT EVIL 3	£26.49
RONIN BLADE	£25.95
SHADOWMAN	£29.95
SILENT HILL	£29.95
SLED STORM	£26.00
SOUL REAVER	£25.55
SOUTH PARK RALLY	£28.55
SOVIET STRIKE	£16.99
SPACE DEBRIS	£26.49
SPEED FREAKS	£24.49
SPORTS CAR GT	£26.00
SPORTS RUGBY 2000- ENGLAND	£26.00
SPORTS RUGBY 2000- IRELAND / SCOTLAND / WALES	£24.00 ea
SPYRO THE DRAGON 2	£24.49
STREET SKATER 2	£24.00
SUPERBIKES 2000	£24.00
SUPERCROSS	£26.00
TELETUBBIES	£26.00
TEST DRIVE 4X4	£14.00
THE FA PREMIER LEAGUE STARS	£26.00
THEME PARK WORLD	£24.00
THIS IS FOOTBALL	£24.49
THRASHER	£25.49
TIGER WOODS PGA TOUR 2000	£24.00
TOCA TOURING CAR 2	£16.50
TOMBRAIDER 3 / 4	£22.29 / £26.49
TONY HAWKES SKATEBOARDING	£24.99
TOY STORY 2	£28.99
TRIPLE PLAY BASEBALL 2000	£14.00
TRIPLES VOL. 1 / 2 / 3 / 4	£22.00 ea
UBIX	TBA
UEFA STRIKER	£25.55
V RALLY 2 CHAMP. EDITION	£24.49
VIGILANTE 8 THE SECOND OFFENCE	£26.49
WARPATH	£26.00
WCW MAYHEM	£26.00
WIPEOUT 3	£21.49
WWF ATTITUDE	£26.49
X FILES	£25.95
XENA - WARRIOR PRINCESS	£26.00
CRASH TEAM RACING	£24.49
CRASH TEAM RACING + carry case	£26.99
AKUJI THE HEARTTLESS	£24.50
ANNA KOURNIKOVA COURT TENNIS	£26.50
ATTACK OF THE SAUCERMEN	£26.99
BASEBALL EDITION 2000	£25.50
BUGS BUNNY LOST IN TIME	£24.50
BUSTER AND THE BEANSTAK	£25.50
CAPCOM GENERATIONS	£21.99
CASTROL HONDA SUPER BIKE RACING	£24.50
CENTIPEDE	£24.50
CHAMPIONSHIP MOTORCROSS	£29.50
CHOCOBO RACING	£24.50
CONSTRUCTOR	£16.50
COOLBOARDERS 3	£28.50
CRASH BANDICOOT 3	£24.50

Platinum

ACTUA SOCCER	£10.99
AIR COMBAT	£12.99
BARBIE RACE AND RIDE	£17.99
B-MOVIE	£9.45
BUGS LIFE ACTIVITY CENTRE	£12.99
COLIN MCCREA	£14.95
COOL BORDERS 2	£14.49
CRASH BANDICOOT 2	£14.49
DOOM	£15.95
FINAL FANTASY 7	£14.55
FORMULA 1 97	£13.99
G- POLICE	£12.99
GRAND THEFT AUTO	£24.55
GRAND TURISMO	£13.99
HERCULES ACTION GAME	£14.49
LOADED	£12.99
MEDIEVIL	£16.99
MICKYS WILD ADVENTURE	£14.49
MICRO MACHINES V.3	£14.49
PANDEMONIUM	£13.99
PORSCHE CHALLENGE	£13.99
RESIDENT EVIL	£14.49
RESIDENT EVIL 2	£14.49
RESIDENT EVIL 3	£26.99
RIDGE RACER	£13.99
RIDGE RACER REVOLUTION	£13.99
SOUL BLADE	£13.99
SPICE WORLD	£13.99
STREET FIGHTER X	£14.49
TEKKEN 2	£14.49
TEKKEN 3	£14.49
TIME CRISIS	£13.99
TOCA 1	£11.50
TOMBRAIDER 1	£14.49
TOMBRAIDER 2	£14.49
V-RALLY	£14.99
WIPEOUT 2	£14.95

Britain's biggest games warehouse. Order online at www.theslammer.com or call 0845 1578 601

We Support ALL Platforms and just haven't the room to list everything we stock - So please CALL, FAX or ORDER ONLINE - www.theslammer.com

Please visit our sister sites :
Playstation2 Wired - www.ps2-wired.co.uk
DownloadArea - www.downloadarea.net
X-Box Wired - www.xbox-wired.co.uk

PC

AGE OF EMPIRES 2	£25.76
AIR COMBAT	£24.00
ATLANTIS 2	£26.00
BRIAN LARA'S CRICKET	£22.99
CASTROL HONDA SUPERBIKES	£22.99
CHAMP MAN 2000	£16.12
CLOSE COMBAT 4	£24.99
CLOSE COMBAT TRILOGY	£24.99
CREATURES 3	£22.99
DELTA FORCE 2	£26.99
DRIVER	£24.00
F18	£24.50
FA PREMIER LEAGUE ALL STARS	£26.00
FAUST	£22.99
FLIGHT SIM 2000 PRO	£49.99
FLIGHT SIM 2000 STD	£32.99
HALF LIFE: GAME OF THE YEAR	£19.99
NO MADS SOUL	£25.99
RE - VOLT	£23.27
SHADOWMAN	£25.99
SOUL REAVER	£21.50
THE SIMS	£26.99
TOMBRAIDER 4	£26.99
TRICK STYLE	£26.99
ULTIMA ASCENSION	£24.99
UNREAL TOURNAMENT	£22.50

We also BUY & SELL pre-owned games, please visit our website at www.theslammer.com or call us for more details on 0845 1578 601

Do you want to earn money selling games? For further information on our dealer network, call us on 0845 1578 601 or e-mail: dealers@theslammer.com

Customer Loyalty With a Difference.
We don't give you points we give you shares !

Most companies give you points for your loyalty, but we have decided that points are just not enough to give our customers. Our customers will receive FREE shares for being loyal to us.
Why are we rewarding loyalty with shares?
The Slammer is one of the fastest growing computer companies in the UK and we understand that you (our customer) are responsible for our growth. This is something other companies have failed to understand. As a little thankyou, we have decided to offer you FREE shares, so every time you buy from us you are also investing in yourself.
For more information please see our catalogue, to request a catalogue please call us on 0845 1578 601.
The Slammer is owned by the The Slammer.com plc

The Slammer.com plc only supplies official products. All trademarks are copyright items guaranteed by The Slammer.com plc or their respective manufacturers. All rights reserved. All trademarks recognised.
FREE Recorded delivery on ALL items. Next working day delivery on most orders. If in stock.
Pay by Credit Card, Cheque or Postal Orders. Guarantee * If you are not happy with your purchase, please send it back to us and we will exchange the product or send you a full refund. This does not affect your statutory rights. Please ask for any special offers.

To order phone : 0845 1578 601 Fax : 0800 019 7780 e-mail : thecrew@theslammer.com

Order Online : www.theslammer.com

All major Credit Cards Accepted

FREE Recorded delivery on ALL items

DREAMCAST EXCLUSIVE AVAILABLE MAY 2000!

4 WHEEL THUNDER™

The Premier All-Terrain Racing Game for the Dreamcast!

92% Dreamcast Magazine

Over 60 Hard-Core offroad vehicles to choose from including special bonus vehicles

24 incredibly detailed tracks packed with stunning visuals, shortcuts and realistic weather effects

An Exhilarating 60 frames per second in 1 & 2 Player modes!

Customise your earth-eating machine by spending prize money on special upgrades and external appearances

Take a friend on for the ultimate challenge in 2-Player mode!

OUTDOOR MAYHEM!

MIDWAY

kalisto

Dreamcast

INDOOR CHAOS!

Midway Games Ltd • Macmillan House • 96 Kensington High Street • London W8 4SG

4 WHEEL THUNDER © 2000 Kalisto Entertainment. 4 WHEEL THUNDER™ is a trademark of Midway Home Entertainment Inc. Midway™ is a trademark of Midway Home Entertainment Inc. Used by Permission. Distributed under license by Midway Games Ltd. Dreamcast is a trademark of Sega Enterprises, Ltd