NEW! ACCESS **www.dc-uk.co.uk** ▪ RELEASE **#04** ▪ STREET **12.99** ▪ INVEST ONLY **£2.95**

DC-UK

DREAMCAST MAGAZINE

CALL THE FASHION POLICE!
Can Dreamcast's superstars cut it on the catwalk?

MAD, YELLOW AND HEADED THIS WAY
See page 086 for **Crazy Taxi**'s superb home conversion

UK-OK
Dreamcast's launch: it came, it saw, and it damn well conquered

Exclusive:

Dark star

Acclaim's **Shadow Man** screamtested

Plus: Dissecting the game's warped creation

Future PUBLISHING
Your Guarantee Of Value
DEC 1999 £2.95
9 771467 525009 13

games made easy

EXCLUSIVE TO HMV

FREE

Dreamcast CD Carry Case*
Worth £9.99 when you buy a Dreamcast game

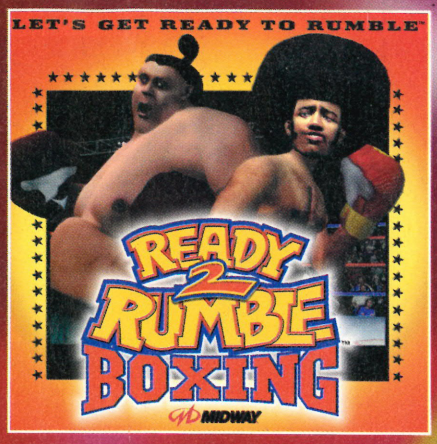
*Offer applies to Dreamcast games bearing this sticker only.

Subject to availability while stocks last at participating stores only.
Free item may differ from product shown.

TRICK STYLE

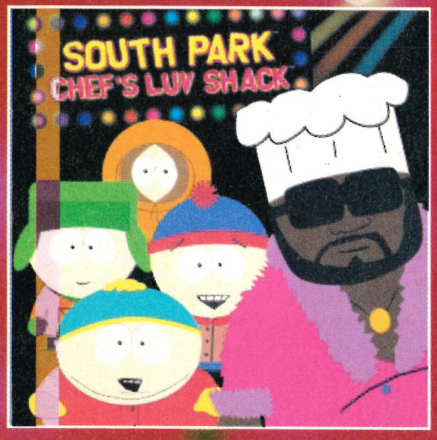
THE HOUSE OF THE DEAD 2

buy now from over **100 stores nationwide** or **www.hmv.co.uk** or **0990 33 45 78**



READY 2 RUMBLE

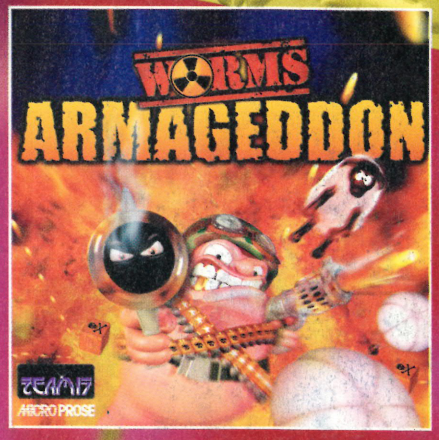
SNOW SURFERS



SOUTH PARK: Chef's Luv Shack

UEFA STRIKER

UEFA Logo and name are trademarks of Union Européenne de Football Association. All Rights Reserved. © Rage Software Games Limited 1999. All Rights Reserved.



WORMS ARMAGEDDON

POWER STONE

SOUL CALIBUR

Sega and Dreamcast are either registered trademarks or trademarks of Sega Enterprise Limited. SoulCalibur™ & © 1998, 1999 NAMCO LTD. All rights reserved. Namco is a registered tradmark of NAMCO LTD.

BLUE STINGER

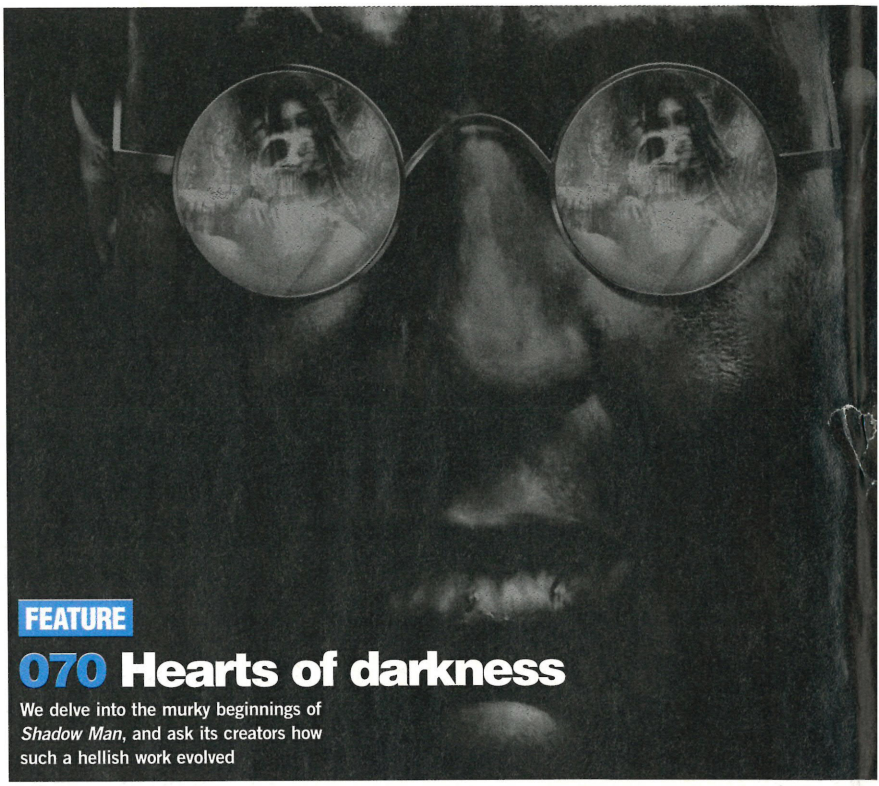
All titles subject to availability at participating stores.

topdogforchristmas HMV

FEATURE

065 Akihabara: Electric Town

Right in the middle of Tokyo is Akihabara – a technophile's wet dream. We reveal just how stunning Electric Town really is

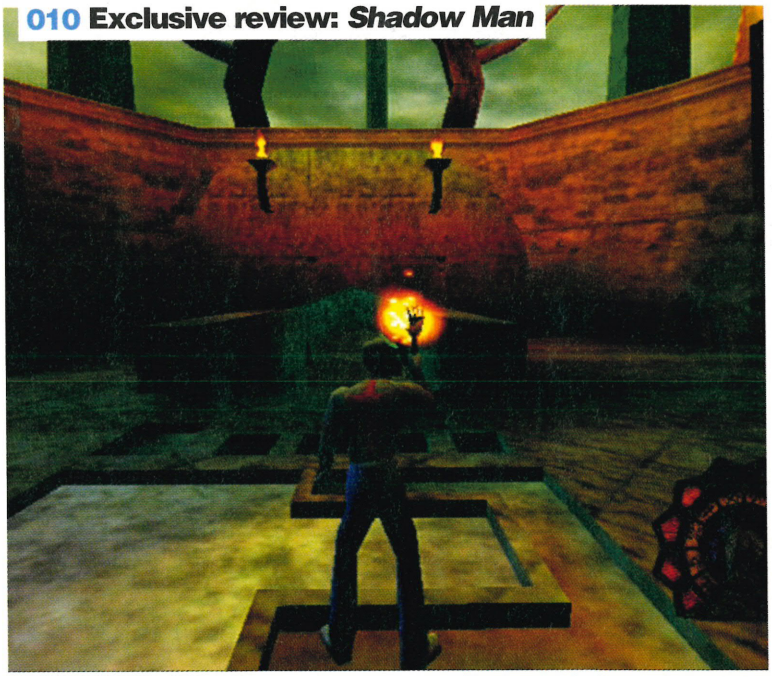


FEATURE

070 Hearts of darkness

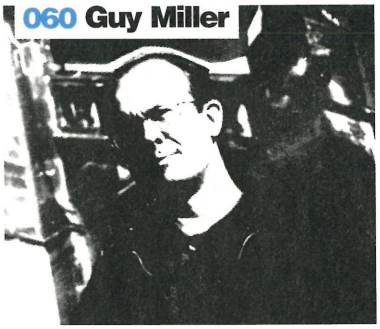
We delve into the murky beginnings of *Shadow Man*, and ask its creators how such a hellish work evolved

010 Exclusive review: *Shadow Man*



016 *Street Fighter* Alpha 3

060 Guy Miller

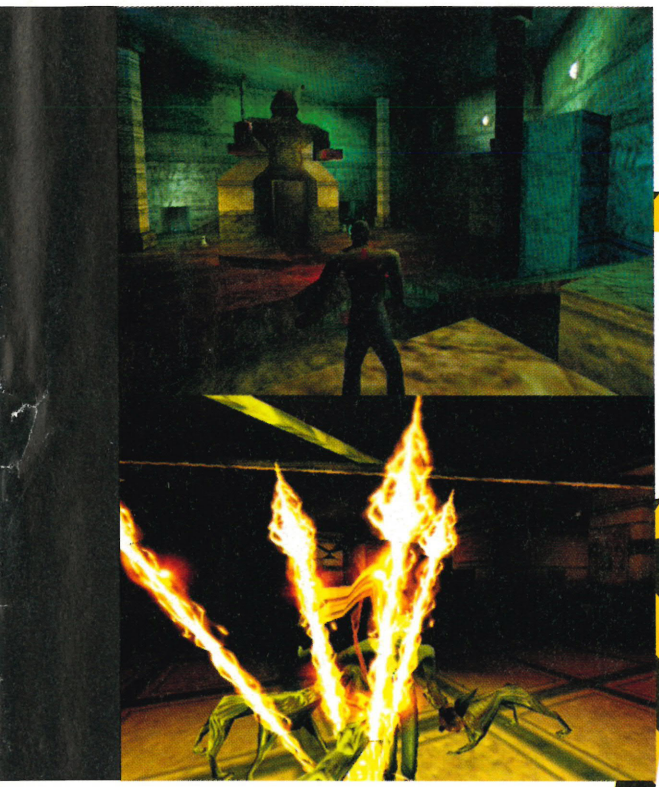


106 *Soul Calibur* – secrets

062 Kazutoshi Miyake

020 *NBA Showtime*

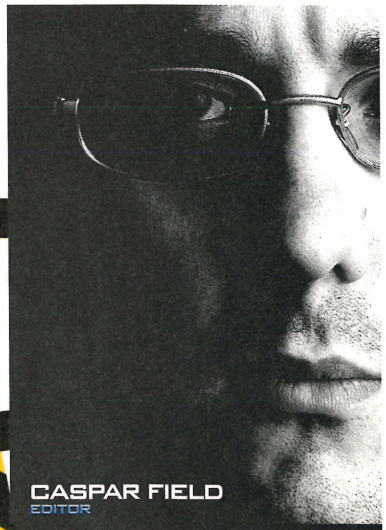
Contents #04



FEATURE

077 Dreamcast style

We find out what style gurus make of the fashion in Dreamcast games



CASPAR FIELD
EDITOR

Close the windows, lock the doors, bring the children inside; the Shadow Man is here. Vengeful, seeking, Acclaim's dark star is here to cleanse Dreamcast's world of evil. For gamers who have been waiting for an RPG-style adventure, a challenge that will have them sitting jumpily in front of the television for nights on end, *Shadow Man* is the solution.

Creating vast worlds, such as the one in Acclaim's supergame, takes a long time. As in years. To oversee such a project, to guide it from its earliest days through its darkest hours and out into the public gaze takes a special kind of dedication. As a partner to this issue's exclusive review of *Shadow Man*, we sent industry hitman Owain Bennallack up river to Acclaim's Teesside Studio, on a mission to bring back the truth behind *Shadow Man*'s creation. Read the full story starting on page 070.

And as if it wasn't enough to unearth one Dreamcast superstar, this month **DC-UK** pentrated Sega's London HQ to access Kazutoshi Miyake, the man behind the Dreamcast plan. Oh, he's an ex-karate champ too. Meet him on page 062.

Elsewhere this month we go shopping in Tokyo's Electric Town, tread the catwalks with Dreamcast's best-dressed characters, play hardball with NFL Europe's Scott Couper, and burn rubber in the superb *Crazy Taxi*. On top of all that, October saw three of our birthdays rumble into Bath, so its amazing any of us are still alive...

Finally, it's been great to receive letters from all of you who are starting to fall in love with Dreamcast. Keep writing, keep reading, keep playing – we'll be back on December 17 with a red hot Y2K issue ■

On the cover

010 Dark star: We review the spookiest game ever seen and try not to have nightmares...
046 UK-OK: Dreamcast reaches Britain
077 Fashion Police: Gaming style
086 Crazy Taxi: Coming this way – look out!

DC-NOW

Reviews you can trust

010 *Shadow Man* is exclusively reviewed in **DC-UK**. Make sure all windows and doors are locked... approach with extreme caution
016 *Street Fighter Alpha 3*
020 *NBA Showtime*
024 *NFL Blitz 2000*
028 *Soul Fighter*
032 *WWF Attitude*
036 *Snow Surfers*
038 *Mortal Kombat Gold*
040 UK games chart
041 Vox pops: chefs
042 Expert Witness: Scott Couper

DC-EXPRESS

News, views, hype, happenings

046 The UK launch finally happened. We check out the sales figures, and report back from London's launch event
048 Alright on the night
049 What does the spiral mean?
050 Internet problems discussed
051 *B&W* confirmed
052 The new *Phantasy Star* unveiled
053 Two more titles confirmed for DC
054 *UEFA* competition
055 Great gaming things: high scores
056 Gaming weather map
058 Trumps: *Street Fighter Alpha 3*

DC-FACES

The names behind the games

060 Guy Miller is the bloke behind Shadow Man. We discover his humble beginnings...
062 Kazutoshi Miyake, the Chief Operating Officer of Sega Europe, who punches wood for stress-relief

DC-NEXT

Games to watch out for

086 *Crazy Taxi* is finally about to make the transition to Dreamcast. Can it equal the fantasic arcade version?
088 *Airforce Delta*
089 *Fighting Force 2*
090 *4-Wheel Thunder/Test Drive 6*
092 *Evolution*
093 *MDK2*
094 *Re-Volt*
095 *Chef's Luv Shack*
096 *World's Scariest Police Chases*

DC-WORLD

For everything Dreamcast

106 *Soul Calibur* players guide covers everything you'll need to know to get through this incredible game. And probably a bit more as well
099 Contents
100 Review listings from issues 01 to 03
104 Ask Auntie Esther: reader requests
110 *Hydro Thunder* and *Buggy Heat* tips
112 Coining it: the next big games coming to Naomi – and then DC
116 Import gaming: It's half-man, half-fish and very scary indeed
120 Surf's up: Internet malarky
122 Playtime: game-related toys
124 Team Diary and body parts

REGULARS

005 Editorial intro
008 Letters
084 Subscriptions
126 Next month
130 Brain in a jar

Contacts

Editor **Caspar Field**
Associate Editor **Keith Stuart**
Deputy Editor **Esther Woodman**
Art Editor **Christian Day**
Deputy Art Editor **Karl Jaques**
Production Assistant **Stephen Lawson**
Writer **Lee Hart**

Contributors

Words **Owain Bennellack, Jes Bickham, Andrew Collins, Dave 2000, Dylan Davies, Martin Kitts, Jennifer Rodger, Gary Tipp**
Pictures **Rick Buettner, Nick Haynes, Louise Parker, Amanda Thomas, Nick Wilson**

Production

Senior Technical Coordinator **Zoë Rogers**
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 **Clare Harper**
clare.harper@futurenet.co.uk
Senior Sales Executive **Ian Jones**
Advertising phone **01225 822868**
Advertising fax **01225 732282**

Classified Ads

Classified Advertising **Amar Hussein**
Classified phone **0207 3172600**

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 **Acclaim, Clos du Roy, NFL Europe**

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 team

And we're changing the pictures next month because Steve is fed up of looking like a snail and Karl thinks his bum looks big

KEITH STUART
ASSOCIATE EDITOR

> Keith can't stop flashing. There was that traumatic restaurant/pants down moment, and since then we've been granted a viewing of his pert buttocks hovering above the top pocket on a pool table. We will try to keep his nudist tendencies to an acceptable level, but watch this space for any more sightings.
Scariest thing: Being 30

ESTHER WOODMAN
DEPUTY EDITOR

> On her birthday (when she turned 21, just like she has done for the past five years, oddly) Esther did some serious damage to Bath's stock of Tequila, and ended up sucking face with a man she later described as "the most grotesque creature to be found outside of Greek mythology". What a classy lady.
Scariest thing: That bloke in Po Na Na's

STEPHEN LAWSON
PRODUCTION ASSISTANT

Stephen has stayed in his flat reading science fiction books all month. To punish him for such appaling adolescent behaviour we are making him eat an entire can of Asda's baked beans in a chocolate flavour sauce. For more on this fascinating experiment, turn to the diary on page 124.
Scariest thing: Losing his virginity

LEE HART
WRITER

> We've had an email from someone called Gordon, saying that Lee looks 'spookily' like TV's Neil Morrisey. We can't see it ourselves. Steve reckons he looks more like someone from Simple Minds – although he's not sure who, and Keith thinks he's the spitting image of Victoria Principal from Dallas.
Scariest thing: Keane-o leaving Man U

CHRISTIAN DAY
ART EDITOR

> Chris went to Net Aid this month and saw lots of famous people. He danced to Robbie Williams, winked at George Michael and sat down when David Bowie was on. This kind of made up for the fact that he found himself being flirted with by an 80-year-old granny. He found the experience oddly exciting.
Scariest thing: Talking on the bus

KARL JAQUES
DEPUTY ART EDITOR

> Karl has acquired a new friend called Andreas who's from Sweden. Andreas has been teaching him how to say rude words in Swedish and how to dance in a truly European manner. So far, no-one of the female persuasion has been at all impressed with Karl's frantic leg-wavings, but we live in hope.
Scariest thing: Steve's dodgy eye

WARNING:

SUCCESS AT SNOOKER CAN SERIOUSLY DAMAGE YOUR LIVER, RELATIONSHIPS AND PERSONAL FINANCES.

JIMMY WHITE'S 2: CUEBALL, NOW ON DREAMCAST. THE MOST REALISTIC SNOOKER GAME EVER. PLAY AT YOUR OWN RISK.

© 1999 Awesome Developments Limited/Archer Maclean. Published by Virgin Interactive Entertainment (Europe) Ltd under exclusive licence from Awesome Developments limited. Virgin is a registered trademark of Virgin Enterprises Ltd. Virgin Interactive Entertainment (Europe) Ltd., 74a Charlotte Street, London, W1P 1LR. www.vie.co.uk

D-M@IL

Rant and rave, mumble and moan, **scream and shout:** This is your chance to **set us, Sega and everyone else on the planet straight.** Letters and emails to the addresses below. **Read on...**

After reading your article 'From PC To DC' in **DC-UK 03**, I was wondering whether any of the titles you announced could really make the jump up to Dreamcast? Having looked at these titles they really don't look worthy of the fabulous machine. I own a Dreamcast and if these games came out I wouldn't consider buying any of them because there are far better games already released or planned for the near future.

Also I think *Shenmue* will be the game of the millennium, but it keeps getting put back. Why is this, and how near completion is it? I think it has been put back deliberately because it is planned for the same time next year as PlayStation2's release. So surely it will take sales off the PlayStation2 because everybody will want this next generation game?

James Crossman, Hartlepool

Of the PC games we listed last month, currently Galleon *(from the guys who invented Lara Croft, no less),* Black and White *(the most anticipated PC game of 2000),* Quake III: Arena, Half-Life *and* Hidden & Dangerous *are the most likely to make it to Dreamcast. Rest assured that they are all potential nine-out-of-ten games.* Colin McRae Rally 2 *would be pretty fabulous, too. Please Codemasters, sort it out!*

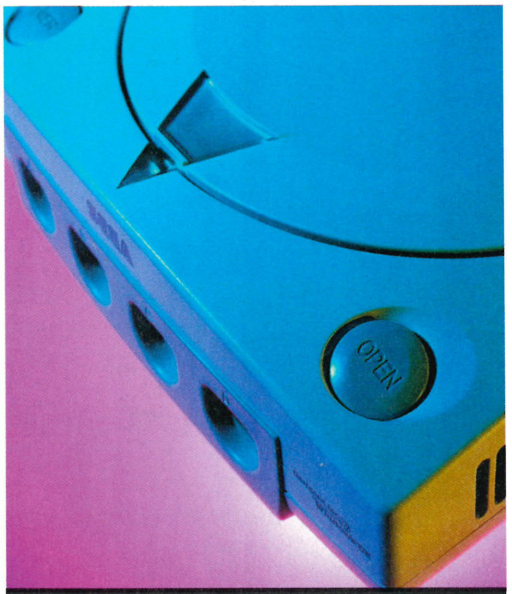
So I finally have my Dreamcast from Simply Games, over a week past its release date and with an incomplete order, due to 'industrial shortages', though I don't believe anyone told Woolworths that as they seem to have shedloads of stock. However, my DC has arrived, the games are stunning, the machine looks neat and I'm having as much fun as a grown-up can without being arrested.

Though that is not the purpose of this email. I'd like to talk about the one thing that Sega has pushed throughout its marketing hype; I want to talk about being online. There are some things about Dreamcast's Net capabilities that just don't wash. Firstly, why do the UK models only have 33.6k modems, when the rest of the world gets 56k? Secondly, why is the connection constantly dropping? (Nope, it's not my phone line because my PC is quite happy.) And thirdly – and this is the most singularly annoying thing about the Dreamkey software – why can't you write emails offline? I think we all know the answer to that one, and that is because the software is written by BT, who just so happen to provide my and most other peoples' phone lines.

Some may call me a cynic, some may call me a conspiracy theorist, some might even take me outside and give me a good talking to, but I think it has a slight vested interest. Not only is the line slower so that it takes longer to browse and send your email, but you also have to shoot the letters, which is about as easy as the hoop game at the funfair, while your phone bill ticks away. And that's why I'm typing this offline on my PC.

I seriously cannot find one reason for this other than for British Telecom to rake in extra cash – go on BT, prove me wrong!

Marty Greenwell, Peterborough



"The games are stunning, and **I'm having as much fun as a grown-up can** have without being arrested"

■ **Marty Greenwell**

Just finished reading your article on Saturn games that you'd like to see on Dreamcast. One of the few Saturn games I'd like to have a sequel to would be *Mystaria*. I bought a second-hand Saturn a few months back just to play *Mystaria* and then couldn't find the game, it having disappeared from the shelves of EB over a 24 hour period.

Also, I've been renting games out from Blockbuster, and I'm glad I did. I hired *Power Stone* first, and found it to be one of the most boring fighting games I've ever played. And then I rented out *Dynamite Cop*, and found it a barrel of laughs (albeit far too short).

John Blanchard, via email

We thought Dynamite Cop *was so boring we didn't even review it, and yet we all love* Power Stone. *It does take a little while to get used to the game's play system; it's all about using the environment, rather than just pummelling the other fighter.*

Now if I can just direct your attention to this (page 013, issue 03): "Sega has to accept a simple truth: it has been out-programmed and

Mail of the month

Can you tell me if the Dreamcast is pirate-proof or not? Can it be chipped as easily as the PlayStation can? I sincerely hope not. If some twat does start making pirate games for Dreamcast, I hope they get run over by a bus. It is the last thing Sega's console needs as it is just starting out (even with its incredibly strong line-up). If developers realise that people are buying pirate copies of their games they might start to waste time trying to make their games copy-proof instead of concentrating on the final result, or even worse, small developers might just steer clear of Dreamcast altogether, which means all we get is crappy half-finished games. This would be a disaster, because if you look at the best PlayStation games, quite a few are made by small developers. Even the amount of decent games coming out for the PlayStation has dropped due to piracy. I would encourage people not to buy pirate Dreamcast games if they become available, and to save up the extra cash and buy an original version of the game and help keep Dreamcast as the number one console that it very much deserves to be.

Ben Porter, Sunderland

Dreamcast's GD-ROMs were designed to be highly resistant to piracy, and so far they have been. Apparently, a way has been found to 'chip' the console (see DC-Express), so that import games can be played on a UK machine, but you run the risk of frying your Dreamcast in the process. Normal CD burners can't be used to copy the GD-ROMs, but you can be sure that the pirates are working on a way around that. Piracy is massively damaging to the videogame industry, and the sooner it's eradicated the better.

Winner baby, yeah!

This month's prize is four top Dreamcast titles, courtesy of mail order company, Software First (**www.softwarefirst.com**)

out-performed." Firstly, Genki – not Sega – programmed the stunted Dreamcast version of *VF3tb*. Secondly, if you think that *Soul Calibur* "out-performs" *VF3tb* in terms of depth, balance and design you're sorely mistaken. No matter how you try to disguise it, it's obvious that it is Namco's sickly-sweet eye candy that turns you on. Admit it.

Either the PAL version of *Virtua Fighter 3tb* is completely devoid of optimisation or **DC-UK** simply has not played it enough to discover its subtle beauty. I hope it's the latter because apart from the glaring omission of *NiGHTS* from your Saturn article I think the mag is pretty good.

Will Curley, via email

Some quick responses:
1. We weren't just talking about VF3tb *being out-programmed, but Sega's team as a whole. As you say, Namco's eye candy did turn us on – because it is one of the most visually stunning games ever created.*
2. The more we play Soul Calibur *(which is a lot), the more we fall in love with it (which is also a lot).* VF3tb *seems old hat in comparison, both visually and in gameplay terms.*
3. The PAL version of VF3tb *is completely devoid of optimisation. In fact, you've even written that the Japanese release was 'stunted'.*
4. We didn't include NiGHTS *in our Saturn feature because at the time it was written, there were (and still are) strong rumours that Sonic Team was already making a follow-up. Here's hoping.*

Like many others, I am a very loyal Sega fan and have bought a Dreamcast, and very pleased I am too. Gaming is enjoyable again, with immediate classics like *Sonic Adventure* and *Ready 2 Rumble*.

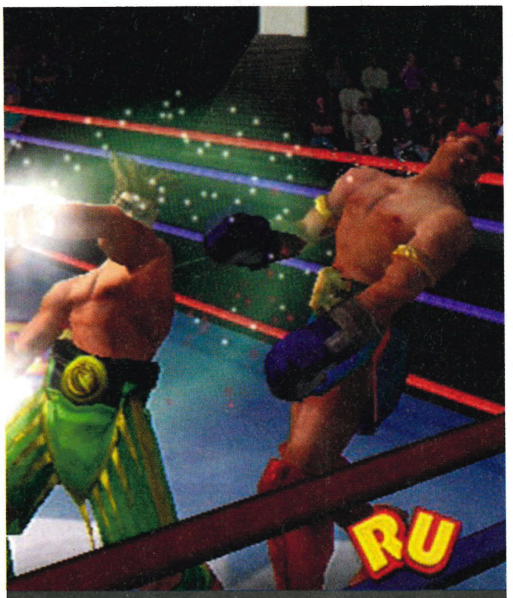
However, I recently sent an email to Sega's customer service, enquiring as to whether *Soul Calibur* would include a 60Hz option, after the poor conversion of *Virtua Fighter 3tb*. The reply was, "We cannot speak for third party developers." Terrific. So, the most anticipated game in the 1999 UK Dreamcast line-up, and Sega's own support team don't know if it's going to be a first-rate conversion to lure PlayStation owners away from *Tekken*, or whether us loyal Sega fans will once more be let down by false promises of "a new dawn in European gaming".

I really do hope the Dreamcast is a success. I think videogames need Sega, and games such as *NiGHTS* and *Shenmue*. But I wonder how long they can go on, when important questions and issues seem to be disregarded quite flippantly.

Danny Edgar, Bradford

My sons were really impressed by Dreamcast and couldn't wait to get it, so they saved every penny they got. When lo and behold the Japanese one came into a local games shop, they were thrilled that they would be one of the first to get Sega's new console. They asked the shopkeeper if they could still get on the Net with it and they were told that they could, but they would need to buy a modem which would cost them another £30.

They thought, "Great, we're going to be able to get on the Net now." Wrong. So back to the shop, where they were then told that they would need a Dream Passport disc which the shopkeeper said would not be available until the British console came out. So back



"Gaming is enjoyable again, thanks to immediate classics like *Sonic Adventure* and *Ready 2 Rumble*"

Danny Edgar

to the shop again where we were told it just wouldn't happen. We tried to get it exchanged and were told, 'tough luck'. Now we are taking the games shop to court so he can't do this sort of thing to kids again.

My sons haven't been put off – they still want a new Dreamcast for Christmas. They have always had Sega game consoles. Please warn all your readers to buy British consoles.

Dianne Kerr, via email

After buying my Dreamcast on launch day, I marvelled at the graphics on the demo disc and waited in keen anticipation for my delivery of *Racing Simulation Monaco Grand Prix*. It arrived through the post this morning and I eagerly put it into my machine and started playing. How disappointed I was. The graphics for some reason were not as good as those on the demo disc and, apart from the cars themselves, I did not rate the graphics much better than *Gran Turismo* on my PlayStation. The graphics on the retro mode I thought were especially poor, not what I expect from the most sophisticated games console ever. Is it just me? Is there a problem with my Dreamcast or TV? I was expecting PC quality from Dreamcast, this just does not compare. Is this a sign of things to come?

Everton Travers, via email

Congratulations on one of the best Web pages ever seen anywhere, but I do think your decision to only make it available via Dreamcast is evil, and probably the result of some dastardly funding corroboration between the magazine and Sega. I can see where you're coming from, but I have pre-ordered my hardware, and due to delivery shortages I won't be getting it till November 10. I feel deprived of my basic right to view a quality Web page. In all seriousness, by creating this system, and imposing your will on the Internet, you are undermining the entire principle of the WWW: that of freedom of speech, for everybody as equals, regardless of race, gender, colour, or nationality (or whether they own a DC). I fear this policy may make you and Sega more enemies than friends.

Ben Coffer, via email

Ben, you're not alone. Back when ***DC-UK*** *was but a glint in our eyes, the plan was to create a Website that was designed specially for Dreamcast. Which is what we've done. However, in light of how many problems people are having accessing the Web via the console at the moment, we've decided to leave the site unlocked for the foreseeable future. We care, we really do.*

Of a morning, I work as a postman and I noticed over the past few weeks that there was a lot of mail being sent from Sony. Well, my mate owns a PlayStation and he had a leaflet and all it was was a few words saying how good PlayStation2 is going to be (no pictures of the new console, or anything). Seems to me like a cheap trick to stop people buying a Dreamcast.

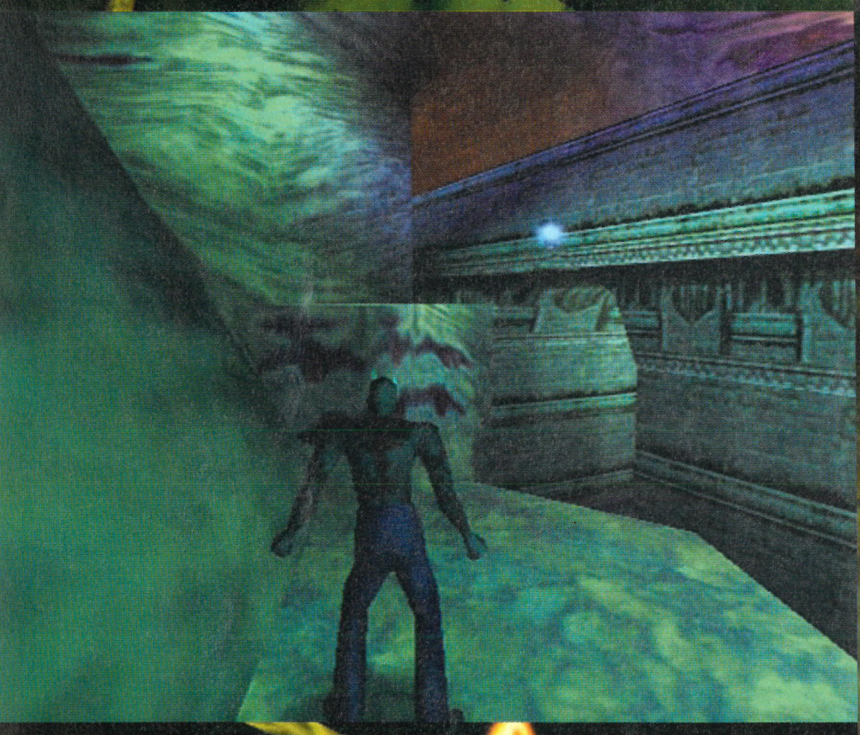
Lee Horton, via email

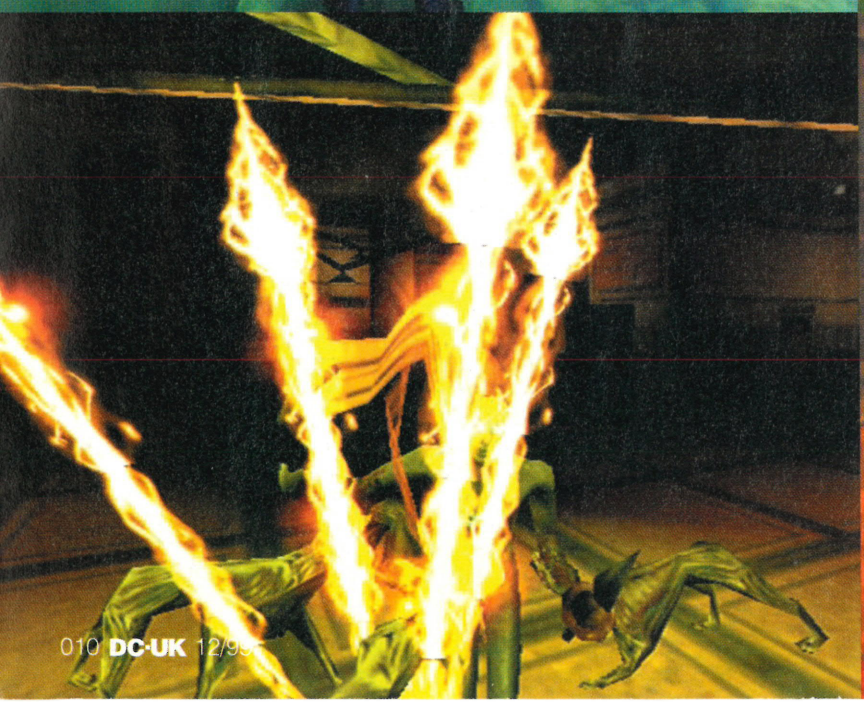
Having read your magazine I was pleased to learn that UK gamers will finally be able to play videogames at the speed that they were intended to be played, with some games having the 60Hz option. I currently play my games on a crappy little portable television, so I know the 60Hz mode won't work on that, which gives me a good reason to get myself a nice shiny new telly.

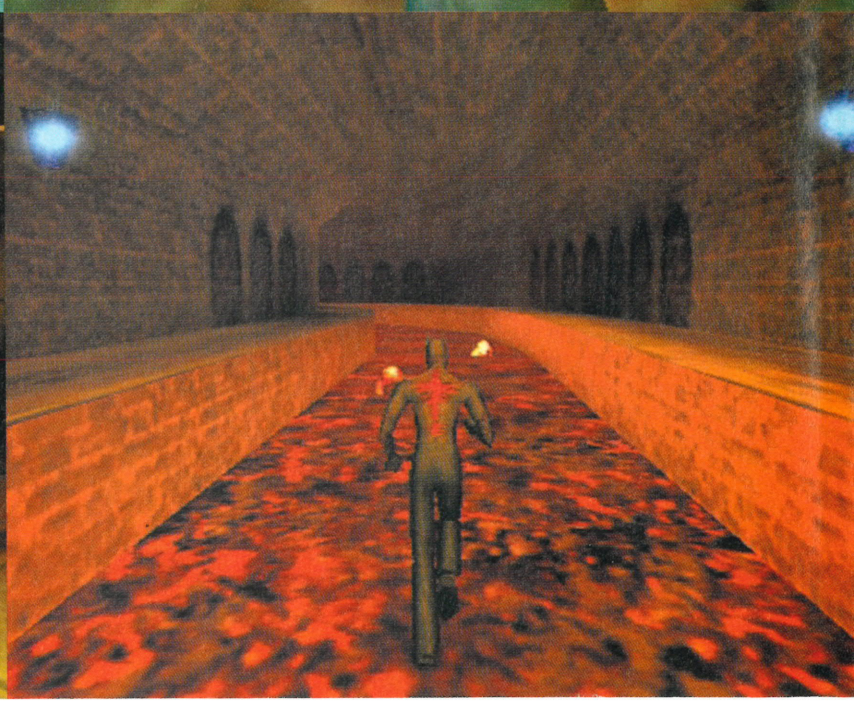
So, I thought I'd go and have a word with the helpful staff of my friendly neighbourhood TV shop. They told me that they could get me a dual-standard TV – but it would be double the price of a PAL-only equivalent model. You didn't mention that in the otherwise very helpful section of your magazine about 60Hz games. How about doing a special feature reviewing some dual format televisions, preferably concentrating on the cheaper ones...

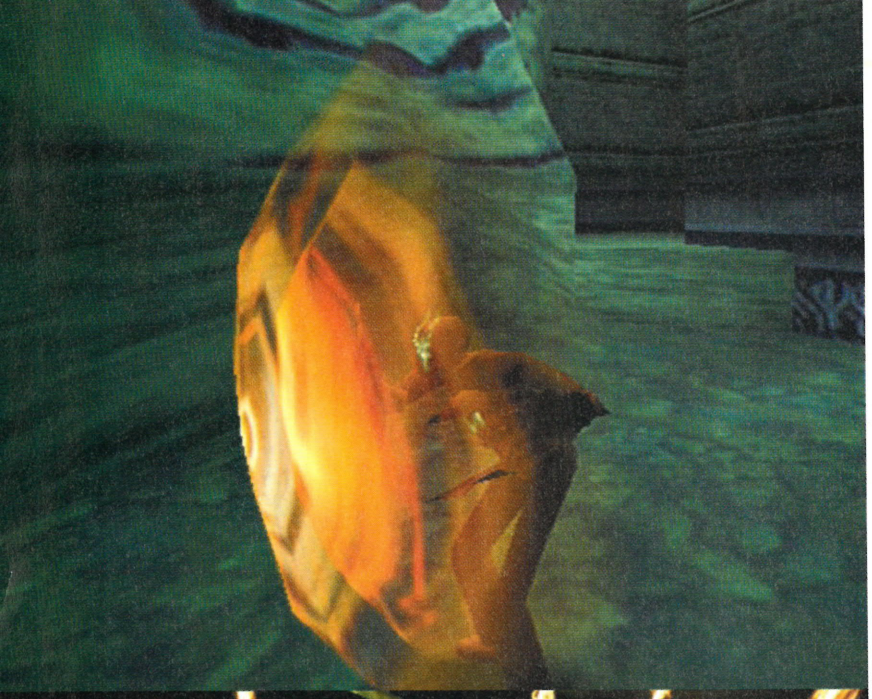
Ian Gollins, via email

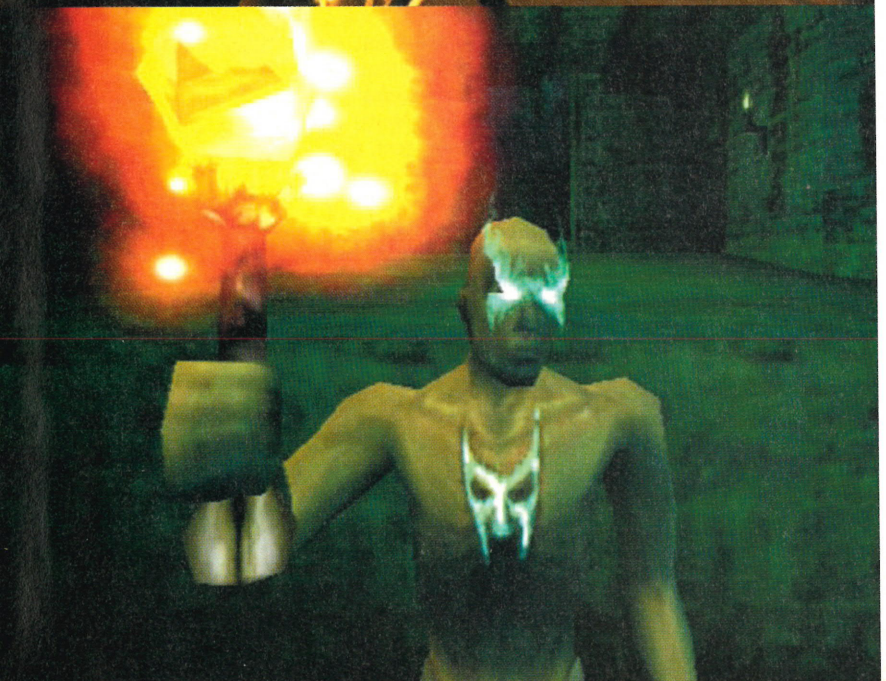
I have a second-hand Sony TV that I bought for £150 and it works fine in the 60Hz mode. It sounds to me like your local shop is being friendly because they want to needlessly empty your bank account. Take the Dreamcast down there and try it on a few cheaper sets











What's the score?

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

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

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.

EXCLUSIVE UK REVIEW

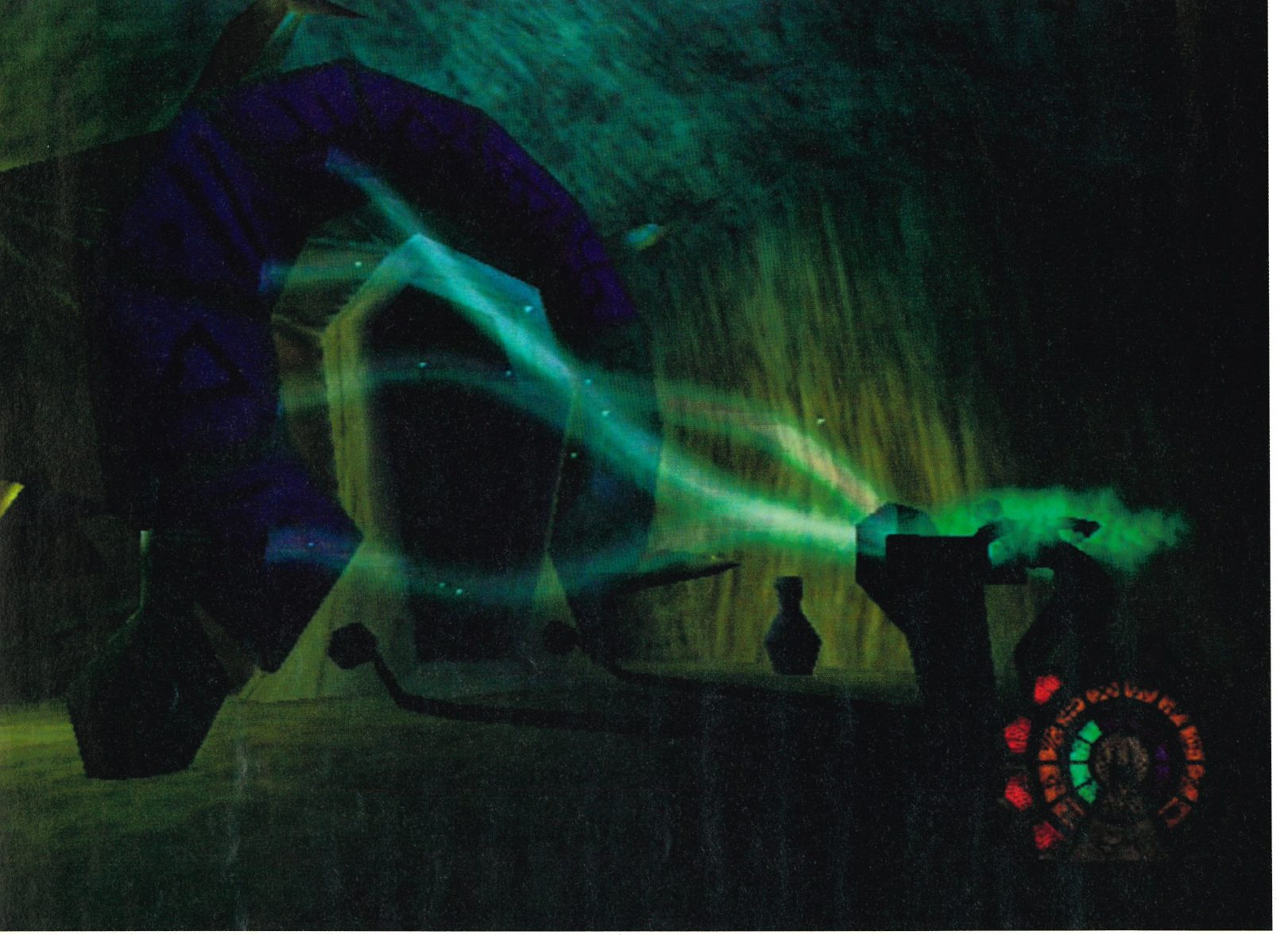
Shadow Man

Serial killers, undead voodoo warriors and a dark world to explore. Are you ready to take a walk on the Deadside?

S*hadow Man*, it would be fair to say, is big. No, scratch that, *Shadow Man* is enormous. It's vast. Sprawling. Gigantic. It's a game that is going to require a serious time commitment on your part; Acclaim estimates that, should you want to find everything there is to find in the game, around 60 to 70 hours of your life are going to be spent sat in front of your Dreamcast. We point this out because it's not a game that you're going to love straight away – you'll really only start to get deeply involved in it after about, ooh, five or ten hours concentrated play. There's none of the slap-in-the-face immediacy of a *Power Stone*, or a *Sonic Adventure*. No, *Shadow Man* is a slow burner, and when it gets its hooks into you, you'll realise this: *Shadow Man* is bloody great.

The most immediate reference points to Acclaim's dark third-person adventure are *Tomb Raider* on PlayStation and the N64's ▶

- Publisher: Acclaim
- Developer: Acclaim Studios Teesside
- Price: £39.99
- Release date: November 26
- Players: One
- Extras: None
- **For:** Huge. Plenty to do. Ace graphics and sound. Serial Killers.
- **Against:** Too big for some people?

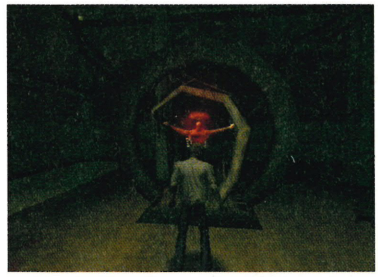


► *Legend of Zelda: Ocarina of Time*. Swinging, climbing, jumping and plenty of gunplay echo the former game, whereas an emphasis on exploration, plot and gaining abilities to access vast secret areas are cribbed from the latter. It's a winning combination, splendidly realised, and, coupled with the simultaneously huge yet meticulously constructed game world, *Shadow Man* represents a huge effort and an innate understanding of how to present an absorbing and intriguing challenge on the developer's part.

"The game is a slow burner, and when it gets its hooks into you, you will realise this: ***Shadow Man* is bloody great"**

The game's plot, which plays a far more important part than the usual paragraph-in-instruction-booklet scene-setting that most games settle for, is a spicy blend of such celluloid nasties as Seven and Hellraiser. Evil demonspawn Legion is engineering apocalypse, and has sent five serial killers (known, helpfully, as The Five) into the world to herald his coming. It's up to you, of course, to stop them. And this is where things begin to get interesting, and not a little complex. The game has a dual structure, and takes place both in the real world – Liveside – and a hellish afterlife – Deadside. You are Mike LeRoi, a failed English graduate-turned-assassin, at least in Liveside. However, you possess the ability to travel Deadside, where you become Shadow Man, a supernaturally powerful voodoo warrior. The aim of the game is to collect Dark Souls (there are 120 of them in *Shadow Man*), increasing numbers of which allow you to access Coffin Gates (and therefore new levels in the game), and they also increase Shadow Man's power. Shadow Man, however, can't exist in Liveside – where The Five have been unleashed – so you also have to find a way of getting him there. Confront The Five as Mike LeRoi and you'll be guaranteed a swift and messy death.

Consequently, you'll find yourself wandering aimlessly around Deadside for a while, wondering just what to do, and where to go next. At least until you get your first few Dark Souls, and you can start heading through the initial Coffin Gates, at which point your quest suddenly takes shape. But it seems churlish to penalise *Shadow Man* for being so ambitious and intelligent, and offering such a significant challenge – yes, it's a little frustrating at first, but it's otherwise well-paced and highly rewarding. There are also the Gad Temples, in which our hero can get voodoo tattoos literally burned into his body, granting him special abilities such as being able to swim through lava, climb bloody waterfalls and push red-hit blocks. Once you have collected a Gad or two, the scale of the game becomes apparent; swimming under lava may lead to a hidden tunnel that itself leads to a sprawling new area, scaling a red-hued waterfall may uncover acres of stony citadel, hiding a clutch of Dark ►



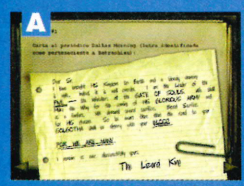
"The game takes place both in the real world – Liveside – **and a hellish afterlife – Deadside**"

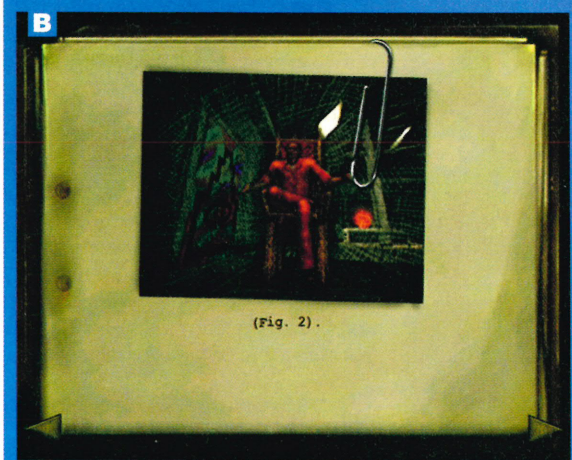
01 Shadsy himself is a man of many moves. As well as the usual running, jumping and strafing, he can inch along ledges, swing from ropes, roll, duck and fire a weapon all at the same time. Lara Croft eat your heart out

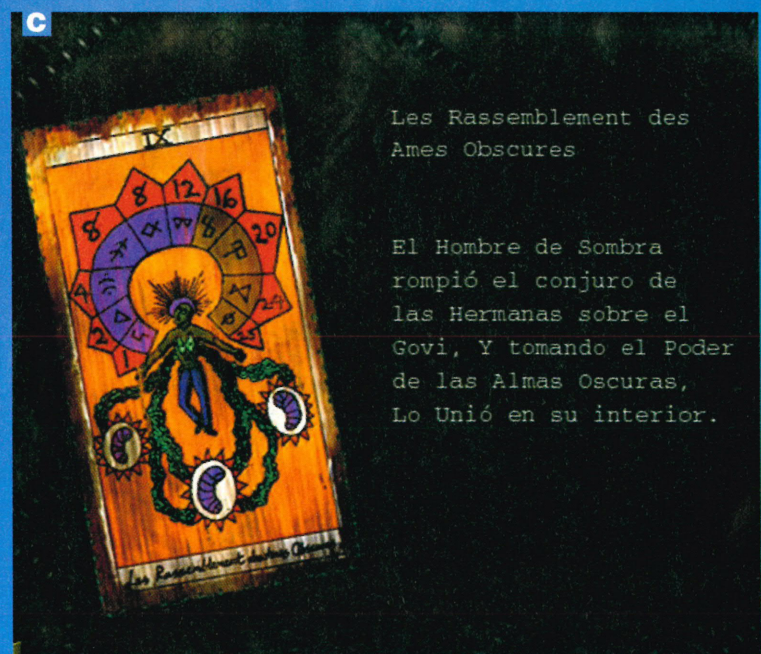
02 Technically, *Shadow Man* is marvellous; the lighting effects have to be seen to be believed. And believe us when we say the game is huge. Some of the rooms are cavernous. Lovely stuff, indeed

Book of **the dead**

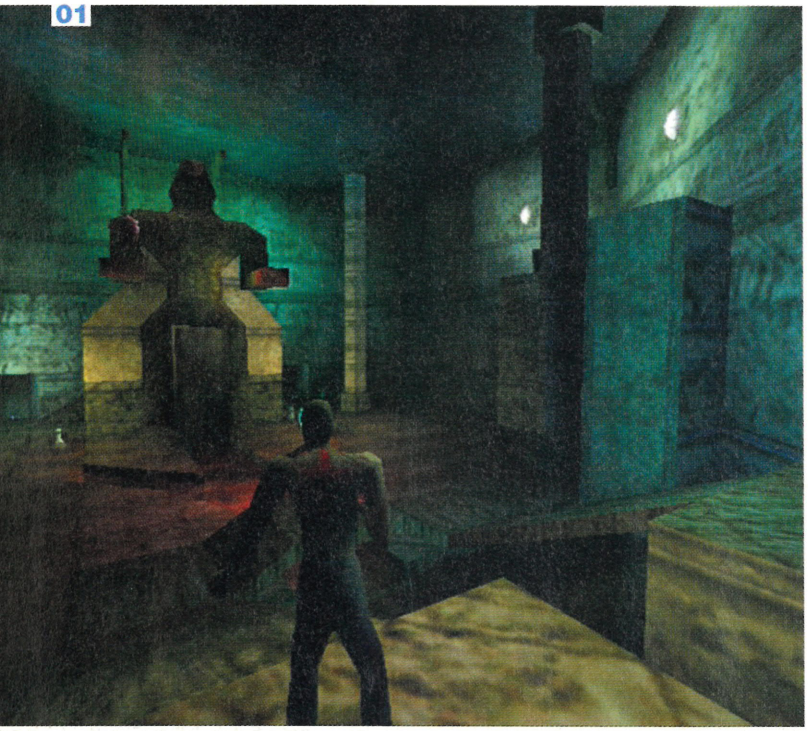
Just to add to the grim atmosphere of the game, Acclaim has included two very useful books that can be accessed from your inventory, both of which provide plenty of background story as well as invaluable hints and tips.

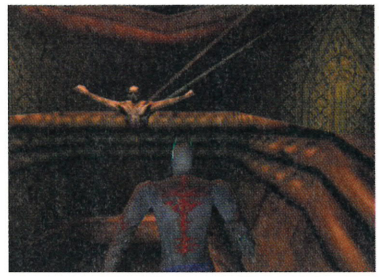


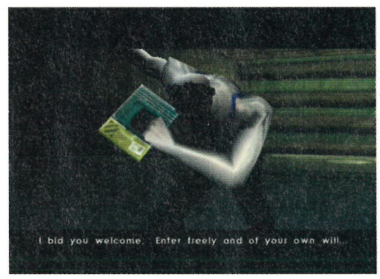


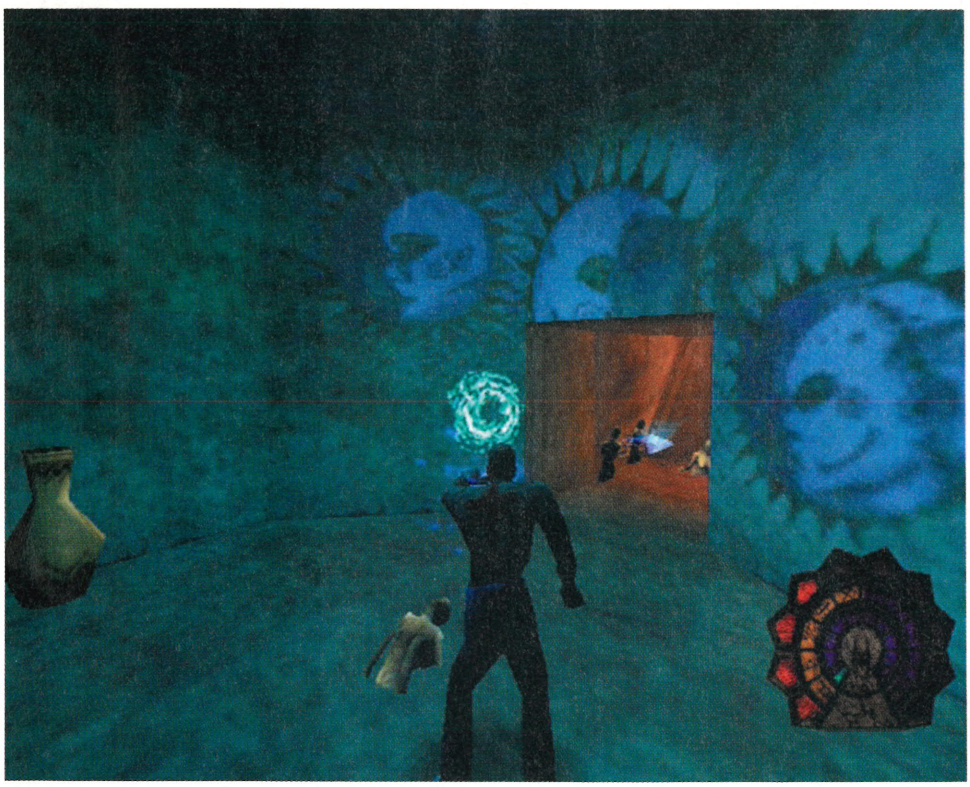


A, B Nettie's File. An FBI-style casebook, full of profiles of The Five. You'll find the history of the serial killers, complete with gruesome details of their careers. **C** The Prophecy. This foretells the, um, prophecy of *Shadow Man* – presented via a deck of Tarot-style cards. You'll find a wealth of tip-heavy information here, from weaponry to Dark Souls and Coffin Gates; indeed, pretty much everything.









► Souls. For the truly committed gamer, there's the Cadeaux; collecting a hundred of these red shells allows you to make a voodoo offering to Loa in the Temple of Life, granting you an extra chunk on top of your health meter. Needless to say, there's plenty to find.

And there's more. Shadow Man is ambidextrous and can carry, and use, objects in both hands. So you can shoot two weapons simultaneously, or protect yourself with the Enseigne shield and hold a torch to illuminate your surroundings, and so on. The weapons themselves are a pleasingly varied bunch, from the machine guns that you can use Liveside to the more exotic voodoo weapons that are based Deadside. Most of them have a dual purpose; the Marteau, for example, as well as sending retina-searingly beautiful jets of flame to engulf opponents, can ►

01 This is one of the Gad Temples, where Shadow Man can gain one of three voodoo tattoos. Here, in the Temple of Prophecy, Shadsy can get the Gad Marcher, which allows him to walk over hot coals

02 The Playrooms level, as pictured here, is one of the most disturbing in the game, not least for the lullaby-style soundtrack, which incorporates the disconcerting sound of wailing children

"Voodoo tattoos on your body grant you **special abilities"**

"Acclaim has **crafted an enthrallingly dark**, hugely intricate adventure. Book some time off and **surrender to its bloody embrace**"

GO THERE!

SHADOW MAN
Discover the inspiration behind the game – fantasy and real-life.
PAGE 070 >

FASHION POLICE
What would a panel of fashion experts think of Shadow Man's style?
PAGE 077 >

TOYS
Check out the graphic novel that *Shadow Man* was based on.
PAGE 126 >

▶ be used to hit the Rada drums, which open up yet more secret areas. The Flambeau can be used as a torch as well as a fireball-thrower, and can also burn down flesh-doors to uncover power-ups. And then there's the Violator, a sweet razor-edged number that shreds enemies with a hail of bullets in two seconds flat.

Inspired by the aforementioned *Legend of Zelda*, the combat system incorporates a lock-on effect which enables you to strafe around your enemies. Unfortunately, it's not as reliable as it could perhaps have been, sometimes breaking down in the middle of a firefight, but it still adds a whole new dimension to in-game violence. And Shadow Man must be one of the most skilled characters ever seen in a videogame; as well as the usual jumping and climbing skills, he can cling to ledges with his fingertips and leap backwards onto adjacent platforms, swim, and even fire weapons with both hands as he's rolling. There's a plethora of skills at hand for you to master and use at will.

There's a lot to love here, if you're prepared to make the effort. The grisly, horror-based atmosphere is wonderfully evocative, for example. And, while there are not as many outright shocks as Acclaim would like to have us believe, there is a palpable air of doom-laden menace, and a psychological dread pervades everything. The Playrooms level is a case in point, with its disturbing lullaby soundtrack and blood-smeared, white-tiled rooms. Other such gruesome delights are everywhere; stalking a night-vision begoggled serial killer through a dilapidated tenement block, and hunting Jack the Ripper through a deserted London tube station are prime examples. And the prison riot – complete with headless zombies – is superb. Especially when you get to Doctor Death, the head serial killer himself. You can also throw in a truck-load of cut-scenes, some ace voice-acting, over an hour's worth of speech, plenty of swearing (yup, there are more than a few unpleasant characters in *Shadow Man*) and some truly jaw-dropping graphics. The lighting is incredible, and the sight of the mile-high Asylum tower is truly impressive. Some of the textures may be a little drab and repetitive, but as a graphical showcase for Dreamcast, *Shadow Man* is nigh-on infallible.

Ultimately, Acclaim has crafted an enthrallingly dark, original and hugely intricate 3D adventure. We thoroughly recommend you book some time off and surrender to *Shadow Man*'s bloody embrace ■

Jes Bickham

DC-UK 9
DAWN OF THE DEAD

Chilling Movie

Shadow Man is in the process of being turned into a film. The movie is being financed by, and will also star, rapper Ice Cube. We'd prefer Samuel L Jackson, frankly, as Ice Cube is a bit short and dumpy. But the important thing is that this flick doesn't turn into a disaster like *Wing Commander* or the perpetually on-hold *Doom* and *Tomb Raider* films. Fingers crossed, eh, folks?

Street Fighter Alpha 3

Having conquered 3D with *Power Stone*, Capcom makes a welcome return with a 2D masterpiece

- Publisher: Virgin Interactive
- Developer: Capcom
- Price: £39.99
- Release date: November
- Players: Two
- Extras: None
- **For:** Ken. Ryu. Perfect conversion. Options galore. Blistering speed
- **Against:** 2D. Twoplayer. Too involved. Too tired. Too shy. Hush, hush. Why do I?

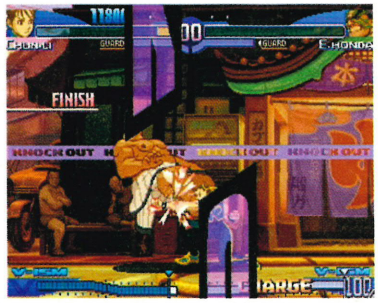
Since gaming year zero Capcom has had a reputation for being one of the most innovative companies in the business. Anyone questioning this only has to look at its back catalogue with the likes of *1942, Commando, Resident Evil, Power Stone* and, surely Capcom's high point, *Street Fighter II* providing us with more than enough evidence. For further explanation here's a potted history of the *SF* series.

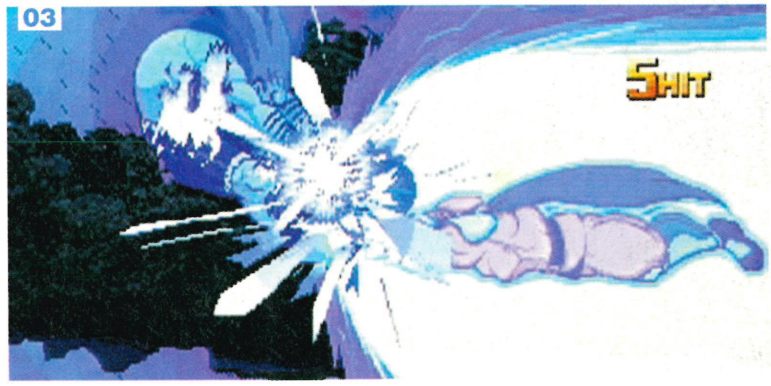
Videogaming history has it that the first *Street Fighter* machine featured a highly unusual control system: the harder you hit the buttons the harder the punch in the game. This must have seemed a winner at the development stage, but in the arcade it fell victim to complete nutters who enjoyed nothing better than belting the crap out the machine – unsurprisingly, a working version of the original is now one of the rarest arcade machines in the world.

Having learned their lesson the hard way Capcom's designers were keen to keep their graded control system and translated it into soft, medium and hard attack buttons. The true sequel was an undoubted success, thanks mostly to the radical combo system which allowed players to string moves into one long attack – yet more innovation. Since then Capcom has bashed out update after so-called sequel – Ken has made 25 appearances in *SF* games so far. Some of these have been very worthwhile, take *Street Fighter EX Alpha Plus*, for example. Alas others were less welcome than a roundhouse to the sternum. Witness *Street Fighter: The Movie*. Since the biggie of *SF II Turbo* there have been a lot tweaks, a bit of fine tuning, but it's only now that the series has again been truly innovative. The question is though, is it too late?

First off, what's the change? Well, not content with having one gaming style, Capcom has introduced what

> "This is without doubt **the most comprehensive, most customisable 2D fighting game** we've seen for a long time"





01 You can see exactly how much damage each attack causes by watching the red bit of the health bar **02** It's always satisfying to knock the other fighter off their feet. You know you've hurt them that way **03** Get the combos right and you'll perform some seriously powerful attacks. Unsurprisingly, this assault ended with the winning blow. If you want to practise defending against these give the Final Battle mode a try, as they fling everything at you. It's quite terrifying

we're going to call 'the isms'. These allow you to tailor the game mechanism to suit your style. There are three modes, V-ism, X-ism and Z-ism, (thank God there's no J-ism – think about it) with a further three which can be unlocked. Check out The isms box (right) for more. This might sound like enough, but Capcom obviously doesn't think so because it's really gone to town with the game. This is without doubt the most comprehensive, most customisable 2D fighting game in a long time (*Soul Calibur* holding the overall crown).

Okay, so that's the isms, but how does it play? Like a dream. It's a truly arcade-perfect conversion; if anything is missing from the original it's because Capcom didn't want it in the game, not because it couldn't produce code for the DC version. This has to be the finest conversion of a 2D coin-op ever. Long gone are the days when 2D fighting games had to miss a few frames of animation to get by; this is the real thing. To further compound the game's greatness Capcom has included a massive roster of fighters from the ▶

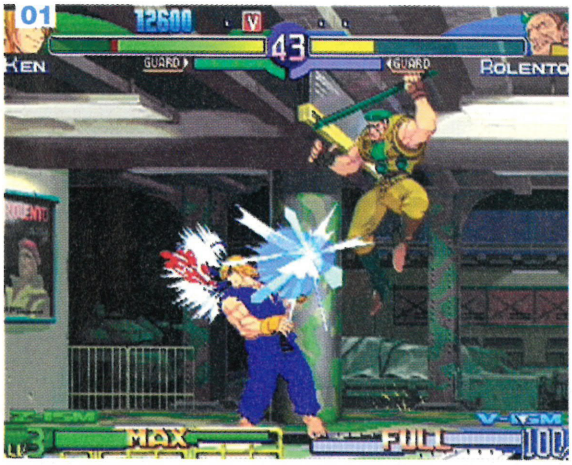
The isms

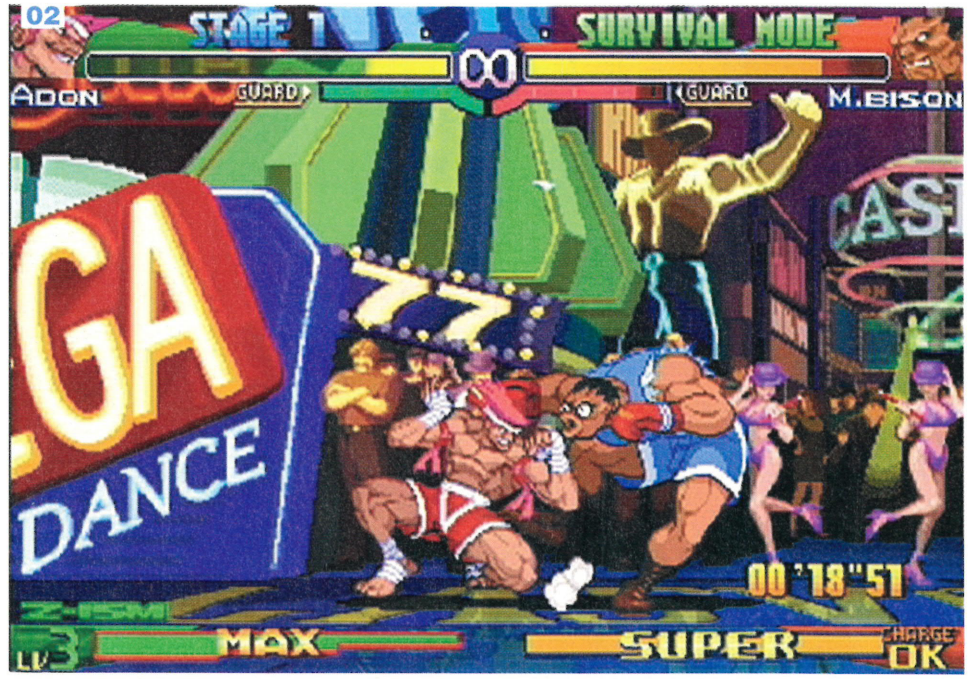
One of the main improvements made by Capcom to the *SF* play system is the inclusion of the ism system. Here's a quick breakdown of exactly how they affect your gameplay.

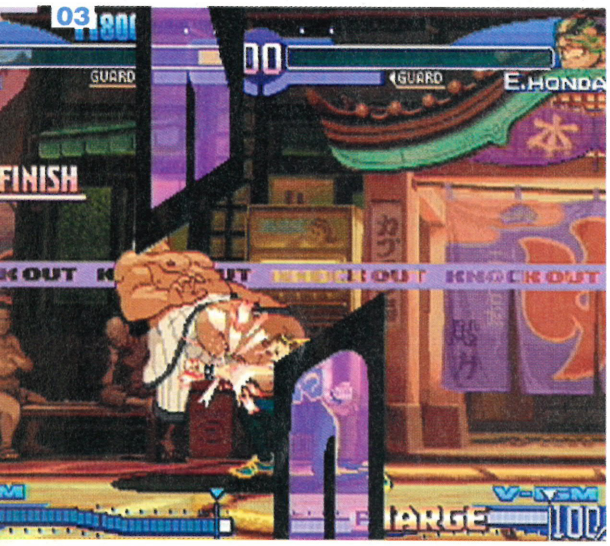
X-ism employs the game mode from probably the best *SF* game since year dot, *Super Street Fighter II Turbo*. In X-ism you're only given one super move, one main super meter and you lose the ability to perform any airblocks. To counter this each character has a slightly different move list and a moderate tweak in their power rating.

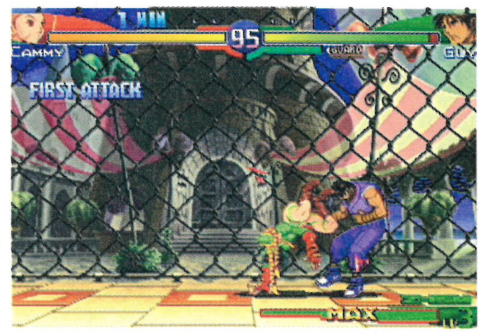
Z-ism is the standard mode where there are three levels of Supers, air blocks and counters. Again, performance is altered slightly with the fighters all losing a bit of power and unable to pull off customisable combos. As a flip side to this the fighter has access to their complete move list.

V-ism is the mode recommended for all *Street Fighter* experts as it replaces the super meter with a huge combo meter. This can only be used to introduce super combos once the meter is at 50 per cent.









01 This is the closest the game comes to the stupid blood lust of certain other fighting games. It's just not necessary
02 As you can see, the character art is just as good as ever. You can almost feel the pain on Bison's face
03 You can finish a game with the most fancy move possible, but it doesn't earn you extra points. Best go for the easiest option possible, we reckon; don't want to risk the round now do we?

► legendary Ken, Ryu and Chun Li to the relatively unknown Birdie, Cody and Juni. There are 36 characters in all, though some have to be unlocked.

We know some of you like to know about a game's faults, so we looked for them for days until an absent-minded editor forgot to bring the Arcade Stick into the office and then we noticed it: this game is tricky to play with the standard pad. Like the PlayStation joypad, Dreamcast's pad just isn't cut out for the circular motions required by any *SF* regular. What's the point in playing if you can't pull off all the moves? Fortunately, a solution is available in the form of the Arcade Stick. Okay, so it adds another 30 quid onto the price, but once you've got the game and Stick together the only thing missing from the arcade experience is a sweaty kid, fag hanging out of mouth showing you how to pull off the special moves – with your money.

Right, it's the best version of gaming's most famous fighter, it's arcade perfect and we love it, so how come it doesn't merit a nine? Well, it's here that our review might take a contentious turn. You see, it's all down to the fact that this is a 2D game. We've said it. We feel dirty, like we're shagging our best mate's mum, but we reckon there's a case for leaving 2D beat 'em ups in the '90s. It's time to move on and acknowledge 3D as king. We are, after all, talking about the most powerful game console in the world, surely a few (albeit magnificently animated) sprites skipping along one plane is a tad out of date compared with the likes of *Soul Calibur*? When we first played 3D games it was great to be able to sidestep moves and roll in four directions. We enjoyed the tricks as novelties, but in the few years since 3D games landed these moves have shifted from novelty to necessity. We're not using them now because they look good, we're using them because it's the most effective way to avoid Maxi's nunchakas. It's part of our defence mechanism in the same way that it's vital for our attacking moves. Games like *Street Fighter* can't match the same level of involvement. There will always be the hardcore gamers who feel 2D is the purest of fighting forms, but for your average pugilist 3D is the dimension of choice.

Ultimately, if you're the kind of gamer who wants the finest fighting 2D has to offer, there are very few games that approach the perfection of *SFA V3*. Yet, for those of you who prefer to see the whole of their fighter, who relish in sidestepping an opponent before flinging in the final blow then this may be a game to skip ■

Andrew Collins

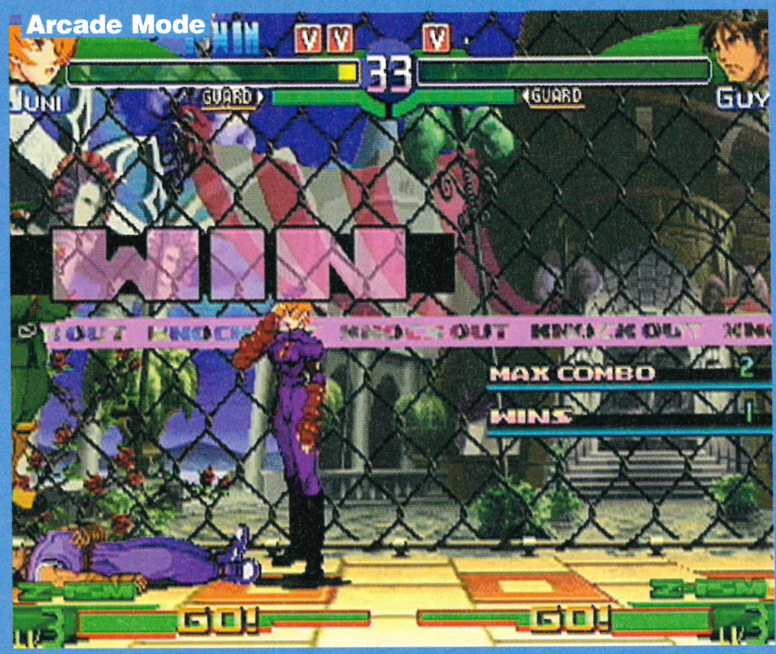
"Capcom has included **a massive roster of fighters from the legendary Ken and Ryu** to the relatively unknown Birdie, Cody and Juni"

DC-UK 8
ARCADE PERFECT

Modus Operandi

For value for money, *Street Fighter Alpha 3* ranks up there with the purchase of New York from the Indians and a copy of **DC-UK** – there's just so much to it. As soon as it loads you're struck by how much is in the game; it's breathtakingly comprehensive. Here's a quick run-down of what to expect and what it all means.

▲ Dramatic Mode
This interesting idea has you and a Dreamcast-controlled fighter knocking seven shades of Shinola out of another computer-controlled sap. It's not a fair fight but it's the perfect stress-reliever.



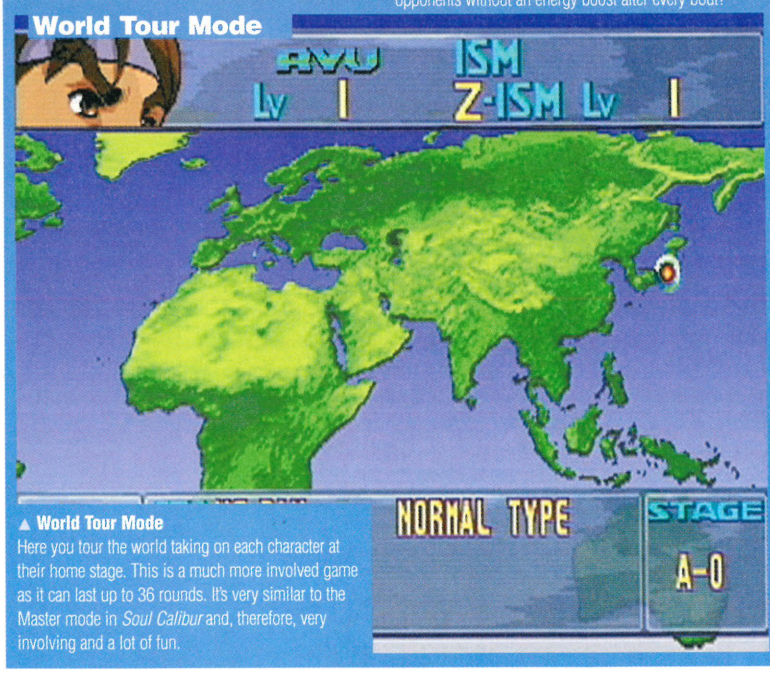
▲ Arcade Mode
Do we really need to spell this out? It's the, and it's that phrase again, arcade perfect conversion.

▲ Team Battle Option
This pits you against your Dreamcast or a friend. You both select a gang then fight it out using these characters. The winner stays on for the next scrap while the loser moves onto the next member of their gang.

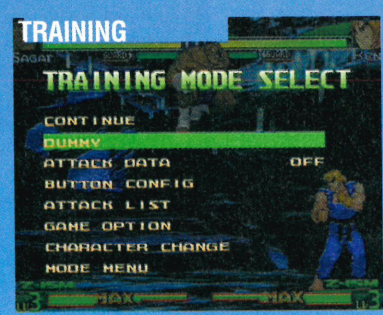
▼ Final Battle
A fantastic idea. Why bother battling through to the end for a real challenge? Select this mode and fight any character as if you've worked your way through to the final fight. Be warned, these guys are seriously tough.

▲ Vs Dramatic Mode
This is much the same as the oneplayer version but with a second human fighter to help you teach the Dreamcast a lesson it won't forget. This is an office favourite – and for good reason, too.

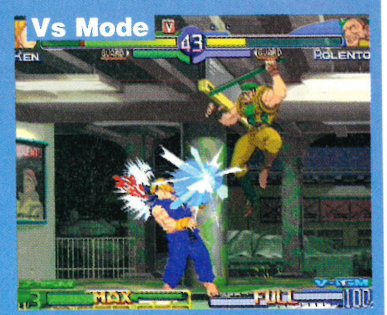
Survival Mode
How long you can go against an infinite number of opponents without an energy boost after every bout?



▲ World Tour Mode
Here you tour the world taking on each character at their home stage. This is a much more involved game as it can last up to 36 rounds. It's very similar to the Master mode in *Soul Calibur* and, therefore, very involving and a lot of fun.



Training
A mode Namco would be proud of. As well as having a complete move list accessible by the menu you can tailor the fighting dummy to attack, defend, block, not block… Anything you need to make yourself a better fighter.



Vs Mode
Another one which shouldn't need any explanation, but for both of you who don't know, this is the option if you want to fight against a mate without having to restart every time the winner is shifted to fight against the DC.

NBA Showtime

Our hoop dreams are answered as basketball action hits Dreamcast courtesy of the makers of *NBA Jam*

- Publisher: Midway
- Developer: In-house
- Price: £39.99
- Release date: November 26
- Players: One to four
- Extras: 60Hz
- **For:** Great fourplayer action on Dreamcast, exciting arcade gameplay
- **Against:** Limited challenge, disappointing lack of options

Thanks to increased television coverage and the exploits of the superhuman Michael Jordan (and his cool trainers) basketball is booming in popularity this side of the pond. Anyone who's ever worn a pair of Air Jordans while watching the game on TV and cursing their parents for failing to make them gangly seven footer's with big hands, will be pleased to hear that b'ball is making its inaugural appearance on Dreamcast in the impressive shape of *NBA Showtime*.

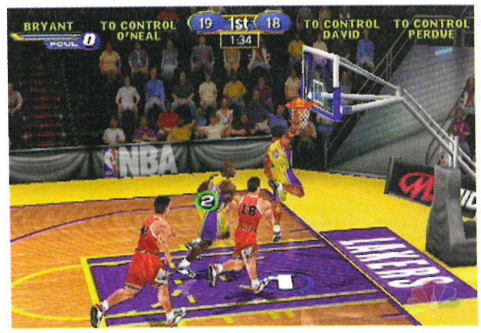
From the developers of the original *NBA Jam* titles on Mega Drive and SNES, *Showtime* continues in the same vein as its fondly-remembered predecessors by favouring arcade-style two-on-two action rather than a more sober, simulated approach to the sport. 'Arcade' is actually a perfectly apt description as *Showtime* is a straight conversion from the coin-op of the same name. The immediacy of the arcade game has been retained which means fast and furious gameplay and non-stop dunking activity is on offer.

Serious b'ball enthusiasts may not be convinced by this rather frivolous portrayal of the sport, but the space and speed afforded by only four players on court makes for exciting gaming that could even entice people with no interest in basketball. Despite the less than serious gameplay, the presentation of the game is totally authentic to the NBA licence and the NBC television coverage of the sport (familiar to anyone who watched basketball on Channel 4). All the NBA teams, players and courts are in there and the action is furnished with the official NBC music and commentary.

When you start playing, the immediately impressive thing is the quality of the graphics. The stadiums are attractively and meticulously rendered, with bags of detail. Even the crowds look good: they may be flat 2D sprites but at least they resemble human beings rather than the usual blobs of colour found in sports games. Players' faces are modelled on their real-life counterparts and are so accurate you can easily identify your favourite NBA stars. The generic bodies those faces are attached to aren't quite

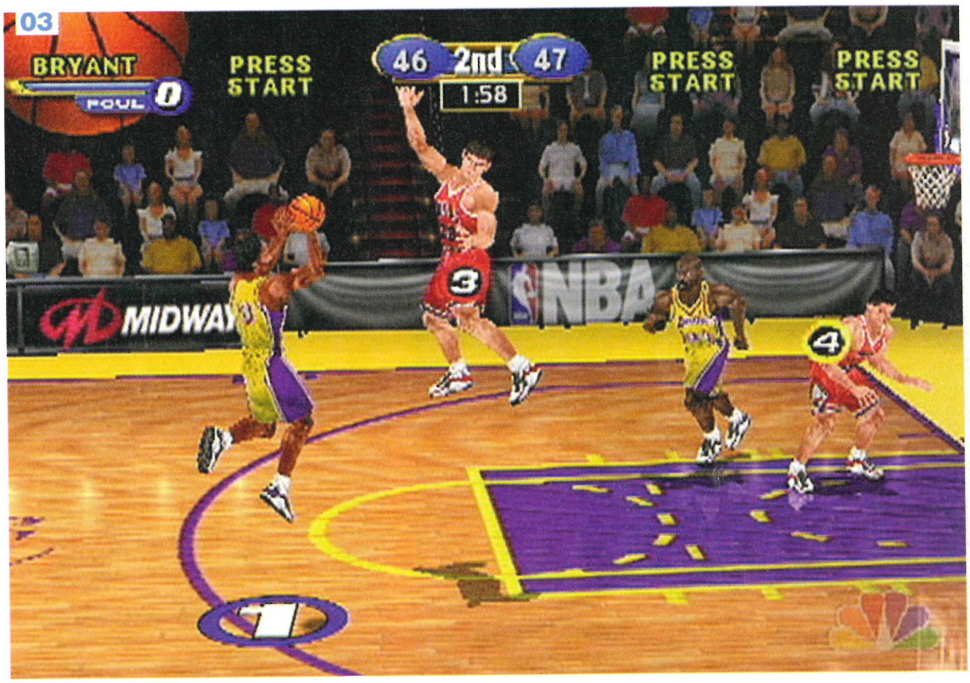
> "The **immediacy of the arcade** game has been retained which means **fast and furious gameplay**"

01



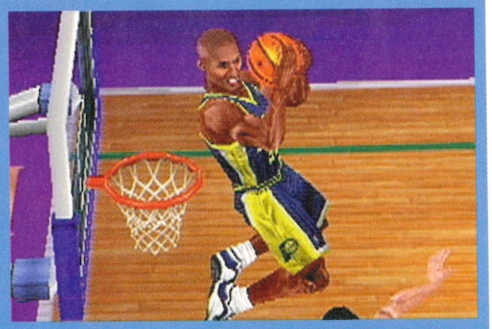
02

03



Let's see that again

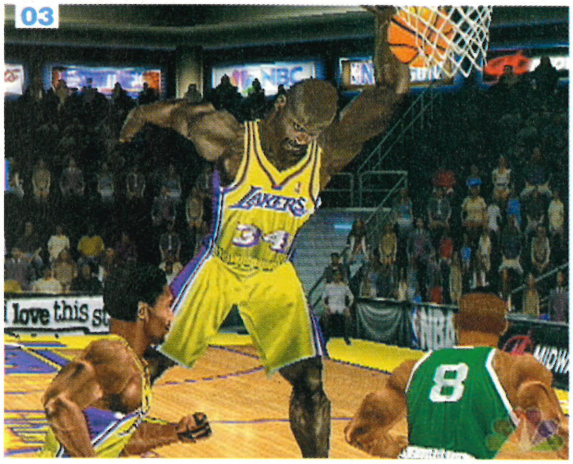
Score a particularly sexy basket and you'll be rewarded with a TV-style action replay. Check out these beauties



so impressive as they're rather squashed and blocky – looking a bit like Thing out of the Fantastic Four from the waist down. However, the players' strange physiques can be forgiven because they're reasonably well-animated and move around the court with great fluidity and you can't ask for any more than that from a basketball game.

The gameplay is simplistic arcade fun and is perfect to just pick up and play. Within five minutes you'll have mastered the control system and be performing outrageous dunks and shooting three-pointers from downtown. In oneplayer mode a computer drone acts as your team-mate; you can control his shooting and passing (but not his movement) or just leave him to perform independently (which, thanks to clever AI, he will do admirably). Although the oneplayer game is enjoyable, it's in multiplayer mode that *NBA Showtime* really comes to life. Up to four of you can play and the result is an orgy of anger and laughter that the word 'competitive' is far too inadequate to describe. ▶

01 Score three baskets without reply and your player becomes 'on fire' and remains virtually unstoppable until the opposition scores and douse his flames
02 Free-throws don't occur very often as the game lets you get away with just about anything short of pulling out a knife and stabbing an opponent
03 Shooting from downtown is a particularly satisfying b'ball moment



"While **other DC coin-op conversions have been given extra modes** to expand their longevity, *NBA* is identical to its arcade parent"

01 Some of the dunks are the kind of outlandish shots you'd need levitating Jordans to perform
02 The beginning of a fourplayer game. Watch the referee scarper and leave you to the carnage
03 Shaq attack! Mr O'Neal takes it to the basket. Let's face it, you wouldn't get in his way would you?

► Unfortunately, all these positives are tempered by a dismaying lack of depth in the game. One of *NBA Showtime*'s biggest plus points – its faithful recreation of the arcade original – is also the cause of its biggest minus point. While other Dreamcast coin-op conversions (like *The House of the Dead 2* and *Sega Bass Fishing*) have been given extra modes to expand their longevity, *Showtime* is identical to its arcade parent. This means you're restricted to single games of two-on-two basketball, which is akin to a football title only having a Friendly option and no league or cup competitions to keep you playing.

This dearth of modes is exacerbated by the fact that you can't even choose the opposition in a game. All you can do is go to the Start Game option, select a team and two players and watch the CPU do the rest. So if you want a Chicago Bulls Vs New York Knicks east coast derby you can only cross your fingers and trust the fickle finger of random selection. Although this superficiality is acceptable in a coin-op (when you just want to slap a pound in and have a quick blast), for the home version to be equally shallow is unacceptable and spoils the game to a certain degree.

If you're a basketball fan and enjoy b'ball videogames then *NBA Showtime* is worth buying for the multiplayer action alone. But just be aware that there isn't much lastability if you'll be spending most of the time playing the game on your own ■

Lee Hart

DC-UK 6
IN THE ZONE

We've created a monster!

NBA Showtime has an extensive Create Player mode which allows you act like Baron Frankenstein and build a hideous monster that laughs in the face of mother nature. There's a selection of heads, body sizes and attributes to mess around so, naturally, we created the 7ft **DC-UK** gorilla

HYDRO THUNDER™

FINISH

BURN WATER!

THE #1 ARCADE SMASH POWERS IT'S WAY HOME.
IT'S THE MOST INTENSE RACING ACTION YOU'LL EVER FEEL!

"HYDRO THUNDER IS ABOUT SPEED AND EASE OF PLAY, RADICAL STYLE AND SPARKLING GRAPHICS."
GAMER'S REPUBLIC AUGUST '99

"HYDRO THUNDER IS A THRILL-A-SECOND EXPERIENCE FROM BEGINNING TO END. THE GAME IS INCREDIBLY FAST AND FLUID AND THE TRACK DESIGNS ARE TO DIE FOR..."
IGN DREAMCAST JUNE '99

"...A MIX OF DEATH-DEFYING LEAPS, TIGHT RACING ACTION, AND THRILL-A-MINUTE TURNS AND BURNS."
GAMEPRO JUNE '99

NINTENDO 64 Dreamcast PlayStation

MIDWAY
www.midway.com

HYDRO THUNDER © 1998 Midway Games Inc. All rights reserved. HYDRO THUNDER, MIDWAY, and the M IN A CIRCLE DESIGN are trademarks of Midway Games Inc. NINTENDO ®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO. LTD. and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Dreamcast is a registered trademark or trad mark of Sega Enterprises, Ltd.

NFL Blitz 2000

Now even Limey layabouts can get excited about America's version of the beautiful game

The very thought of playing an American football game may bring you out in a cold sweat, inducing nightmarish visions filled with endless stats screens, incomprehensible rules and ludicrously difficult controls, but you've probably never come across *NFL Blitz* before. It began its life as the gridiron equivalent of the madcap *NBA Jam* basketball arcade games, and it's the antidote to all those tricky, serious sims.

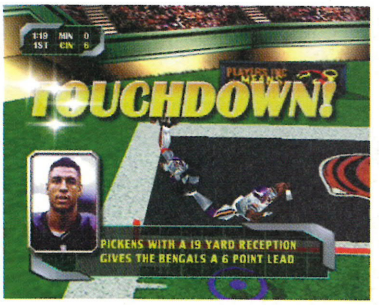
For starters, most of the rulebook has been thrown out of the window. There are no technicalities to worry about; no fouls, penalties or infringements. You just have to rush to the endzone, by any means necessary. You don't need to fiddle around with a complicated kicking meter, substitute players, choose formations, or worry about any of the usual management stuff you get in the *Madden* games. It's a frighteningly fast arcade original, and the DC conversion is virtually perfect.

With just seven players per side instead of the usual 11, there's a lot of space to run around in. Instead of having to advance ten yards for a first down, you get four attempts to make 30 yards, after which the ball passes to the other team. There's a selection of 27 preset plays to choose from, depicted by simple diagrams. Only three players are actually in motion at any one time, so the plays can be grouped into three categories. Big passing plays have long arrows (representing the receivers) going forwards, medium plays generally have one receiver running the full 30 yards, and short-yardage plays are the ones where the lines form crisscross patterns in front of the quarterback. Even if you've never seen an American football play diagram before, you'll have no trouble recognising them, and it doesn't take much practise to figure out which one you should use in a given situation.

Defending is even simpler, since you only have nine plays to learn. They're either pass defences (in which your players mark the receivers), blitzes (everyone rushes forwards to beat up the quarterback) or a mixture of the two. Offence and defence are controlled by a three-button system, with combinations to activate special moves. The standard configuration is a little painful, using ▶

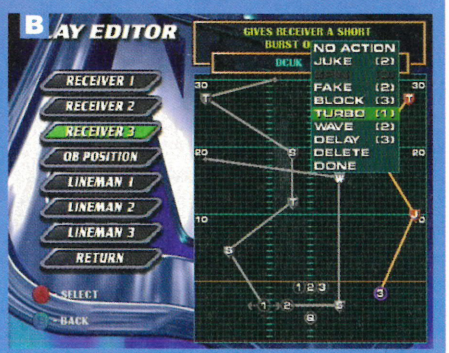
"*NFL Blitz* is the **antidote to all those tricky, serious sports sims**... For starters, most of the rulebook has been thrown out the window"

- Publisher: Midway
- Developer: In-house
- Price: £39.99
- Release date: November 19
- Players: One to four
- Extras: Vibration, 60Hz option
- **For:** Fast, fun and outrageously violent
- **Against:** A bit shallow



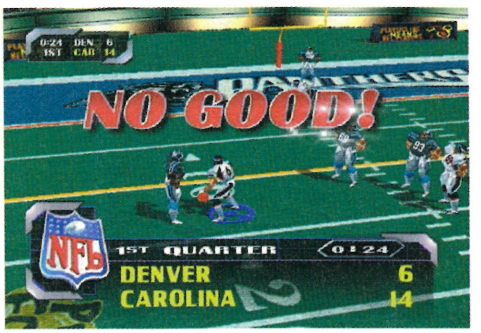
Grow your own

Once you've exhausted the built-in Playbook, you can devise your own using the simple Play Editor. You can set running patterns, make your receivers perform spins and fakes at certain points on the field, and save the results to your personal stats file for use against the computer or up to three friends.



A Set a basic formation from the seven on offer. This provides a starting point for your play
B Draw lines to show where your receivers are going to run. Each time they change direction you can add one of seven special moves
C Save your customised playbook on your VM – you'll need 99 blocks
D You can recall any of your saved plays and tweak them at any time

01 He's wide open! That's an absolute belter of a pass from the quarterback
02 Why is he lying motionless? Somebody call an ambulance!
03 When your turbo bar burns, you can cause some serious damage to the opposition



01 When you're this close to the line, you might consider risking a quarterback sneak
02 The players flash white when you take control of them, but getting hit at the same time can often make the ball pop loose
03 Lost the ball for now, but when that defender's head makes contact with the carrier's tender area, something's going to give. You often get three or four consecutive turnovers

▶ the left trigger to turbo, but it's easy to change the layout to something more comfortable. With the buttons set to A, B and X you can easily access all the moves, although an Arcade Stick is the best option for total coin-op authenticity.

Playing the game for the first time, it's easy to become overwhelmed by its sheer speed. The beefy defenders leg it towards you as soon as the whistle blows, and before you even realise you've got the ball your quarterback will be crushed underneath a mountain of digitised muscle. Then the game switches straight back to the play selection screen with a clock giving you a few seconds to choose something, you're thrown back into the action and your quarterback learns another painful-looking way to eat astroturf. It takes a couple of heavy defeats before you can think at the pace needed to spot open receivers, punch a few defenders out of the way and launch a killer pass. All in the space of less than two seconds. If the quarterback hasn't made his move by then, he'll get crunched and the opposition will be one step closer to an On Fire rating (the players smoulder and become twice as dangerous).

As an added bonus (and to relieve a little tension), you can thump grounded players after the whistle. Pressing the tackle button a few times makes the defenders perform multiple arse-bounces on the head of a stricken foe, kick him around and knee him in the chest. The violence is accompanied by expressions of mock disgust from the commentators, but after a while they'll resign themselves to watching a little carnage after every play ("He's becoming one with the turf," they enthuse). If you're feeling really vindictive, you can even grab an opponent during his post-touchdown dance, throw him over your shoulder and get your nearest linebackers to lay into him. It's a sure-fire way of wiping the grin off your gloating mate's face.

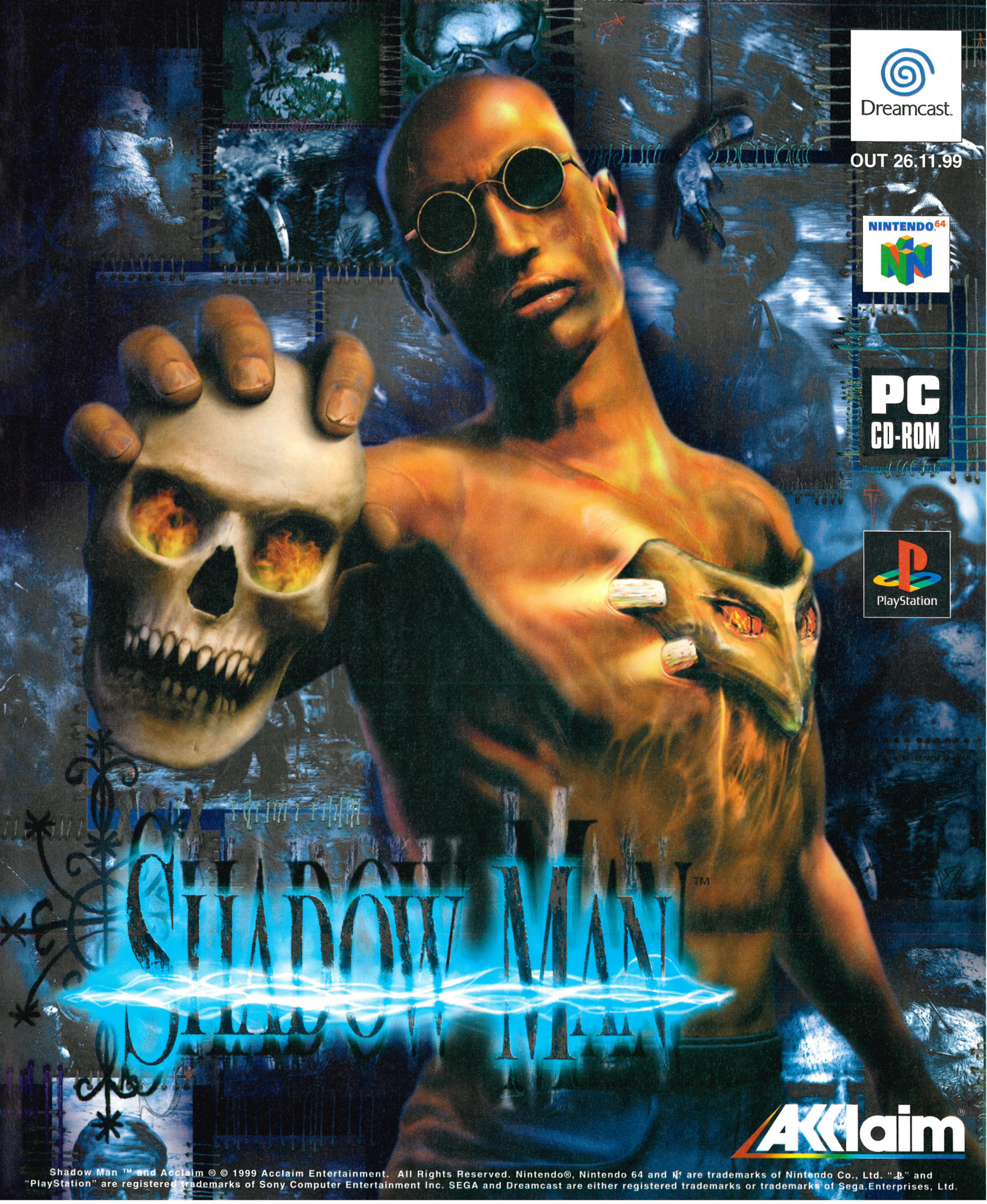
NFL Blitz 2000 is a fantastic take on America's finest sporting export, and the only gridiron game that might appeal to people who can't stand watching it on TV. Our only reservations are that the lack of tactical depth means you'll eventually find a play that fools the computer almost every time, and that it hasn't been enhanced from the arcade version. And despite using half a VM to save your stats, you still have to remember a PIN to continue a season. However, we'd still recommend it to anyone looking for some immediate fun. If *Ready 2 Rumble* convinced you that boxing games could be enjoyable, *NFL* will do the same for American footie ■

Martin Kitts

"If *Ready 2 Rumble* convinced you that **boxing** games **can be enjoyable**, ***NFL Blitz*** **will do the same** for American footie"

DC-UK 8
IT'S A TOUCHDOWN!

GO THERE!
EXPERT WITNESS
An American footie player has a go on DC
PAGE 42 >



Shadow Man ™ and Acclaim ® © 1999 Acclaim Entertainment. All Rights Reserved. Nintendo®, Nintendo 64 and N are trademarks of Nintendo Co., Ltd. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. SEGA and Dreamcast are either registered trademarks or trademarks of Sega Enterprises, Ltd.

Soul Fighter

Soul Calibur is a beat 'em up behemoth which sets new standards for 3D brawlers. *Soul Fighter* isn't

- Publisher: Mindscape
- Developer: Toka
- Price: £39.99
- Release date: November
- Players: One
- **For:** Reasonably intelligent baddies
- **Against:** Only six levels, tired, repetitive gameplay

***Soul Fighter* begins with one of the worst introductory sequences we've ever seen. You get a badly-animated King (with the voice of a second-rate Sean Connery impersonator) rabbiting on for interminable minutes about the turbulent history of his Kingdom and the evils that have descended upon it. The story is a tedious, convoluted affair concerning the population being turned into vicious animal/human hybrids who can only be saved by killing their genetically modified forms to free their human souls.**

The trouble is, instead of illustrating this long-winded narrative with cut-scenes showing the events being described, we just get shot after shot of the King gesticulating and spouting off from different camera angles, and by the end of his tale you'll have long since lost the will to live.

The reason for highlighting the shortcomings of the intro is because the lack of imagination and technique on show at the beginning are, sadly, just as evident in the game itself. When you actually start playing the game it soon becomes obvious that expecting a 'things can only get better' scenario from *Soul Fighter* is as futile as expecting socialism from Tony Blair.

Before the nightmare begins you have to choose from three Soul Fighters: Altus (warrior), Orion (wizard) and Sayomi (thief). Each playable character has their own weapon, moves and combos but you'll notice little contrast between them, except Sayomi is a bit more manoeuvrable than the others.

There are two gameplay modes available, Arcade and Adventure, which may lead you to believe there are two radically distinct ways of playing the game. This couldn't be further from the truth because the only difference between Arcade and Adventure is that the former has five continues for when you die and the latter doesn't. When you consider there is no twoplayer mode either, you're left with the vexing realisation that once you've finished *Soul Fighter*'s paltry six levels you've finished the game entire.

The game can't even pretend to be a case of never mind the size, feel the quality, as the levels are banal,

"Expecting a 'things can only get better' scenario from *Soul Fighter* is **as futile as expecting socialism from Tony Blair**"

"You'll finish the meagre six levels and three bosses **within a day's play"**

01 Who needs a .44 Magnum when you can boot a fox's head clean off?
02 On the first level some nasty types think it's a good laugh to catapult big rocks at you

repetitive affairs which simply involve killing a baddie, walking for a bit, killing another baddie, walking a bit more, killing a... Cut to an innocent member of the public weeping uncontrollably in front of their Dreamcast.

The objective is to save all the souls on the six levels (within a time limit) and destroy the final boss to return the spirits to their human forms. While this may sound a grand and noble cause, it merely involves using dull kicking and punching combos to beat up the nasty creatures, or using your weapon to hack up the bestial villains.

There's a combo bar which fills up as you bash your way through the levels and allows you to unleash a super-powerful attack, and certain weapon pick-ups enable you to switch to first-person perspective (see Eye Of The Weapon Holder box) and chuck them ▶

Eye Of The Weapon Holder

After picking up certain projectile weapons, such as crossbows daggers and axes, you can press the right trigger and switch to a first-person perspective. A targeting cursor appears on screen which you must position on a baddie before you can lob a weapon at him. It's best to use the first-person mode from longer distances as this prevents crafty enemies sneaking up unseen and clobbering you.

01 Flying enemies are quite tricky as they can swoop down at you and attack then fly away like big girl's blouses
02 A crafty enemy prepares to violate Sayomi with his harpoon
03 The first end-of-level boss is a big old angry bear who would laugh in the face of Gentle Ben and steal his sweeties

▶ at your assailants. Although these abilities provide welcome diversions, they aren't substantial enough to enliven the crippling monotony of the gameplay.

The graphics are nothing to write home about either and the game's appearance fails to convince as a true next generation title. The characters are blocky, the animation is sluggish and the environments are dull and empty.

To be fair, *Soul Fighter* does have a couple of things going for it. The baddies are reasonably intelligent adversaries who quickly become wise to your fighting style if you employ the same attacks repeatedly, and they're so eager to give you a good kicking they'll even knock their mates out of the way to get at you. A weapon bar that gradually runs out with extended use is also a good idea as it limits the use of your fighting instrument and prevents you from simply hacking your way through the game. But despite the weapon restrictions you'll still be able to finish the meagre six levels and three bosses within a day's play, and that lack of depth is unforgivable considering the gameplay is equally inadequate.

Essentially, *Soul Fighter* is a throwback to the scrolling beat/hack 'em up days of yore; a popular genre on the 8 and 16bit systems, one of the best examples of which being *Golden Axe* on Mega Drive. *Soul Fighter*'s aesthetics are (naturally) an improvement on the titles from back then and the leap to 3D is another obvious difference. However, the actual gameplay remains virtually identical to games from a decade ago and this absence of new ideas is at the root of the game's problems.

With the incriminating evidence of *Soul Fighter* and *Dynamite Cop* it could be argued that the scrolling beat 'em up genre simply can't cut it in this day and age. However, we're going to ignore possible accusations of rose-tinted remembrance and declare confidently that *Golden Axe* remains a better game than *Soul Fighter* and, rather than the genre being redundant, it's merely the current crop of poor titles that is letting the side down. While *Golden Axe*'s gameplay may have been every bit as repetitive as *Soul Fighter*'s, the variation and imagination of its levels put Toka's title to shame, despite the massive ten year age and technology gap between the games.

When compiling your Christmas list in the coming weeks, we implore you to spell out S-O-U-L C-A-L-I-B-U-R in big, clear letters. Because, if you find yourself unwrapping *Soul Fighter* come December 25 you'll probably never forgive your unfortunate, misguided parents ■

Lee Hart

"If you find yourself **unwrapping *Soul Fighter* on Christmas morning** you'll probably never forgive your unfortunate parents"

DC-UK 4
SOUL DESTROYING

mad about life
serious about games

get into gameplay

At gameplay.com we take games seriously, so you have more fun – and save money.

Visit our website and see for yourself. You'll get all the tips and cheats, along with all the games and all the chat.

Buying online is simple too. Or you could just pick up the phone, or use interactive TV.

Get your games from gameplay.com, and you'll get a whole lot more besides...

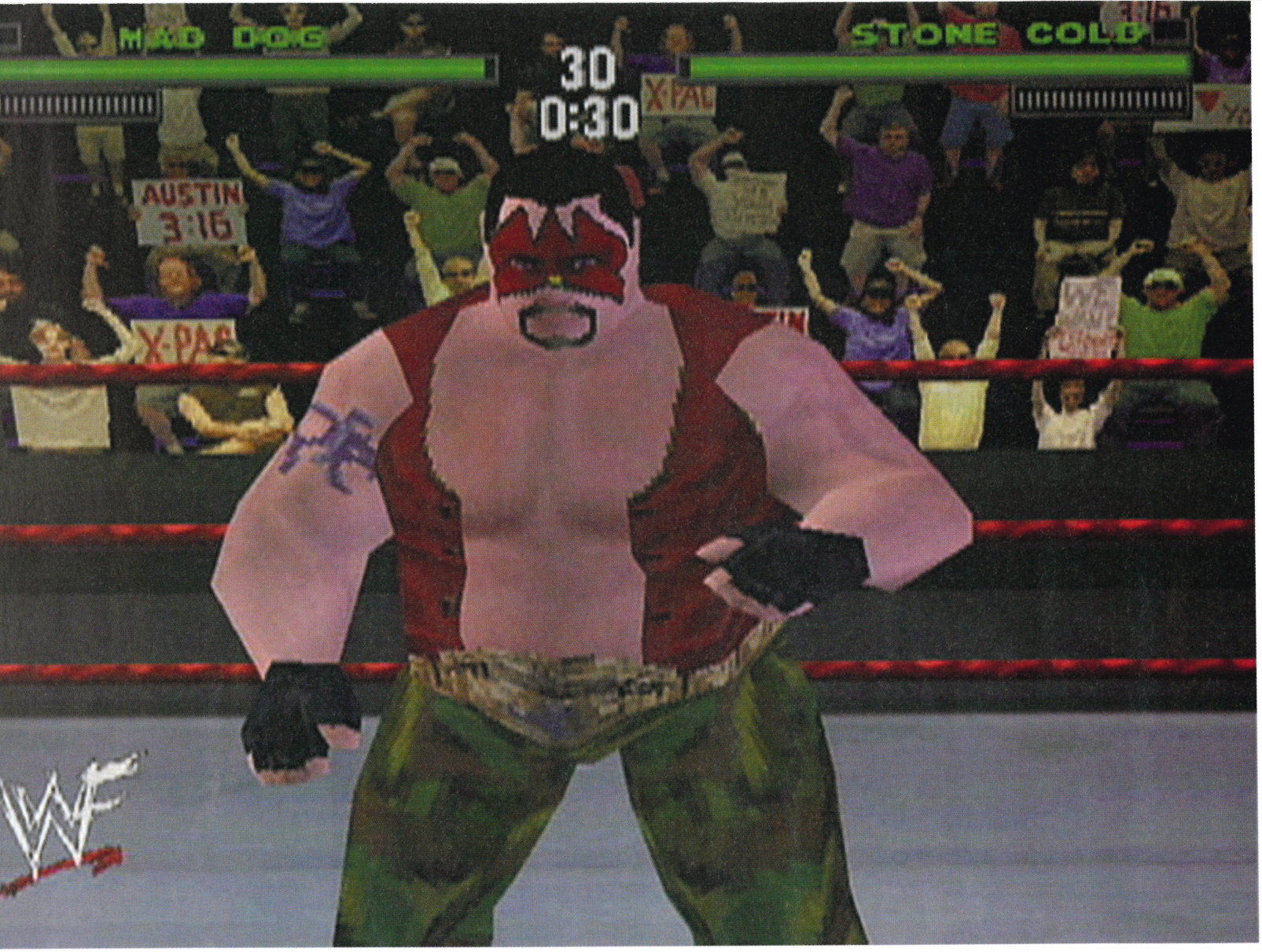
- Over 3000 games at rock-bottom prices
- Advice from real games players
- A money-back guarantee – if by any chance you don't like a game, don't keep it!
- Free first-class delivery across the UK
- Plus a free game with every order

PC CD

All rights reserved. All trademarks recognised.

3 ways to buy visit the website: www.gameplay.com
call: 0113 234 0444 or on interactive TV: Open....

gameplay.com
we're never beaten



WWF Attitude

Wrestling: arguably the most stupid sport in the world. Apart from custard tennis, obviously

How could anyone like wrestling? It's just a load of fat blokes prancing about pretending to slap each other, when they're really just displaying the most hideous crimes against Spandex. And those names: The Undertaker, Stone Cold Steve Austin... Ooh, I'm scared. At least with boxing (and I don't pretend to see the point in that, either) there seems to be some degree of skill involved, but with wrestling, an overweight, lycra-clad, stupidly-masked individual can simply sit on his opponent to score points. Well, that's what I think, anyway. So you can well imagine my joy when I was asked to review *WWF Attitude*.

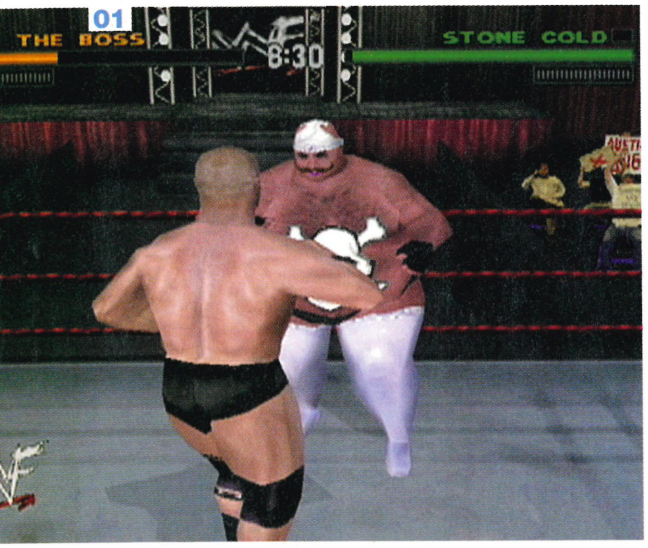
The tights are as garish, the grunting just as silly, the names just as ridiculous (Mr Ass, anyone?) and the announcer just as irritating as you would expect, so wrestling fans, presumably, will feel right at home. But after a bit, your average non-fan might have to admit – grudgingly – that the actual game isn't, you know, that bad. *WWF Attitude* has previously been released on both PC and PlayStation and has made a fairly lateral jump to Dreamcast – all the modes and options are the same, while the gameplay hasn't changed a bit. But this does nothing to detract from what is essentially a very playable 3D wrestle 'em up (sorry). If you're not bothered by fat men throwing their weight around, you should be able to get a good few hours of gaming out of this.

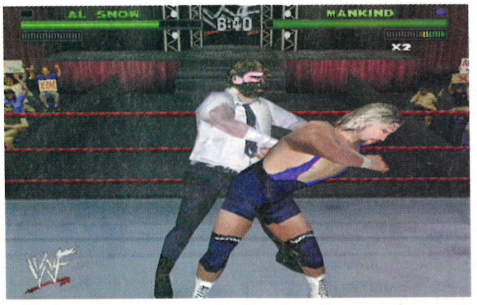
You get your basic Exhibition fight where you can just pick and choose your opponents, or do the twoplayer thang. On top of this, you can choose to fight as many different sweaty multi-coloured weirdos as you want, either in succession, or all at once. Although you do tend to lose fairly quickly that way round. If you want to get more involved, however, you can choose Career Mode, pick a player, and fight your way through a clutch of worthy opponents.

Before you get going, though, you'd do well to jump down to Utilities and customise your game before you start playing. Muck about with difficulty, rope colour, light colour, and whether you want the irritation of the announcer before embarking on your fight. Plus, for

"Motion capture **animation is a tad on the slow side**, which makes for some sluggish gameplay"

- Publisher: Acclaim
- Developer: Acclaim Sports
- Price: £39.99
- Release date: Out now
- Players: One to two
- **For:** Lots of options. Create a wrestler
- **Against:** Bad collision detection and slow motion capture animation





01 The Boss gets a kicking from Stone Cold. The Boss' strange apparel (tights, knickers on head, etc) is a result of being heavily customised. The character's real name is Caspar. Tee hee
02 Mark Henry ('Sexual Chocolate', apparently) makes Goldust feel the burn. Good
03 Bradshaw and Too Sexy hold onto Fatboy (that's Keith, that is), so that Goldust can give her a pounding in the ill-advisable 1 vs 3 mode

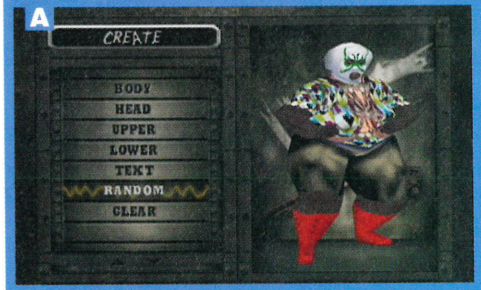
all you mums out there, you can turn the blood off and get rid of the colourful language, if you really want to ruin little Johnnie's gaming experience. You bitch.

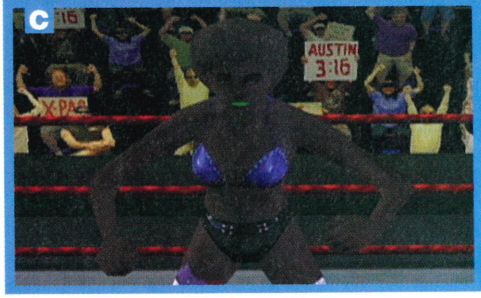
After you've sorted that out, delay your fight for just one more moment and check out the Create a Wrestler option (and have a shufti at the Create a wrestler box for a better idea of what you can do). Frankly, this made the game for me. You pick a type of body (obese male through to skinny female), and then adorn it to your pleasing. After I'd created two of the most grotesque-looking people outside of... well, outside of wrestling, really, it was with the utmost pleasure that I typed in Caspar and Keith's names (although I disguised them slightly, so as not to arouse suspicion). I was particularly pleased with Miss Caspar, aka Boss man – you'll notice the rather special addition of pants on his head. Then I made sure that they lost every fight they were in. Not that I couldn't have made them win, of course, I just didn't want them to. And then I took big screenshots of them and printed them here. That'll ►

GO THERE!
TOYS
Get to grips with Stone Cold Steve Austin and The Undertaker.
PAGE 122 >

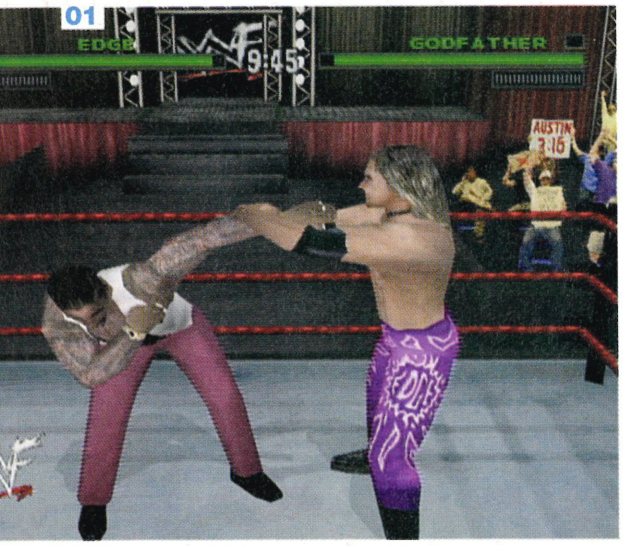
Create a wrestler

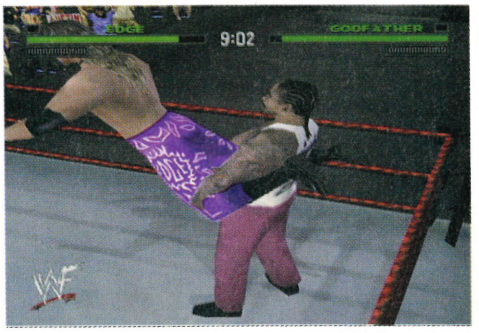
Make a monster that's equally disturbing as Keith and Caspar (pictured below). You have a choice of body type and skin colour, hair colour and style, type of eyes and mouth, tattoos, clothing, boots and accessories. Then you can customise your wrestler's chant, his/her theme song, their fighting style and their special moves. When you've made all of these tricky decisions, you can finally name your fighter and get your revenge. Smashing stuff.

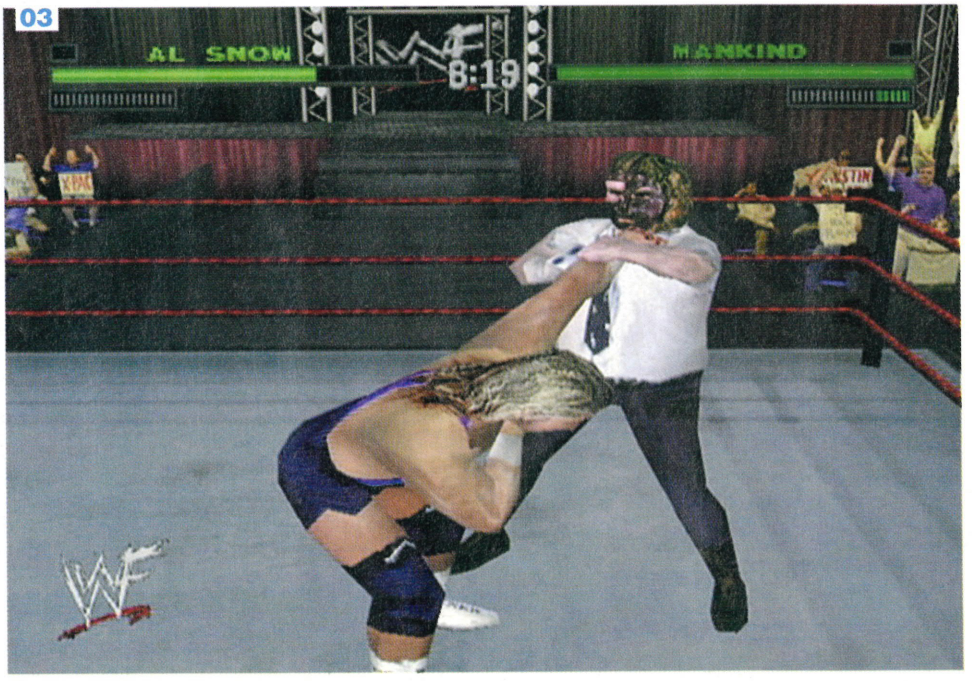




A Random mode does exactly what you'd expect – it produces some kind of mutated Weather Girl
B Your basic starting position – now you can add a 'tache, a tattoo and some tights...
C This is the lovely Keith in all his glory. We gave him an afro, green lipstick, a lovely spangly bra top, and a snake tattoo winding its way up his inner thigh. We think he looks fabulous







01 Edge takes on the Godfather – and does remarkably well. Until he shoots him
02 Meanwhile, the rest of them are still having a go at our Keith. Mind you, in that outfit, who can blame them?
03 Mankind is a trained osteopath, and helpfully offers to relieve any tension Al Snow might have in his upper back

► teach the bastards to make me review a goddamn wrestling game.

Moving swiftly on. If you ever get past this most diverting feature and start to actually wrestle you'll find that the motion capture animation is a tad on the slow side, which makes for some sluggish gameplay beneath all *WWF*'s trimmings – it... can... take... ages... to... get... your... fighter... to... respond... to... your... frantic... button... pressing, and once they hit the floor, it takes the miserable buggers ages to get up. And then there's a problem with the collision detection being shite – technically speaking, of course. You can be miles away from your opponent and suddenly be thrown to the floor, or you could be right on top of them thumping away on their lardy hide, and they don't even flinch. It just doesn't offer the speed or feel of something like *Ready 2 Rumble*. So really you're talking about a game that offers much to the wrestling fan, but not a great deal to the average gaming one. However, there are a lot of options for you to muck about with, and countless different ways for you to trip up various fat blokes, so that's good then.

I will grudgingly admit that it's not as bad as I had at first thought, as long as you get the hang of all the special moves that your character can perform. Basically, you won't be able to beat your opponent just by using the simple one-button moves – their health bar will hardly be affected by even the hardest repeated kicking or punching, you really need to do some of that back-breaking body-slamming stuff to do any serious damage. And when you get the hang of all of that, *WWF* will become more enjoyable (you'll stop losing, for a start), but all of that sluggishness and collision (un)detection spoils things somewhat. However, if your idea of a good time is watching overweight men in tiny shorts bounce off ropes then you deserve this kind of gameplay, frankly. On second thoughts, that might be a bit unfair. Some of them wear tights ■

Esther Woodman

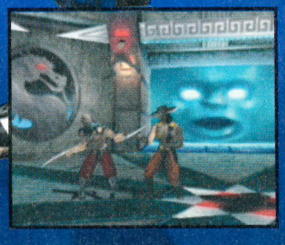
"*WWF Attitude* **just doesn't offer the speed or feel** of something like *Ready 2 Rumble*"

DC-UK 6
MILDLY GRIPPING

The Battle Continues. Your Fate is Sealed.

Mortal Kombat Gold. 20 of your favorite characters return in the greatest Mortal Kombat ever! Only available on the Sega Dreamcast System.

MORTAL KOMBAT GOLD



MIDWAY
www.midway.com

Dreamcast
EXCLUSIVE!

Midway Games Limited • Macmillan House • 96 Kensington High Street • London W8 4SG United Kingdom
MORTAL KOMBAT™ GOLD © 1997, 1999 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN and all character names are trademarks of Midway Games Inc. Used by permission. Converted by Eurocom Developments Ltd.

Snow Surfers

Snow is great. You can make men out of it, balls out of it and now you can even surf on it. Radical

- Publisher: Sega
- Developer: UEP Systems
- Price: £39.99
- Release date: November
- Players: One to two
- Extras: None
- **For:** Decent graphics, good twoplayer mode
- **Against:** Shallow, unambitious oneplayer game, no sensation of actually surfing on snow

Although snowboarding is still a minority sport in our largely mountain-free and snow-deprived island, from the number of videogames depicting the activity you'd think every man and his granny were out on the piste larking about with a plank of wood. Heading the snowboarding stampede onto Dreamcast is *Snow Surfers* from UEP Systems, which may sound new and unfamiliar but its snowy heritage can actually be traced back to the overrated *Cool Boarders* games on PlayStation.

Considering its predecessors inexplicably sold a truck-load, it seems strange that the *Cool Boarders* brand hasn't been retained to take advantage of established customer awareness. However, while the Japanese release of the game did continue the franchise under the crazy monicker *Cool Boarders Burrrn!*, only Mr Sony has the rights to use the tag in the West. Whatever there is to say about the game's identity crisis, the trusty old rule still applies: no matter whether you call a rubbish dump a refuse area or a waste disposal centre, it's still rubbish and it still smells.

At the start of the game you're given the choice between an extensive range of three modes: Free Ride (championship races), Super Pipe (stunt arenas) and Match Race (twoplayer contests). Free Ride is the main part of the game as it is here you can unlock all the courses and hidden extras that are available. You begin with just one track and a selection of six riders who are individually rated for their jumping prowess, technique, power, balance and speed. With a rider (and a costume) chosen, you then have to decide which board to put them on from the Freestyle stunt board, the balanced All-Round board and the speedy Alpine.

Once you're out on the course the truly dire nature of the game becomes immediately apparent. While the graphics are nice enough, with decent-looking characters and reasonably solid scenery, the rather important factor of snowboard reacting to snow has seemingly been overlooked. There is absolutely no sensation of sliding through the white stuff, instead, it's more like skimming over the top of a hard surface that just happens to look a

"Once you're out on the course **the truly dire nature of the game** becomes immediately apparent"

Bonuses

After beating the five tracks in Free Ride you will unlock the Staff Track secret course. Finishing this stage with good times and plenty of stunt points unlocks a load of other bonuses, the best of which is the Snowman. This frosty character looks a bit rum but he has maximum power and speed and is perfectly at home on the snow.

01 The Silver Surfer looked surprisingly different out of his shiny, lycra body-suit
02 The Super Pipe tracks are useful for practising all the stunts needed to succeed in the races

> "Apart from a couple of thrilling descents, **the courses are largely uninspired affairs**"

bit like snow. There's no trail left behind as you move through the surface and the spray that shoots off the end of the board isn't substantial enough to make a good-sized snowball. Very poor.

The racing itself is tediously slow and uninvolving as it's just you against the course and the clock with no opposition riders to compete alongside. This wouldn't be a problem if the courses were ingeniously designed rollercoaster rides with multiple routes and surprises around every corner. But, apart from a couple of thrilling descents and stunt sections, the courses are largely uninspired affairs that fail to get the adrenaline pumping. And with only six tracks to unlock, there isn't much longevity to be had either.

Despite purporting to be a next generation title *Snow Surfers* pales in comparison to the ageing likes of *1080° Snowboarding* on N64 and the Saturn's *Steep Slope Sliders*. Everything about the game is tarnished with a distinctly lacklustre gloss and the development process seems to have consisted of a cynical exercise in putting improved graphics on top of the mediocre gameplay mechanics of the previous *Cool Boarders* titles.

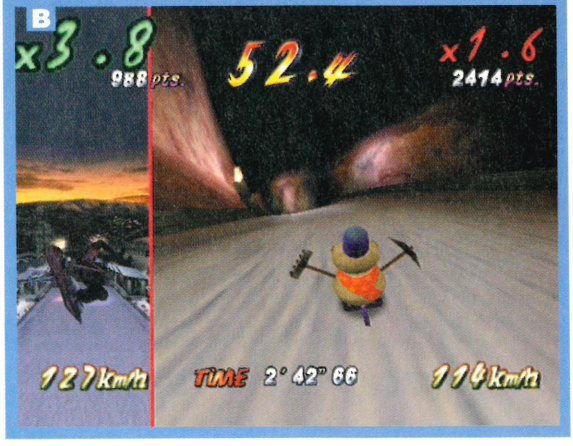
If you want a board-based radical sports game involving races and freestyle stunts then get *TrickStyle*. Wasting your money on *Snow Surfers* would only encourage them to keep churning out the same old tripe year after year and we don't want any of that nonsense on Dreamcast now do we? ■

Lee Hart

DC-UK 3
IT'S SNOW JOKE

It takes two

Snow Surfers' twoplayer mode is extremely enjoyable and highlights how much better the oneplayer game could have been with opposition to race against. Playing with a friend, you can either go for a normal race **(A)** – with the result being decided on time, points, or a combination of the two – or the ingenious Battle mode **(B)** where the screen narrows on the side of the losing boarder.



Mortal Kombat Gold

It's back. Midway's limb-popping, head-lopping gorefest arrives on Dreamcast. Mop and pail at the ready

- Publisher: Midway
- Developer: Eurocom
- Price: £39.99
- Release date: Now
- Players: One to two
- Extras: Rumble pack, 60Hz option
- **For:** Loads of blood. Easy to play
- **Against:** Dated gameplay. Too easy to beat

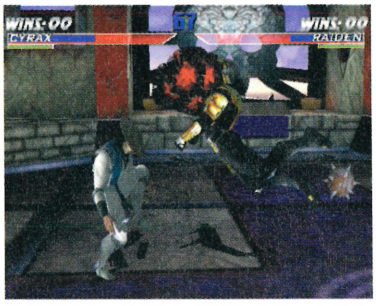
Almost a decade ago, the goriest game ever then seen created a rift in the beat 'em up fraternity. On one side, the *Street Fighter 2* aficionados; arcade experts with fingers worn to callused stumps due to hours of strenuous dragon-punching. On the other side, the *Mortal Kombat* enthusiasts; people who didn't mind putting up with a simplistic fighting system if it meant they could rip out their opponent's spine at the climax of a victorious battle.

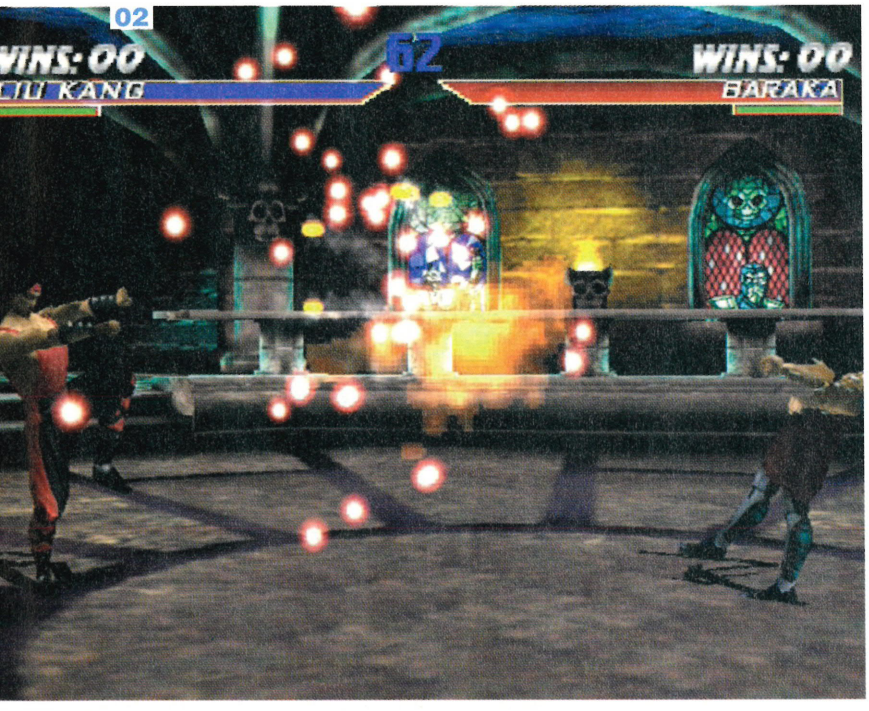
The *MK* franchise doesn't have quite the same clout these days, thanks to the bloody torrent of even more violent games that poured through the floodgates opened by its first outing. But it's still going strong, and the trademark fatalities are all present and correct in its DC debut. If you manage to get the better of your foe, you'll be invited to "Finish him" as he stands in front of you, swaying drunkenly. Input the correct button sequence and you'll be able to sit back and watch one of many comically violent execution scenes. Each character has two to choose from, ranging from Jax's short-but-sweet two-handed head pop to Quan Chi's party piece, in which the Uncle Fester lookalike borrows one of his victim's legs and administers a fatal beating with the soggy end.

"The **blood flies around during the course of every fight**; great read gouts of it every time you land a clean blow"

The blood flies around during the course of a fight too; great red gouts of it every time you land a clean blow. An option to turn it off completely has been included, but without the dubious thrill of seeing pints of juice splatter all over the arena for the 60 seconds or so it takes to demolish an opponent, the game's creakingly basic old fighting system is soon exposed as the 16bit relic it really is. There are few special moves and the combos are activated simply by stabbing away at one or two buttons. It's more awkward than it needs to be, since the Dreamcast controller doesn't lend itself to the six-button configuration left over from the game's second sequel, with the essential run and block keys tucked away on the analogue triggers. Perhaps the developers should have changed it to a more usable four-button system.

Shockingly, *MK Gold*'s camera often has trouble keeping up with the action.





01 Jax, the pick of the Kombateers, administers a tasty hiding to the hopeless Kung Lao
02 The sparkly fireball effects are the only things that will remind you you're playing this on Dreamcast
03 Hello there. Just popped by to tell you how much pain I'm in. See ya

"It's smooth and sharp, but **it's a long way from** looking like the next-gen game that ***Soul Calibur*** is"

The gameplay is decidedly 2D, but some of the moves make the camera swing around to get a better view of the carnage, which can cause frustrating delays as it moves back to its original position. Sometimes you can even lose one of the fighters off the edge of the screen, which is an unforgivable flaw on Sega's super-console. It's all very smooth and sharp, but it's a long way from looking like the kind of next generation beat 'em up that *Soul Calibur* is. It's just *Mortal Kombat*, and we've seen it all before.

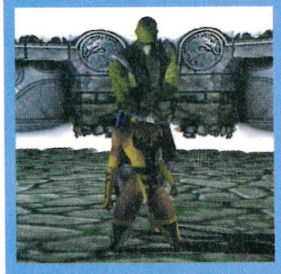
But don't be put off

by the total lack of innovation. The game has survived this long because it's good, mindless fun, and you don't have to remember complicated move sequences to have a reasonably competent fight. Each of the 20 characters works in more or less the same way, so once you've got to grips with one of them you can easily adapt to use any of the others and put a little more diversity into your fatalities. There are lots of FMV story scenes to unlock, the usual hidden characters to find (yes, it's Goro again), and the option to choose which hidden weapon you'll take into battle with you, adding replay value and some variety to a game that you've probably played before in one form or another. This certainly isn't the game that will convince *Street Fighter* followers of *Mortal Kombat*'s merits, but for fans of the series and people who just can't get excited about 'serious' fighting games, *MK Gold* is certainly worth a look ■

Martin Kitts

DC-UK 5
BLOODY AVERAGE

That's gonna hurt come winter



For all the game's hi-res body-shredding fatalities, it's still the good old bone-breakers that really bring a tear to the eye. The characters like nothing better than the sound of tendons popping, and they take every opportunity to bend knees, elbows and other joints at painfully unnatural angles. Look out for Tanya's effort, in which she causes her opponent's head to make a 180° turn, followed by a bizarre couple of seconds as the unfortunate victim tries to fix his wobbly neck. Oddly, there's no long term damage.

Charts

Dreamcast has finally landed and now we can give you a proper UK chart

UK top ten sellers

ChartTrack

Courtesy of ChartTrack we now give you the official UK sales chart. *Sonic*'s back on top of the world, followed closely by *Ready 2 Rumble*. Good choice

1 Sonic Adventure

Publisher: **Sega** Developer: **Sonic Team**

His detractors might have thought he was dead and buried along with the likes of Jet Set Willy and Manic Miner, but the spikey one is back and he's bigger and better than ever. *Sonic*'s place at the top is surely safe, at least until *Soul Calibur* comes out ■

2 Ready 2 Rumble

Publisher: **Sega** Developer: **Midway**

It's the game that encouraged scruffy school kids to play truant down their local EBs. And no wonder, *Ready 2 Rumble* is a next-gen gem, with a great twoplayer mode and some of the coolest characters ever seen in a videogame. Let's get ready... ■

3 Sega Rally 2

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

There are a few decent racers out there on Dreamcast, but *Sega Rally 2* is obviously your favourite. While it may not have the depth of a *Gran Turismo*, *SR2* is accessible and looks pretty darn nice, too, despite skating cars and some pop-up ■

4 Power Stone

Publisher: **Eidos** Developer: **Capcom**

A placing in the Top Five for Capcom's slick and original 3D fighter comes as no surprise. *Power Stone* rocks, even if it is a bit on the easy side. This comes a close second after *Soul Calibur* – a much deeper gaming experience ■

5 Blue Stinger

Publisher: **Sega** Developer: **Climax Graphics**

A distant memory floods back into our consciousness. A giant-size black and white poster on our older sibling's bedroom wall. An American grunt in Vietnam, arms held aloft in agony, crumpled to his knees. With one word emblazoned above: Why? ■

6 TrickStyle

Publisher: **Acclaim** Developer: **Criterion Studios**

Blue Stinger selling more than *TrickStyle*? Are you all mad? Criterion Studios has produced an original, enjoyable and impressive-looking futuristic racer. Do those words mean nothing to you? Oh well, sixth isn't all that bad ■

7 Virtua Fighter 3tb

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

It's got all the moves and it's almost arcade-perfect. Not good enough, Sega. We want *Power Stone* and *Soul Calibur*. Before those landmark beat 'em ups touched down *VF3tb* was the mutts nuts, now it just looks a bit past it. Still, it's one for the purists ■

8 Tokyo Highway Challenge

Publisher: **Crave** Developer: **Genki**

As far as driving games go, they don't come much shallower or duller than *Tokyo Highway Battle*. The night scenes look quite pretty, but would you really want to spend the best part of 40 quid on this, when you could steal a car and go joyriding instead? ■

9 Millennium Soldier

Publisher: **Infogrames** Developer: **Rage**

Will we have to wait till the end of 2000 when *Half-Life* comes out before we have a top-notch shoot 'em up on Dreamcast? Let's hope not, eh? Mind you, despite its basic, old school gameplay, *Millennium Soldier* is a decent enough blast for some ■

10 Monaco Grand Prix

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

Monaco GP's sim mode is detailed and the arcade game is pretty enjoyable, but at the end of the day it's strangely soulless and unrewarding. Go for *F1 World Grand Prix* for a more fulfilling racing experience. That's it for this month, pop-pickers ■

Chart Track Ltd. Tel: 0181 741 7585 www.elspa.com © Elspa

Easy money

What DC gear we'd buy with £100 of our own cash

Although tempted by a copy of *Power Stone*, I've played the Japanese version to death. *Soul Calibur* will be around by the time you read this – or shortly after. So that's £40 gone. Add an extra pad and a VM to that (for the twoplayer and Mission modes) and you're looking at £20 left over, which is just enough for a couple of bottles of wine and some tranquillisers to calm me down. Just ■

Caspar Field

DC-UK's list of love

The three games most responsible for making us grin this month

Worldwide Soccer 2000

For a few months *UEFA Striker* has reigned supreme (and unchallenged) as the **DC-UK** office footie champion but *WWS 2000* has just winged its way into our game room and it could well be a rival for our footie affections.

NBA Showtime

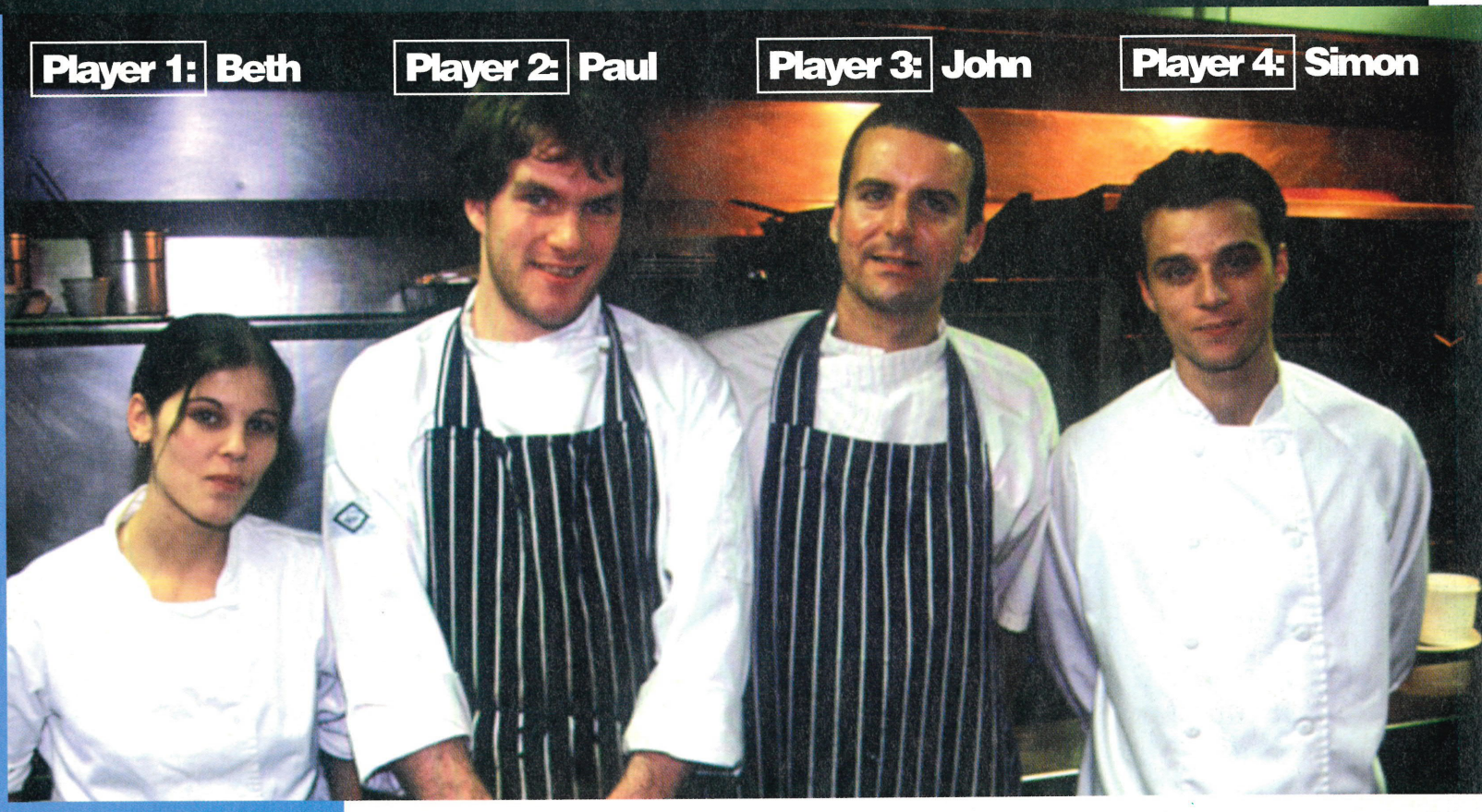
A four-up *Showtime* match on deadline and the tension hangs heavy in the office air. Colourful the visuals may be, but when Keith and Stephen lost by a single point to Chris and Caspar, it was a very serious matter indeed.

Soul Calibur

We've been going on and on about this work of art for so long that even our mums have told us to shut up. It hits the shops this month, so everyone can share in our joyous addiction. But if anyone writes in to say that *Calibur*'s no good, we'll be round with heavies... ■

Dreamcasters

What do chefs think of the most powerful console in the world?



Simon, Paul, Beth and John are all chefs at the Clos du Roy restaurant in Bath – a posh eaterie cunningly located directly below our office, so that we are subjected to fabulous smells of Lobster Thermidor just when we're tucking into our processed cheese sandwiches. Three out of the four of them had game consoles at home, and they were more than willing to put their experience to the test on Dreamcast. We decided to give them a taster of the good and the not-so-good of this months pickings – a slice each of *WWF Attitude, NFL Blitz, Snow Surfers* and *Street Fighter Alpha 3* – to see if their opinions tallied with our own. We were also kind of hoping that if we invited them into our office, they might invite us back to their restaurant for a prawn cocktail or two. No such luck, unfortunately – not so much as an after-dinner mint for our trouble. Temperamental, these chef types.

> Simon King and Paul Vox

Both Simon and Paul are seasoned gamers, although they hadn't yet experienced Dreamcast. We load up *WWF Attitude* for them to play. "Smart, innit?" exclaims Simon before he's even picked up a controller. Paul is just as enthusiastic – "It's brilliant! Really good!" – but becomes less so later on when his character (Kane) is given a good thrashing by Simon's (The Rock). Twice. There's a lot of shouting.

Then we put on something a little more taxing – *NFL Blitz*. It's a tortured ten minutes of US footie. There's a long pause. "You'd have to sit down with this one for ages, wouldn't you?" says Simon. "It's quite complicated – I'd need at least a couple of hours to get used to it. Paul agrees: "I probably wouldn't buy this on the basis of a few minutes gaming. But the graphics are very well done." And then, although they were supposed to be back in the kitchen whisking quail eggs ten minutes ago, they risk the wrath of their volatile head chef by playing one more round of *WWF*. "You're getting caned big time!" laughs Simon as Goldstar stamps on The Undertaker's face. Paul looks as though he's going to cry.

> Beth Carpenter and John Boyd

Beth and John try out *Street Fighter Alpha 3* first. As they go through the options, John complains: "I don't like the controller – I'm used to the smaller PlayStation one." Beth says that she finds it perfectly comfortable, "but then I'm used to the Nintendo one..." While she's thumping John's Blanka over the head, she enthuses, "This is great! It's a fabulous stress-reliever." John is not convinced, however. "I've played this on the PlayStation, and it's no different from the old version."

We move swiftly on, and put *Snow Surfers* in and leave them to their own devices. Beth has a little trouble with the controls: "What do the buttons do? Oh, I see, that's jump, and that's... eating?" (It's a blocking move, actually, Beth). She's soon doing far better than John, showing off with complicated trickery on the slopes. "It's quite good, but it's difficult to follow the route," she says. John agrees that it could have done with better signposting, but that he prefers it to "ordinary racing games" despite the fact that he seems to be losing to Beth's superior skill. However, he manages to come in first, as Beth is still larking about doing backflips somewhere further up the mountain.

Chef's Choice: *WWF Attitude* ■

"Simon laughs as **Goldstar stamps on The Undertaker's face**. Paul looks as though he's going to cry"

SCOTT COUPER
VS NFL BLITZ 2000

Take one arcade-style gridiron title, and a pro player who hates videogames. Mix and then stand well back

Words: **Keith Stuart**
Photography: **Nick Wilson**

PROFILE

Since 1995 Scott has been a wide receiver for the Scottish Claymores, a Glasgow-based American football team that plays in the NFL Europe league against the likes of the Barcelona Dragons, Frankfurt Galaxy and the Amsterdam Admirals. While out of season, he's also a sports development officer for NFL Europe, visiting schools around the country and getting wee Scots kids interested in the sport. His favourite player is Jerry Rice, wide receiver with the San Francisco 49ers. Oh, and he supports Celtic.

Scott Couper knows American football. Not only has he been playing the sport professionally for five years, he also provides studio analysis for Sky Sports, pretty much making him the Alan Hanson of gridiron. What he doesn't know is videogames. "I'm not really into them," he states nonchalantly as we're climbing the stairs to his new flat, situated minutes from Glasgow city centre, "I think there's something a bit weird about sitting playing games all day." Hmm... okay, I thought, this'll be interesting.

So it was with slight trepidation that I set the Dreamcast up in front of his flatmate's widescreen TV, and popped in the game. For those who haven't read the review on page 024, this is very much a simplified rendering of the sport, concentrating on the dramatic conflicts and glossing over much of the time-consuming strategy. Couper soon spots this simplicity, "It's fast and furious, but it's not for purists. There's not a lot of skill involved, and you don't need to think much – which is actually half the battle in the real game. I don't feel like I have much control over the players." He was even more miffed when I stole victory with a last second touchdown, taken when one of his players fumbled the ball. "Och, the computer did that on purpose to make the ending more dramatic!" he proclaims, throwing the controller down in disgust.

Considering he plays one of the roughest sports in the world, I could suddenly hear C3PO whispering in my ear, "I suggest you try a new tactic. Let the wookie win." But luckily that sort of diplomacy wasn't necessary. Once we'd both mastered the controls, Scott's knowledge of the sport came through, and he started building convincing plays while I fumbled with my defence. The next game went his way 16-3.

After victory, his view of *NFL Blitz* was somewhat lighter. "There are more tactical games out there," he concedes, "but I enjoyed this. All the actions and moves are real and the graphics are fantastic. A nice fast, brainless game". He was also impressed by some of the other options, like the Play Edit mode that allows you to create your own formations. But has *NFL Blitz 2000* changed his opinion on videogames in general? "Let's just say it's the most fun I ever had with one of the stupid things," he exclaims generously. And that's about as high a recommendation as we're going to get ■

WIN
A DREAM-CAST, AND A COPY OF NFL BLITZ

NFL Europe has provided us with a Dreamcast and a copy of *NFL Blitz* to give away to the person who can answer the following question correctly:

Who won last year's Super Bowl?

a) Denver Broncos
b) Dallas Cowboys
c) Bath Bunnyrabbits

Send your answer on a postcard along with your name and address to:

NFL Competition
DC-UK Magazine
30 Monmouth St,
Bath, BA1 2BW

Three runners up will also win a copy of the game, and everyone who enters will get a lucious NFL Poster. Not bad, hey?

Deadline for entries is December 17th. Winners will be picked form a big bag. Editor's decision is very, very final.

www.gameplay.com

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

gameplay.com

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

Watch us now on Open....

(Available only on Sky Digital)

CARRYCASE
only £19.99
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!

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!

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!

1ST

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

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

only £189.99

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

PREPARE FOR A GAMING REVOLUTION.

£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.*

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

128 bit 3D processing power that's faster than most high spec home computers.

Built in 33.6 kbs modem *includes Dreamcast Passport software which allows free unlimited access to the internet and email. Play games online and challenge players across the globe.*

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

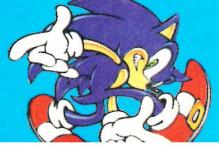
official arcade controller £33.99
to complete your 'arcade' at home.
- arcade stick and 6 digital buttons
- durable design
- VMU port built in.

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.

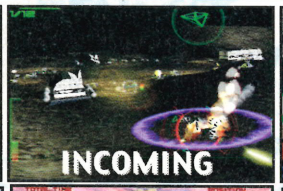
Scart Cable £7.99
better quality picture and sound

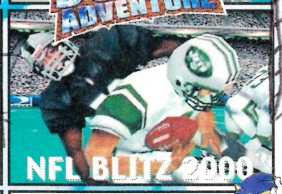


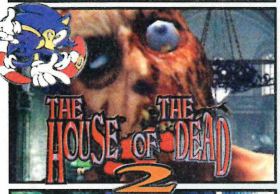
BRITAIN'S LARGEST MAIL ORDER MONEY BACK

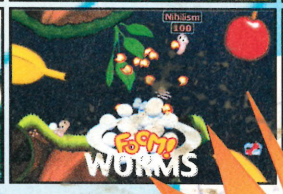
SALES LINES
0113 234 0444

SALES FAX 0113 234 0770
customer service 0113 234 0999
Sales open Mon-Fri 9-8pm, Sat 10-7, Sun 10-4









UK DREAMCAST GAMES

Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.

Aero Wings	RRP £39.99	£32.99
Blue Stinger	RRP £39.99	£31.99
Buggy Heat	RRP £39.99	£32.99
Cool Boarders	RRP £39.99	£32.99
Dynamite Cop 2	RRP £39.99	£32.99
Formula 1 Racing	RRP £39.99	£32.99
House of the Dead 2	RRP £39.99	£32.99
House of Dead 2 & Gun	RRP £59.99	£52.99
Hydro Thunder	RRP £39.99	£32.99
Incoming	RRP £39.99	£32.99
Jimmy White's Cueball	RRP £39.99	£31.99
Metropolis Street Racer	RRP £39.99	£32.99
Millennium Soldier	RRP £39.99	£31.99
Monaco GP Sim 2	RRP £39.99	£31.99
Mortal Kombat Gold	RRP £39.99	£32.99
NBA 2000	RRP £39.99	£32.99
NBA Showtime on NBC	RRP £39.99	£32.99
NFL Blitz 20	RRP £39.99	£32.99
Pen Pen	RRP £39.99	£31.99
Powerstone	RRP £39.99	£31.99
Psychic Force 2012	RRP £39.99	£32.99
Ready to Rumble	RRP £39.99	£32.99
Sega Bass Fishing & Rod	RRP £59.99	£52.99
Sega Rally 2	RRP £39.99	£32.99
Sonic Adventure	RRP £39.99	£32.99
Speed Devils	RRP £39.99	£31.99
Suzuki Alstare Racing	RRP £39.99	£31.99
Take the Bullet	RRP £39.99	£32.99
Tokyo Highway Chall'	RRP £39.99	£32.99
Toy Commander	RRP £39.99	£32.99
Trickstyle	RRP £39.99	£32.99
UEFA Striker	RRP £39.99	£31.99
Virtua Striker 2	RRP £39.99	£32.99
Virtua Fighter 3tb	RRP £39.99	£32.99
Worms Armageddon	RRP £39.99	£31.99
WWF Attitude	RRP £39.99	£32.99

All the games below are expected to be available prior to Christmas this year. Ring or visit our web site at www.gameplay.com for a more up to date schedule.

Dragon's Blood	RRP £39.99	£31.99
Fighting Force 2	RRP £39.99	£32.99
Marvel vs Capcom	RRP £39.99	£31.99
NFL 'QBC 2000'	RRP £39.99	£32.99
Plasma Sword	RRP £39.99	£31.99
Red Dog	RRP £39.99	£32.99
Re – Volt	RRP £39.99	£32.99
Resident Evil 2	RRP £34.99	£27.99
Roadsters	RRP £39.99	£31.99
Shadowman	RRP £39.99	£32.99
Snow Surfers	RRP £39.99	£32.99
Soul Calibur	RRP £39.99	£32.99
South Park Luv Shack	RRP £39.99	£25.99
South Park Rally	RRP £39.99	£32.99
Streetfighter Alpha 3	RRP £39.99	£31.99
Tee Off	RRP £39.99	£32.99
Vigilante 8 2nd Offense	RRP £39.99	£31.99
Virtua Striker 2	RRP £39.99	£32.99
Worldwide Soccer	RRP £39.99	£32.99

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.

All the following Neo Geo Colour games are £20.99:
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 Turfmaster, Pacman, Pocket Tennis, Puzzle Bobble Mini and Samurai Showdown.

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.
(We will make a small restocking charge of £4 or 10% of the purchase price and we would ask that you return the item in perfect condition.)
*your statutory rights are not affected

- ***ORDER WITH CONFIDENCE*** from one of the largest games suppliers in the country. Over 325,000 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	£

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

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

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

DCUK(12)

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

SENT TO PRESS 22/10/99

SUPPLIER OF COMPUTER GAMES!
GUARANTEE

Also available:

Left: Demo pods in Virgin Megastore on the big night in heavy use
Right: Sega called in the stilt-walkers from its ECTS party (see **DC-UK 02**) for the Piccadilly Circus event
Below: The men from Japan – and friends – were well impressed

UK LAUNCH: DREAM ON!

Sega reports record-breaking sales of both the Dreamcast and its first dozen games, as Europe clammers to join the 128bit age. Christmas, it seems, has come early

Not even the most optimistic Sega watcher could have expected this. On October 18, just four days after the launch of Dreamcast in Europe, Sega reported that 185,000 consoles had been sold across the continent, including an incredible 63,000 in the UK. According to industry figures, it took PlayStation nine days to sell just 19,335 consoles in Britain, while N64 managed 26,611 in eight days. The Europe-wide Dreamcast frenzy has already pulled in a retail sales figure of £52m.

Understandably, Sega chiefs are delighted with the success story. **DC-UK** recently spoke to Kazutoshi Miyake, who told us, "So far we're making new records almost everyday. I'm not surprised by the hardware volume of day one sales, because there are no real competitors – the last machine came to market two years ago. What's made me excited is the software. *Sonic Adventure* went to number one on ChartTrack, and I tried to remember the last time we were at number one. I think it was *Sonic 3* in 1993 on the 16bit Mega Drive. If you compare Dreamcast's sales to other platforms, we sold 60,000 in the first few days, which is maybe 1/100th of the number of PlayStations, but *Sonic* went to number one. That made us very happy."

Indeed software sales have been just as impressive as the huge hardware roll out. Over 350,000 Dreamcast titles were sold in the machine's first week on European shelves, including 86,000 copies of *Sonic Adventure* – beating the UK sales of blockbusting Bruce Willis film Armageddon – which managed to shift just 85,000 copies. Plus, in the same week *Sonic Adventure* went to number one in the videogame charts, seven other Dreamcast titles entered the Top 20, dominating the hit parade, like a gaggle of rampant boy bands. According to Electronics Boutique, its been the likes of *Sega Rally, Power Stone* and *Ready 2 Rumble* that have most closely followed *Sonic*'s lead. Not many surprises there.

Sega Europe has pointed out that peripherals are also selling well in the Euro Dreamcast tumult. The VM unit has proved the most popular accessory with 145,000 disappearing into gamers' homes in that historic opening rush. Extra joypads have also proved popular: 90,000 have already been purchased – which means there must be a lot of people out there currently enjoying all night twoplayer bouts of *R2R, Power Stone* and *Sega Rally 2*.

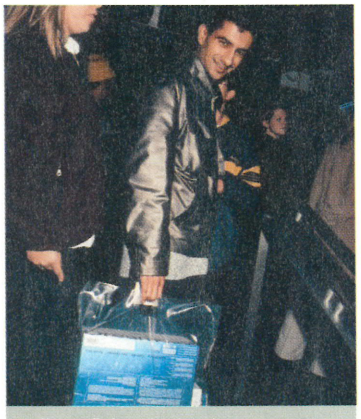
So, Dreamcast is go. Sega seems to be genuinely shocked by the huge success of the launch so far – so shocked that it just couldn't cope with the demand for Internet access over the opening weekend (see page 050). However, it seems the odd decisions and the lack of developer support that plagued the company in the past are just that – in the past. The massive success of the launch must now be built on, though, with a steady stream of triple-A releases and some bullish marketing. Both, it seems, are in hand ■

"**Over 350,000 Dreamcast titles** were sold in the machine's first week on European shelves, including **86,000 copies of Sonic**"

LAUNCH VOX POPS

At 12:01am on October 14, **DC-UK** couldn't resist having a nose about in a few carrier bags

Like many game retailers, Tower Records in Piccadilly Circus opened its doors at midnight allowing punters to come in and buy the Dreamcast they had waited oh so very long for. Naturally, **DC-UK** was there to pester the first (PAL) owners of the great machine to answer our chirpy retail-based questions. However, due to the low quality of our dictaphone some of your names could be wrong. We apologise for our ignorance ■



■ **Name:** Rajpac (we hope)
■ **What's it like being one of the first people to own a Dreamcast in the UK?** "Fantastic, I've been waiting for this for a very long time indeed."

■ **Name:** Zoeb, 13
■ **What have you bought?** One Dreamcast and *Ready 2 Rumble*.
■ **What's it like being one of the first people in the UK to own a Dreamcast?** "Brilliant, I was inspired by TV coverage and reviews."
■ **Is this going to increase your chances of supporting Arsenal FC?** "Not really."

■ **Name:** Kathy, 14, and Peter, 12, plus Giles from Oxford
■ **What have you bought?** One Dreamcast, *Ready 2 Rumble* and *Sonic Adventure*
■ **Why?** "Sega is the best because they sponsor Arsenal..." (wait for it) "...and I've been a fan of Arsenal all my life." Bless you, kids.

■ **Name:** Ben White
■ **What have you bought?** One Dreamcast, three controllers and *Sonic Adventure*

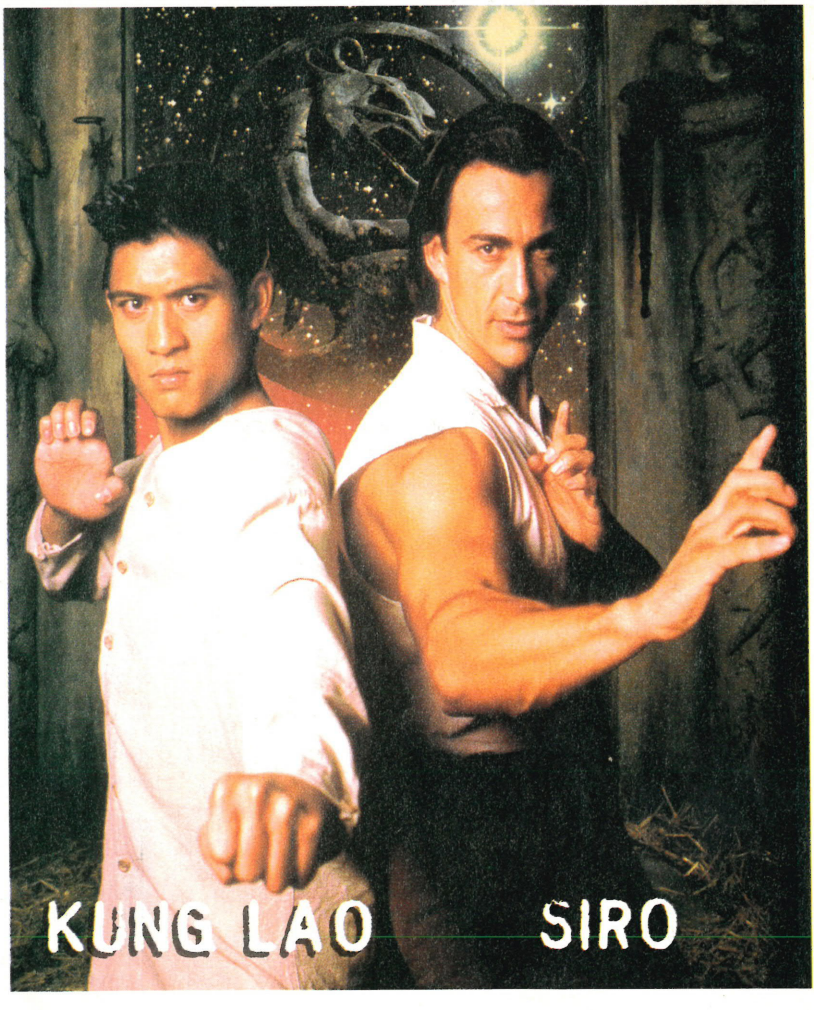
■ **Name:** Shaun, 23
■ **What have you bought?** "Ten Dreamcasts."
■ **What's it like being one of the first people to own so many Dreamcasts in the UK?** "All I'll say is Sega is going to make me and all my friends very, very happy." Wow! Six billion players and he's most of them.

JUST HOW HOT WERE THEY?

With everything reviewed that possibly could be, we sat back and watched Dreamcast's first 12 titles hit the shops. Courtesy of Electronics Boutique, we reveal the results of the games' frantic opening weekend on sale. *Sonic* at number one, yes, but *Tokyo Highway Challenge* – what's going on?

LAUNCH DAY TOP TEN	HOW FIRED UP SHOULD YOU HAVE BEEN?
Sonic Adventure	🔥🔥🔥🔥🔥
Sega Rally 2	🔥🔥🔥
Ready 2 Rumble	🔥🔥🔥🔥🔥
Power Stone	🔥🔥🔥🔥🔥
Tokyo Highway Challenge	🔥
TrickStyle	🔥🔥🔥🔥🔥
Virtua Fighter 3tb	🔥🔥🔥
Blue Stinger	🔥
Monaco GP	🔥🔥🔥
Dynamite Cop	🔥

BOARD THE EXPRESS



The London launch party was a lively bash, with stilt-walkers, monster trucks, retired boxers and Sega execs mingling with the wee folk

MY NIGHT WITH **VIRGIN**

October 13 saw Dreamcast launch fever take hold in London city. Roving reporter and failed TV star Dylan Davies was there to survey the damage...

Star appearances, photo opportunities and the, ahem, cream of Britain's videogame journalistic talent – the London premier of Dreamcast on the night of October 13 had it all. Sega's celebrities for the night were confirmed as Chris 'Country Dandy' Eubank and Nigel 'Wheels of Steel' Benn, were hauled in to play the magnificent *Ready 2 Rumble Boxing* for the cameras.

According to Sega's schedule, the night was due to kick off at the Virgin Megastore on the corner of Oxford Street and Tottenham Court Road. At 10pm sharp. Sadly, someone forgot to mention this to Sega's roadies. Here is DC-UK's guide to Dreamcast's first taste of British life.

9:50 Virgin Megastore, the location of Dreamcast's premiere appearance in the UK, is undergoing its transition from CD rack-a-thon to stylish launch venue. Unfortunately, it's taking much longer to set up the booths and demo machines, so it looks like the postponed DC launch will be delayed for the final time this year.

10:15 Things are late, but what's a few minutes' wait in the rusty machine of videogame progress? Not much. However, there is a problem. The herd of journalists realises with horror the seriousness of the situation: there's no alcohol – free or otherwise. This leads to a nervous and slightly itchy ambience as dozens of sober hacks have to communicate with each other.

Spirits are lifted by the promise of something 'big' happening in Piccadilly Circus around midnight. This intrigue is broken by the news that, "Eubank is here!" and, true-to-type, the former middleweight has arrived in his giant 'Eubank Truck'. Unfortunately, most of us miss the ensuing friction as the ex-boxer is told by a member of London's polite fleet of bus drivers that, "You can't park there". It's one of those, "Do you know how fast you were driving sir? Who do you think you are? Damon Hill? Oh, sorry, Mr Hill!" situations. Finally, Eubank parks wherever he wants.

10:27 The Megastore is starting to look less like a shop and more like a launch venue as the last of the demo pods are rolled into place. The roadies exit stage-right, and the general public is finally allowed in.

10:40 Our evening's entertainment incorporates gamers competing in a knockout competition to play Eubank in a *Ready 2 Rumble* match – with the winner to bag a sexy Dreamcast scooter. Eubank has yet to be seen. Morale falls as rumours circulate about pornstars appearing at the Paris Dreamcast premier. Much as we love Chris, he's no sex show.

11:20 The competition ensues with selected punters battling it out on *Sega Rally 2*, *Virtua Fighter 3tb*, *R2R*, etc. And, if the big screen action was not enough, the event is commentated on by an unknown MC who, despite his youthful appearance sounded like an elderly bingo caller. If that wasn't irritating enough he fails to pass the mic, resulting in one-sided interviews with people we can't hear.

The morale is lifted again by Sega executives such as JF Cecillion and Kazutoshi Miyake joining the fray, and circulating with the civilians. They are a lot more laid-back than any of us, and bring a sense of confidence that the evening had previously lacked.

Having Okawa-san, the overall chairman of Sega Enterprises, wheeled out for the night helped things, too. However, his decision to bring along a couple of smartly-dressed young transvestites raised enough eyebrows to block the lights.

11:25 "For the final of the Dreamcast competition will you please welcome Chriiiiiis Euuubaaaank!" The crowd is parted like Moses' waves by some very heavies and people start to chant, "Eubank, Eubank" despite being sober. Amazingly he doesn't win at *Ready 2 Rumble* and some guy gets a free moped for his troubles. To compound his loss, Nigel Benn appears to further shouting and applause, then proceeds to batter Eubank at *R2R*. Again. Everyone leaves and goes to Piccadilly Circus.

11:45 Finally, the spectators have a spectacle, as Sega's event at Piccadilly Circus looks fantastic. Crowds dance around troops of drummers and watch nervously as stilt-walkers tangle with the traffic. Large projections of Dreamcast logos cover the walls of London's buildings as people climb on just about anything to get a better view. Into the heart of this well-organised chaos comes that large truck driven by Eubank, honking it's horn to great effect. It's all truly strange. As Eubank finally pulls up outside Tower Records for the store's midnight opening, everybody is too busy watching the stilt-walkers to care – other than a drunk who staggers across six lanes of traffic to shake his hand. Both look very surprised.

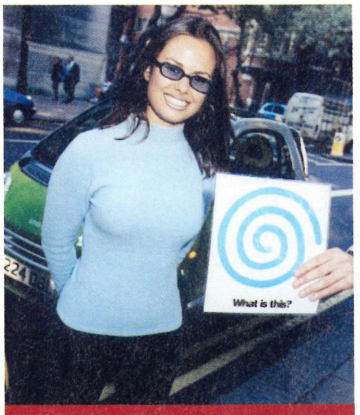
As the clock turns October 13 into October 14, Tower Records opens its doors and people are allowed to buy some of the first PAL Dreamcasts in the UK. Certain highly-organised fanatics are collecting up to ten machines at once for themselves and their mates, although generally it seems to be the kids who look most pleased by their new purchases. Which is what it's all about, really ■

> "The chairman of Sega, Okawa-san, arrives **accompanied by two transvestites**, raising enough eyebrows to block the lights"

IS SEGA'S SPIRAL **MARKETING MADNESS?**

What would Dreamcast's loopy logo mean to the average person in the street? Not much

As an experiment into Sega's marketing abilities, **DC-UK** again went out and bothered the masses. This time, no less than 24 hours after the launch we wanted to see if Sega's swirly blue logo was a recognisable icon in the eyes of the general public. Sorry, Londoners. Here are our findings:



- **Name:** Lara (Model on assignment)
- **Do you recognise this logo?** "No."
- **What does it look like then?** "A blue worm on a piece of paper." She's paid to look good.

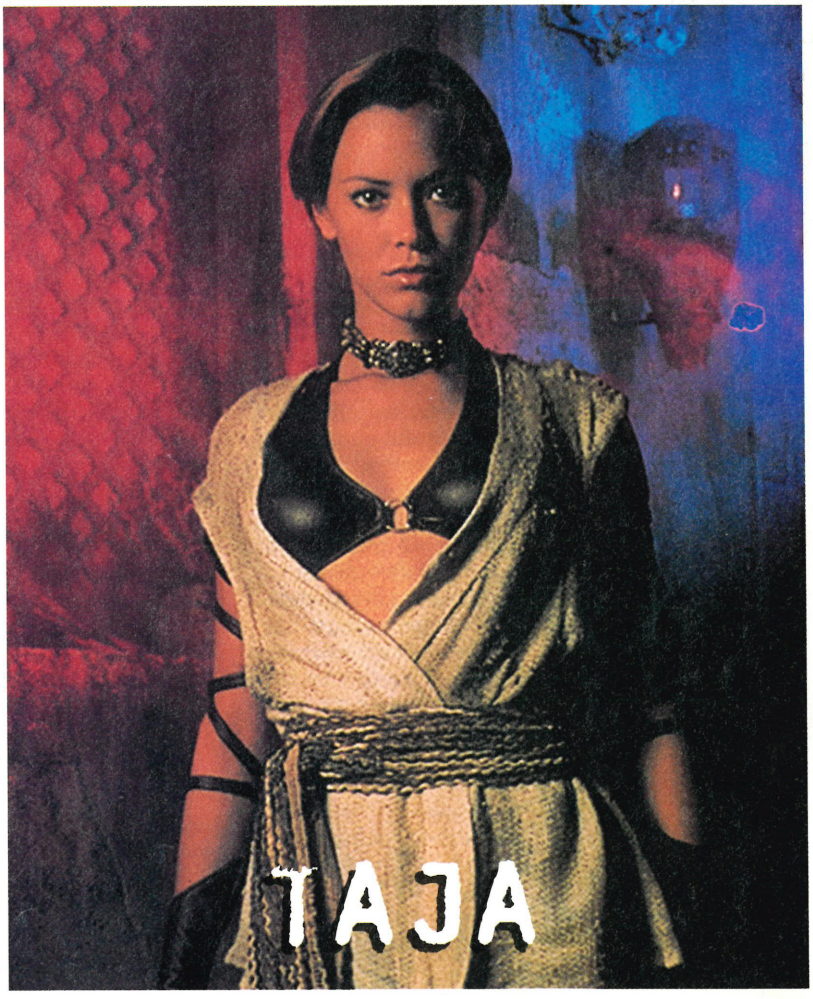
- **Name:** Angie (left) and Freda (right)
- **Do you recognise this logo?** "No."
- **What does it look like then?** "A sea shell." "Something to do with washing powders?" Wrong on both counts, girls.

- **Name:** Alan
- **Do you recognise this logo?** "It's the Dreamcast logo."
- **What does it look like then?** "See above." Nice one, mate.

- **Name:** Greg and Adam (builders)
- **Do you recognise this logo?** "No."
- **What does it look like then?** "A crop circle?" "Sort of a VW logo." Oh dear.

- **Name:** Sherlock Homes
- **Do you recognise this logo?** "No."
- **What does it look like then?** "Looks like the old RAF spitfire logo but without the red bit in the middle." Elementary.

- **Name:** Mr X (snooker referee)
- **Do you recognise this logo?** "No."
- **What does it look like then?** "The infinite spiral of imagination." Close, very close.



RUMOUR

Rumour: A developer in Japan is currently working on a videogame version of classic cartoon series, Wacky Races.
DC-UK: This is true. A source of ours in Japan told us this one and we trust them. Apparently Infogrames will publish the game on Dreamcast next year. They'll deny it for now, of course ■

Rumour: *Shenmue* contains a Saturn emulator allowing the lead character to play 32bit classics such as *Daytona* and *NiGHTS*.
DC-UK: No confirmation has come from Sega, but this isn't entirely out of the question (after all we already know there are several '80s coin-ops emulated in the game). However, considering the size of these Saturn greats, players may well need the original copies to use the emulator – which is a bit pointless ■

Rumour: Topless model Jordan missed a scheduled appearance at the Dreamcast launch at London's Virgin Megastore because she was having an enema at the time.
DC-UK: Well that's what The Sun's showbiz gossip page wrote, and they never lie. Do they? If it's true it just goes to show the extraordinary lengths some women will go to, to avoid playing videogames ■

Rumour: Hasbro is publishing a new version of classic Atari coin-op *Centipede*
DC-UK: Sort of true. The game is coming out in the States before Christmas, but Hasbro UK told us there are no plans to publish it in the UK ■

Rumour: Quantic Dream is working on a Dreamcast conversion of the PC adventure *Omikron*, starring Esther's favourite old-timer, David 'I still got it' Bowie
DC-UK: Eidos was unavailable for comment when we thought of this story (five minutes before deadline). However, the company has said it is considering a number of PC to Dreamcast ports – there's no reason why *Omikron* shouldn't be among them ■

HERE DELAY, **GONE TOMORROW**

Despite Sega and BT putting their all into improving the performance of Dreamcast's ISP, it wasn't quite enough...

Unfortunately, the huge demand for Dreamcasts over the opening weekend caused some problems for Sega's online service, Dreamarena. According to BT, around 25,000 consumers registered their machines for Internet service within the first few hours of the console going on sale, which proved too much for the network – causing something of a data gridlock. Dozens of gamers found that they could not get online at all during the opening week, while others complained of hours spent dialling and re-dialling before finally managing to hook up to the Web.

Importantly, though, Sega realises there has been a problem with Dreamarena and assures **DC-UK** that it's in hand. In an official statement to readers, the company explained, "The phenomenally high demand for the Internet service through Dreamcast has meant that some customers have had difficulty in registering. Together with BT we have been working flat out to provide extra capacity. We have already increased capacity by three times and will keep on increasing until all our customers are satisfied. We are very sorry for these temporary problems, which are only due to the demand outstripping our expectations. We ask everyone to be patient and you will be online soon."

And they're not kidding. According to users of **DC-UK**'s online forum, things actually have been getting much better over the last week. While some readers are still experiencing difficulties, many are reporting stress-free surfing, especially at off-peak hours – ie, after 10pm. Indeed, many of those still complaining could well be PC owners accustomed to 56kbps or even ISDN or Cable modems instead of Dreamcast's humble 33.6kbps hardware. They may even be complete newbies who have never before experienced the finger-tapping, mind-numbing, phone bill-multiplying wait for large pictures of Sarah Michelle Geller to be downloaded. Take it from us, it takes ages, but it's worth it in the end. Mmmmm ■

"Many Dreamcast users are **reporting stress-free surfing**, especially off-peak"

LITES

SONIC SCARES

Sega recently made a special seasonal file available on its *Sonic Adventure* Website to celebrate Halloween. Once downloaded to VM, the file turns the Twinkle Park stage of *Sonic* into 'Tremble Park' complete with spooky graphical extras like pumpkin heads. Unfortunately, what it doesn't do is turn the sickeningly likeable Tails into a homicidal maniac hell-bent on murdering the entire cast of the game with sharpened sticks. Maybe next year.

By the way, if you missed the little Halloween extra, look out for a special Christmas download on the same Website later this year. Sonic Team once produced a great Christmas version of its beautiful Saturn game *NiGHTS* – so this may be more exciting than the October 31 offering.

TEAM 17 BREEDS AGAIN

Team 17 is working on a new title in the classic *Alien Breed* series. *Alien Breed Conflict* is a 3D real-time strategy game set in that most troublesome of places, 'the dark and distant future'. You control a small group of soldiers carrying out covert missions against an oppressive enemy regime, and you can create and edit your own squad before loading them up with a number of different hi-tech weapons. The game is due out on Dreamcast in late 2000. We should be hearing more soon...

MONKEYING AROUND

Silicon Dreams is working on a new 'action tactics' game named *War Monkeys*. Due out on PC before Christmas and Dreamcast early 2000, the game combines the strategic elements of *Command and Conquer* with the all out action of, say, *Cannon Fodder*. Apparently, you don't have to set up your base while playing – you do this between missions, meaning that gameplay is based on controlling huge armies, trucks, planes, etc, as they battle the enemy. Expect a full preview soon.

SEGA HITS **POLE POSITION**

Dreamcast owners in for a racing treat that will rival *Gran Turismo* for realism and options

G*ran Turismo* – the best, most realistic racer on any console? Well, yes it is actually and that's why Sega is attempting to do something about it. Those crafty fellas at Sega Enterprises caused widespread heart palpitations with their recent announcement of a secret racing project, and when they said the game would be released as early as March in Japan, several people keeled over and died.

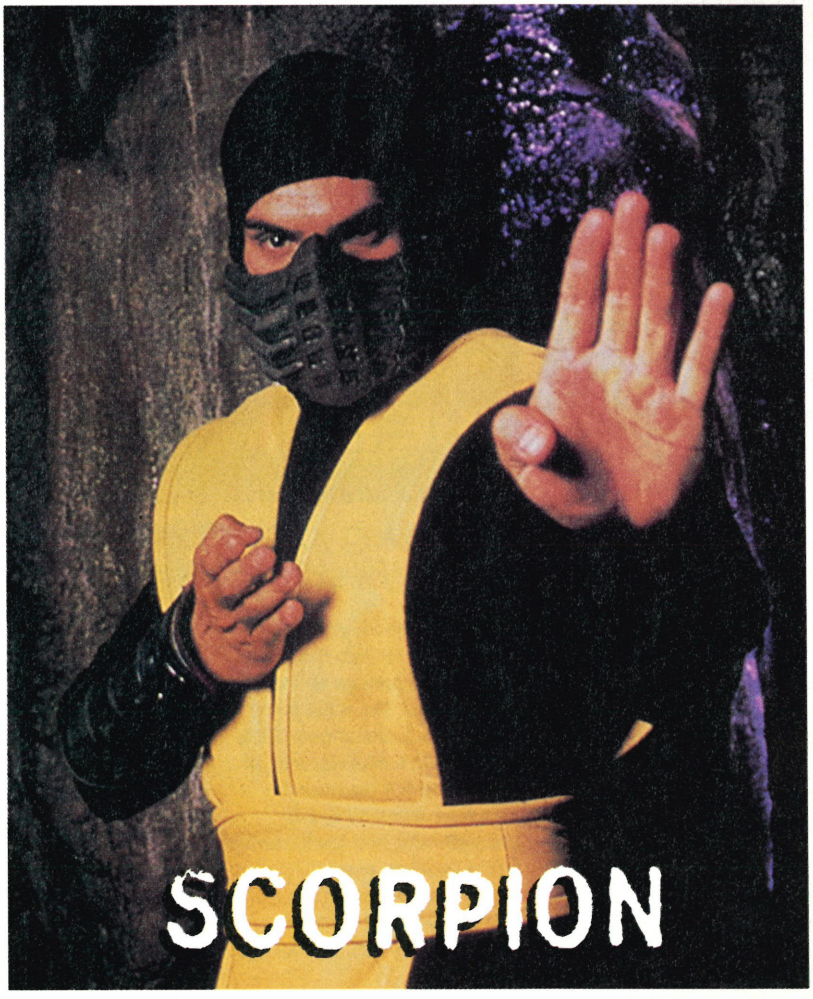
The game's moniker is *Sega GT* and, if the claims are to be believed, it could well kick the chassis of its esteemed PlayStation competitor. While Sega is renowned for its arcade racers such as the *Daytona* and *Sega Rally* series', *GT* will be a serious driving simulation with the kind of realism seen in Sega's recent *Ferrari F355* coin-op (shown top right).

It's obvious from the title alone that Sega is aiming to produce a Dreamcast version of *Gran Turismo* but the games will have much more in common than just their initials. In a similar way to *Gran Turismo*'s driving licences, *GT* requires you to prove yourself in the slower, more manoeuvrable motors before moving up through the classes to the super cars. Its line-up of licensed vehicles will also rival those available in Polyphony's game. Over 200 (fully customisable) cars are expected to be in the finished version and those already confirmed include models from Ferrari, Porsche, BMW, Honda, Toyota, Nissan and the ridiculously sexy McLaren F1 GTR.

Graphically, the game looks incredible, with the kind of aesthetics to match the fancy PlayStation2 racing demos. If Sega can deliver on all its promises, *GT* could be the game Dreamcast racing fans have been pining for ■

INTO THE **LION'S DEN**

Exclusive: Lionhead's sublime strategy game, *Black and White*, is headed Dreamcast's way



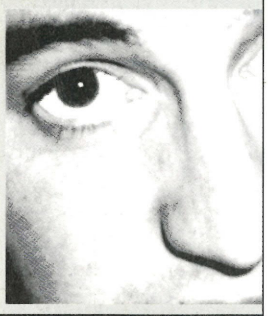
F*ollowing last issue's speculation that Lionhead's explosively anticipated PC strategy game Black and White* was coming to Dreamcast, DC-UK has heard from a industry source that the conversion is now not a matter of whether, but of when.

Placing the player in the role of a powerful sorcerer, *Black and White* presents a whole world for you to influence and control. Visually breath-taking, Lionhead's game features some of the finest animation ever to grace a microchip with its presence. The scale of the world is like nothing seen before, and can be zoomed from orbit right into indivual people wandering around.

On top of all that is the game's training system, which allows you to pluck a hapless animal from the terrain and subject them to your wicked ways. This creature reflects how you treat them, becoming either strong or weak, smart or dumb, good or evil. Black or white, even.

The greater implications of the game being confirmed for Dreamcast are that its publisher, Electronic Arts, will be annoucing other games, too. That means *FIFA*. Noooo... ■

DREAMTIME



BILBO BENNALLACK HAS GONE NUTS AGAIN. THIS TIME HE'S OFF IN A DREAM-WORLD INHABITED BY HIS DEAD GRANDFATHER WHO IS MASQUERADING AS SONIC THE HEDGEHOG. AH, SO THAT'S WHERE HE GETS IT FROM

RIP

My grandfather's body lies at the front of the church. Death has not diminished him – indeed he's giving off a luminous purple aura.

"Dearly beloved," begins the vicar, "we are gathered here today to mourn the death of Bilbo Bennallack, a renowned adventurer. Bilbo's life was, above all, one of risk taking. When he finally ran out of provisions in the depths of Moria, he had no saved position to turn to."

My father allowed himself a melancholy smile at the recollection of Bilbo's hatred of the memory card. "Yet, as some of us apparently realise," the vicar continued, "we're not here to grieve but to celebrate a life well lived. After all, Bilbo seized his short tenure here with both hands. Look at his achievements! Seventy five stars collected. Thirty six out of 40 secrets found. And the knowledge that before he went 'all the way' he had completed no less than 92 per cent of life's adventures."

The vicar then motioned to an underling at the back of the church. "And now, let us join not in mourning but in remembrance, as we run VT," he said.

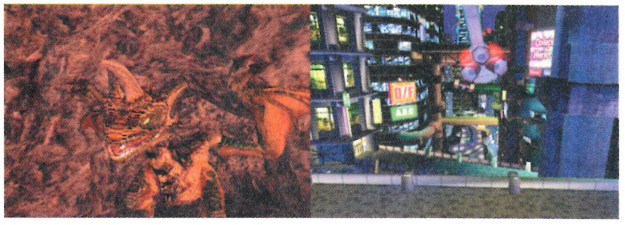
And there on a screen behind the coffin my grandfather, gasping his last breath and clutching his throat as the words 'Game Over' appeared in flames ■

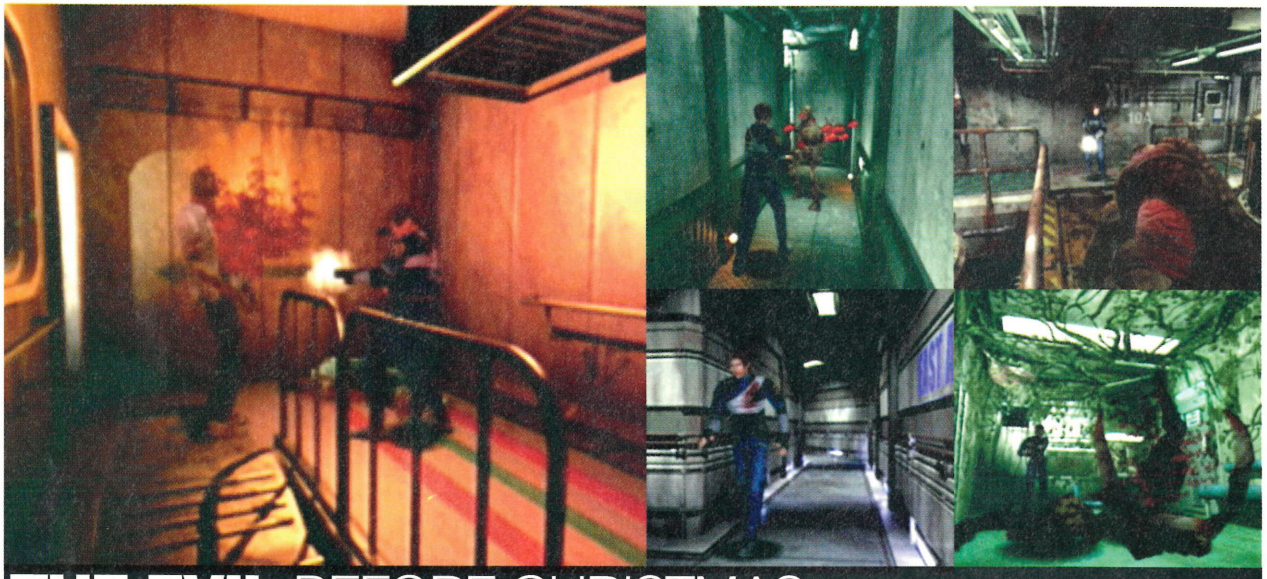
PHANTASY **STAR**

An RPG the British might want to play? Who are they trying to kid?

As revealed in last month's Express section, Sonic Team is currently working on a Dreamcast installment of the *Phantasy Star* series. This hugely successful sequence of RPG titles started out on the old Sega Master System and ended – or so it seemed at the time – with *Phantasy Star 4* on the Mega Drive. *Phantasy Star Online*, however, is set to take the franchise in a completely new direction, allowing groups of players to team up online and attempt the quest together.

We've just received screenshots of the new episode, and, predictably, it looks absolutely amazing. Combining the traditional rural scenery of the Tolkien-esque RPG with detailed cityscapes, the game appears to be in the more progressive mould inhabited by *Final Fantasy VII* and *VIII*. Little is known about the plot as yet, but this being an RPG it's bound to be something verging on the unfathomable involving demons, apocalyptic omens and possibly a fit girly elf named Cutey-Pop ■



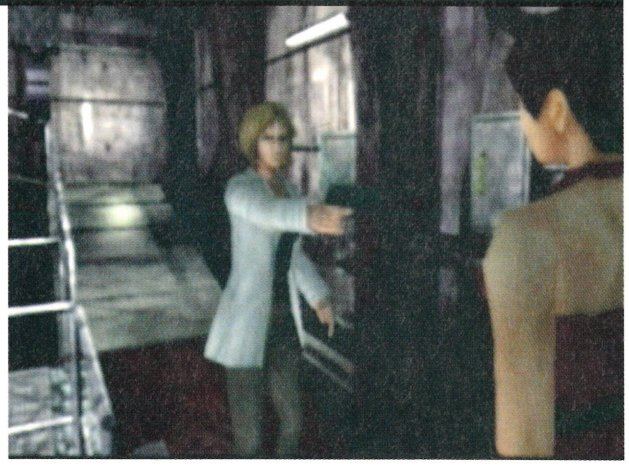


THE EVIL BEFORE CHRISTMAS

Start saving your pennies for a surprise *Resident Evil* triple whammy

Capcom is set to release a three disc *Resident Evil* package in Japan in December. The value pack will include a soundtrack CD, a demo of *Code Veronica* and, of course, the full Dreamcast version of *Resident Evil 2*, complete with new game modes and re-touched visuals.

For the latter we can apparently expect gorgeous hi-res backgrounds (as with the PC version) and new facial animations, so the characters won't look like mumbling ventriloquist's dummies when they talk. Luckily for us UK gamers, Virgin Interplay will be publishing *Resident Evil 2* in Britain, but has yet to confirm whether we'll get the same chock-a-block package as Nipponese punters. Expect the game to hit our shores around Easter time anyway ■



A LEGEND RETURNS

The recent re-working of Atari's classic fourplayer *Gauntlet* will be making its way onto Dreamcast. Watch this space...

After months of rumour, speculation and denial, Midway has finally confirmed that it will be releasing a Dreamcast version of *Gauntlet Legends*.

The game, which will soon be launched on the N64 (which is the version below), is a 3D re-working of respected Atari coin-op, *Gauntlet* – in which up to four players run about and ransack a multi-level dungeon, stealing treasure and hacking defenceless monsters. In the updated version, there are now eight characters to choose from, 30 levels, six bosses and 50 different enemies, as well as loads of secret features and power-ups. Players can also save their characters and play them on friends' machines – a feature which is bound to make it to the Dreamcast rendering. More info should surface in time for next month ■

KISS AND TELL

A game based on Kiss? Now where did we put that eyeliner...

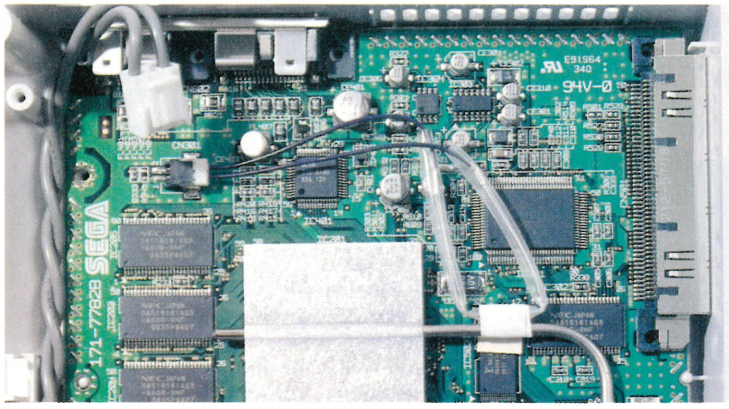
A game based around '70s supergroup Kiss has been confirmed for Dreamcast release next year. Designed by US developer Third Law and set to be published in the UK by Take 2, *Kiss Psycho Circus: The Nightmare Child* is a firstperson shoot 'em up which requires you to save the world from a hideous demon – and yes, that would be the nightmare child of the title. The only way you can beat this pan-dimensional dream baby is to discover and harness the powers of four ultra powerful beings – represented by the ageing rockers themselves. Expect hundreds of hideous monsters (designed by Todd McFarlane, the guy who invented *Spawn*), ludicrously powerful weapons, and perhaps some loud heavy metal music. They can leave the last part out if they like, though ■

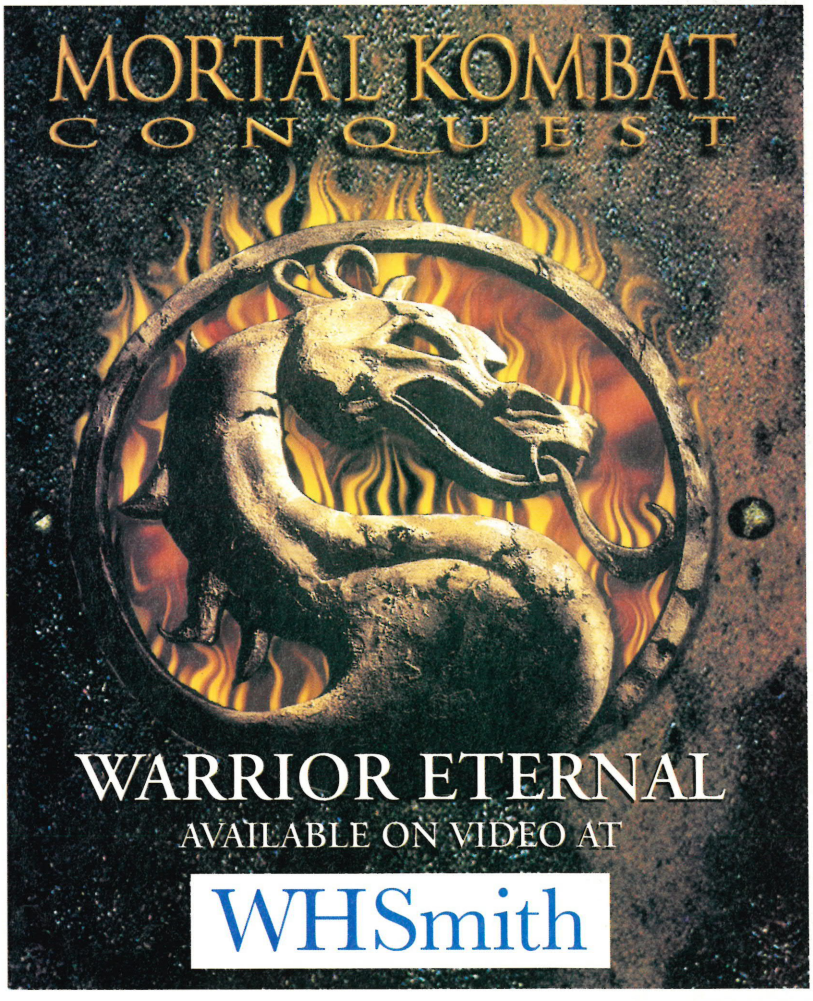
CHIP SHOP OPENS

For those not bothered about their warranty, a mod chip is about to be released in the UK

Dreamcast has been on sale for just one month but already a mod chip has been developed for the system. An online mail order supplier is charging £27.50 for the technology which, when fitted, will allow you to play import games.

As with the mod chips that have been available for the PlayStation, fitting the chip requires soldering and immediately invalidates your Dreamcast's warranty. However, now that such a chip is available, certain retailers will no doubt soon be offering to fit the chip themselves (for a fee, of course). Beware, though – these shops often have little in the way of electrical engineering experience. And even more seriously, while GD-ROMs cannot be copied at the moment, the chip is sure to attract the attentions of pirates ■





DREAM TEAMS

Exit. Stage left

By the way its trio of teams are performing on the pitch, Sega is fast learning that this sponsorship malarkey is not entirely sweetness or, indeed, light. First up, let's take a swift peek at Arsenal's progress. If the platitude is to be believed that all footballers are possessed with the waking dream of caking their boots in the hallowed mud of Wembley, it is sadly not so for those under the charge of Arsene Wenger. Once again Arsenal's burning desire to reach the lucrative second phase of the Champion's League has been nipped in the bud. Little blame has been apportioned to Gabriel Batistuta's world-class finish, and instead the responsibility has been laid squarely on Wembley Stadium and its soon-to-be-demolished towers. Apparently the pitch is too big. With Arsenal back at their spiritual home for European competition next season, it will be interesting to see how they get on. Will the sloppy defending and woeful finishing count for nothing when pitted against the Highbury factor? Hmm...

On the domestic scene Arsenal are also in for a less than smooth ride. Senegalese midfielder Patrick Vieira has been banned for six games for (how shall we put this?) excessively salivating in the direction of Neil Ruddock, while Emmanuel Petit has still not fully recovered from injury. We never said it was going to be easy being an Arsenal fan ■

Lacking penetration

With their won four, drawn four, lost four record, Saint-Etienne are hardly setting the French Championship alight (unlike their farmers and their rubber tyres). Yet they have been making the news and for a good reason, as it has been revealed the supporters of the French first division side have selected a porn star as their club mascot. No grown men in furry animal suits for these guys. The 2,000-strong Magic Fans club have chosen Elodie Cherie, star of several X-rated French porn movies, to carry the banner for the team. Not any old porn star, Elodie has won several titles during her career including the 'Hot D'or' title in Cannes in 1996 and the Golden Nymph title twice in Barcelona. The 33-year-old actress claims to have been a loyal Saint-Etienne supporter since the age of six.

In comparison, Sega's Italians Sampdoria are having a rather pedestrian time of it. Recent wins over Cosenza, Ravenna and Atlanta have taken them up the table and sees them challenging for promotion, but with no illustrious porn star in tow this news lacks a great deal of sparkle ■

Gary Tipp writes for Total Football

BAC Sport
The UK's Leading Sports Tour Operator
Specialising in European Football, Golf, F1 Motor Racing, NFL, Rugby and Boxing
Just Be There!
Tel: 0171 456 7100 for your free colour brochure
ABTA W1424 IATA

INFOGRAMES

UEFA ★★★ STRIKER

WIN A WEEKEND IN MILAN!

Italy: beautiful women, fancy clothes, tasty food, mafiosi. And football. Mamma Mia!

To coincide with the imminent release of *UEFA Striker* on Dreamcast, DC-UK, in association with those lovely guys and gals at Infogrames, are offering one jammy reader the chance to win two tickets for a weekend in Milan.

Leaving dear old Blighty on Saturday March 4, and returning on Monday 6, your flights, insurance and accommodation in a four star hotel will all be provided for, leaving you to enjoy your time in one of Italy's grandest cities.

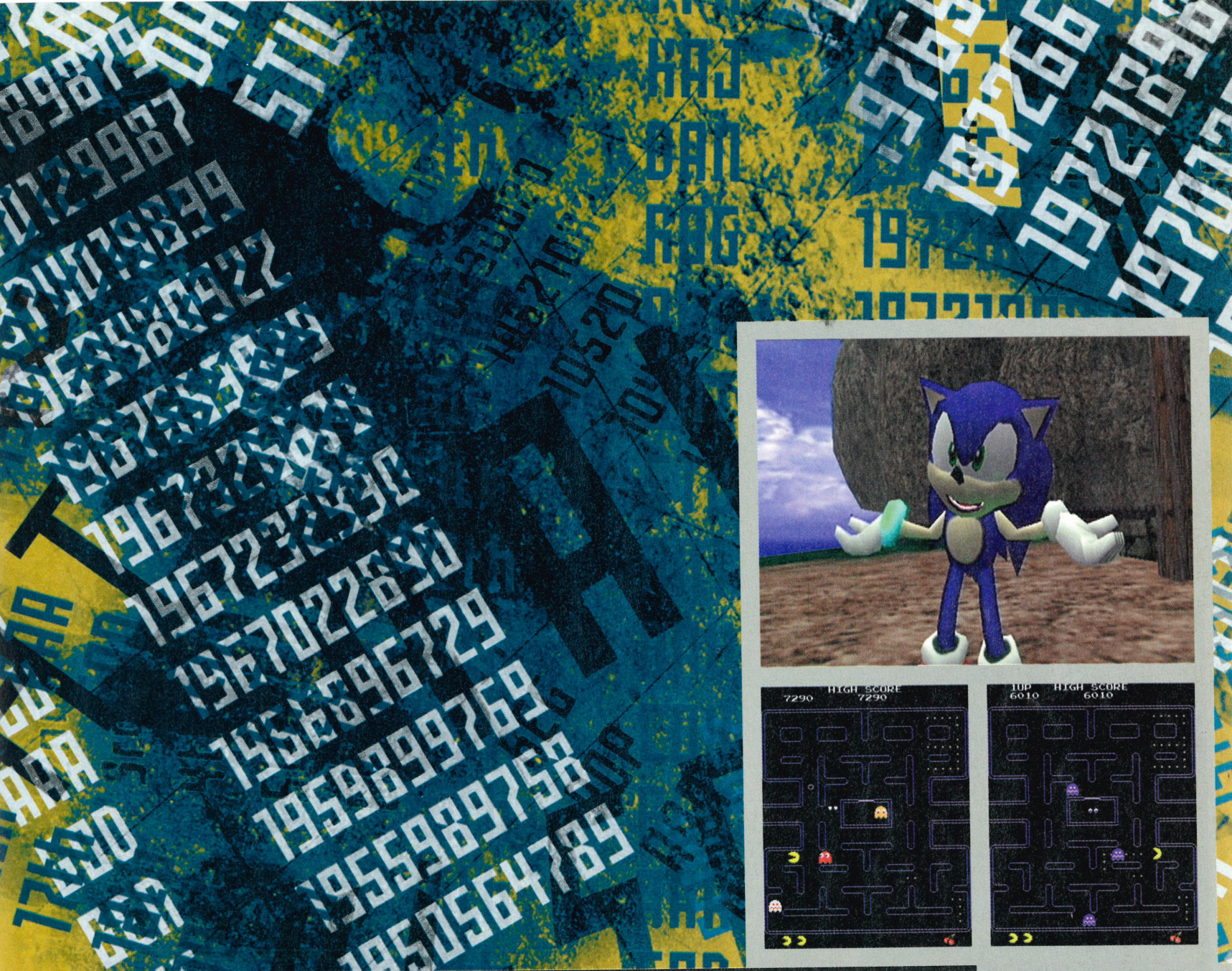
Plus, in between buying designer clothes and eating spaghetti, you'll be able to take in the unique atmosphere of the AC Milan Vs Inter Milan football match, courtesy of two free grandstand seats from Infogrames. The Milan derby is the only European game that comes close to the intensity of the Celtic/Rangers Old Firm battle and is sure to be an unforgettable experience to witness first-hand.

Additionally, two fortunate runners-up will each win a copy of the excellent *UEFA Striker* and a football signed by Man Utd star Dwight Yorke. Not a bad runner-up prize, hey? To win one of these prizes just answer the following painfully simple question:

How many British teams have won the European Cup since its inception in 1955? ■

Send your entries on a post-card to: *UEFA Striker* Compo, DC-UK, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Rules: The closing date is December 17. Make sure you put your full name and address on the postcard. Employees (and pets) of Future Publishing and Forum are not allowed to enter. Multiple entries are ritually burnt and all offers of bribery will be ignored, albeit reluctantly.



GREAT VIDEOGAME THINGS: PART THREE

The high-score table: Feeding the habits of videogame addicts is big news on Dreamcast

When you were a kid growing up in the '80s there were only three things you could be proud of: your Star Wars figure collection, your Haro Master BMX and your videogame high scores. Going down to the local arcade, feeding ten pence into whichever was the hippest coin-op that week, and appearing on the winners' table was a life-enhancing achievement. It was better than getting an A for your English essay, better than finally understanding quadratic equations, better even than copping off with the coolest girl in the fifth year. Well almost.

And the most important choice you could make? Easy. That was coming up with your three letter 'score table pseudonym' – the tag that would identify you to any fellow arcade dweller, or any one of your mates huddled round the Spectrum for one of those 8bit high score play-offs. Did you follow the easy route and use your initials? Or did that schoolboy wit take over – forcing you to fill coin-op screens from Brighton to Blackpool with TIT, POO, NOB, or BUM? Oh, happy days.

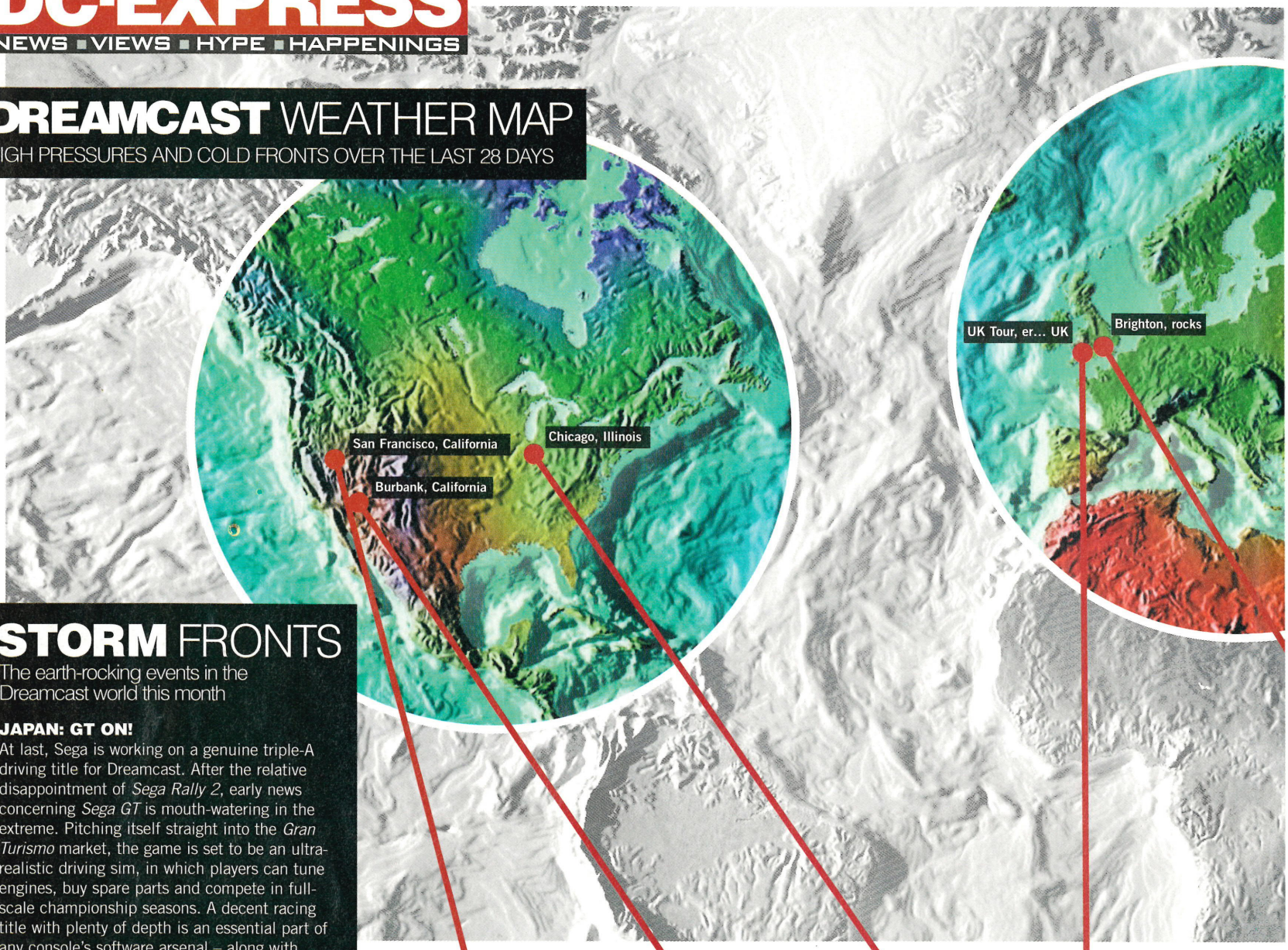
Although the high score is still a staple element of the arcade experience, during the '90s it waned in importance for home gamers. Improvements in technology meant that *Tomb Raider*, *Quake*, *Resident Evil*, et al, could offer players immense environments to explore rather than repetitive tasks to fulfil over and over again (think *Pac-Man*, *Space Invaders*, etc). Consequently, progress through the levels, rather than gaining scores of any kind, became the key aim.

But thankfully, the high score is going through something of a renaissance at the moment. Less than six months ago a retro videogame freak named Billy Mitchell finally notched up the highest score possible in *Pac Man* – 3,333,360 – to surprising media interest. Videogame mags such as N64 are once again teeming with reader score pages. Better still, owners of the Nokia 6110 mobile phone even have Websites dedicated to the phone's simple Snake and Memory games – high score tables being the chief feature. Oh yes, the high score is definitely back.

And nowhere is this more evident than with Dreamcast. Thanks to the console's Internet access, developers have been able to set up Websites dedicated to high scores, allowing players to upload their efforts for the whole world to see. Check out *Sonic Adventure*'s top ten, for instance – here you can compare your efforts with scores from Japan, Norway, Perth, wherever. The local arcade just got very big indeed ■

DREAMCAST WEATHER MAP

HIGH PRESSURES AND COLD FRONTS OVER THE LAST 28 DAYS



STORM FRONTS

The earth-rocking events in the Dreamcast world this month

JAPAN: GT ON!

At last, Sega is working on a genuine triple-A driving title for Dreamcast. After the relative disappointment of *Sega Rally 2*, early news concerning *Sega GT* is mouth-watering in the extreme. Pitching itself straight into the *Gran Turismo* market, the game is set to be an ultra-realistic driving sim, in which players can tune engines, buy spare parts and compete in full-scale championship seasons. A decent racing title with plenty of depth is an essential part of any console's software arsenal – along with *Metropolis Street Racer*, Dreamcast will soon have two. Read the full news story on page 051.

EUROPE: EUROPEAN LAUNCH

It's a rare thing in the videogame industry for a company to be caught completely off-guard by its own success. But that is what has happened to Sega over the last few months, culminating in the European roll-out of Dreamcast. In the machine's first four days on sale in Europe, it shifted 185,000 units, 63,000 of those in the UK. This is completely unprecedented stuff. So unprecedented in fact, that Sega and BT just couldn't handle the number of new owners clambering to get online with their new consoles. 25,000 people tried to hook up to the Web in 24 hours, creating a traffic jam to rival the M25 on a Friday night. As problems go, this is the sort Sega could only have dreamed of a few months ago. Let the good times roll.

AUSTRALIA: OZ DELAY

Antipodean distributor OziSoft has delayed the Australia launch of Dreamcast until November 30. The company wasn't sure it would have enough machines ready by October to meet expected demand for the console. Streuth, as our cousins Bruce and Sheila might say.

COLOUR CONTROL

Sega of America has begun selling coloured controllers on its Website. You can now buy translucent red, blue or green pads for $29.99. They're also selling cuddly Sonic, Knuckles and Big the Cat figures too if you're really interested.

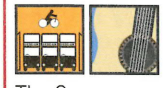
ELEGANT ENGINE

Tremor Entertainment is porting an advanced PC 3D engine called LithTech to Dreamcast. The engine has been used in loads of first-person shooters, including *Shogo* and *Blood 2*. Tremor plans to license the engine to DC developers.

MIDWAY MILLIONS

Midway has received a massive boost to its annual finances thanks to Dreamcast. For the period up to September 30 the company reported software sales of $75.8m, $34m of which came from DC titles like *R2R* and *Hydro Thunder*.

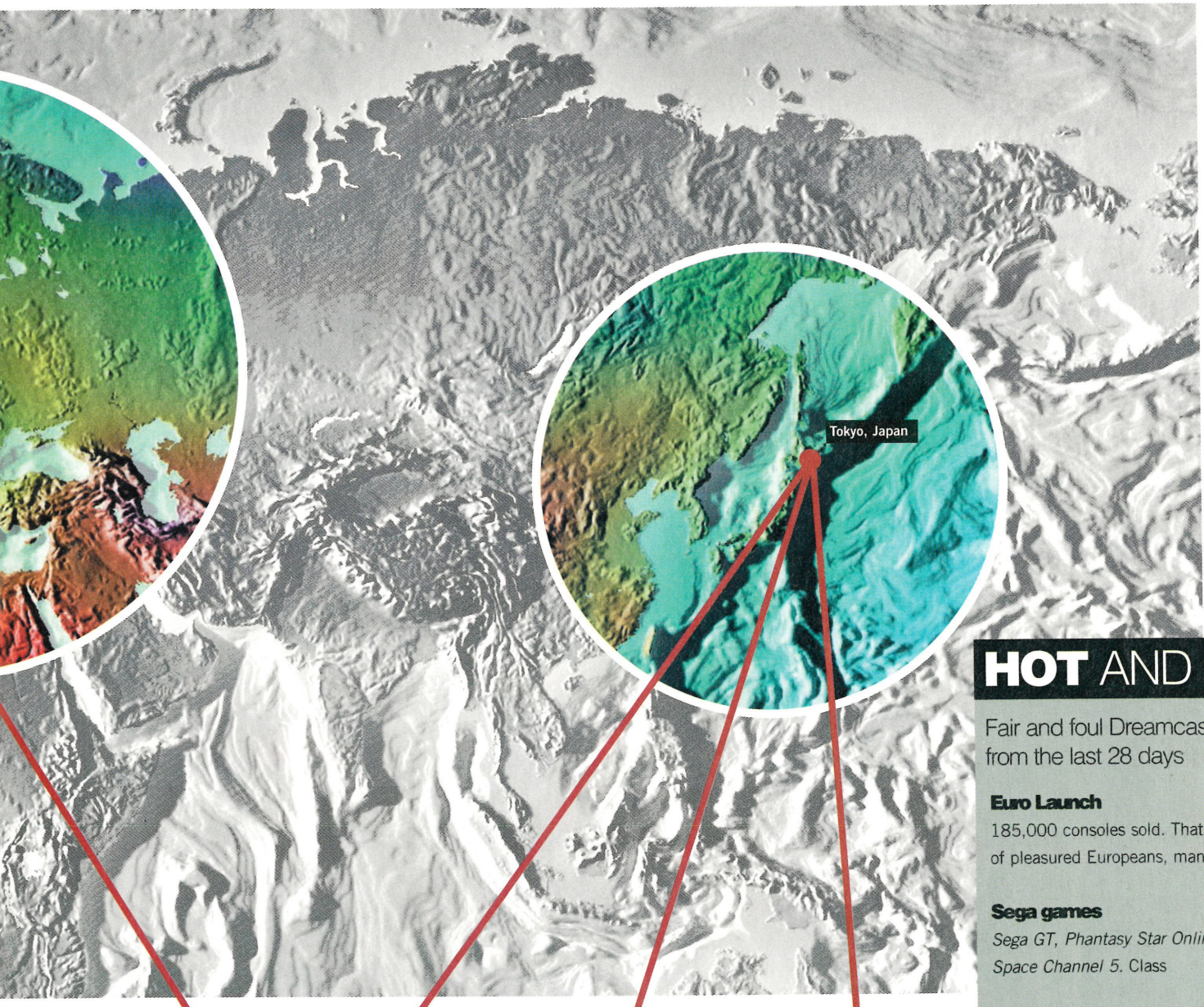
LARGIN' IT



The Sega-sponsored Perfecto Dreamcast College Tour – featuring Paul Oakenfold and assorted label mates – went down well this month at each of the university venues, no doubt heightening DC's image amongst the students. Cool.

KEY

Commercial suicide · Delay · Crap · News flash · New thing · Sex · Cunning stunt · Bad language · Partnership · Music



PIXEL PERFECT

Brighton-based developer Pixel Planet has got together with UK software house Climax to develop a new driving game for Dreamcast. *Stunt Driver* apparently utilises a revolutionary new 3D engine and should be out late next year.

ALL ABOARD

Taito is converting its hugely popular train simulation *Densha de Go 2* to Dreamcast. The game requires you to drive a train along a number of routes stopping from time to time to pick up passengers. Are you still awake?

CUTE PUSSY

Sega Enterprises has manufactured a special Hello Kitty Dreamcast, which comes in either translucent blue or red and features images of the happy little cat, beloved of Japanese children. A controller, VM unit and keyboard are also available.

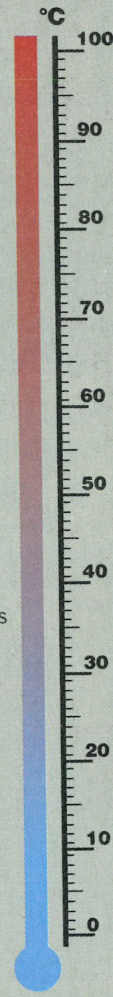
POCKET SONIC

A Sonic the Hedgehog game for Neo Geo Pocket will be released in Japan on December 16. *Sonic Pocket Adventure* is a 2D platformer which uses elements from previous titles in the series. A European version hasn't been announced yet.

Internet stuff · Cashing in · Sport · Only in Japan · Fight · Cool happening · Sheep · Mad behaviour · Rude · Event

HOT AND NOT

Fair and foul Dreamcast happenings from the last 28 days



Euro Launch
185,000 consoles sold. That's a lot of pleasured Europeans, man

Sega games
Sega GT, Phantasy Star Online, Space Channel 5. Class

Birthday cake
Christian, Esther and Caspar all had birthdays. We all had cake

Late night drinking
Seems like a good idea at the time. It isn't. Lord help us, it isn't

NBA delay
Showtime showed up just three days before deadline. Which was fun

Arse' is out
Sega's pet team Arsenal is out of the Champions' League. Shame

Beans in chocolate sauce
Christian bet Stephen he couldn't eat a whole can. Stephen lost

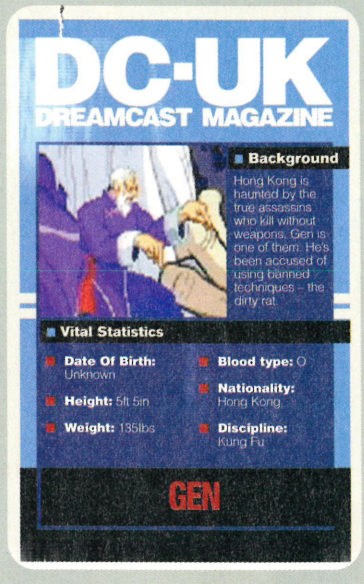
TRUMPS

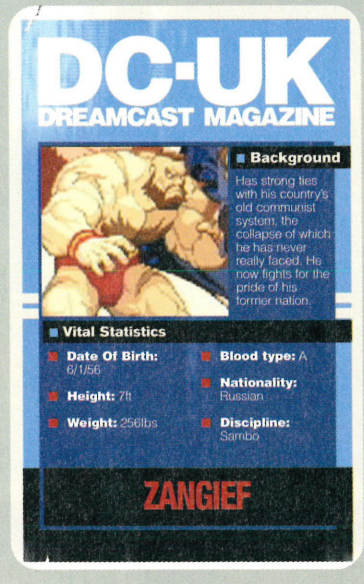
The heroes and villains of the legendary *Street Fighter* series show us their vitals

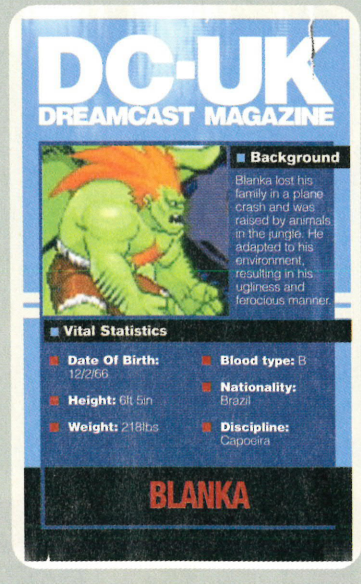
Before your *Virtua Fighters*, *Power Stones* and *Soul Calibur*s there was only one truly great beat 'em up. Capcom's legendary *Street Fighter* series battered its way to the fore of the public imagination, with irresistible gameplay and classy 2D characters.

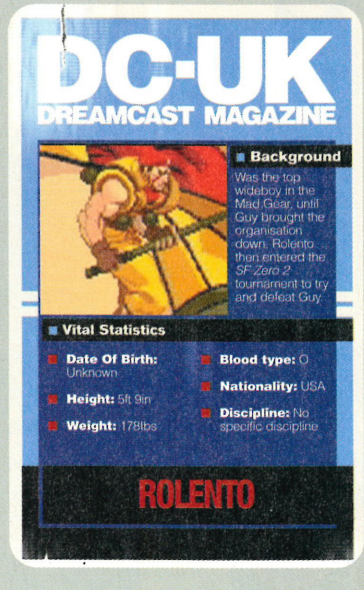
From its coin-op origins, through its arcade-perfect incarnations on the Super NES and PlayStation, to Dreamcast's fantastic *SFA3*, fans have spent years perfecting each character's outlandish special moves. The catch phrases that accompany the moves will resound well into the next millennium; Guile's "Sonic boom!", Ryu's "Shiruken!" and Dhalsim's "Yoga flame!" were generation-defining sound bites. Sad, but true.

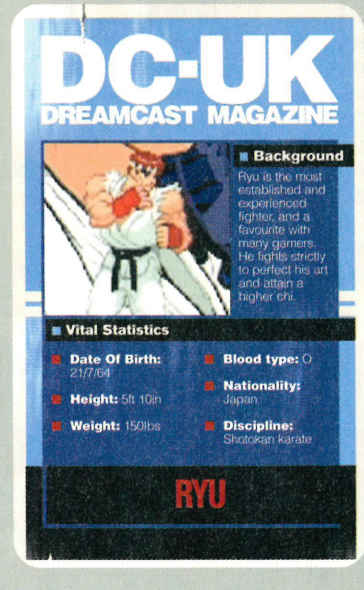
Go on: relive your youth once again with our *Street Fighter* trumps ■

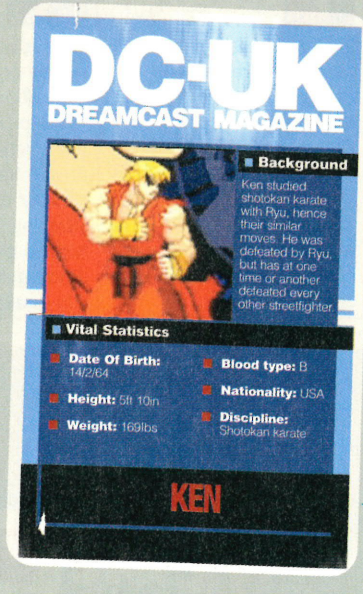


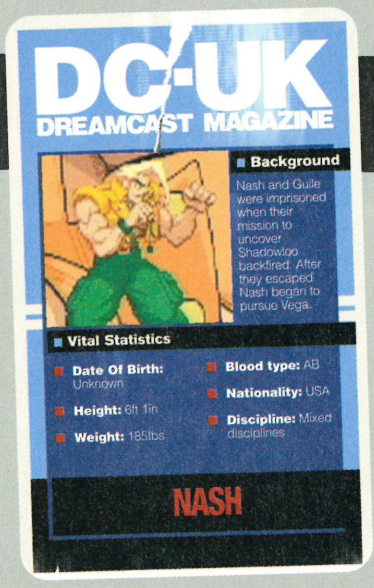


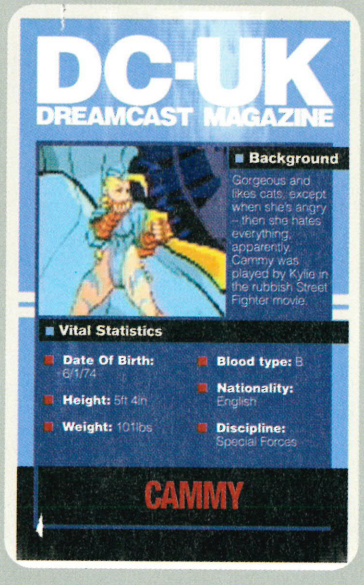












ABSOLUTELY **FACT**

Our industry insider comes over all festive and forecasts a massive success for Dreamcast this Christmas

Christmas is coming, which means mince pies, guilt-free mid-morning drinking, good telly, and the special kind of disappointment that can only come from receiving the wrong presents. Can a colourful jumper and a Terry's Chocolate Orange substitute for a shiny Dreamcast and a couple of top games? Simply put, no. Tell grandma that unless she blows at least three weeks' pension on your Sega-branded super-machine she can stick her tatty family heirlooms and Werthers Originals.

Dreamcast will own Santa's ass this year. Teletubbies are a spent force, Furbies are long forgotten, and the butch Action Man has only ever appealed to the tiny homo-erotic sector of the toy market, which pretty much leaves Dreamcast as the only hyped and exciting new product this Chrimbo.

Dropping hints will be easy enough. All the big stores will be piling Dreamcasts high, with blue and white boxes stacked temptingly across the whole country and *Soul Calibur* whispering, "You want me. Come on, buy me now – buy me hard," seductively from the shelves. Children of all ages will be employing that classic method of leaving various catalogues placed around the house and left open at the Dreamcast page, while dad clears it with mum so that he can 'accidentally' visit a few of the 10 million Pamela Anderson Websites on the Internet after little Tommy's gone to bed.

Plus, with a Dreamcast plugged into the telephone socket all day, you'll have the perfect excuse not to talk to all your boring, drunk, old relatives on Christmas Day. Everybody wins with Dreamcast, you see ■

> "The lack of **online gaming** hasn't affected **Dreamcast sales**"

You can't move in my local Dixons for school kids playing *Ready 2 Rumble*. What is it about that game that lures innocent children away from their valuable education towards a life of gaming? It's only boxing, not football or mudwrestling. *R2R* is your classic, muck-about fun – what journalists call an after-pub game, despite most people's after-pub fun consisting simply of trying not to set fire to themselves while cooking the toast.

The lack of online gaming hasn't affected Dreamcast sales one bit. It seems that some of the old twoplayer on *Ready 2 Rumble* in the local hoover shop is doing more to sell Dreamcast than all the rave reviews of *Sonic Adventure*, promises of billions of players and free email have. The appeal of Dreamcast is such that it will be played long after the pine needles have been removed from the carpet, and no one will moan about the telephone bill. The old ways are always the best ■

'Dave 2000'

GUY MILLER

Shadow Man's creator has his finger on your pulse. Better watch that he doesn't start squeezing too hard...

PROFILE

- **Name:** Guy Miller
- **History:** One of the first to put 'Game Designer' on his CV, Miller was Head of Creative Design at the legendary developer Rare for five years, where he designed *Battletoads*, and Creative Director at Core Design for six, where he worked on *Tomb Raider*. He's now Creative Director at Acclaim's Teeside Studios.

Guy Miller's reputation proceeds him. "Oh, you're off to meet Serial Miller," quipped an editor. "Don't let him take off the mask." But you ask for a reputation like that by creating *Shadow Man*, a dark game with a serial killer subplot that'll have you reaching for The Exorcist to calm you down before bedtime. Of course, shaving all your hair off and setting yourself on fire for the game's launch also ups your psycho status. Meet Miller, though, and he's as softly spoken as the friendly landlord of a local pub on the moors. But then it's always the quiet ones you have to watch.

What did you do before making games?
I did a degree in fine art, then I was an actor, a barman, then I designed boxes for M&S. Then I decided to become a freelance designer. I saw an advert in a local paper for Rare and decided they were the local greetings card manufacturer.

How big were they then?
There were 15 people. They'd just sold Ultimate Play the Game. I went along with my portfolio of greetings cards and bullshitted them. Eventually I became head of creative design.

What was Core Design like after Rare?
Refreshing. Rare was only working on Nintendo-type products, while Core was working on all kinds of things like *Battlehawk* and *Soulstar*.

Why did you leave then?
Simon Phipps [Miller's creative partner] and I are good at coming up with ideas and whacking them out, so we were getting the bread and butter stuff rather than the cutting edge titles. We wanted to push the envelope more.

How will you do that beyond Shadow Man?
I want to further explore the narratives in action/adventures. I don't think we've found the right language yet. It's do to with cinematic attitudes. People are aware of how a Hollywood movie should run, so you're forced to create a Western-type narrative for games. Then there's the Japanese B-movie narrative that everyone respects, although I don't. If they were British or American they wouldn't get away with it.

Are there any parallels between you and Shadow Man's hero Mike LeRoi?
Only in the concept paintings – everyone said he looked like me because he was bald and wearing the same sunglasses. But at Core I worked on Lara Croft and I identified hugely with her.

A lot of people claim to have worked on or even invented Lara Croft.
[Smiles] Yes, they do. It was definitely Toby Gard who invented her. My contribution was the name Lara. I wanted to call her Lara Cruise, but Toby wanted her to be quintessentially English.

Have you always liked this scary stuff?
Yeah, I have always been into Stephen King and Clive Barker. I'd like to do the same with games.

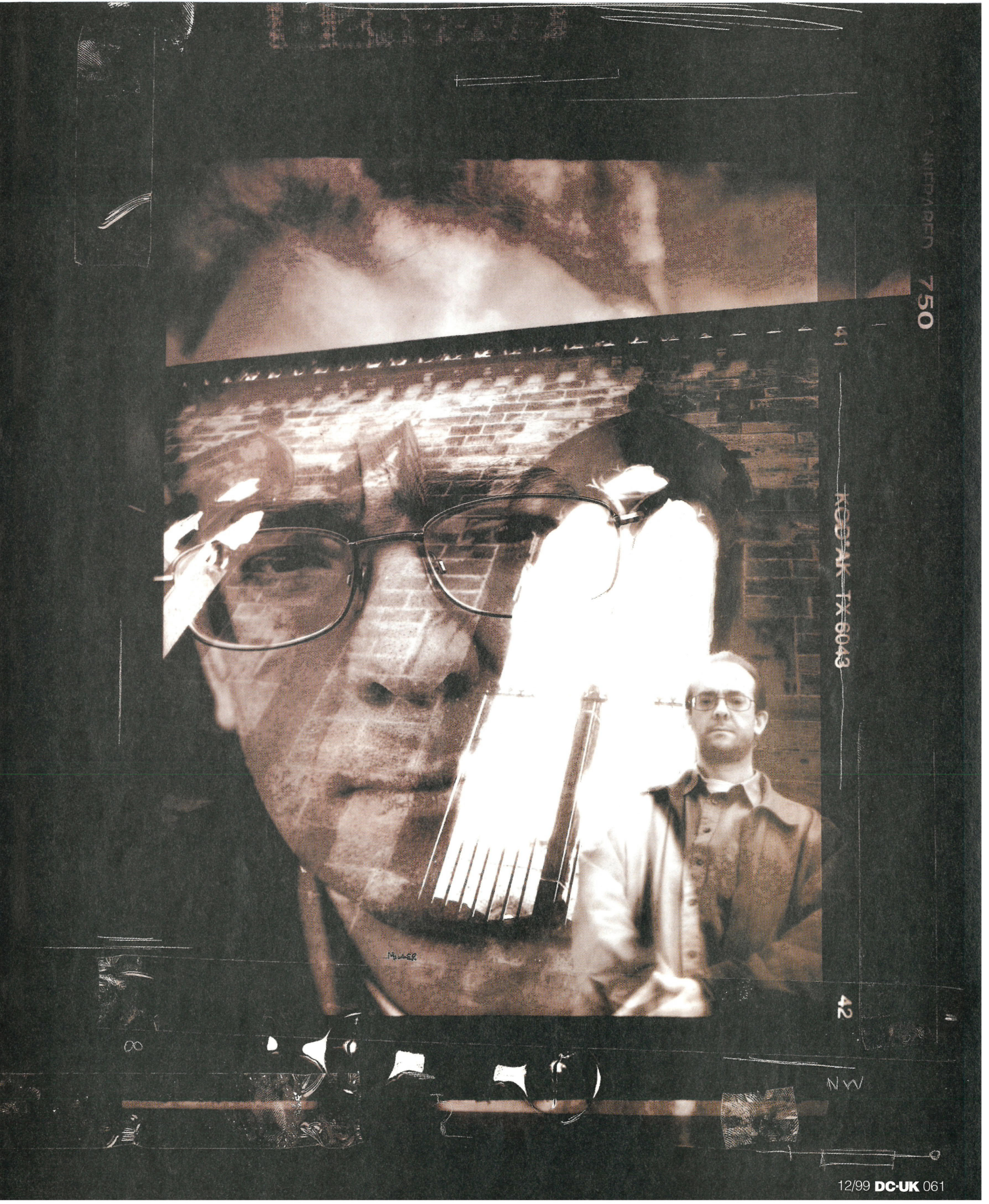
Won't people want to do unspeakably horrible, realistic interactive things as graphics improve?
We need a moral centre. The morals are twisted in, say, the '70s slasher movies – sex is bad, therefore when teenagers have sex they must die – but there's a perverse morality even there.

What would you do if you didn't make games?
Painting. I've just had an exhibition in Oxford. I've written a novel and a screenplay for a TV series, and I wrote a script for a *Battletoads* film.

Where do you get your energy?
I'm driven, I don't know why. Maybe it's Thanatos, the death instinct; [as theorised by Sigmund Freud] the older you get, the less time you feel you have left. Although, I'm probably being a bit premature, because I'm only 38. Horror is all about death, anyway. The fear of death, in all its aspects ■

"I've always liked Stephen King and Clive Barker. **I'd like to do the same with games**"

■ Photography: **Nick Wilson**


KODAK TX 6043
750
41
42

KAZUTOSHI MIYAKE

Having steered Sega Europe through its darkest hours, Miyake-san is betting his house on Dreamcast's success

Sometime karate champion and fulltime Sega stalwart, Kazutoshi Miyake cuts an imposing figure. Having stepped sideways into the role of chief operating officer after Jean-François Cecillion arrived to head-up Sega's European arm, he's been hard at work ensuring that the massive demand for Dreamcast can be met – often working from 7am till 11pm.

Stress-relief comes in the form of an electronic fighting dummy in the office and a piece of timber in the his back garden, both of which are subjected to occasional batterings. "I go out and do push-ups, sit-ups and punching – but only for fun." He smiles and adds, "Sometimes I joke that if I was 15 years younger I would be a good model for *Virtua Fighter*." Agreeing nervously, we begin...

Would you say that Sega's history gives it a better understanding of what gamers want?
In the early days of PlayStation, maybe we did have that view. But after seeing the direction of the next generation machines, I don't compare PlayStation2 with Dreamcast, because we have a game machine. We are going to bring out a video camera for Dreamcast, and we may enhance some other functions – but videogames are our core business. With PS2, I think Sony's looking at it from the point of view of it being a home electric appliance. Sony has sold 50 million consoles, which is fantastic, but I'm sure it's thinking that's only 50 million. We will compete in some areas, but the two companies are going in different directions.

It'll be very interesting to see which way is right...
That's also very interesting to me! Our primary obligation is to sell hardware. In order to do that we have to provide quality titles. A year and a half ago, I said that we'd have about 20 to 30 games within six months of launch. We're now going to have over 50 titles in that time. And we are going to release titles constantly. If by some chance we cannot release one game each week, we're asking thirdparty publishers to fill the gap, so that players are never disappointed. Not many companies can provide such numbers of titles, especially as hardware performance and the investment needed to make games increase. I can't say how many titles Sony will have for PlayStation2, but from what I've heard, not too many.

One of Sega Europe's strongest assets seems to be the 1.5party development system, with selected European game creation funded by Sega. Do the other arms of Sega recognise the programme's importance?
Yes, definitely. This programme has to be looked at in the long term – not just over six months or a year. Out of our first 15 Sega titles in Europe, three are 1.5party titles; *Red Dog*, *Worldwide Soccer* and *Toy Commander*. So three out of 15 are European originals, or about 20 per cent, with the other 80 per cent coming from Japan.

We are funding *Metropolis Street Racer* from Bizarre Creations, and we'd like to sell one million Dreamcasts by the end of March, so for Easter we need a strong title to push sales. That will be *Metropolis*. Sega America needed a shooting game, and we gave them *Toy Commander*. So within the Sega organisation, the 1.5party system is very important.

You've been at Sega Europe for nearly seven years now. Do you think you'll ever return to Japan?
I don't know – I've bought a house in London. It's very unusual for someone my age to take out a 15 year mortgage, and people are saying that I'm crazy. In Japan, when you face an enemy across a river, you can escape very easily while your enemy is crossing the river. If you are standing in front of the river, you cannot escape, you have to go forward. So I've put myself in a that position, with no way to escape – unless Dreamcast succeeds, I can't repay my mortgage ■

PROFILE

- **Name:** Kasutoshi Miyake
- **Title:** Chief Operating Officer of Sega Europe
- **Age:** 52
- **History:** After graduating from university, Miyake went to work for one of Japan's nine big trading houses. After spending several years living in Germany selling cars to Eastern Europe, he decided to start afresh at Sega in 1993. He's well travelled – to say the least. The only European countries he has never visited are Albania and Iceland. That's probably more than the Pope

■ Photography: **Nick Wilson**

Get what you want this Christmas - uk-gamers.com

GAME BOY COLOR

Dreamcast

PlayStation

PC CD ROM

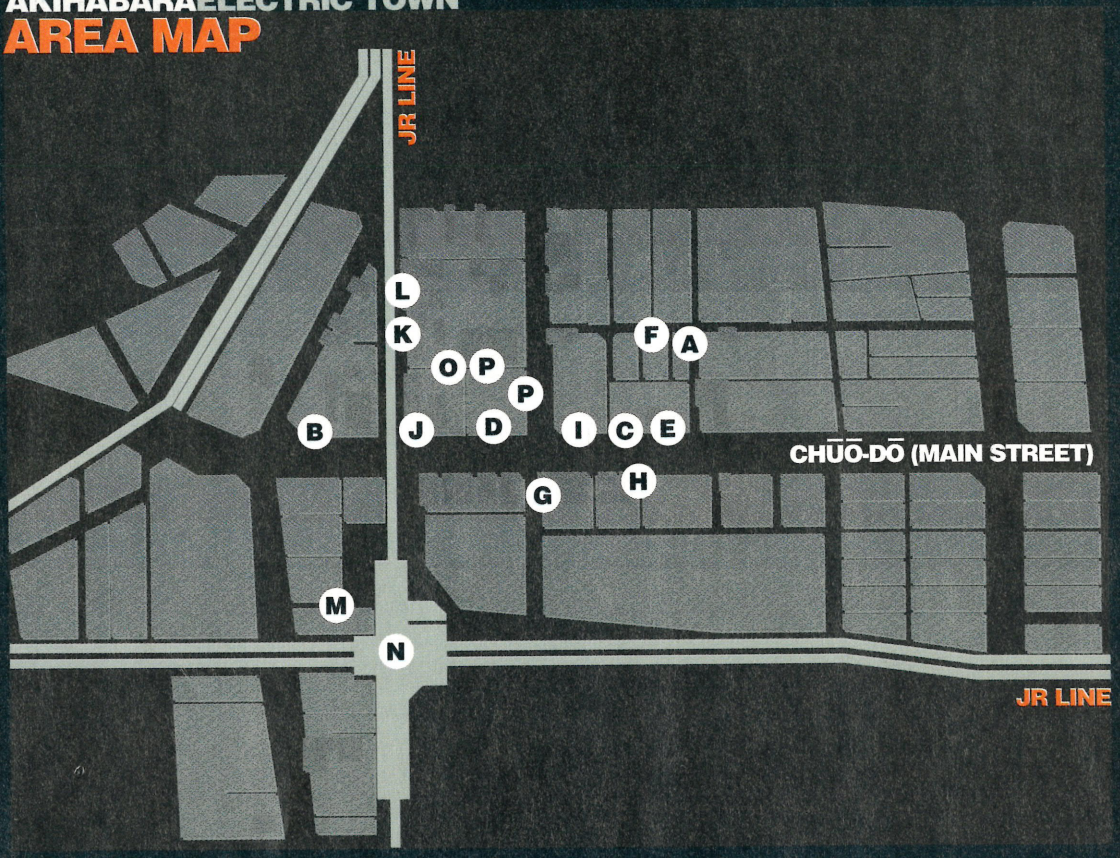
• multiplayer gaming • downloads • free trials • latest releases • online store • tips and cheats • cash prizes • tournaments •

AKIHABARA

WELCOME TO TOKYO'S ELECTRIC TOWN: THE NEON-LIT HEART OF JAPANESE GAME CULTURE

Words & photography:
Caspar Field

AKIHABARA ELECTRIC TOWN
AREA MAP



Often mentioned in the videogame press, Tokyo's Akihabara, or 'Electric Town' (as it's signposted in the local train station), is an electronics market like nothing seen in the West. Forget the charms of London's Tottenham Court Road – compared to Akihabara it's like a small branch of Dixons. Born out of a post-WWII black market that traded mostly in radio parts, the area and its stock have vastly increased in size over the years.

For well over a mile, every nook and cranny of countless multistorey buildings is stacked with new and used electronica. Game systems you've definitely heard of, and others you probably haven't, are all available in large quantities for the discerning Otaku (the Japanese name for obsessive game fanatics) to trawl through. Mobile phones racked by the dozen; PC parts piled high on the shelves; television sets stacked up in the street; MiniDisc players by the lorry load; bootleg Game Boy cartridges; everything half the price it is in the UK – and usually available six months before it becomes available here.

Eye-popping, jaw-dropping, mind-bending: Electric Town is nothing less than a vast cliché-o-rama. If you're into anything vaguely electronic (and our guess is that you are), and you're lucky enough to go intercontinental to Japan, then Akihabara is an unmissable experience. To say the least.

For those of you who might never make it, **DC-UK** presents its guide to some of the area's finest spots, compiled during our visit to the Tokyo Game Show (see **DC-UK** 03). It's in no way comprehensive – we'd need the whole magazine to map all there is to see – but it should give you a strong taste of just how much there is to sample in Akihabara.

A Try-Inc

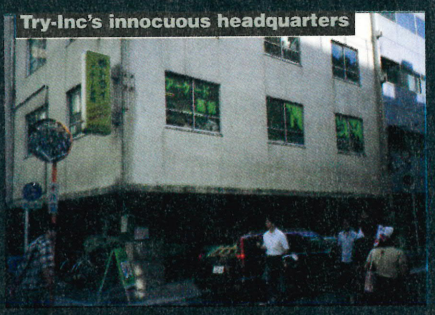
Tucked away on the first floor of an anonymous building off Akihabara's main street, Try-Inc specialises in systems which let you run original arcade boards at home. Forget about 'arcade perfect' home conversions – why not have the real thing instead? Costing between ¥15,800 (£93) and ¥38,000 (£224), these large adaptor boxes feature twin sets of traditional coin-op joysticks and buttons, plus full wiring looms for connecting the game boards to.

The narrow flight of stairs to Try-Inc's office gives no clue to the fact that at the top of it are hundreds of second-hand games. Ranging from classics, like Irem's *R-Type II* for ¥8,000 (£47), to recent Capcom hits such as *Marvel Vs Capcom* at ¥36,000 (£212), the choice is astounding. And if you happen to be seriously wealthy – not to mention seriously into games – all the latest Naomi coin-ops can be picked-up there too.

Try-Inc's full cabinet coin-ops

The arcade adaptor box

Try-Inc's innocuous headquarters



B Laox

Akihabara's biggest and best-known chain, Laox, is spread across a dozen sites around the district. Some of its towering shrines to the world of videogaming are truly awe-inspiring, with gigantic videowalls and garish neon lights adorning their exteriors. Once inside, things are no-less impressive, with whole floors dedicated to a single console. Every peripheral imaginable, and every game

A Laox store's three floors of joy

AKIHABARA

Laox's duty free centre

in recent memory is stocked there.

While its prices aren't the lowest in Akihabara, generally matching the recommended Japanese retail price of around ¥5,800 (£34) for a new Dreamcast release, Laox's all-encompassing approach can only be appreciated. As with other stores, it's the little things that count in its favour – like dedicating four floors of one of its buildings just for export sales (and it even has a Website translated into English – **www.laox.co.jp/english/index.html**). Amazing.

C Softmap

Laox's main rival in Electric Town is Softmap – a similarly impressive chain of shops which carry just about everything videogame-related you could ever possibly desire. While arguably not quite as smart-looking as Laox, Softmap goods tend to be slightly cheaper, although not by much. While Dreamcast games in Japan are currently priced anywhere between ¥4,800 (£28) and ¥6,800 (£40), the Dreamcast console itself is far cheaper than you'll find it here in the West, coming in at about ¥19,800 (£116).

D Softmap 13

Venturing up to the third floor of Softmap store 13, via a cramped stairway, reveals one of Akihabara's many second-hand treasure-troves. For the dedicated Sega fan there are countless Mega Drive and Saturn games – all kept in pristine condition by their previous owners (none of the ragged boxes you see in UK shops). Used Saturns can be found in abundance and various guises, from the limited edition translucent version at ¥9,800 (£57) to the less rare white version at ¥5,950 (£35). Games cost from ¥1,500 (£9) to ¥3,000 (£18) and beyond.

Discount Saturns at Softmap 13

E Messe Sanoh

Like the larger shops, this store is a cramped affair, with products piled from floor to ceiling. Some game racks are topped with LCD screens showing-off the latest releases, while outside on the pavement, demo machines sit (sometimes under sheets of plastic when it's raining), running titles that are yet to be released. Compared to Laox and Softmap, Messe Sanoh is slightly more Western in its feel and layout. Slightly.

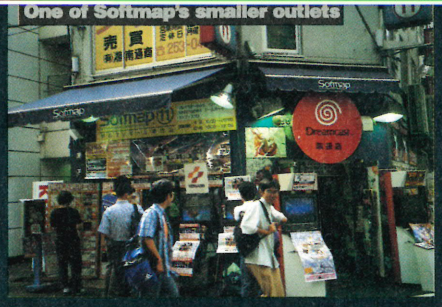
While **DC-UK** was in Messe Sanoh, Sega ran a post-Tokyo Game Show demonstration of its new Dreamcast titles on the road in front, drawing a massive crowd. On Sundays, the local police close Akihabara's six-lane high street to traffic, due to the thousands of shoppers flowing between the pavements.

Messe Sanoh's LCD displays

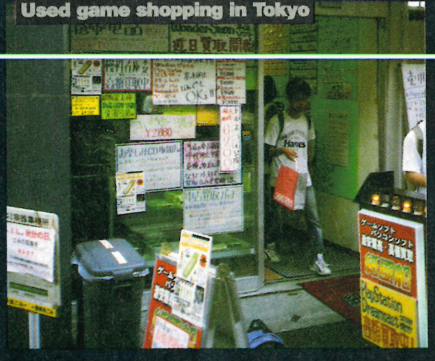
F Second-hand game store

Sited on one of Electric Town's bustling sideroads, this shop specialises in the controversial – in Japan – trading of second-hand games. However, 'used' in Japan and 'used' in the West clearly mean very different things. Graded as S, A, B and C, all the Dreamcast titles I snapped up, including *Pata Pies* for a paltry ¥1,980 (£11) and a one week-old copy of *Gundam Side Story* for just ¥3,980 (£23), were absolutely immaculate. Japanese people treat their gaming with the same meticulous care they do everything else. That's not stereotyping, just the truth.

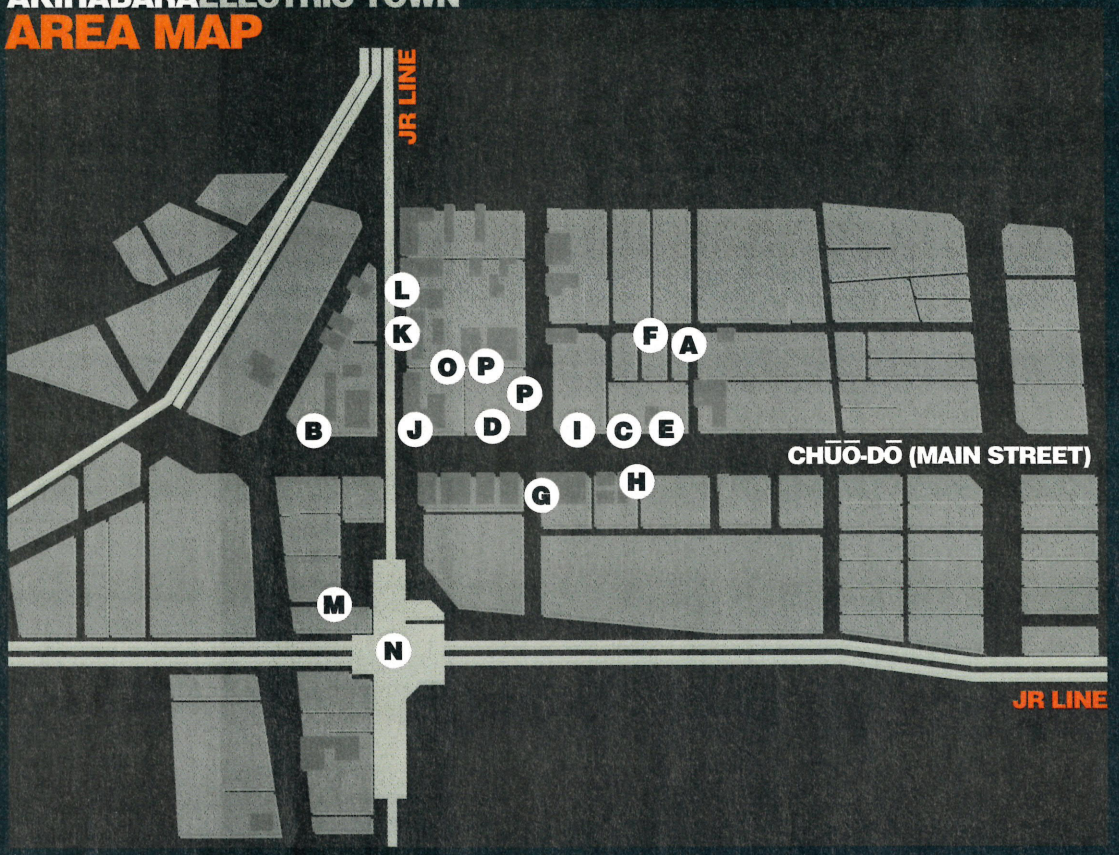
New DC games outside Messe Sanoh



One of Softmap's smaller outlets


Used game shopping in Tokyo

AKIHABARA ELECTRIC TOWN AREA MAP



G McDonalds

Once Akihabara's delights have exhausted you (after about five minutes, usually), there's nothing more comforting than to trundle into the loving arms of Uncle Ronald. While it might seem outrageous to travel half-way around the globe to eat the same junk food available on your local high street, there's a Japanese twist to this gaijin (slang for Westerner) eatery. Menu options include a 'Teriyaki McBurger', a 'Chicken Tatua' and, wonderfully, a 'Smile' for the budget price of ¥0. For that true Japanese burger taste, seek out McDonalds' local competition, Mos Burger.

H T-Zone

A true colossus of Electric Town retailing, T-Zone is a vast department store which carries everything from £15,000 digital fish tanks to powered massage chairs. However, the ground floor hides a special treat for the avid videogamer: a merchandise store branded with the all-conquering Famitsu logo.

Famitsu Weekly is Japan's largest game magazine, selling around 400,000 copies every week of the year, which is over 1.7 million each month. By comparison, the best-selling console title in the West is Future's Official PlayStation Magazine, shifting a still impressive 380,000 copies monthly.

This Famitsu shop carries some great T-shirts, bearing the kind of design guaranteeing kudos in even the coolest parts of London. The game industry might *try* to be mass market in the West: in Japan it truly is: it leads youth culture. Other notables include a full *Final Fantasy VII* costume, and some ludicrously detailed game guides (see this month's NTSC).

T-Zone's Famitsu shop

I Yamagiwa Soft

If you're seeking a break from the games, games and more games stocked elsewhere, then Yamagiwa Soft carries all the latest UK music releases. Many of these feature bonus tracks that don't make it to our versions of some albums (I bought Leftfield's Rhythm and Stealth for ¥2,520, or £14, with an exclusive remix of Phat Planet added).

J Sega Hi-Tech Land

Prominently placed near Akihabara station, Sega Hi-Tech Land is often used to showcase early versions of Sega arcade machines. Centre of attention while we were there was *Ferrari 355 Challenge*, while on a previous visit I've sampled a pre-release *Ring Out 4x4*, Sega's manic bump 'em out truck game. Trip down the stairs into the basement and you discover a room jam-packed with largely 2D beat 'em ups, which are still very Big in Japan.

Sega Hi-Tech Land in full flow

K Game and Soft/Game One

Two more notable videogame stores featuring several floors of interactive wonders. Looking around reveals that Nintendo's Famicom and Super Famicom (aka NES and SNES

Game One under the JR Line

AKIHABARA

respectively), are still available in good quantities of both hard and software. Saturn sold well in its home territory, ending its run at over five million consoles, and as elsewhere there's a wide choice of titles still on offer.

L Ishimaru

If it's MiniDisc players, CD Discmans or similar portable paraphernalia you're seeking, then Ishimaru is a good place to look. Stocking dozens (and we do mean dozens) of colours, makes and designs, all at jaw-drop prices (like a high-spec Sony CD player for around £40), Ishimaru's patient staff are incredibly helpful. It even stocks UK plugs and power convertors. It's also worth noting that Ishimaru takes Visa cards, while many other stores only accept hard cash.

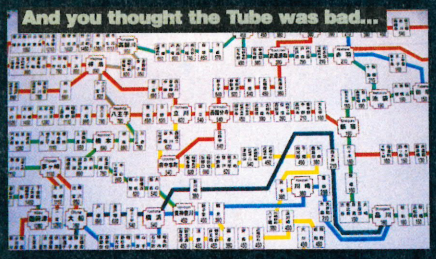
M Station Market

This mini-maze of stores and stalls is one of the first things that sucks out your eyeballs as you stumble from the train station. Countless traders offer desirable electronics in amounts large enough to give your bank manager a coronary. Wild car hi-fi's, sexy television sets, and neck-snapping audio equipment tower on teetering shelves, all at very attractive prices.

Mobile phones, Akihabara-style

N JR Line Station

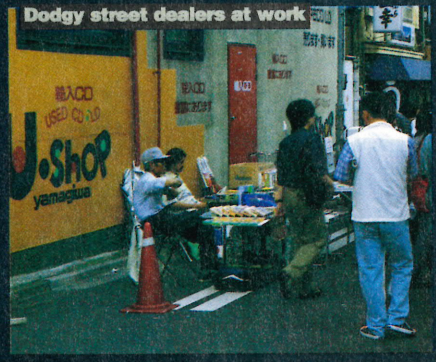
Travel to Akihabara via the Tokyo mass-transit system is not as hair-raising as it might at first seem, although the underground maps need careful studying before battle commences. Terrifyingly, some stops don't have their names written in Arabic characters, which can often leave you feeling like a stranger in a very strange land. However, the JR Line is fairly easy to use – and runs over-ground.


And you thought the Tube was bad...

One often-opted-for alternative to the train is to take a taxi. However, these can prove one of Tokyo's more expensive luxuries, especially when compared to the ¥160 (95p) train tickets. One trans-Tokyo cab ride I've been on ended up costing on the painful side of £70, although, bless 'em, Sega was paying so I didn't mind too much.

O Bootleggers

Akihabara's streets are lined with traders flogging everything from PC hard disks and cases to complete laptops (demonstrated while sitting on cardboard boxes and running off a car battery, no less). However, every now and again, bootleggers can be found, openly peddling their dodgy wares. Technically


Dodgy street dealers at work

curious and legally spurious marvels such as 20-in-1 Game Boy Color game packs can be bought for around ¥8,000 (£47),

P Game/CD/LD/Video

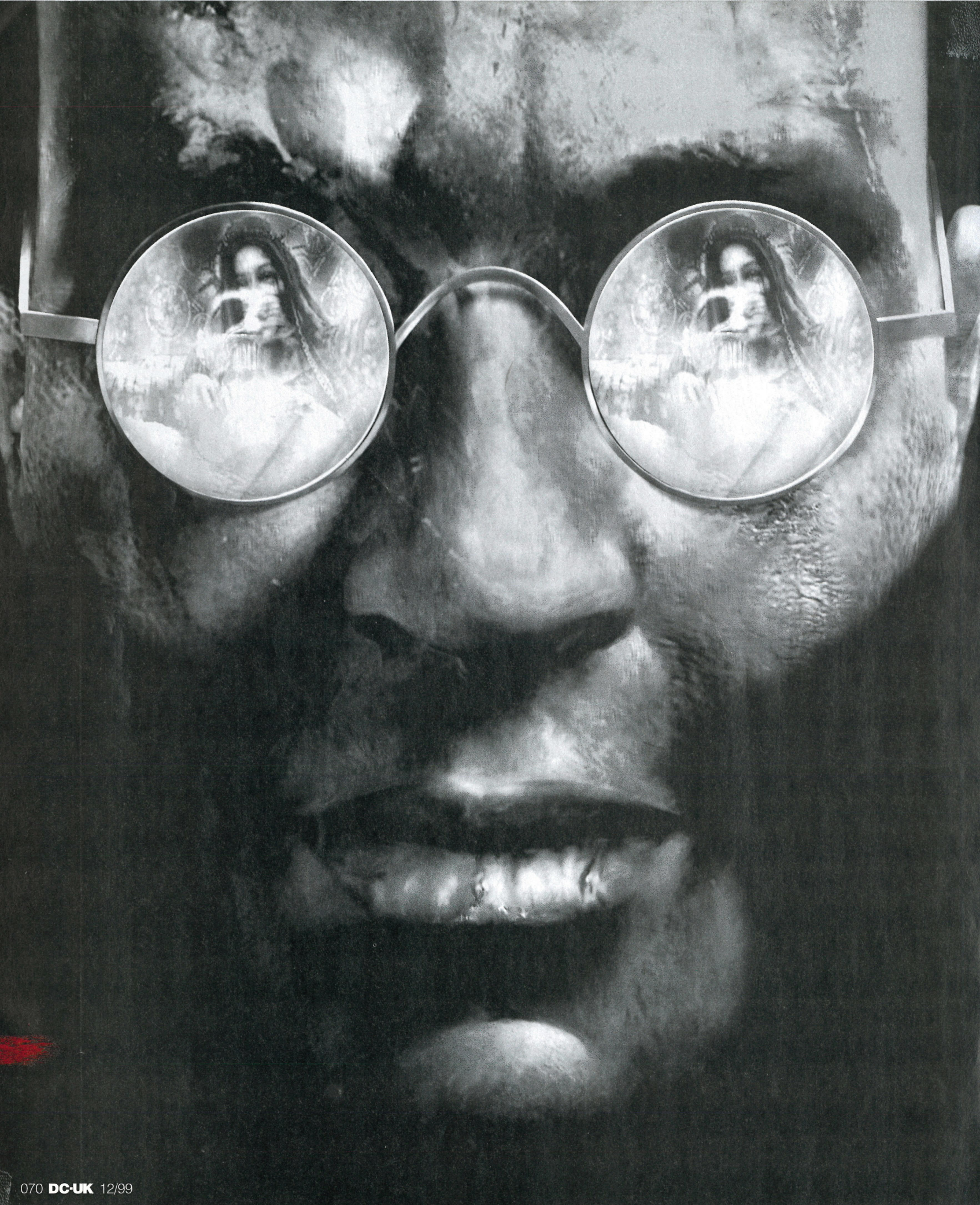
Yet more shelves upon shelves of Dreamcast, Saturn, PlayStation, SNES, NES and NeoGeo games, plus music CDs, LaserDiscs and DVDs... If you're not exhausted by now, then this centre (which does have a proper Japanese name but I couldn't decipher it – sorry), has a massive selection of titles at competitive prices.

Q Laox Macintosh Centre

Japanese people are, quite sensibly, big fans of the Apple Macintosh. Several stores are dedicated to the worship of Steve Jobs' baby, with this Laox tower among them. The iMac is a big hit in Japan, and colour co-ordinated printers, scanners, disc boxes, mouse mats and God knows what else are all offered. LCD monitors are fast becoming standard issue in the Land of the Rising Sun, with all the latest, most-desirable models on display ■

This is just a taster of what Akihabara has to offer. And impressive though it is, amid Tokyo's vast industrial sprawl Electric Town is just one of a thousand unmissable sights. Sell the car, the house, your gran, whatever, and jet over there. We promise you won't regret it.

Outside the JR Line station



Hearts of Darkness

Acclaim's **Shadow Man** makes the Blair Witch Project look as scary as the Prime Minister's kids dressed up for Halloween.

Owain Bennallack journeys up river to meet the makers of this madness

Darkness. A long journey into darkness. Tunnels without light at the end. Emerge into a wasteland. Violence mugs the air. Figures scurrying from shadows to shade. Animal howls in the distance. Yes, Tees side looked like the sort of base you'd choose to create a nightmare vision like *Shadow Man*.

Flashback the chief ran the videotape slow.

"What is it chief?"

"Shhh," he said, knocking the lights off with a lazy practised backhand. "Watch."

Some bad place. Screams and an endless keening roar. A wretched soul opens out his own stomach with a blade. A man stumbles backward down a corridor releasing volley after volley into something that looks vaguely human swinging a bloody meat hook.

Footage of a ritual. A face appears in sketchy black and white.

"Miller," says the chief. "He made all this."

The handheld camera shakes with fear or exhaustion. A balding head with its back to the camera, painting. Primitive shapes stare each other out across the canvas. Miller throws down the brushes and turns to face the camera.

"Horror and violence in fantasy is cathartic," says Miller, in a well-spoken accent that could find a home as a scientist in an old Hammer Horror movie. "I don't know how well-grounded the argument is, but basically, if you get off on it in fantasy, maybe you won't get off on it in reality."

Now the footage showed a darkened room. Banks of computer screens cast an eerie green luminescence into the gloomy chamber. Zooms in on a screen, where an artist's work depicts a rotating beast losing and gaining arms, seemingly at its own whim. At the next ▸

Simon Phipps: "We had to make it the most abominable place in the universe. We took it as close to the wire as we could, then rewound a bit"

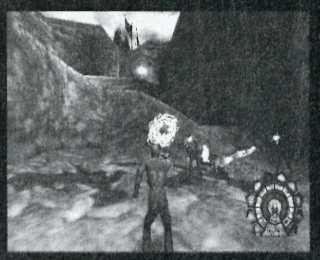
monitor, a programmer throws down line after line of code, conjuring the whole show to life.

Another face. "Phipps, Simon," says the chief. "Miller's partner in crime." Phipps looks younger, alert. In my notebook I scribble, "the brains behind the madness?"

He's talking. "To achieve our aim of bringing this dark psycho-horror to the mainstream, we start with a seemingly innocent adventure game which slowly increases in complexity, gradually exposing the players to sinister themes and shocking images, voodoo texts and FBI serial-killer profiles."

The camera looks over Phipps' shoulder and out to the river and the town beyond. And I recognise the town.

Today: And so now I'm closing on the address a man without teeth had scrawled onto the back of my train ticket. I half expect to see



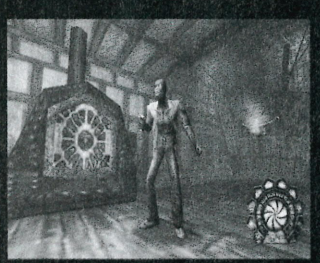
smoke billowing and ectoplasm climbing up the walls, but it all looks serene enough. But my eyesight is blurry. Last night I'd opened a Fed Ex'd parcel from the chief. It contained an unfinished early copy of *Shadow Man*, which I'd explored until 5am. When I had finished I'd turned all the mirrors to face the wall and switched on every light in the house before going to my bed.

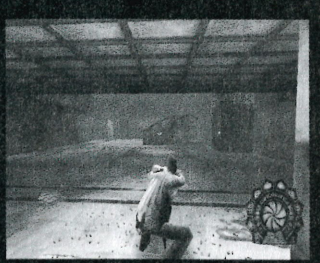
Flashback: It's the life of a killer who gets a passport to the afterlife – and a way back too. Imbued with special powers by a voodoo sorceress who implants a ShadowMask in his chest, ex-English literature student and sometime hitman Mike LeRoi finds himself in the thin, morally grey line between now and the Apocalypse, where he must save mankind from The Five, a group of undead serial killers. Travelling back and forth between this world, Liveside, and Deadside, 'where everyone goes when they die', LeRoi's task is an unenviable one, particularly since the environs of Deadside suggest there isn't much worth saving people for in the long run anyway...

But LeRoi's lucky. In the Deadside he's Shadow Man, an undead voodoo warrior. And the ShadowMask in his chest gives him real power in that dark world. And he can't die, because he's already dead. Shadow Man is not your typical raider of tombs.

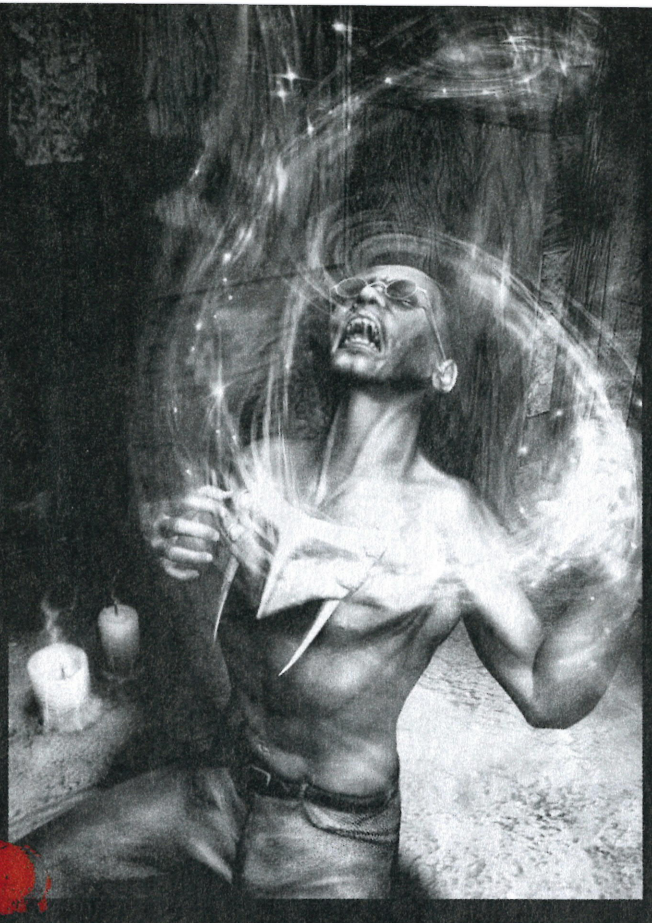
Hacking through the buzzing bayous of Louisiana gives way to a jaunt into Deadside to locate and enter the soaring fortress that is The Asylum, the home of history's killers. And when you get there, you discover that's only the start, the world opening like a stretched frog on a dissection table. Serial killers must be hunted down to act as portals between dark and light. Prophetic voodoo texts hint at worse to come. And all the time you're fighting, shooting and conjuring your way past the insane and the bad.

What's behind all this chaos?





Hearts of Darkness



Notes from the underground

My experiences with Miller and Phipps' creation had given me some clues, and I soon tracked down the source of their strange milieu. An Acclaim comic by the name of Shadow Man set the scene – the voodoo, LeRoi, the lot. Clearly Miller and Phipps' had woven the comics into their fantasy creation.

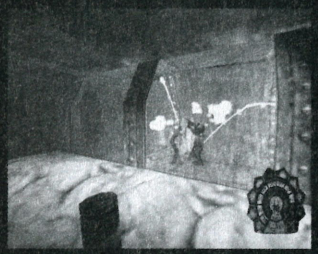
Now, chatting with Miller and Phipps under the guise of a potential recruit to their dark cause, it all comes out thick and fast.

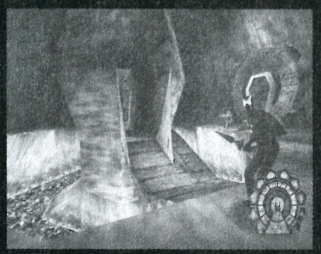
"We'd been working on a game called *Malice* long before Acclaim sent us the Shadow Man comics," reveals Miller. The idea was inspired by *Zelda* on the SNES, with its rooms-within-rooms opened up by gaining quest objects or special powers. *Malice* was to push the *Tomb Raider*-style of gameplay in a non-linear direction, based around *Zelda* and *Mario 64*-style hubs.

"We married our initial concept with Shadow Man," says Miller. "The main character in the comics was much more interesting than ours because of his ability to travel between two worlds."

As well as a name and a hero, the comics informed the whole graphic look and feel of *Shadow Man*, with its angular, stylised protagonists and its use of cut-scenes. But like many a cult, Miller and Phipps eventually turned away from their sacred text. By Episode Five, they felt the subplots and intrigues of the graphic novel spiralling out of control. They needed to pin down Mike LeRoi, whereas the comics changed their tune continually, taking on different artists and writers almost every issue – each with their own ideas of where to take the story.

"Towards the end they even got a voodoo adherent to write them," says Miller. "It got into some very peculiar, obscure story lines that were right out there." I raise my eyebrows, but he lets it pass.





AN INTERVIEW WITH DOCTOR DEATH

Dr Pauli Simone is a psychiatrist who specialises in offender profiling. We asked this psycho sleuth how we might catch our killers of today.

DC-UK How do you get inside the serial killer's head?

PS One can not generalise and talk about a serial killer as an idiopathic entity…

DC-UK Sorry?

PS Serial killers aren't all the same. One has to consider each crime individually, with a full brief from those fully informed about the crime. Close liaison with the investigating police officers is essential in building a mental picture of what really happened.

DC-UK Oh. What about more general clues?

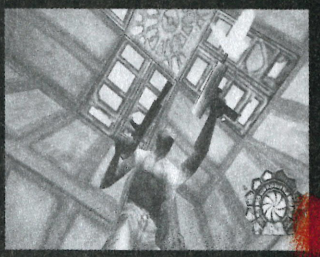
PS There may be signs that can help. For example, was there an obvious motive to the killing? Does it follow a pattern of deaths in the area that might indicate seriality as a possibility?

DC-UK But how do we work out that he must be six foot three with Irish hair? Is that a myth?

PS Well, there are broad characteristics into which patterns of criminals fall. Males predominate, often with a history of increasing violence. In the background of such an individual one may find sadistic behaviour such as killing cats and dogs in addition to gradually declining function in everyday social tasks. Such a person would not show remorse for you or me, would be extremely self-centred and live only for the here and now.

DC-UK But in a movie like Kiss The Girls, where Morgan Freeman works out the crimes are being committed by two doctors, or something like our very own Cracker, it seems more precise.

PS Well that's cinema for you. The reality is different. There are many cases to which offender profilers are attached with little success. However, this speciality is still developing and with more research further profilers may be trained to provide results of greater precision.



"We have to deal in absolutes," offers Phipps. "What can Shadow Man do? What can't he do? And the comic books didn't deal with Deadside at all, which gave us the opportunity to go off and create the whole thing ourselves."

Interestingly, they reveal Acclaim plans to re-launch the Shadow Man comic books on the back of their creation. Having given the game artistic credibility, the hope is that it will repay the favour by resurrecting interest in the narrative with *Turok*-like sales.

Into the abyss

Miller lights his sixth cigarette. Simon Phipps, glowing with a health suggestive of a pact with some dark force, sips his mineral water.

"We didn't want *Shadow Man* to be simply a cipher for you in the game world," he says. "We wanted to make Mike LeRoi – the Shadow Man – a character in his own right. That is the strength of the third person perspective. Mike progresses throughout the game – at the start he's a reluctant hero but by the end he is the Lord of Deadside."

More influences. Miller cites The Hero of a Thousand Faces by Joseph Campbell. In this early anthropological work Campbell drew comparisons between myths and legends across cultures, discerning a single 'monomyth' whose rules underlie all quest adventures.

What sort of rules?

"Oh God, you could write a book about it and he did!" says Miller.

Just roughly…

"Basically, every hero has a call to adventure that takes him outside of his comfort zone," Miller explains. "He is called into play in an alien environment where he descends into the belly of the beast and then he rejects the call, before finally accepting his fate."

"You can see it in everything – it's so obvious in the film The Matrix, for example, that I wonder whether the writer actually read the book himself," he muses. "But then again, Jung said that the monomyth is part of the collective unconscious. It could be that it's within us all, and that could be why certain myths and certain stories have a profound effect on all of us."

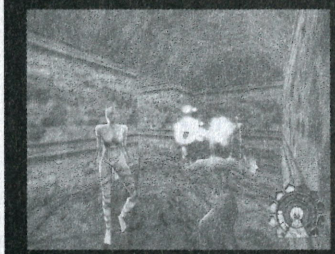
"We were also interested in Apocalypse Now," reveals Miller. "The internal dialogue in *Shadow Man* is very much like Willard going down the river in Apocalypse Now, reading files on Kurtz and wondering about the rights and wrongs of what he's supposed to do."

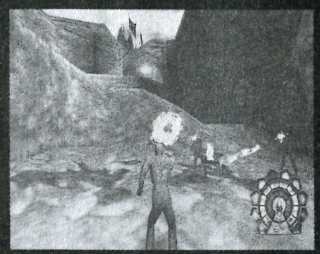
Portrait of a serial killer

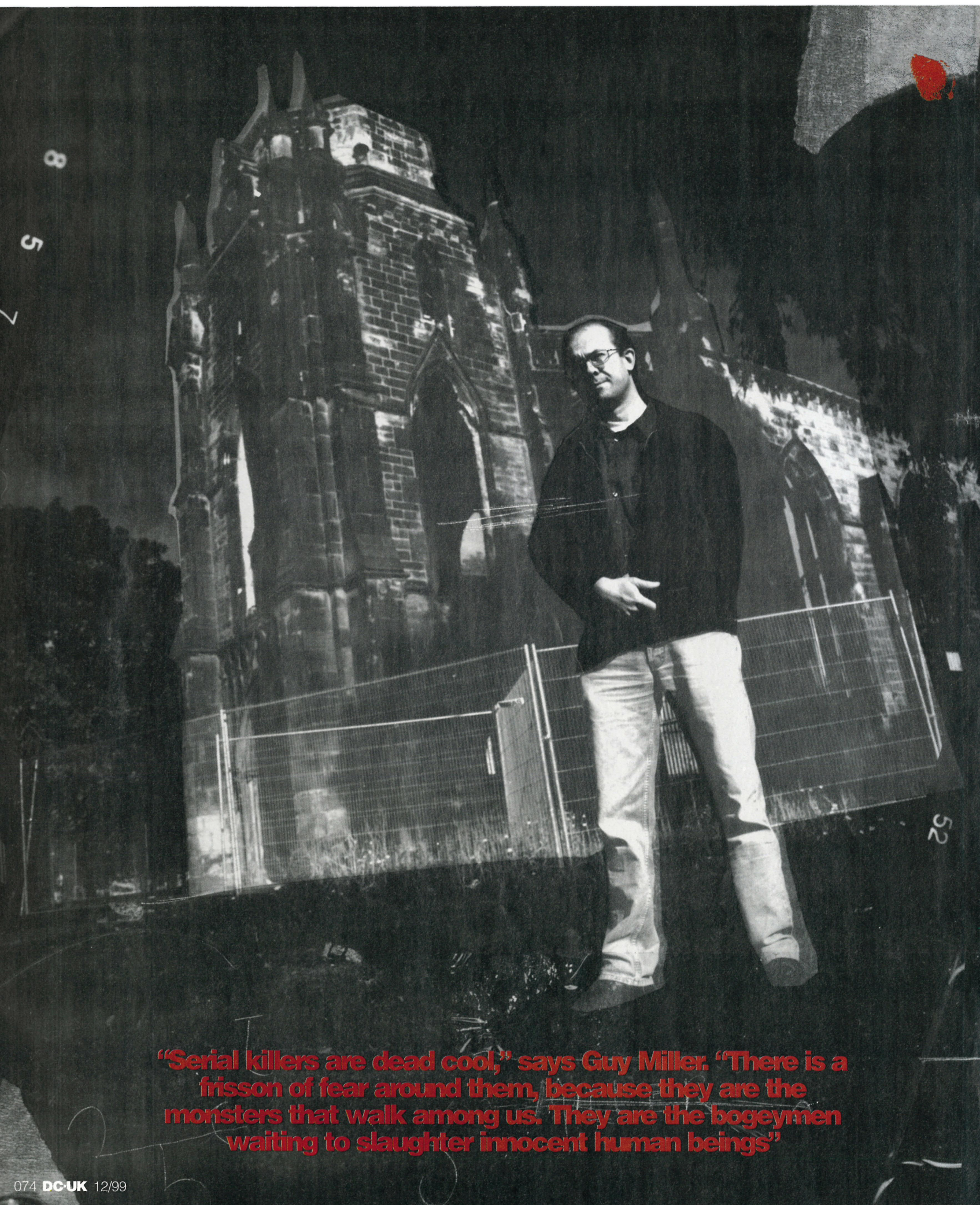
I wonder about my own investigations. The rights and wrongs of what Miller and Phipps are doing hits murkier ground with the serial killer sub-plot that cuts swathes through the narrative.

"Serial killers are dead cool," says Miller blankly. "There is a frisson of fear around serial killers, because they are the monsters that walk among us. They are the bogeyman waiting out there to slaughter innocent human beings."

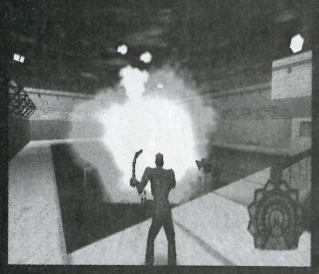
And the serial killers aren't in the Acclaim comic, are they? "It was something we completely fabricated ourselves," admits ▸

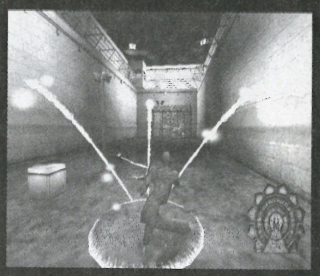






"Serial killers are dead cool," says Guy Miller. "There is a frisson of fear around them, because they are the monsters that walk among us. They are the bogeymen waiting to slaughter innocent human beings"





Phipps. "We needed a mechanism with which we could bring Mike back from Deadside. We wanted to bring some kind of real world element to this fantastical world of the dead."

The serial killers featured in the game are thankfully imagined mass-murderers. There are no sick cameo roles from real life killers Fred West or Peter Sutcliffe here, although the elusive Jack the Ripper is featured in the game.

"The killers are a polyglot of everything we read in our research," says Miller. "Our main source was a book called A Practical Homicide Investigation by Vernon Geberth. That told us how to do profiles."

Miller and Phipps entered the minds of their five fantasy killers. They wrote psychological profiles that mapped out their madness, then devised the sort of areas they'd frequent. They drew from fictional characters too, like Max Cady from Cape Fear and the original Hannibal Lecter in the book Red Dragon. The aim, says Miller, was to "create a series of serial killer action figures".

Is it shocking to create a game featuring serial killers? The author Vernon Gerberth certainly thought so, when Acclaim asked him to get involved with *Shadow Man*.

Miller: "He was shocked and horrified that anybody would be making a videogame with serial killers. But what you've got to remember is that this is a fantasy. The serial killer has become the modern incarnation of Frankenstein's Monster."

"Geberth sounded like a very scary guy who has seen far too many bad things," adds Phipps. "He said, 'I've seen real evil, son, and it doesn't come with horns and a tail.'"

Miller: "And we treated the serial killers negatively. We discovered that they really are pathetic – they're the antithesis of humanity. They are the bad guys, not the heroes. The hero is Shadow Man and his job is offing serial killers."

Still, did you ever wonder if you were going too far?

"We had to make it the most abominable place in the universe. If you show the face of the monster in a film it has got to be horrible," Phipps says. "We took it as close to the wire as we possibly could, then rewound a bit."

With violence in the spotlight after the Columbine Massacre earlier this year, you'd imagine that Miller and Phipps' American publisher Acclaim would want the game toned down, but the messages were more mixed. "The weird thing is that America actually asked for more guns rather than less," says Miller. "They were more concerned with the nudity in the game, whereas Germany didn't want the guns but they could handle the nudity."

Bad influence

They show me the very latest incarnation of *Shadow Man* on Dreamcast. It's an impressive, if macabre sight married with some of the most evocative, frightening sound yet heard in a game.

Phipps explains that David Lynch's terrifying movie Eraserhead, with its endless thrumming engine, inspired the droning backbone of the layered sounds that colour the entire experience.

"We mixed different sounds together to create different effects," he says. "For example, we got some pig squeals and mixed them together with human vocals – screaming children and babies crying."

"You might not be able to hear the specific sounds but it's an overall flavour," adds Miller. "It colours everything."

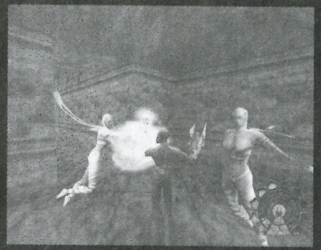
We head towards the Asylum – the serial killer's home in Deadside which was inspired by a disturbing painting known as The Tower of Babel by Bruegel, a reproduction of which hung above Phipps' desk for years at his previous home, Core Design. The origins of other landmarks that rise above the wide, open vistas of *Shadow Man* are rather more bizarre.

"To aid navigation, we've made buildings like the Church or the Asylum a constant landmark to show which direction you're walking in," says Phipps. "If you head up in Main Street at Disney World, there's always the Disney Castle up on the hill ahead of you. That's where the church came from."

Apocalypse next

I realise that the chief has made a fatal mistake. With *Shadow Man* nearing completion and looking so damn compelling, its dark power is guaranteed to win over hordes of admirers. Moreover, Miller and Phipps reveal to me that work on a sequel is already well underway. The final confrontation with the true face of evil at the conclusion of *Shadow Man* will prove to be a mere curtain-raiser for the hellish battle that is yet to come. "So, keep reading those serial killer profiles," grins Phipps.

But there's little to fear there now. You see, I'm lost in the shadows already, chasing down dark passageways and avoiding the sun. I'm on the trail of evil ■



SCENE STEALING

"The initial four issues of Shadow Man by Garth Ennis and Ashley Wood were so cool they sold the idea of *Shadow Man* to us," says Simon Phipps. Here's what did the trick...

Episode One

Jack Boniface, the incumbent Shadow Man left over from a previous series finds himself undergoing an autopsy at the start of the new series. Meanwhile voodoo priestess Nettie shows her undead snake servant Jaunty her soon-to-be-new protégé, Mike LeRoi, alias Zero the hitman, in action, oblivious to their observations. The comic book ends with the revelation that The Five riders of the apocalypse are back in town – and besotted with the Dukes of Hazard...

Episode Two

Nettie and Jaunty approach LeRoi. "Great Evil loose in the city tonight," says the priestess, and Mike LeRoi can believe it, accompanied as the old hag is by a whiskey-drinking undead snake. Elsewhere The Five establish their position as bad guys on the block by rather gratuitously offing an entire station of policemen. Back at the bar, Nettie reveals the supernaturally-powered ShadowMask that offers Mike a route to the other side, and the troubled hitman accepts it. With much pain. The insertion helps The Five home in on Nettie, however, and they 'kill' the vengeful Shadow Man by ripping his heart out.

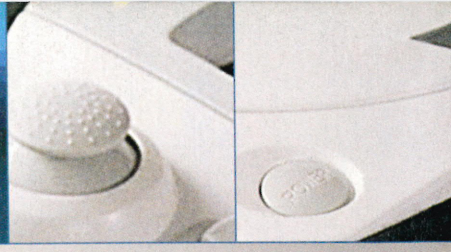
Episode Three

Miller paraphrased it thus in his design document for Shadow Man the game: "Death is but a minor inconvenience". And sure enough, LeRoi's still in the game, albeit in another world. He's not happy to see his dead brother, though, among the billion wandering souls of Deadside. A car crash killed him and put Mike in a coma, and he's even less happy to discover that Nettie taught Mike to kill while he lay their helpless for months. Meanwhile, back at the bar...

Episode Four

Mike LeRoi returns with Jaunty to Liveside – and the bar – just in time to save the bartender from death by an apocalyptic harbinger. But far from celebrating, LeRoi reveals that he's had enough of Nettie and her all-in-a-good-cause meddling, and together with Jaunty he spurns her mission. Which sends old Nettie back to the grave of the aforementioned Jack Boniface, with the aim of taking the ShadowMask back from the ungrateful hitman, Mike LeRoi.

Dreamcast™



Games Console Carry Bag

This heavily padded, reinforced, water resistant, *lockable Games Console Carry Bag will safely store the Dreamcast Console, two Dreamcast Controllers, all the leads and several games. It has a detatchable shoulder strap and a carry handle for ease of transportation and adjustable inner compartments.

*Padlock not included. (Console Controllers, Leads & Games not included.)

£24.99

SEGA and Dreamcast are Trademarks of Sega Enterprise Ltd. This Product is not sponsored, endorsed or approved by SEGA Enterprises Ltd. Insert designed by Deckchair, Bristol.

Especially designed with your Dreamcast™ in mind

Available from all leading Dreamcast stockists

including BEATTIES Models Hobbies Toys Games & EB electronics boutique

For details of your nearest stockist freephone 0800 3899094

Manufactured & distributed by Cornmeer Services Ltd. 2 Quadeast, Warne Road, Weston super Mare.

CALL THE FASHION POLICE!

DREAMCAST HAS ALREADY DELIVERED SOME OF THE SHARPEST GAME CHARACTERS THIS YEAR, BUT WOULD THEY CUT IT ON THE CATWALKS? TIME TO FIND OUT...

Fashion designers have to dream up new collections every six months – a process that usually involves visiting St. Martin's School of Art, attending avant-garde fabric classes and taking Polaroids of Japanese students. But some designers have fared better recently by looking to videogames for inspiration. Notoriously technology illiterate the fashionatti may be, but even they have figured out that Betamax hasn't a future and *Pac-Man* has spawned more sophisticated successors. Just recently, Diesel designed clothes for *G-Police 2: Weapons of Justice*; Eidos created a fashion label for Lara Croft; and the features of game characters can be seen on up-and-coming labels such as club outfitter Cyberdog and big-heeled footwear manufacturer, Buffalo. Elite model agency has even created a virtual model named Webbie Tookay – an blend of supermodels, featuring the hips of Cindy Crawford, Helena Christensen's breasts and Claudia Schiffer's lips. What is Miss Tookay, if not a glorified videogame character?

So we decided to take the fashion designers out of artsville for a day, settle them down with some games and ask them what they think about the styles of today and tomorrow's game characters. After all, we may soon need to welcome these style provocateurs more permanently into our midst. With the advances in computer game visuals making details the point where a game can fail or succeed, it looks like fashion is going to become ever more important in the videogame business ▶

Words: **Jennifer Rodger**

Pretty in pink

Sonic Adventure's Amy Rose

Keeping in step with *Sonic Adventure*'s bubbly anime style, Amy Rose is about as cute, girly, and downright pink as imaginable. Would verge on representing a feminist's nightmare, were it not for her favoured accessory being a bloody great hammer.

Judi James, Image Consultant: "She is quite stylish, actually. There are some innovative looks, particularly the boots and wrist bracelets, cute headband, and the colours. It's setting a style rather than following fashion. And there's stuff that people could copy because there are very simple and unusual lines. She reminds me of Lisa from The Simpsons – with more attitude."

Christof Hoke, MA student: "The wide hem on the hat and skirt is like the trimming on a lot of Chanel. The clothes are traditional French clothes from the '50s and the pink hair shows a typical Japanese influence. Junya Watabane at Comme Des Garcons had metal rings in his clothes last year and the square toe boots are the fashion on this season's Prada shoes."

Julie Davies, Ann Summers Senior Designer: "I think Amy looks like a Saturday morning cartoon character. It's not a very sexy look, and there is nothing on there that we would use."

Russel Sage, Menswear Designer: "She's just inane and stupid. It couldn't influence me. I might stick the character on my clothes to be funny, but the only thing I like is the straight line in the middle of the shoe. She looks like she's been stolen from a Japanese toy."

Wayne Hemingway, Red or Dead Designer: "Amy is just a cartoon character, isn't she? So what can I say about that as a fashion designer?"

Nicky Clarke, Fashion Hairdresser: "We've just been working on a fashion show in NY with a Japanese design company called Astro Boy and we were doing zany coloured hair and very cartoon-influenced fashion. It's very popular with young Japanese kids, because it's such a traditional and staid society that when they dye their hair bright blue or pink it makes a big statement."

Warren Kade, Menswear Designers: "Amy is the new icon to replace Mini Mouse. I like her pink hair and green eyes – it's a very cool, cyber look" ■

Julie Davies Ann Summers Senior Designer

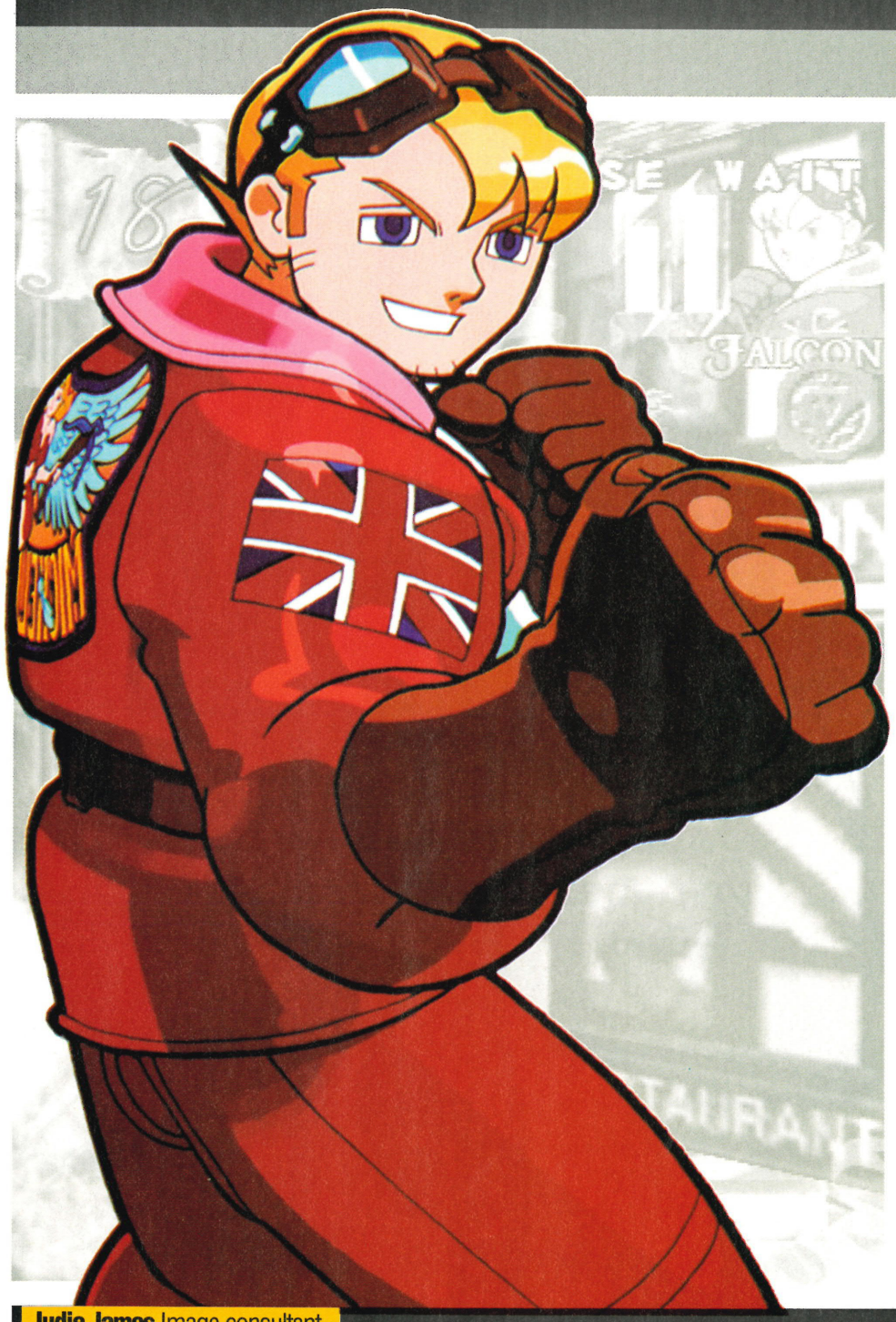
Who's she? Responsible for design and development of all collections. Came to Ann Summers to set up the design department and now heads a team.

What's so great about her? She is a hands-on creative designer and her work includes all PVC, Playwear, leather collar and cuffs, as well as the main Ann Summers range.

And if she designed animated characters? "I think it would have to be something that uses all the six human senses that are being marketed increasingly for the next century. A character whose skin would be its only armour, ie, fine epidermal and maybe cellular mesh patterns, or printed with DNA patterns. It could be seen as an extension of animal prints – the new sex. This character would be supremely powerful and it would be able to blend in with its surroundings. So, you would never know if it was there or not – a bit like a chameleon." [Can't wait to see that one in Ann Summers window displays, eh readers?] ■

Fly guy

Power Stone's Falcon



Coming from one of videogaming's most respected character creators, Capcom, Falcon has all the right credentials to be a style-leader. After appearing as DC-UK's issue two cover star, there was no option but to push Falcon into the critical spotlight.

CH: "Hmm. It would probably work well, especially in Europe and America, because the '50s rock and roll look is easy to identify with. It's not really a modern character; it's almost old. But that's quite important today. Some youth groups would wear this stuff. I think it is trendy, and the '50s thing gives it credibility."

JD: "He looks like he's in a boy band. I would say it's a casual look. But I think it's riding on what people used to think, rather than being forward-looking. He's a character you would imagine seeing on an old T-shirt."

RS: "Falcon I really like. He's obviously a Japanese character but dressed up to be English, which is something that goes on in animation. That would feed me. The big gloves could give you ideas. And with this symbol on the back, it's tapping the heavy metal revival that's going on. Plus, people are into customised clothes at the moment; individuality is being celebrated and this is obviously meant to be an original one-off."

WH: "Falcon looks like he has been sent out of a pit stop. Except that they have inflated the jacket rather than a tyre. But we have just used a racing game as a catwalk backdrop and it was perfect."

NC: "He has a classic men's haircut, which is blonde and very English looking. But it doesn't make any particularly strong style statement. For someone who is young and confident about their appearance a short, neat, tailored haircut says confident and masculine. But this has still got that slightly floppy over-the-eye look."

WK: "We loved it. We like the red and pink; the whole look is quite strong. I like the Union Jack flag on the sleeves, and that ski jacket/puffa look is very fashionable at the moment."

JJ: "It looks like a sportswear designer and a fashion designer have clashed. You have some interesting logos, which are quite emotive. This combines stuff that looks trendy but is aggressive at the same time" ■

Judie James Image consultant

Who's she? A writer, image consultant and VIP expert on Esther, Kilroy and Talk Radio. She has been in the image biz for a number of years, but won't say how many because "it's just not etiquette".

What's so great about her? A former catwalk model, she has also trained Naomi Campbell and other famous tall people. She was recently a sex expert on the ITV documentary Office Affairs. Her books have titles like Naked Angels, The Ruby Palace and Supermodel (Harpers and Collins).

And if she designed animated characters? "I think I would say that Lara Croft is borderline fashionable. I know that people aren't using videogame characters as fashion icons, but at the same time it wouldn't hurt if they were to be a bit more fashionable. I find it strange that the videogame creators are still feeding the sort of role models that would appeal to middle-aged men. Young boys these days are used to seeing girls dressing similarly to themselves. I think that there should be a more modern sexual icon" ■

Power dresser

Soul Calibur's Ivy

Throughout the *Tekken* series, Namco's artists set the standard for 'grown-up' female character design. Clearly revelling in the fantasy-themes of *Soul Calibur*, not to mention the more powerful graphics of Dreamcast, those art boys have created Ivy.

JD: "It's very dominatrix. It reminds me of Thierry Mugler. We'd use the sculpted fabric and the deviant look, and we already use PVC and leather."

RS: "It's an old-fashioned concept of the future; it reminds me of the film Barbarella. A lot of these characters are influenced by film; Ivy is like Red Sonja. Catwalk designers would use things like the bracelets. It's meant to evoke sex, which is a traditional catwalk idea. But it's also slightly shocking, and in fashion shock is out. The days of exposed flesh are over."

WH: "Ivy is stupid. She looks like she has just stepped off the catwalk and taken too many drugs."

NC: "Her haircut is a combination of sharp and hard, and because it goes over one eye it tries to play up the sexuality. Anyone that goes that platinum is making a big statement. Interestingly, the haircut is very cutting edge. We've been seeing long hair for the last 18 months or so, and now the big supermodels are getting their hair cut."

WK: "She reminded us of Debbie Harry in the '80s and the kind of cool blonde of Sharon Stone, and she is dressed in bondage gear – so yes, she is really cool. I like the mix of the armour and the bondage because it really creates that sex appeal."

JJ: "Ivy is the abattoir of style. At best she looks like a bad tattoo. Nothing is realistic: her left arm is completely encased in armour, but the boobs and the crutch are uncovered, which are the areas you would put something on. She's not very bright. When young boys look at that they'll think women have a strange shape. It's almost like she was a bloke who they've changed their minds about."

CH: "It's very Thierry Mugler – the mix of robot and human. But, it's not really fashionable because Mugler does very theatrical outfits for special occasions. All these drapes are like Paco Rabanne. You probably wouldn't dress like that – it's more for fashion shows" ■

Warren Kade Menswear designers

Who are they? PJ Kim Warren and Kade Uawithya are menswear designers and, as it happens, darlings of this years' London Fashion Week. Their collections have been described in the press as "exuberant rock star fantasy mixed with performance kit, classic tailoring and streetwear". Quite eclectic, then.

What's so great about them? Drum 'n' bass DJ and producer Goldie and actor Max Beasley both model Uawithya and Warren's collection. And they don't mind having Tara Palmer-Tomkinson and Jason Donovan turn up at their gigs. Actually, we're not so sure about that being a great thing.

And if they designed an animated character? "Maybe the game designers could be using modern fabrics, like a plastic skirt or something like that. Or add some modern influence onto the fabric" ■

China doll

Street Fighter Alpha 3's Chun Li

Another Capcom creation, Chun Li is an old pro in the world of videogames, traceable right back to the earliest *Street Fighter* games. She was one of the first to show a bit of leg, rousing the beat 'em off desires of a worrying number of players.

RS: "It's a bit Galliano. It's a bit sexy with those leggings and the skirt split. But there's nothing original about it. The gold twirl bits, the boots and the pie crust sleeve collars are fairly cheesy. The only thing that makes it interesting is the big bracelet that would rip her arm off if it was real."

WH: "She looks like something I hate: Xena Warrior Princess clothes mixed incongruously with a pair of '60s boots and a collar like a bull terrier. If she was real you would look at the split in her dress, and that's it."

NC: "Her hair is brown, which has been fashionable for a couple of years now. Her outfit is classic sci-fi maiden, but with this strange hat. I would say that she is interesting because she is natural looking, but bears no relation to fashion as it's happening on the street."

WK: "We thought she could be a bit more exotic and sexy – perhaps worn a catsuit. She'd work in the couture section, maybe Thierry Mugler because he is very keen on over-emphasised figures; very small waist, and breast and hips that are quite exaggerated."

JJ: "The aggression in the wristbands is horrendous. What makes it kinky is the little girl hair-do, and the Chinese frock that's been slashed to the waist. It's a perverted look because of the high contrasts. To me it's almost as kinky as someone from my generation lusting after Victorian underwear. Quite sad, really."

CH: "It's not fashionable at all, especially the sleeves. It's this kind of grandma look. Gaultier would do something like this because of the clash of influences; old-fashioned ornaments on the dress and decoration on her belly, quite modern shoes and spikes."

JD: "She's good because she's coming into her own style. She looks like a Gaultier intellectual type. The bondage with the handcuffs is cool and up-and-coming. If we wanted to dress up in fantasy we would pick something like that" ■

Wayne Hemingway High fashion and high street fashion designer

Who is he? A fashion misfit who turned a Camden market stall into a profitable chain of 16 stores and a footwear, clothing and accessory label. And he has won the British Fashion Council's Street Style Designer of the Year award four times in a row.

What's so great about him? Wayne turned the plain old, utilitarian Dr Marten shoe into a fashion icon. He claims his mum is an influence on his design concepts, and he's probably the most successful designer ever to come out of Morecombe.

And if he designed an animated character? "If someone was to offer enough money, I think most people would do anything – so I would have to never say never. And if anyone wants to come to us and have us make over their videogame characters, we would make it so that the people who play the games would want to look just like their digital heroes. You can make a character look striking without putting them in some silly outfits."
Check out Wayne's latest styles at: **www.redordead.co.uk** ■

Dead sexy

Shadow Man's eponymous anti-hero

Something of a part-dressed joker in this well-clad pack, the Shadow Man, aka Mike LeRoi, is an interesting character for other reasons. Decorated with tattoos and exhuding an air of downright weirdness, we thought he might just raise a few eyebrows.

RS: "It's interesting that they have given Shadow Man this physique, because if you look at models these days they aren't heavily built but skinny – the nerd look. And with the tight jeans, apart from gay imagery, it's not really fashionable."

WH: "Shadow Man is not wearing anything, so I can't say anything about that."

NC: "There's very little to comment on hair-wise. A lot of these characters are referenced to sci-fi images and he is obviously designed to be scary, aggressive and ultra-masculine. You can go to clubs and see these creatures there, so they haven't really progressed the image. The only limit is imagination and they're being a bit clichéd."

WK: "We liked it. It's like a he-man and quite deadly yet it's a dream-like figure. Maybe a new jeans wear company would use him. Or for accessories. But it's not fashion. It's too much of an open image and a lot of companies like to have a certain image when they do a campaign, otherwise they target too many people."

JJ: "He looks like one of those anatomical drawings that doctors have, except that he's wearing jeans – which isn't saying a lot. He has a problem: if he has a body as revolting as that and a mask on his face, God knows what's underneath – it must be pretty horrendous."

CH: "You'd probably only use a mask in a fashion show. The jeans look is fashionable, but it doesn't change through time. I think it's the Armani jeans look. And his top has the sexy male image of Gaultier. The body adornments and tattoos have been fashionable for the last year and will go on for another year."

JD: "Shadow Man is a predator – butch and sensual. The body adornments are in now, as are the tattoos. It's all about taking yourself apart and what the symbols stand for. We don't actually use masks in our designs, but we do buy them in stores; the leather fetish ones, which are very restrictive" ■

Nicky Clarke Hairdresser

Who is he? One of the best known hairstylists in the world. You've seen Nicky's name on the front of shampoo bottles, and he's been know to put in appearances on morning television and in Hello! Magazine. So, he gets around a bit, then.

What's so great about him? Nicky Clarke salon has been recognised by British Vogue as London's finest salon for the last eight years. And the Nicky Clarke fashion team works on more fashion shows around the world than any other hairdressers. The empire spreads. The Nicky Clarke product brand is the most successful designer haircare brand in the UK. Nicky's company are currently developing a Website.

And if he designed an animated character? "These kind of computer generated images and the whole Internet phenomenon is affecting the aesthetic look of fashion in general, and more and more fashion shows that you see are becoming influenced by the kind of extreme design elements that you get in these games" ■

Pussy cat

Virtua Fighter 3tb's Lion

Although it feature's some seriously unrealistic moments, *Virtua Fighter*'s art direction has always veered towards realism. Lion is probably the best example of this, and would do well as a teen-idol member of a boyband. Poor bugger.

NC: "It's that classic, non-threatening, non-sexual pretty boy floppy hair. It's a standard young style that has been around for some time. I can imagine him being 14-16; it's kind of halfway towards a grown-up haircut, but not quite."

WK: "He could be very popular as a gay icon. And because it's the '90s going on to 2000, all of them can get away with it. It's a celebration of a bit of everybody, and Lion takes his place with his Boyzone look."

JJ: "Lion is borderline trendy, but he is hugely androgynous; he could almost have boobs. I imagine they have taken a lot of street fashion looks; the centre-parting, the boots could have come from Clarks. The trousers should have been mid-calf rather than above the knee, which I think came out a couple of years ago. He is probably the one that youngsters would most easily identify with in terms of looks. Lion is almost like an advert for a shoe company."

CH: "He's the most current character. It's the utility look; the vest looks like it's a very modern fabric, like Teflon. It could even be a fashion shot from an American company – maybe Ralph Lauren and his Polo Jeans line. It's a general look that could last for a long time, especially with this guy being young and looking quite American."

JD: "He looks like the boy next-door. He has an '80s baggy look. He probably stays at home hacking into computers. They've gone for the combat look, but it's the wrong colour."

RS: "This character is the most interesting and appealing. It's the technical elements in the life jacket. And he looks realistic, and so looks more modern to me. I'm really interested in the footwear – I would like to wear that, even though I'm not too sure what material it is. I think it is fashionable. I like the idea of trying to work out what is going on with the jacket. I would like to make it" ■

Russel Sage Menswear designer

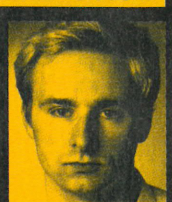
Who is he? Russel is an up-and-coming British fashion designer who has recently held his debut show at London Fashion Week.

And if he designed an animated character? I would probably look for something that is a very new and original image – very 3D and with lots of new, modern fabrics. I would possibly put lots of slashes on the clothes, as well – all those sort of things that depict strength ■

Christof Hoke MA Fashion student

Who is he? An MA student at The Royal College of Art, London. He also works for menswear designer Nigel Curtiss.

And if he designed an animated character? I think the character would have to be very futuristic. And that would also be quite good for the year 2000, with this sort of modern futuristic look that we have now. In terms of the new millennium coming up, that would be great ■



Free.

Subscribe to **DC-UK** and receive two and a half issues *absolutely gratis*. That means you only have to pay for nine and a half. Not bad!

UK 12 issues £28 – **save 20%**
Europe (Including Eire) 12 issues £48
North America 12 issues £48
Rest of the world 12 issues £68

Please quote order code **DMCP04** when calling
Lines open 8am-8pm, Monday to Friday
Or subscribe to **DC-UK** online at **www.dc-uk.co.uk**

Hotline
01458 271141

Future Publishing
Your Guarantee Of Value

FIRSTCONTACT

CRAZY TAXI

If you thought real cab drivers were crazy, you're right. But they're not as crazy as this

Crazy Taxi is proof that Japan is the videogame capital of the world. The aim is to pick up passengers, follow the arrows to where they want dropped off, and then collect someone else. That's it. Could you imagine this concept getting through the staid, conservative selection processes of UK or US publishers? Most execs would spit out their Evian water in horror if presented with such a left-field idea. But not Sega's.

And they, of course, were right, as *Crazy Taxi* is perfect arcade fare. It's fast, it's fun and it's addictive. The title has been so popular, it's now spawned a small sub-genre, The Panic Game (see also *Emergency Call Ambulance, page 114*). Panic you see, is what you do when you play. You only get a limited amount of time to get the customer to their destination, and once you've dropped them off, you have about five seconds to find the next punter. Which means you spend many sweat-filled minutes, spinning round corners, screeching across traffic islands, smashing though pavement furniture, and jumping over ramps – anything to get to the drop-off point as quickly as possible. To spice things up a little, passengers will tip you for cool moves like weaving in between the traffic without hitting anything, or finding short cuts through courtyards or back alleys, so you're rewarded for being a maniac, but only if you're a skillful maniac.

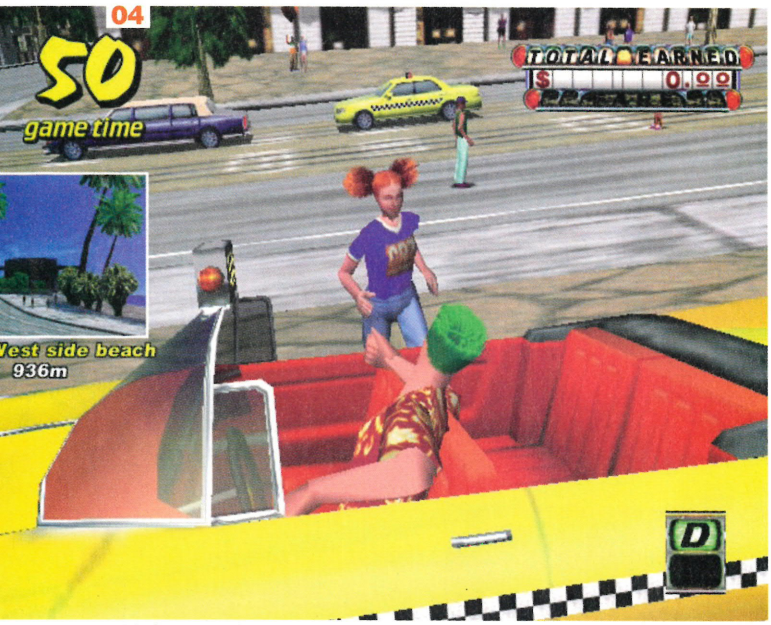
Given the massive success of the coin-op, a home conversion was inevitable, and it appears Sega is taking its responsibilities seriously. It's an extremely faithful conversion – the large metropolis represented in the coin-op, an amalgam of US cities borrowing most heavily perhaps from hill-strewn San Francisco, is recreated perfectly. Pedestrians crowd the streets and hundreds of different buildings line the traffic-congested roads. Amazingly, though, Sega is apparently planning to add at least one new city map for the home conversion – giving players a whole new area to career through.

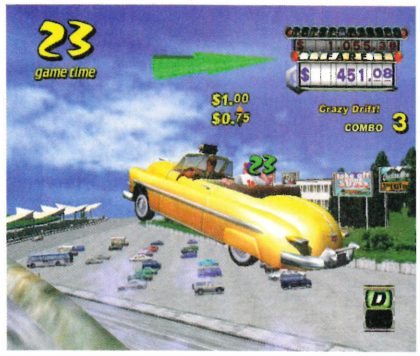
Just as importantly, the designers are currently fine-tuning the game's handling. One of the few criticisms of the coin-op was that the steering was too loose – you have to turn the wheel for quite a while before getting a response from the car, and if you don't pull it back just in time, you'll oversteer with often dire consequences. For the home version, Sega has tightened things up, giving the handling greater range, and making for a less knife-edge steering experience – this should lengthen the learning curve and give home players more chance to develop their skills and explore the different short cut opportunities offered by the maps.

So then, the aim here is obviously to give Dreamcast owners a lot more game for their £40. All that's missing now is a multiplayer online mode – imagine eight players fighting for the same passengers, smashing each other off the roads. It'll be just like London on a Friday night ■

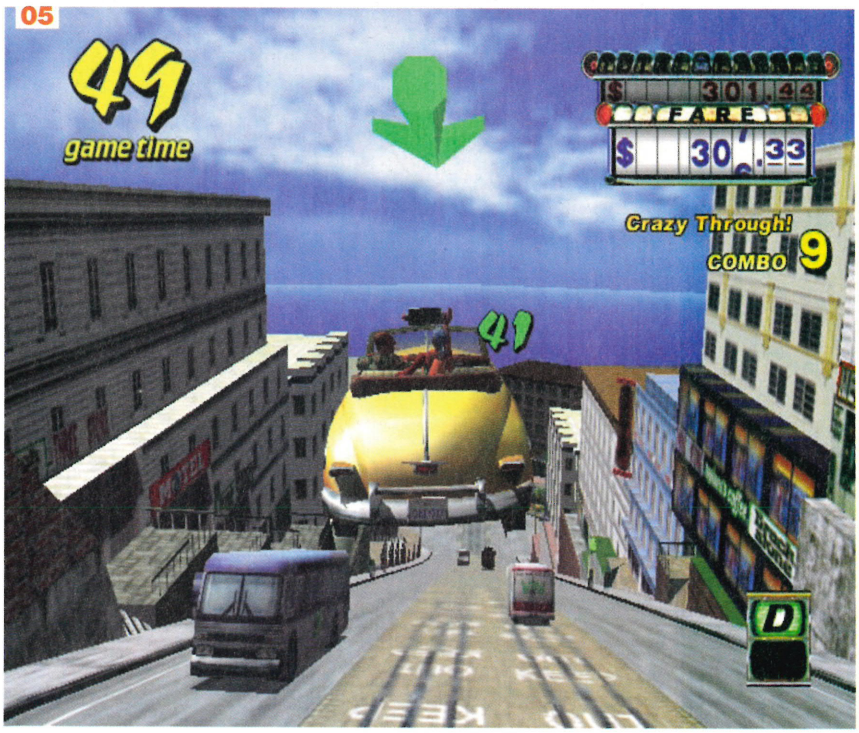
01 "Driver, could you swerve into the middle of the road, hit a truck, and then let me out in the path of oncoming traffic? Thanks, mate"
02 Most scenic objects can be smashed through in the game, although your passenger won't be too impressed
03 Would you get into a cab driven by a man with green hair? Thought not
04 "Excuse me, do you know the way to Pizza Hut?" "You hum, it love, I'll sing it"
05 It's time to use the air brakes. Geddit? Air… Oh forget it
06 "When you suggested having sex in the back of your cab, I thought you were going to stop the bloody thing first!"

FINEPOINTS
- **Publisher:** Sega
- **Developer:** In-house
- **Origin:** Japan
- **Follow that:** Car
- **ETA:** February





"**Passengers tip you** for weaving in between traffic without hitting anything, or finding **short cuts through back alleys**"



LANDINGSOON

AIRFORCE DELTA

Take to the skies, blow things up, loop-the-loop and fly home in time for supper. Yeeee-haaah!

Mercenaries, eh? If they're not traipsing through South American jungles, garroting drug barons, they're screaming through the skies in jet fighters blowing up evil dictators. Well, if you can't beat 'em, join 'em is the message behind *Airforce Delta*. Here you play a mercenary and it's your job to take on a variety of missions in a variety of jets, shooting down fighter planes and destroying ground targets as if airborne ultra-violence was going out of style.

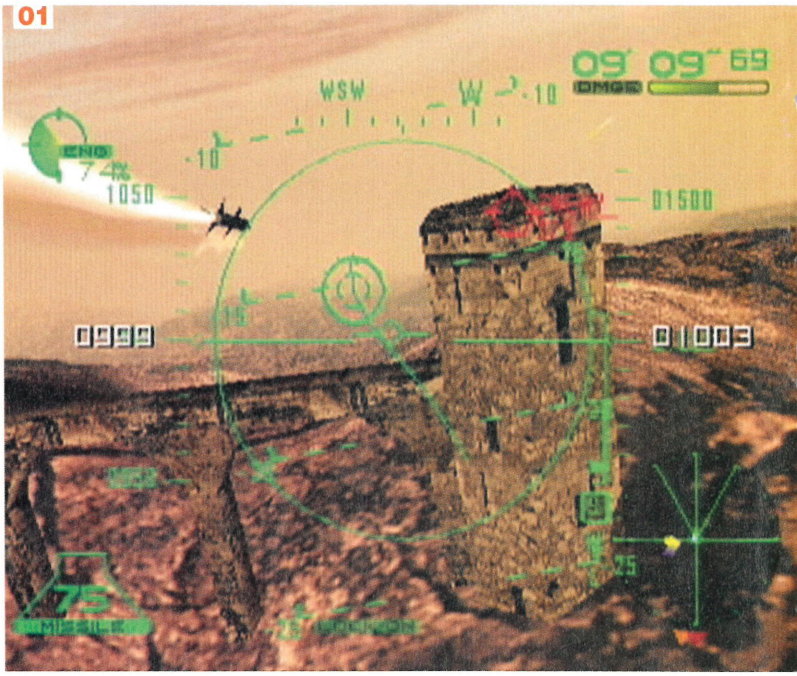
Being a mercenary of course, you're in this for the cash rather than the glory. Consequently, for each mission objective you meet, or enemy target you annihilate, you get a certain amount of money. You can then spend this on new fighter planes, and the more missions you complete, the more become available. There are eventually over 30 to choose from including the F-4 Phantom, the SU-37 Flanker, the F-14D Tomcat and the YF-23 Blackwidow. It's important, by the way, to build up a decent library of planes, because they all suit different types of mission. That's all well and good, but the area in which most flight shoot 'em ups come crashing to earth is mission design. Usually it's just 'shoot the enemy plane, and then shoot his base' over and over again. Konami, however, seems to have spent a little longer over the tasks in *Airforce Delta*. One has you saving a city from cruise missiles, another has you flying through a tunnel-like base firing at the infrastructure and in one you have to shoot a series of trains as they leave a station.

Airforce Delta looks like it could be a beauty. The visuals are stunning in places, with a varied selection of landscapes and skylines, and plenty of well-drawn targets to destroy. You even get replays of each mission, which you can edit and save to your VM. We've played the Japanese version a lot and, as you may have guessed, enjoyed it immensely. Let's just see what happens with the PAL conversion... ■

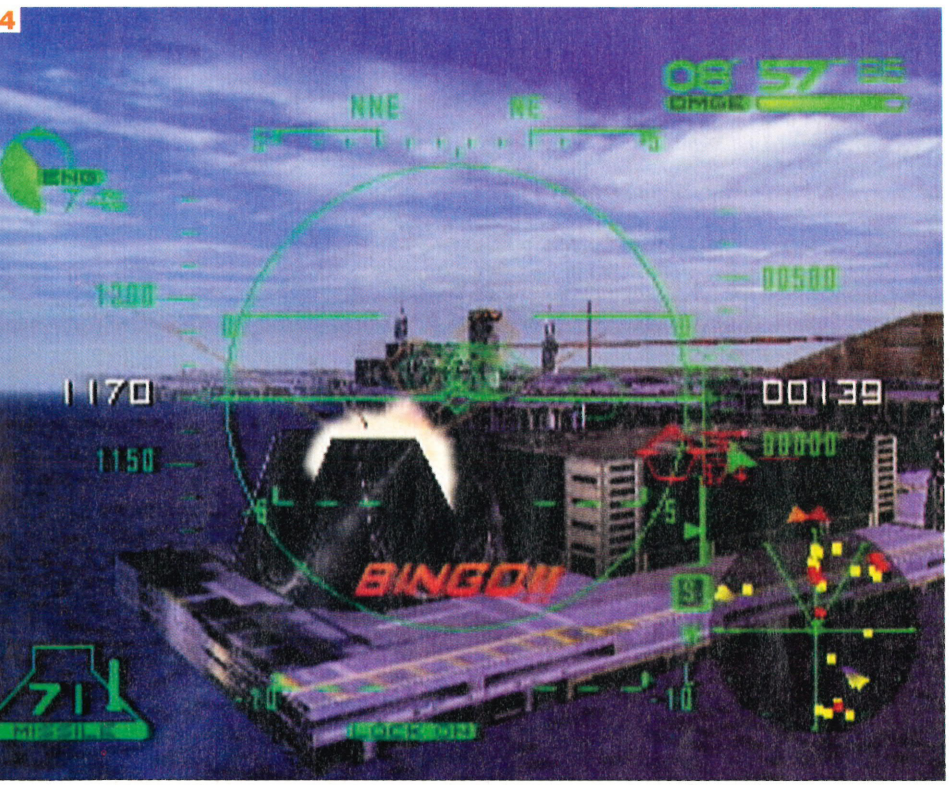
FINEPOINTS

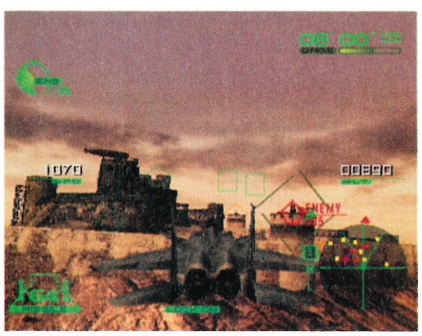
- **Publisher:** Konami
- **Developer:** In-house
- **Top:** Gun
- **The need:** for speed
- **ETA:** 1st quarter 2000

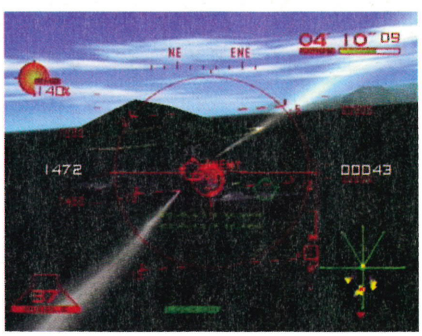
"*Air Force Delta* looks as though **it could be a real beauty**"



01 "Are you sure the enemy is hiding in that beautiful, ancient building?" "Yes, fire the missile! Oh hang on, I've got the map upside down... Gulp"
02 The cockpit view gives you loads of read-outs – which make you feel like Tom Cruise in Top Gun, but don't actually do much
03 Gameplay is enhanced by some truly lovely visuals. Watch out for that skyscraper!
04 "Great shot, kid, that was one in a million!" Well one in ten anyway







NEWSIGHTING

FIGHTING FORCE 2

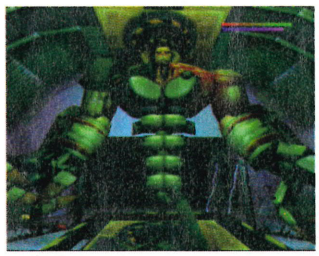
Will Core's exhumed corpse be a beautiful spirit or a lumbering zombie?

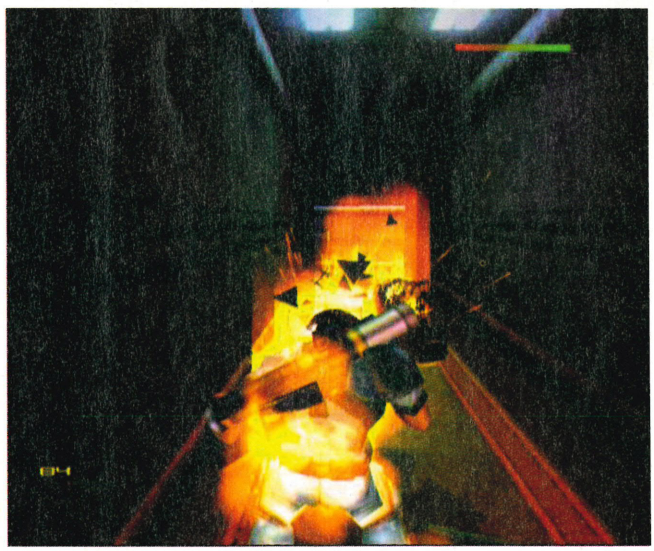
We covered it last month, but some brand new screenshots of *Fighting Force 2* have arrived, showing off the game's varied and atmospheric environments. The action, which revolves around trying to stop the evil Nakamichi Corporation creating an army of powerful battle robots, takes place in a series of free-roaming levels, each filled with useable objects like crates and dustbins – which can, of course, be thrown at anyone stupid enough to walk past. You'll also have access to around 20 different weapons as well as hand-to-hand combat skills, although hopefully Core will give the latter more realism than we found in the risible *Soul Fighter*.

The biggest change, though, is perhaps the gameplay. While *Fighting Force 1* was a mindless knockabout pitching five lead characters against wave upon wave of low IQ aggressors, this sequel is apparently a more strategic affair, calling for cunning, stealth and tactics. *Metal Gear Solid* meets *Streets of Rage*? We'll see ■

FINEPOINTS

- **Publisher:** Eidos
- **Developer:** Core
- **Origin:** US
- **Everything but:** The girl
- **ETA:** December





From these latest screenshots, *Fighting Force 2* certainly looks impressive, and let's face it, 3D adventure/shoot 'em ups are popular beasts. But will it all be a load of combat pants?

FIRSTCONTACT

4-WHEEL THUNDER

After a subdued appearance at E3 back in May, Kallisto's off-road racer has been revamped to join the Midway stable

Take *Hydro Thunder*, stick some wheels on the speedboats, race them on some off-road terrain and what have you got? Well, a pretty weird game with strangely-shaped vehicles, to be honest. However, if you change those vehicles a bit more and turn them into monster trucks, jeeps, quads, and buggies and race them on 12 tracks across six real world locations, you'll have Midway's boisterous new signing, *4-Wheel Thunder*.

Off-road racing has already been catered for on Dreamcast with *Buggy Heat*, but *4-Wheel Thunder* looks set to offer a whole lot more. The vehicles are great fun to drive and there's plenty of variety, with powerful but unwieldy monster trucks plus light and speedy quads. The tracks also cover all the bases with open-road terrains such as snow, mud as well as sand plus indoor arenas where tight, wheel-to-wheel racing is compulsory.

Although Midway has only just signed-up to publish *4-Wheel*, there's already a marked resemblance to the game's sister title, *Hydro Thunder*. The two games are very similar graphically, with big and bold vehicles dominating the screen, and the power-up heavy arcade racing, where the emphasis is more on action rather than accurate simulation, has been retained.

One fairly innovative feature of *4-Wheel Thunder* is a betting system which allows you to place money on the outcome of races and blow any winnings on upgrades for your motor. It may turn an entire generation into gambling addicts, betting all their pocket money on the gee-gees, but if it lets you buy a nice set of furry dice for your monster truck then what the hell? ■

FINEPOINTS
- **Publisher:** Midway
- **Developer:** Kallisto
- **Origin:** France
- **Keep On:** Truckin'
- **ETA:** March 2000

01 Twoplayer races are a good laugh, apart from the arguments over who's got the biggest truck
02 The indoor arenas provide a welcome variation on the off-road racing terrains

LANDINGSOON

TEST DRIVE 6

Lovely motor innit? Six careful owners but a bit a twouble wiv the filth, know what I mean?

The *Test Drive* series has appeared on just about every platform and seems to have been around since before the first single-celled organism emerged from the primordial gloop. It was inevitable, therefore, that Dreamcast would eventually play host to the franchise. And so it comes to pass with *Test Drive 6* on its way in the New Year.

The trademark gameplay of driving very fast, avoiding the bobbies and crashing horribly may be extremely similar to a normal Sunday drive with a member of the **DC-UK** team – not mentioning any names (such as Caspar) – but it also makes for exciting racing action. There are four different driving classes: Beginner, Intermediate, Advanced and Novelty, and each class has its own set of vehicles that increase in speed as you move up the ranks. In total there will be over 100 licensed European, Japanese and American cars.

The races take place across 25 tracks in real-world locations such as London, New York, Louisiana swamps and the cramped neon streets of Hong Kong. Each track will have different routes and hidden short cuts enabling you to give your police pursuers the slip. The most enjoyable aspect of the *Test Drive* games has always been the frenetic car chases with the boys in blue and *Test Drive 6* should be the best yet in this department. The AI of the cops has been greatly improved and if you avoid their cars a police helicopter is waiting to hunt you down. Nee-naw! Nee-naw! etc... ■

FINEPOINTS
- **Publisher:** Infogrames
- **Developer:** Accolade
- **Origin:** US
- **Better than:** the Amiga version
- **ETA:** March 2000

Belting along like Caspar on the M4, all the while trying to avoid the bizzies. *Test Drive 6* will have over 100 licensed motors, including cars from Aston Martin, Jaguar, Lotus and TVR. Sweet

01279 321 321
ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on **01279 321 321**

By fax on **01279 322 322**

By post at **Special Reserve, P.O. Box 847, Harlow, CM21 9PH**
Free immediate cheque clearance

By e-mail to **Orders@reserve.co.uk**

Online at **http://ukgames.com** or at any of the other Special Reserve addresses

Or visit a **Special Reserve Club Shop**

Prices include VAT and delivery
Fast, efficient, accurate despatch
0% finance option - see below
Market leader - established 12 years
Official Sony, Nintendo & Sega supplier
All genuine UK new boxed product
Open until 8 pm (5 pm Sun)

We only supply members but trial membership is just 60p

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club
There is no obligation to buy anything
Claim a FREE GIFT if you buy any one item as you join or renew*.

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Save just 5 Reddies - and choose another FREE gift.

FREE GIFT LIST
01279 321 321 or UKGAMES.COM

Choose any gift when you buy any one item at the same time as joining Special Reserve for one year (£6.99)

- FREE SCART LEAD FOR DREAMCAST
- FREE 3D ANALOGUE CONTROLLER FOR N64
- FREE PAIR OF 1 MB MEMORY CARDS FOR N64
- FREE RUMBLE PACK FOR N64
- FREE CASIO DC2000 PERSONAL ORGANISER
- FREE INFLATABLE ARMCHAIR - RED, PINK, PURPLE OR BLUE (add £3 carriage for this item)
- FREE SUPER MARIO RADIO ALARM CLOCK
- FREE SUPER MARIO BINOCULAR & CAMERA SET
- FREE 52 CAPACITY CD WALLET (SOFT BLACK)
- FREE STAR WARS - DARTH MAUL DIGITAL WATCH
- FREE FULL SIZE STITCHED PVC FOOTBALL
- FREE PAIR OF CONTROLLERS FOR PSX
- FREE PAIR OF 1 MB MEMORY CARDS FOR PSX
- FREE SUPER AV SCART LEAD & LINK CABLE FOR PSX
- FREE HARD CASE STORAGE RACK FOR PSX
- FREE AMIGA EMULATOR FOR PC
- FREE CYBERSTICK ANALOGUE JOYSTICK FOR PC
- FREE PAIR OF MAD KATZ CONTROLLERS FOR PC
- FREE PHILIPS FREESPEECH 98 CD FOR PC
- 7 GAMES FREE ON CD FOR PC
  Actua Soccer, Premier Manager 2, Utopia, Zool 2, Retribution, Space Crusade and Re-loaded

BONUS **3500 CHEATS BOOK** and **INTERNET GUIDE** with EVERY GIFT

0% Pay in 9 Months!

10% deposit, no more to pay for 9 months and no interest, subject to status.
Your total purchase must be over £200 including one hardware item.
0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.
Written details in the Club Magazine.
Just ask for 0% finance when you order.

Nobody gives value like Special Reserve

BEST BUY	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*
READY 2 RUMBLE	SEGA RALLY 2	SONIC ADVENTURE	POWER STONE	UEFA STRIKER	WORMS ARMA.	SOUL CALIBUR
33.99	**33.99**	**33.99**	**33.99**	**33.99**	**32.99**	**33.99**

Special Reserve Discount Network

1 FREE

Only one per address
For a free magazine go to www.1FREE.co.uk or phone 01279 321 321 or ask in a club shop

FREE
EXTRA CONTROLLER AND FREE 1 MB MEMORY CARD WITH EVERY N64 OR PLAYSTATION
1000 GAMES FROM 6.99

THIS YEARS MUST HAVE!

NEOGEO POCKET COLOUR

54.99

SIX AMAZING COLOURS TO CHOOSE FROM

BIO MOTOR UNITRON	21.99
CRUSH ROLLER (link) 82%	20.99
FATAL FURY (link) 88%	20.99
KING OF FIGHTERS (link) 90%	20.99
METAL SLUG 94%	22.99
NEO CHERRY MASTER 80%	20.99
NEO DRAGONS WILD 80%	20.99
NEO MYSTERY BONUS 85%	20.99
NEO TURF MASTERS	20.99
NEOGEO CUP (FOOTBALL) (link) 85%	20.99
PACMAN	22.99
POCKET TENNIS (link) 82%	20.99
PUZZLE BOBBLE (link) 92%	22.99
SAMURAI SHOWDOWN 2	20.99
LINK CABLE FOR NEO GEO POCKET (Look for games marked (link))	**9.99**

OUT NOW
01279 321 321 or UKdreamcast.com

DREAMCAST

Official UK Console with Official Controller, BT approved Modem, RF Lead and FREE internet access

199.99 LESS £10*

SCART LEAD... ...£8.99

**Deduct £10 off our price of any one other product bought at the same time as a Dreamcast. Compare this deal for example:*

Dreamcast with Sega Rally 2
£223.98 SAVE £16

Dreamcast Games

We only sell official UK products

AEROWINGS	33.49
BLUE STINGER	29.99
BUGGY HEAT	33.99
CAESERS PALACE 2000	33.49
DRAGONS BLOOD	33.49
DYNAMITE COP	33.99
FIGHTING FORCE 2	33.99
FORMULA 1 (1 PLAYER)	33.99
HOUSE OF THE DEAD 2 8/10 (1-2 PLAYER)	33.99
HOUSE OF THE DEAD 2 WITH GUN	**52.99**
HYDRO THUNDER	33.99
INCOMING 8/10 (1 PLAYER)	33.99
JIMMY WHITES 2 - CUEBALL	29.99
KILLER LOOP	33.49
MARVEL VS CAPCOM	33.49
METROPOLIS STREET RACER	33.99
MILLENIUM SOLDIER 8/10 (1-2 PLAYER)	33.99
MONACO GRAND PRIX	33.99
MORTAL KOMBAT GOLD	33.99
NBA 2000 (1-2 PLAYER)	33.99
NFL BLITZ 2000	33.99
NFL QUARTERBACK CLUB 2000	33.99
PEN PEN	33.99
PLASMA SWORD	33.49
POWER STONE 8/10 (1-2 PLAYER)	33.99
READY 2 RUMBLE BOXING (1-2 PLAYER)	33.99
RED DOG	33.99
RESIDENT EVIL 2 (RATED 15)	29.99
RE-VOLT	33.99
ROADSTERS	33.49
SEGA BASS FISHING WITH FISHING ROD	**52.99**
SEGA RALLY 2 8/10 (1-2 PLAYER)	33.99
SHADOWMAN	33.99
SNOW SURFERS	33.99
SONIC ADVENTURE 9/10 (1 PLAYER)	33.99
SOUL CALIBUR (1-2 PLAYER)	33.99
SOUTH PARK: CHEF'S LUV SHACK (RATED 15)	25.99
SOUTH PARK RALLY	33.99
SPEED DEVILS	33.99
STREET FIGHTER ALPHA 3	33.49
SUZUKI ALSTARE - EXTREME RACING	32.99
TOKYO HIGHWAY CHALLENGE	31.99
TOY COMMANDER (1-4 PLAYER)	33.99
TRICKSTYLE 9/10	33.99
UEFA STRIKER (1-2 PLAYER)	33.99
VIGILANTE 8 - SECOND OFFENCE	31.99
VIRTUA FIGHTER 3TB 9/10 (1-2 PLAYER)	32.99
VIRTUA STRIKER 2 (1-2 PLAYER)	32.99
WORLDWIDE SOCCER	33.99
WORMS ARMAGEDDON	32.99
WWF ATTITUDE	33.99

Dreamcast Peripherals

OFFICIAL GREY CONTROLLER ... 19.99
Standard control pad for Dreamcast has 4 front facing buttons and 2 analogue triggers. 8 way digital control plus analogue control stick for optimum accuracy

OFFICIAL VIBRATION PACK ... 19.99

OFFICIAL KEYBOARD ... 19.99

OFFICIAL STEERING WHEEL... 44.99

DREAM STATION STORAGE UNIT ... 16.99
Two stop drawer enables immediate access to console and contollers

PRO CARRY CASE ...16.99
Carry case that holds Dreamcast console, connections, controllers and games

OFFICIAL VISUAL MEMORY SYSTEM (VMS) ... 19.99
Enables you to take the memory card anywhere and use your stored characters, including some Sega Arcade machines

OFFICIAL ARCADE STICK ... 33.99

SEGA BASS FISHING WITH FISHING ROD ... 52.99

HOUSE OF THE DEAD 2 WITH LIGHT GUN ... 52.99

Dreamcast Books

BLUE STINGER OFFICIAL STRATEGY GUIDE	11.50
MORTAL KOMBAT GOLD OFFICIAL PLAYERS GUIDE	9.99
POWER STONE OFFICIAL STRATEGY GUIDE	9.99
READY 2 RUMBLE OFFICIAL PLAYERS GUIDE	9.99
WWF ATTITUDE OFFICIAL PLAYERS GUIDE	9.99

Special Reserve Big Club Shops

EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX ... 01268 287776
Festival Leisure Park. 1 mile off A127
BRISTOL ... 0117 924 5000
351 Gloucester Road (A38). Nth of City
CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road. Near bus station
EGHAM, SURREY ... 01784 473444
168 High Street. 1 mile J13 off M25
NOTTINGHAM ... 0115 949 1000
164 Derby Road, Stapleford.
2 miles J25 off M1. Nr Pizza Hut
SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road
Not far from M11 junctions 7 or 8
UPMINSTER, ESSEX 01708 225544
209 St Mary's Lane. 2 miles J29 off M25

WINACAR.CO.UK - £1 Million prizes

Special Reserve Discount Network

UKGAMES.COM ... Cheapest games, thousands of reviews, news, video clips, release dates, charts and special offers.
UKCHEATS.COM
UKN64.COM
UKDREAMCAST.COM
UKPLAYSTATION.COM
UKHANDHELDS.COM
UKPLAYSTATION2.COM
UKPOKEMON.COM
1FREE.CO.UK

UKCOMPUTING.COM ... From leads to Pentium CPUs - we stock a massive range of PC Upgrades, all at incredible discount prices.
UKCDROM.COM
UKRAM.COM
UKDVD.COM
UKSOFTWARE.COM
UKPRINTERS.COM
MAXXPC.COM

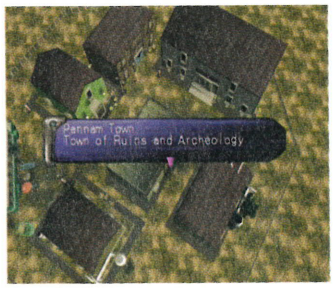
FREEOLA.COM ... The UK's best FREE internet service ever - by far. No CD needed, FREE Technical Support, choice of 800 e-mail addresses e.g. Englandfans.com. Lots more - just log on
F1FANTASY.COM ... It's free - 16 Dreamcasts & a PC to win
FBFANTASY.COM ... It's free too - our £5000 Football game
WINACAR.CO.UK ... Lots of free competitions and cars to win

Some items carry a £1 surcharge in the shops. Inevitably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 28/10/99. E. & O. E. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG.

FIRSTCONTACT

EVOLUTION

Cute characters, breaking and entering, random battles... That'll be a Japanese RPG then

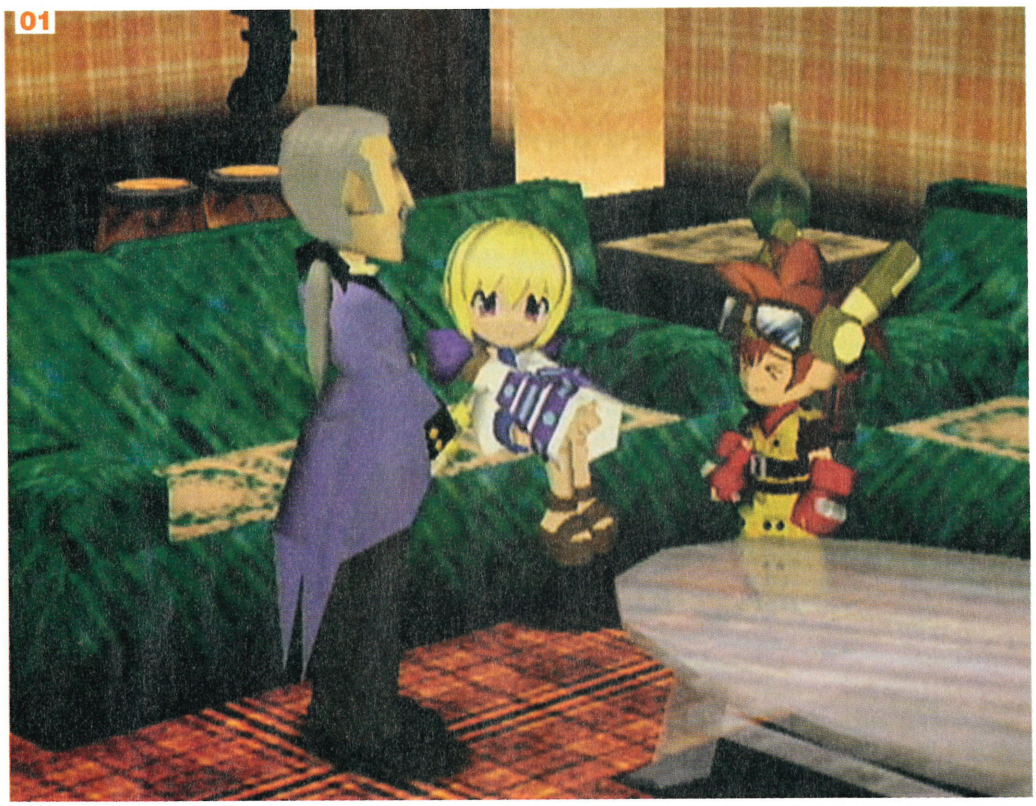


For a console to achieve widespread success in Japan it's almost a prerequisite to have a quality role playing game; hence the squillions of yen being spent on the ground-breaking *Shenmue*. Until Sega's behemoth is finally completed we'll have to make do with a few lesser titles – *Evolution* being the first of which to float up to our shores. The game has sold quite well in RPG-obsessed Japan and work on the sequel is already underway, so the omens are good for *Evolution* providing a decent slice of role playing adventure.

The game is set in the 1930s, which is a welcome change from the usual dystopian future or 'long time ago in a galaxy far, far away' type gubbins. A group of archaeologists have discovered an ancient buried civilisation, and within the ruins the team finds a machine with mind-blowing powers called the Evolutia. As you go through the game you must discover the origins of this lost civilisation and the secrets of the strange arcane machine.

Gameplay is set in the tried and tested RPG mould but a touch of originality is evident in the non-linearity of the game. Your party of characters must journey to different areas to search for ancient artifacts and, refreshingly, you can visit these locations in any order you wish. The hoary old chestnuts, random battles have been retained however, so at any moment you may be whisked off for a fight against various nasties. The battles take place in randomly-generated ruins which means – much like Squaresoft's excellent *Chocobo Mysterious Dungeon* – the confrontations differ every time.

As with all role playing games, *Evolution*'s success is largely dependant on whether the quality of its storyline can keep you glued to your television screen for the 40 to 50 hours needed to complete the game. If the narrative is handled well *Evolution* might just be the game to keep RPG-fans occupied until *Shenmue* finally reveals its splendour ■

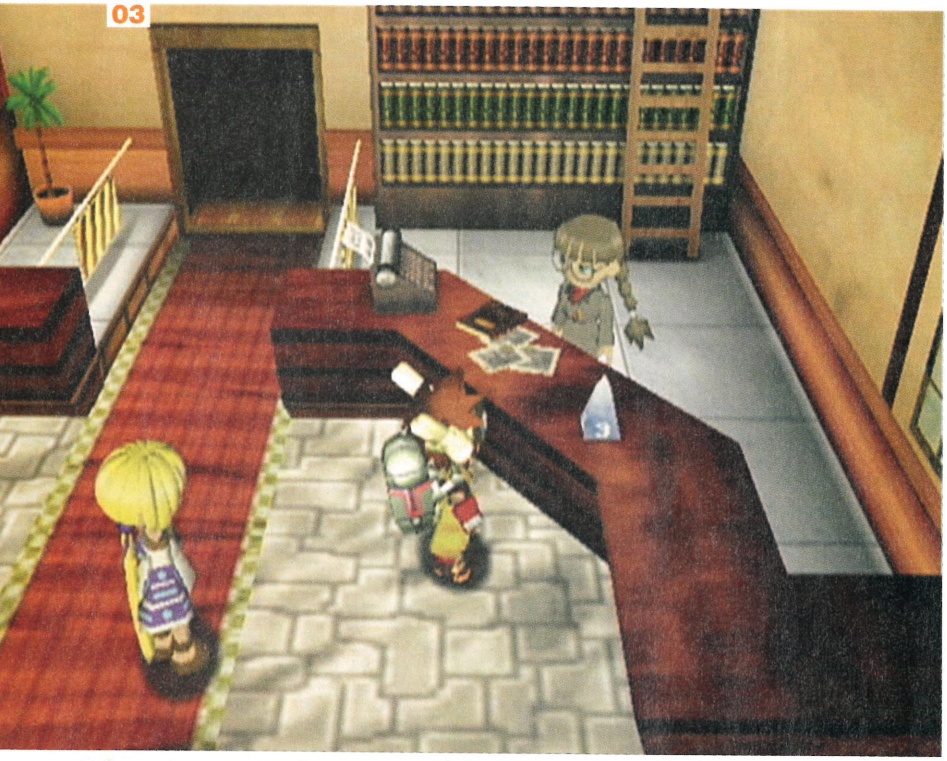


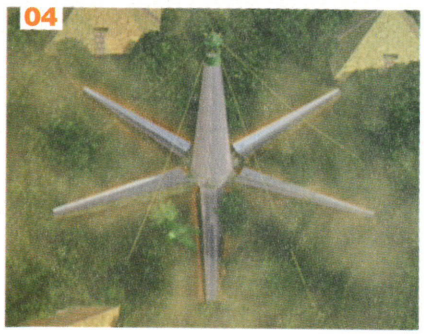
01 For some reason, all members of your team are named after weapons. The butler is called Gre Nade. Can you see what they've done there?
02 *Evolution* uses the classic RPG turn-based battle system. The rat hits you – you hit the rat's arse
03 This is the archaeological society called, er, Society, where you go to get new missions
04 Evolutia – the mysterious machine at the heart of the story

FINEPOINTS

- **Publisher:** Ubi Soft
- **Developer:** Sting
- **Origin:** Japan
- **Pixies?:** Afraid not
- **ETA:** December

"The omens are good for *Evolution* being a **decent RPG adventure**"





LANDINGSOON

MDK 2

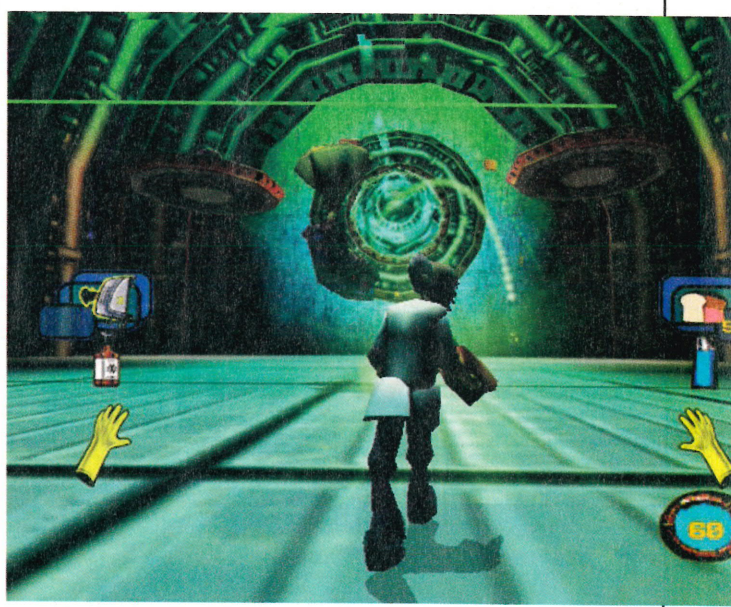
The follow-up to Shiny's unearthly thirdperson adventure has been delayed until February

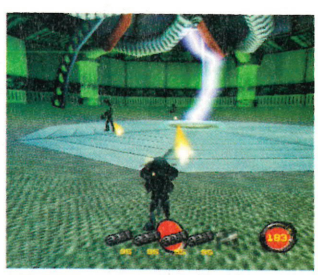
Previously slated for a Christmas release, BioWare's sequel to the dark Shiny Entertainment action game has now been put back to February 2000. Which at least gives us the opportunity to show you some fabulous new shots. But why the delay? Well, according to BioWare boss Greg Zeschuk, they've made some big changes to the game and knew it wouldn't be ready in time for Santa to shove a copy down your stocking. "At BioWare we have a tendency to completely transform our games in the last few months of development," explains Greg, "I can honestly say that the version of *MDK 2* that we showed at ECTS had only a fraction of the pizzazz and gameplay that we now have." Oh well, we'll let him off, then.

For those who missed our preview in issue 02, *MDK 2* is a futuristic third-person adventure in which aliens are about to destroy earth and you have to stop them. You get to play three characters in the game – Kurt, a stealthy assassin, Max, a six-legged robo-dog and Dr Hawkins, a doctor – and the style of gameplay is completely different for each. Pretty standard stuff, then ■

FINEPOINTS

- **Publisher:** Virgin Interplay
- **Developer:** BioWare
- **Origin:** Canada
- **Real-time shadows:** Nice
- **ETA:** February 2000





The sequel to Shiny Entertainment's *MDK* is looking fantastic on Dreamcast, but we'll have to wait till next year to take control of old favourite Kurt and newcomers Dr Hawkins and Max.

LANDINGSOON

RE-VOLT

Drive remote-controlled cars without worrying about the big kids and their vicious size elevens

Plenty of games have tried to simulate remote-controlled car racing without coming close to capturing the feel of playing with the speedy toys. *Re-Volt* might just be the title to successfully recreate the experience as, at this late stage of development, the game is looking quite promising.

A rather mis-targeted PC version of the game was released earlier in the year to a muted response, but the Dreamcast incarnation seems set to be a whole different kettle of fish. The fast and furious *Micro Machines*-like gameplay is much better suited to console with joypad control and, instead of producing a lazy PC port, the developer Probe has improved *Re-Volt* considerably for Dreamcast.

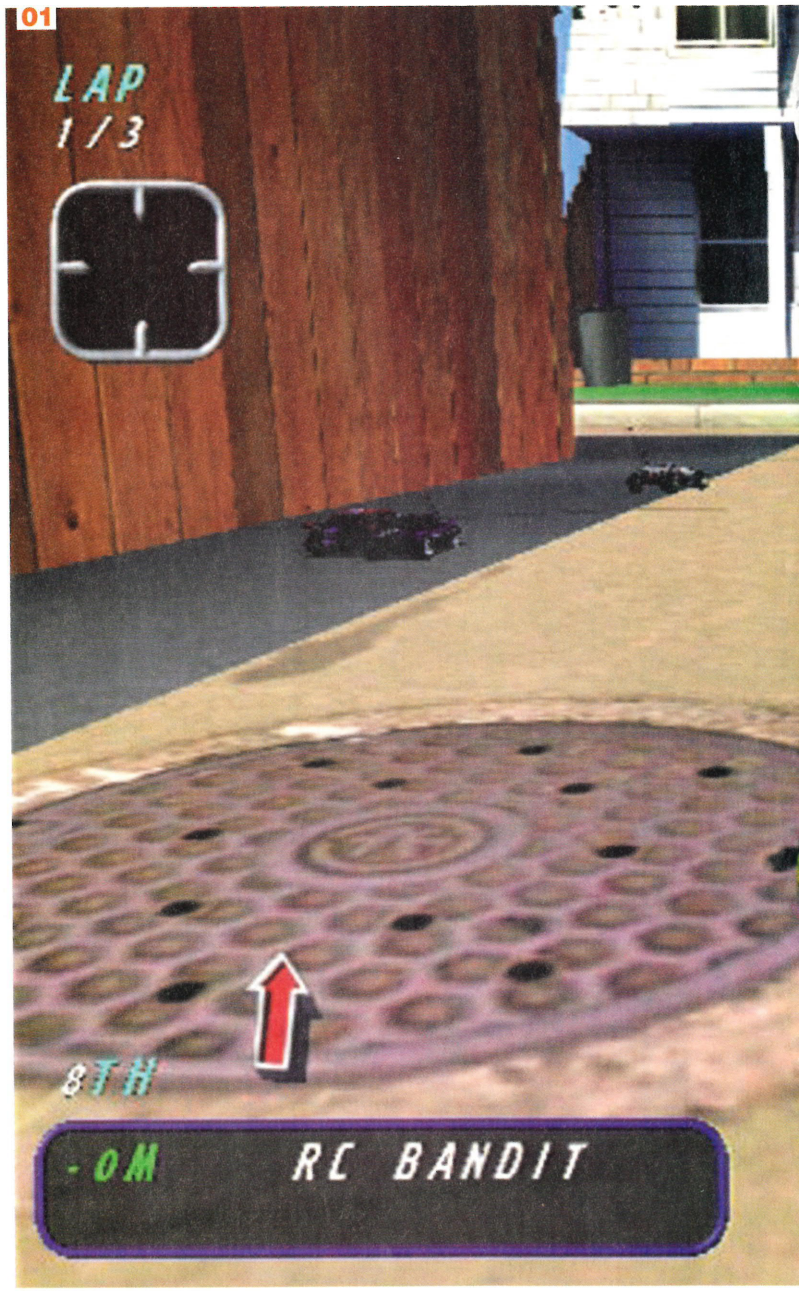
There are now more tracks and vehicles to race, plus an excellent fourplayer split-screen mode. The visuals are much sharper than on PC and the highly-detailed cars zoom around the diverse locations with no sign of glitching or pop-up. The handling of the remotes has also been improved with the almost uncontrollably lightweight feel replaced by more solid handling that increases the game's playability without sacrificing the convincingly sensitive physics of remote-controlled motors.

Perhaps the most impressive aspect of the game is the comprehensive track editor which enables you to create your own courses and save them to the VM for use in the game. You choose a grid size that represents the area the track will cover and then, Scalextric-style, build your course using straights, chicanes, bends, hills, bridges... In fact, everything you could possibly think of, including the different power-ups and where they can be collected.

It's among the most extensive development kits ever seen on console and if the depth and imagination of the gameplay match the standard of its track editor, *Re-Volt* will be (ahem) electrifying ■

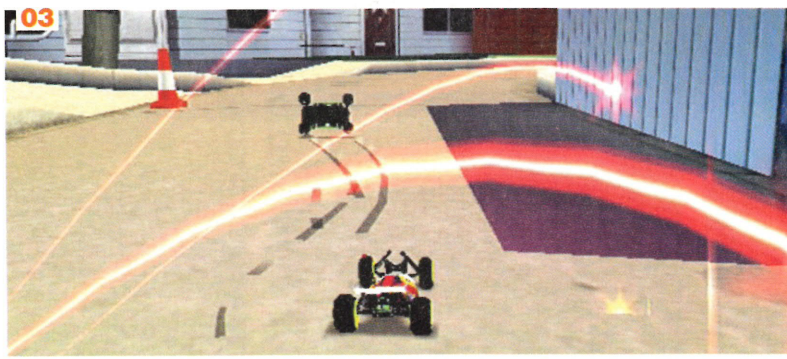
FINEPOINTS

- **Publisher:** Sega
- **Developer:** Probe
- **Origin:** UK
- **Batteries:** Not included
- **ETA:** December



01 Tight, competitive racing is the order of the day and your batteries will never go flat
02 "I'm a tunnel, enter me!" And discover a cunning short-cut
03 There are numerous power-ups to collect, ranging from speed boosts to missile attacks

"The visuals are much sharper than the PC version's with **no sign of glitching or pop-up**"



FIRSTCONTACT

SOUTH PARK: CHEF'S LUV SHACK

"Gonna make love to ya woman, gonna lay ya down..." Welcome to *Chef's Luv Shack*

British dinner ladies might be crotchety old battle-axes who serve up runny mashed potato and vomit-like semolina, but those lucky young scamps at South Park Elementary have their culinary needs catered for by a cool-cat black dude known simply as Chef. And, apart from providing the children with the benefits of his legendary cooking skills, Chef is only too willing to dish out some tasty titbits from his vast experience of the laydeez.

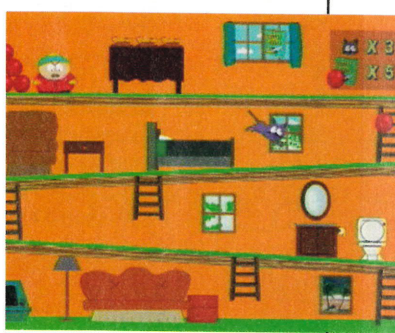
As the name of the game indicates, everyone's favourite world authority on food and females is the star of the first South Park title to appear on Dreamcast, and for those brave enough to enter his Luv Shack, this is what you'll find on the menu. Essentially a game show (with Chef as the host with the most) you'll be able to take on the role of your preferred South Park character and answer amusing trivia questions based around the show.

If that sounds a bit dull then consider the fact that all the questions will be in the worst possible taste, with categories including such things as 'Robert Smith Kicking Ass', and it's obvious we're not facing some tedious Trivial Pursuit clone here. The game will also include a variety of minigames such as 'Asses in Space' with Terrance and Phillip, Jimbo and Ned's 'Tethered Pheasant Shoot' and 'Spank the Monkey' with Mr Mackey, which should provide enough outrageous action to satisfy even the most virulent South Park sociopaths.

Whether this mix of humourous game show elements and crazy, idiosyncratic mini-games will work as a whole remains to be seen. Whatever the quality of the final version, one's thing for sure: *Chef's Luv Shack* will certainly be different ■

FINEPOINTS

- **Publisher:** Acclaim
- **Developer:** In-house
- **Origin:** US
- **Master:** Chef
- **ETA:** November



As you can see, the gameshow is like Wheel of Fortune without the annoying Scotsman. Choose a category, answer a question correctly and Chef will make sweeeeet lurve to ya. Esther can't wait

FIRSTCONTACT

DEADLY PURSUIT

Barge maniac drivers off the street with Fox's forthcoming police chase sim

01 "Well it's in a rough part of town," says Officer Dibble, defending his decision to stake out the donut shop for 48 hours
02 "Stop that man in the yellow truck! He's been kidnapping people off the side of the road all day!" "That's a bus, Officer Dibble" Oh
03 "Look, Caspar's parked his car in the middle of the road," said Officer Dibble

No-one will admit it, but deep down we all love programmes like Police Camera Action. We love it when Alistair Stewart earnestly implores us to "look at this idiot in the Ford Capri" because we know that idiot is about to reverse down the motorway into an oncoming juggernaut, in full view of a passing squad car. There's just something irresistibly fascinating about seeing other people cause near-fatal accidents and then sheepishly pull over when the bobbies rear up behind, lights a-flashing.

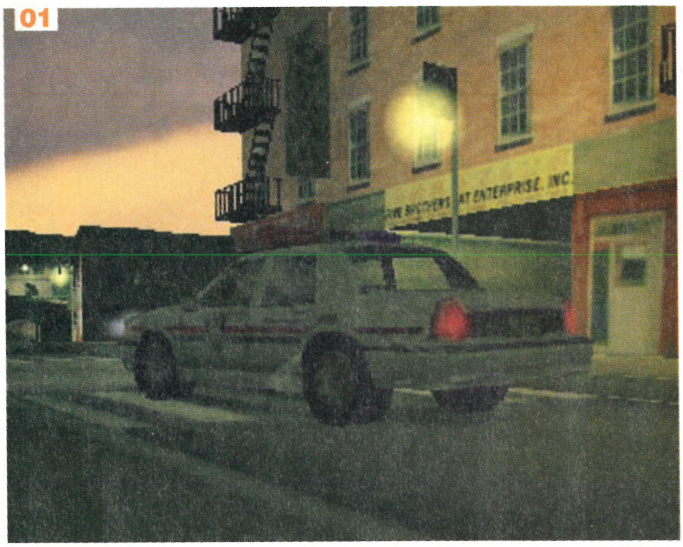
With *World's Scariest Police Chases: Deadly Pursuit* (this is a working title), Fox is no doubt hoping to capitalise on this furtive love affair. For those who are ignorant of US TV, WSPC is a popular American equivalent of Police Camera Action, complete with grainy black and white footage of auto madness and the usual shock-filled commentary. Not surprisingly, for the videogame simulation of this potent TV favourite, you play a traffic cop with 75 missions to drive through at high speeds, mostly involving the pursuit of speedy crooks, robbers and baddies. To capture the essence of the programme, the action will be followed by media helicopters and news cameras. You can also watch a replay of each task, complete with running commentary. Yes, you too can be Alistair Stewart looking on in disgust at the car-bound carnage. Excellent stuff.

With a full set of multiplayer modes to add to the recipe, this looks like it could be a really entertaining game. Of course, it would be more fun to control the loser in the Ford Capri, but car chases through well-drawn urban environments (and Fox promises the biggest city maps ever seen in a game) are always a hoot, whatever side you're on. Could this be *Driver* for DC? Let's hope so ■

FINEPOINTS

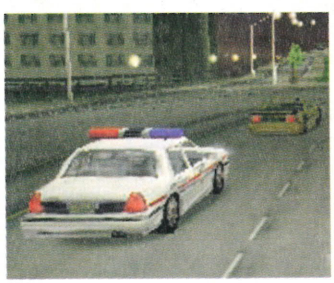
- **Publisher:** Fox Interactive
- **Developer:** Teeny Weeny Games
- **Origin:** UK
- **Police:** Stop
- **ETA:** Second Quarter 2000

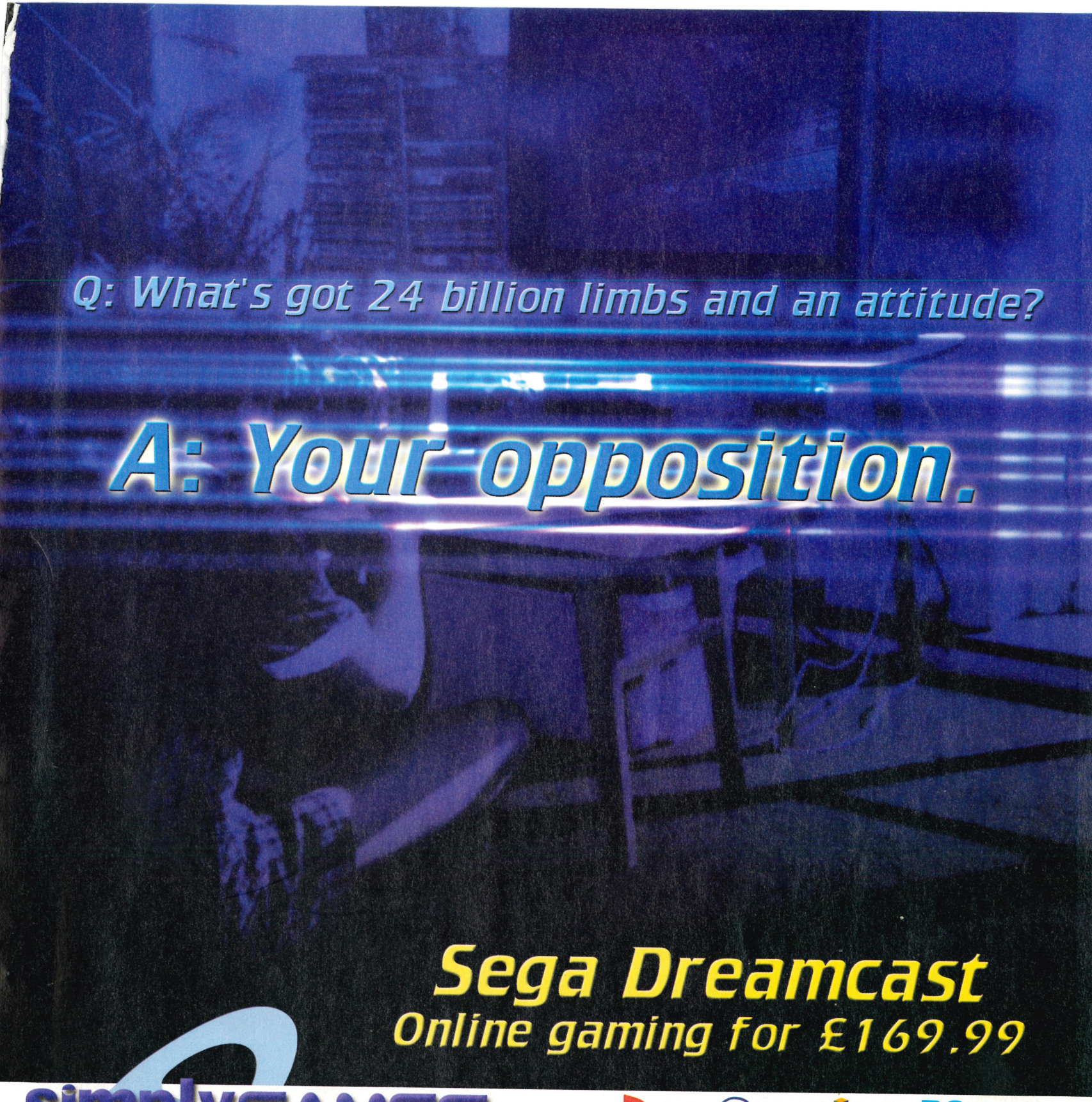
01



02

03





simplyGAMES

the best games
the lowest prices
free worldwide delivery
0171 720 6767

Dreamcast

PC games

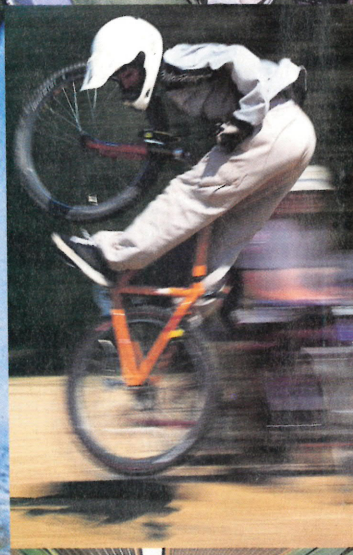
shadow man:	**only £29.99**	soul calibur:	**only £29.99**
uefa stiker:	**only £29.99**	adrenaline rush:	**free**

Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.co.uk

BRITAIN'S BEST SELLING BIKE MAG

Mountain Biking UK



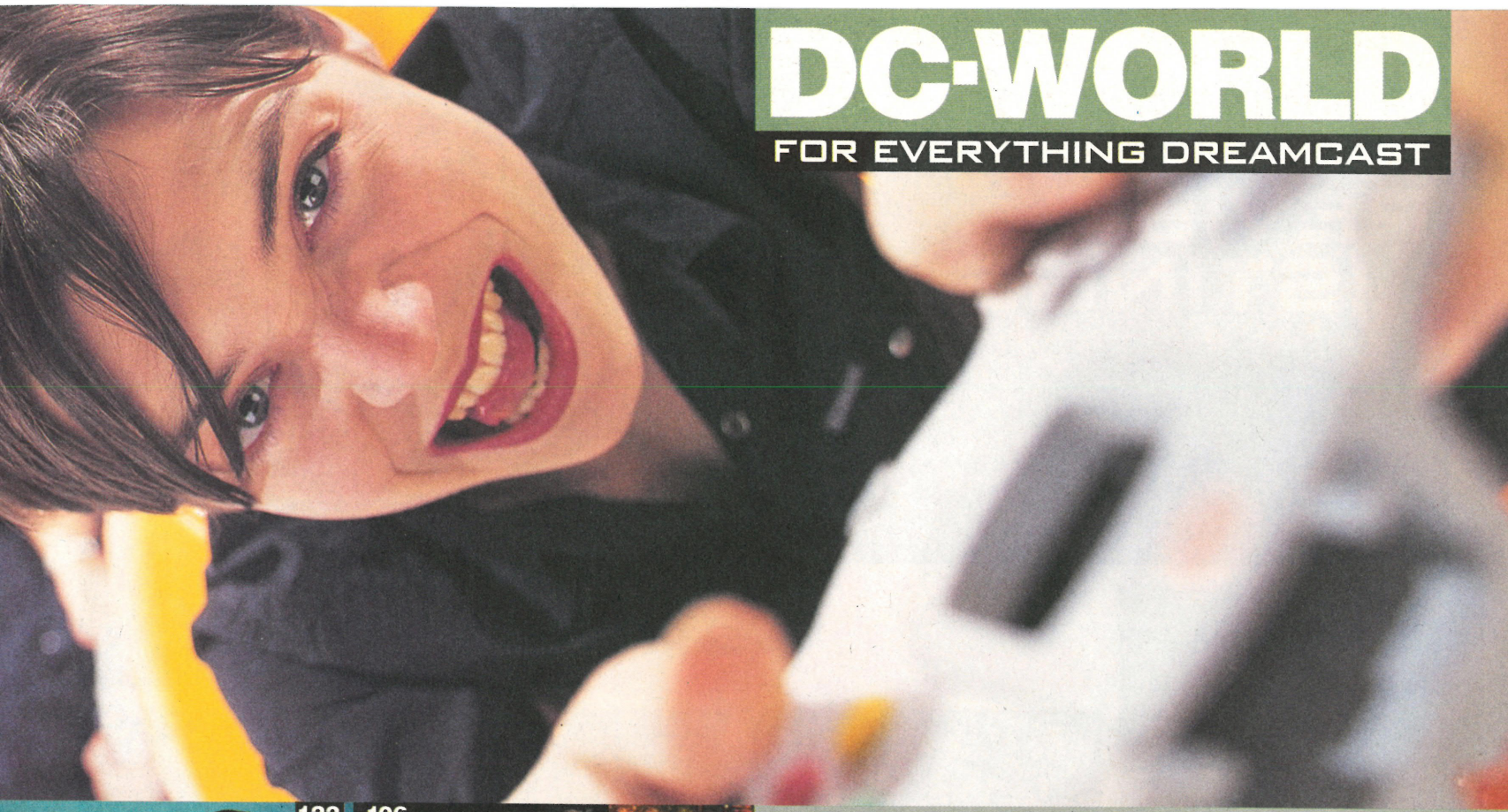
WE GET GILLY SPITTIN BRICKS

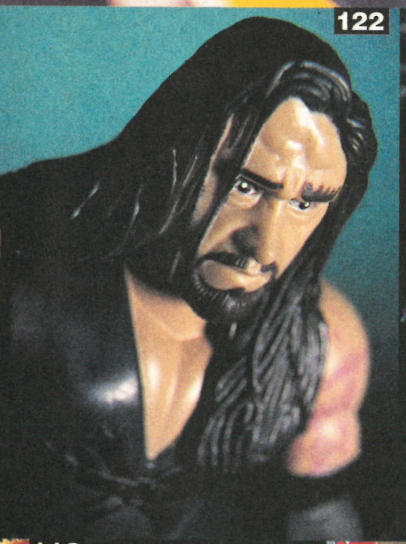
Tricks... Stunts... Crashes... Tests and tips... Leeks... Trials fights... Choppers... It's all too much

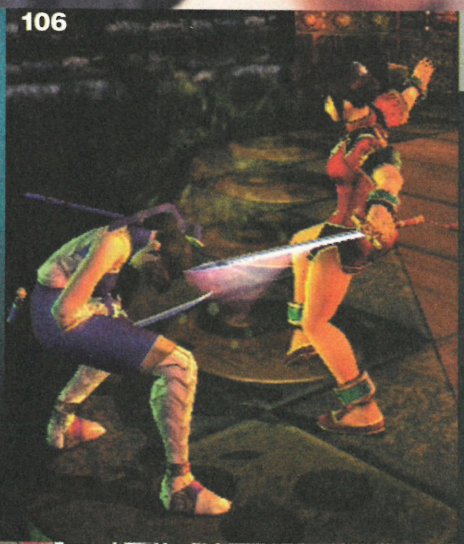
ON SALE NOW

DC-WORLD

FOR EVERYTHING DREAMCAST







IN THIS SECTION

LIVING LIFE, PLAYING DREAMCAST

100 **REVIEW LISTINGS**
All of the reviews we've ever done, and the marks awarded to them

104 **ASK AUNTIE ESTHER**
She knows everything, you know. A bit like God. Except just about Dreamcast

106 **SOUL CALIBUR HINTS**
There's a lot of secrets in there to find, and we've found them all

110 **DC-UK GUIDES**
This time we explore *Hydro Thunder* and *Buggy Heat*

112 **COINING IT**
An exclusive hands-on playtest of Sega's superb new Naomi arcade games

116 **NOT THE SAME CABLE**
Charts, books, the very bizarre *Seaman*, and a Japanese wrestling game

120 **SURF'S UP**
Sites we like, sites you like, and the results of our very first online poll

122 **POWERED DOWN**
The best toys with which to play *WWF Attitude* during a power cut

124 **TEAM DIARY**
This month, it's Keith's turn to describe our zany antics

126 **NEXT MONTH**
Is going to be our first issue in 2000, so we're going Millennium crazy, baby

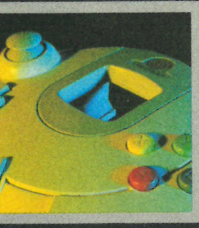
130 **BRAIN IN A JAR**
Trevor Williams concentrates on the games he'd play as a piece of grey matter

REVIEW LISTINGS

NERVOUS ABOUT PARTING WITH YOUR HARD-EARNED? LET **DC-UK** HELP YOU MAKE THE RIGHT DECISIONS

PERIPHERALS

JOYPAD The Dreamcast controller is a hefty, yet comfortable device. On the top it's got two direction controllers: one analogue and one digital. In the middle of the pad is the hole through which you can view your VM screen. Turn the thing over and you'll see that there are two slots at the front. These can hold either two VMs or one VM and one Jump Pack – which vibrates at key moments in a game. There are also two triggers down there by your index fingers, one beneath each prong, which are a bit like those triggers on a Scalextric. There have been complaints that the controller isn't perfect for beat 'em ups, but apart from this, it's a versatile, feature-packed controller ■



VISUAL MEMORY The VM saves game positions and high scores from your games. It has a 48x32 pixel screen, a d-pad, two fire buttons, and a connection port so that two VMs can be slotted together.

It's capable of downloading games from either the Dreamcast or from the Internet – *Power Stone*, for example, has three different mini-games that can be stored on the VM. Also, if you attach two together, it allows players to engage in twoplayer mini-games or to swap whatever they've downloaded from their Dreamcast titles. And on top of all this, the VM screen is visible when you slot the unit into a joypad, which means each player has a personal viewing field of their own ■

BLUE STINGER 3/10

"You get to a stage in *Blue Stinger* where you start to think that it all might either be, a) a poor joke, or b) a bad dream. Sadly, it's neither. Unfortunately, you'll find that the joke is on you if you save up the readies to buy this."

Blue Stinger **is an arcade game with elements of adventure games like *Tomb Raider* and *Resident Evil*. Unfortunately, apart from some nice graphics, it has none of the class those two games displayed ■**

- **Issue #02**
- Publisher: Sega
- Developer: Climax Graphics
- Price: £39.99
- Players: One
- **For:** A familiar and popular genre. Some decent graphics
- **Against:** Frustrating and unoriginal gameplay

BUGGY HEAT 6/10

"There are several factors that make *Buggy Heat* worth recommending as a racing game, but it's just too limited and frustrating to offer a long-term alternative to *Sega Rally 2*. Surely the search for niche racing genres must end soon."

Buggy Heat **has quite a few original features (for example, the Internet high score table) and it looks quite nice, but it's not one of the best racing games we've played. Still, for racing fans it's probably worth investigation ■**

- **Issue #03**
- Publisher: Sega
- Developer: CRI
- Price: £39.99
- Players: One to two
- Extras: 60Hz, internet
- **For:** Good-looking and original take on the familiar racing template
- **Against:** Slow turning speeds and limited depth

EXPENDABLE 6/10

"*Expendable* should provide all the action you wannabe Arnies and Will Smiths need; it's a fast-paced blaster in the old skool tradition. How long these type of exploits can hold your attention nowadays is another matter."

Taking its inspiration from classic shoot 'em ups like *Ikari Warriors* and *Gunsmoke*, *Expendable* pitches you and a friend (should you have one) against hordes of enemy droids. Simple but fun ■

- **Issue #01**
- Publisher: Infogrames
- Developer: Rage
- Price: £39.99
- Players: One to two
- **For:** Some nice graphical touches. An enjoyable blast 'em up. Bloody big guns
- **Against:** It's all a bit old hat. A bit repetitive

F1 WORLD GRAND PRIX 7/10

"As long as you're prepared to spend time getting to know it, you won't find a more involving serious racing game. But for those looking for a basic racer *F1 World GP* might prove a little too complicated to be truly enjoyable."

Fans of the Formula One genre will have little to grumble about with *F1 World Grand Prix*. As far as sims go, it's one of the best on any platform. It's marred only by some slow-down and an imperfect twoplayer game ■

- **Issue #03**
- Publisher: Video System
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: Rumble, 60Hz, wheel
- **For:** Detailed and challenging simulation
- **Against:** 1998 drivers

HOUSE OF THE DEAD 2 — 8/10

"Play the Dreamcast version of *The House of The Dead 2* on a large, good-quality television and you may as well be playing it in an arcade... And as a twoplayer game, it's addictive and highly social."

***THOTD2* was great in the arcades and it's just as good on DC. Sega's scary shoot 'em up now comes with a special mode, featuring new weapons and power-ups. This is what all lightgun games should be like ■**

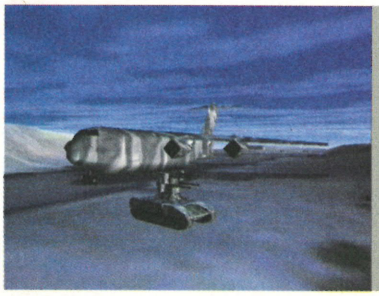
- **Issue #01**
- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: Lightgun
- **For:** Arcade-perfect, addictive gameplay, and multiple routes
- **Against:** Not particularly mentally challenging

HYDRO THUNDER — 7/10

"The courses are imaginative, there's stuff hidden all over the place, and careering over ramps into the great unknown provides an exhilarating rush. However, the gameplay is scrappy in places and the physics are slightly dodgy."

Publishers seem eager to flood the DC market with racing games, and, as it happens, *Hydro Thunder* is a decent variation on the usual race-based speed antics. It's arcadey and fun, but, as you'd expect, a bit shallow ■

- **Issue #03**
- Publisher: Midway
- Developer: Eurocom
- Price: £39.99
- Players: One to two
- Extras: Rumble pack
- **For:** Fast-paced arcade fun, imaginative design
- **Against:** Lacks any real depth, or options



INCOMING — 5/10

"*Incoming* tries to gloss over the repetitiveness of its gameplay with incredible graphics and a variety of vehicles. It's fun for a while, but unless you're a fan of the genre you'll be bored after the first 20 phases."

With the exception of *UEFA Striker*, Rage has seemed content to rehash PC titles for DC. *Incoming* is similar to *Expendable*, in that it looks great and is fun for a while, but at the end of the day, it lacks depth ■

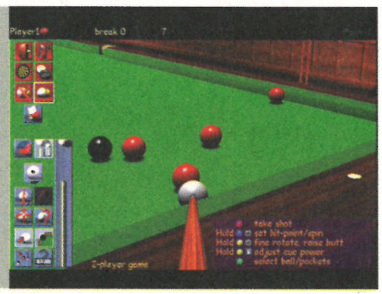
- **Issue #01**
- Publisher: Infogrames
- Developer: Rage
- Price: £39.99
- Players: One
- **For:** Beautiful explosions and backgrounds. Loads of vehicles and weapons
- **Against:** Missions are too similar. Lack of depth

JIMMY WHITE'S 2: CUEBALL — 6/10

"It's a good pool simulation, let down only by the loading times – and the lack of beer, fag smoke and ripped baize. But it's the only time you'll play against the Whirlwind himself and it's almost worth it just for *Dropzone*."

As with all games of its ilk, *Jimmy White's* can't possibly match playing pool down the boozer, but it is actually a rather good game. The loading times are poor and the joypad isn't as user-friendly as the mouse in the PC version ■

- **Issue #03**
- Publisher: Virgin Interplay
- Developer: Awesome
- Price: £39.99
- Players: One to two
- **For:** Realistic snooker sim. Darts, draughts, jukebox and *Dropzone*
- **Against:** Dreadful loading times, crap tunes on jukie



MARVEL VS CAPCOM — 6/10

"Hardcore Capcom fans will, undoubtedly, be aghast at the figure we've awarded *Marvel Vs Capcom*, but most of you will probably play this once or twice before dashing back to the shop to trade it for something else."

Okay, so you get to play as your Saturday morning cartoon heroes, as well as some of Capcom's legendary fighters, but *MVC* doesn't quite cut the mustard next to the likes of *Soul Calibur*, or even *Street Fighter Alpha 3* ■

- **Issue #03**
- Publisher: Virgin Interplay
- Developer: Capcom
- Price: £39.99
- Players: One to two
- Extras: 60Hz option
- **For:** Great characters, super-powerful moves
- **Against:** All this 2D beat 'em up stuff is a bit dated

MONACO GP — 6/10

"*Monaco GP* is a competent attempt at recreating F1, combining an accessible arcade game with a detailed simulation mode and an enjoyable twoplayer option. But the proceedings are a little soulless and unrewarding."

While it may not be the most realistic Formula One simulation to have graced the world of videogames (it doesn't hold the official licence, for example), *Monaco Grand Prix* is a decent take on the F1 racing genre ■

- **Issue #02**
- Publisher: Ubi Soft
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: 60Hz
- **For:** Fun arcade mode and detailed simulation mode
- **Against:** The gameplay is a bit soulless and unrewarding

PERIPHERALS

ARCADE STICK This huge slab of a joypad is about the same size and weight as some bathroom scales, and can be perched on your lap or placed on a table in front of your telly. Sporting a proper joystick and six chunky buttons, the arcade stick is designed for those who want to replicate the arcade gaming experience in the privacy of their own home (for extra authenticity you could always put a couple of cigarette burns on it). Best used for beat 'em ups and shooters, the arcade stick retails at around £35 ■

WHEEL Believe it or not, this peripheral has been designed for use with driving games. As well as the five buttons on the front of the wheel, there are two paddles on the rear used for accelerating and braking (or changing gears, depending on how you configure the thing). The stabilisers at the side make it feel nice and solid, but unfortunately there's no force feedback (ie, a rumble pack that simulates resistance), which is a pity. The wheel retails for £45 or thereabouts ■

KEYBOARD Sega's dedicated Dreamcast keyboard should prove invaluable if you plan to spend a lot of time surfing the Internet (for completely legal and above the line research purposes, naturally), but can't be bothered to enter all those long URL addresses using Dreamcast's fidgety onscreen-keyboard. It's also good for writing emails, of course – a facility that Sega's online service provides. Expect to pay about £20 for the keyboard – well worth it, if you ask us ■

REVIEW LISTINGS

NERVOUS ABOUT PARTING WITH YOUR HARD-EARNED? LET DC-UK HELP YOU MAKE THE RIGHT DECISIONS

CONNECTIONS

TELEVISION Sega encourages developers working on the UK versions of Japanese and American games to support Dreamcast's 60Hz option – this allows our lazy European PAL machines to run games at the NTSC rate of 60 frames per second (see page 117 for an explanation of what all this means), rather than the slower PAL rate of 50 frames per second. To take advantage of this feature you will need a dual standard TV, that is, one that can understand both PAL and NTSC signals. Most modern televisions do this, but if you're thinking about buying a new one to play your Dreamcast games on, make sure you check with the shop whether it's dual standard or not ■

CABLES Although every UK Dreamcast comes with a free RF cable to connect your machine to the TV, the picture quality is never too hot through those cheap bits of wire. There are alternatives, however. Dreamcast, for example, has full SCART cable support. SCART is a European technology that splits the image into its component colours – red, green and blue – and sends them to the TV separately, so you get a much clearer, sharper picture. An official Sega SCART lead is available, but cheaper alternatives are around. You can also purchase Dreamcast composite leads which have three jacks – audio left, audio right and video. These provide a slightly better picture and sound than RF, but they're not half as good as a SCART connector.

Finally, there's the S-video cable option. As with composite, S-video leads end in three jacks, but here the video jack splits the TV signal into two parts: colour information (Chrominance) and brightness (Luminance). Like SCART, this gives a sharper picture and prevents colour bleeding ■

POWER STONE 9/10

"*Power Stone* is one of the most innovative, off-beat releases in ages. Despite a few niggling issues, it's a superb and original title. Even its lack of single-player longevity is no reason to avoid it. Buy it now."

When *Power Stone* first touched down at DC-UK, productivity hit an all-time low. The 3D arenas look impressive and the characters are smooth and chunky. The freedom of movement propels the genre light years ahead ■

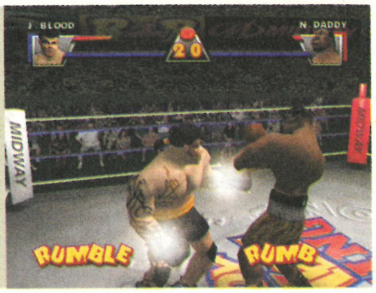
- **Issue #02**
- Publisher: Eidos
- Developer: Capcom
- Price: £39.99
- Players: One to two
- Extras: VM sub-games
- **For:** Massively original. Easy to play and great to look at
- **Against:** A little easy to complete

READY 2 RUMBLE 8/10

"*Ready 2 Rumble* is classic US videogaming – enjoyable, brash, bold and noisy. Created by Midway, a company whose history stretches back to the pinball era, *R2R* is one of the finest games to emerge from its parent in years."

One of the best Dreamcast beat 'em ups and the greatest boxing game since Nintendo's *Punch Out!!* series, *R2R* is also one of the funniest and most enjoyable games we've played. The training system is especially well-conceived ■

- **Issue #02**
- Publisher: Sega
- Developer: Midway
- Price: £39.99
- Players: One to two
- Extras: 60Hz option
- **For:** Hilarious and hugely enjoyable box 'em up action. Instantly accessible
- **Against:** Not enough modes for any serious long-term appeal



SEGA BASS FISHING 7/10

"Getting bass is more enjoyable than you would think videogame fishing could possible be. The only drawbacks are its repetitive gameplay and limited appeal. But grab a rod controller and you might get hooked."

Fishing without the cold, wet weather; no sign of a bite all day; and, worst of all, sea sickness. *Sega Bass Fishing* is innovative and great fun. Unfortunately, the good times peter out quicker than we would have liked ■

- **Issue #03**
- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Players: One
- Extras: Fishing rod controller
- **For:** Original gameplay. Surprisingly addictive
- **Against:** Limited appeal. Repetitive

SEGA RALLY 2 7/10

"*Sega Rally 2* has aged alarmingly since its original Japanese release. It's a fine game – at times glorious, even... But it's hard to avoid the fact that *Sega Rally 2* isn't quite up there with today's best racing games."

Our review of *SR2* caused quite a stir among the game's loyal fans on the Internet. The conversion from arcade to home is a good one and there are loads of new options and extras. It's just not quite the classic we'd been waiting for ■

- **Issue #01**
- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: Online play
- **For:** A playable and intuitive introduction to rally driving with some nice touches
- **Against:** Handling lacks complexity

SONIC ADVENTURE 9/10

"*Sonic* haters may not be persuaded by what is essentially more of the same with knobs on, but the new adventure elements added to the traditional thrills of *Sonic* gameplay will delight fans and newcomers alike."

***Sonic* has everybody's favourite hog whizzing about in a giant, 3D world with familiar gameplay and items scattered around the landscape. It's an enjoyable game with pleasing RPG elements thrown in the mix ■**

- **Issue #01**
- Publisher: Sega
- Developer: Sonic Team
- Price: £39.99
- Players: One
- Extras: VM and Internet options
- **For:** Great graphics. New adventure elements
- **Against:** Not as ground-breaking as we'd hoped

SOUL CALIBUR 10/10

"With *Soul Calibur*, Namco has set a new standard – one that everyone in the DC world must aspire to. In every respect, from its breath-taking visuals to the many game modes, *Calibur* is polished to the deepest sheen."

It's so simple: you have to own a copy of *Soul Calibur*. Buy it right now, invite your sad old PlayStation-owning, Dreamcast sceptical mates round, stick *Calibur* on and watch them squirm. This is one incredible game ■

- **Issue #03**
- Publisher: Sega
- Developer: Namco
- Price: £39.99
- Players: One to two
- Extras: Rumble pack, 60Hz option
- **For:** Beautiful visuals, massive Mission mode
- **Against:** Lacks the Internet option of the Japanese version

SPEED DEVILS 7/10

"For the most part *Speed Devils* is decidedly enjoyable. It's not perfect, but you only have to look at other consoles' car-based 'games' to realise how worthy an addition to DC's growing library of racers this is."

***Speed Devils* is a pretty original racing game featuring many additions to the genre, including the ability to place bets on races. The arcade mode lacks depth, but the best lies in the detailed championship mode ■**

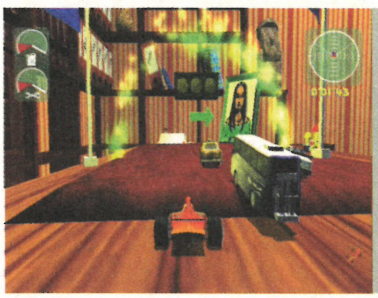
- **Issue #02**
- Publisher: Ubi Soft
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: VM radar
- **For:** Original ideas and great fun to play
- **Against:** Not enough tracks. Lack of competing cars at times

SUZUKI ALSTARE 5/10

"The best bits of the entire game are the spectacular crashes that see your hapless rider catapult into the distance like Superman with broken limbs. When this is the best part of a racing game, it really is time to worry."

From the company that brought you the wonderful *TrickStyle*, *Suzuki Alstare* is a real disappointment. There's nothing to break up the monotony of the courses and the pop-up is some of the worst we've seen ■

- **Issue #03**
- Publisher: Ubi Soft
- Developer: Criterion Studios
- Price: £39.99
- Players: One to two
- **For:** Decent graphics. Acceptable racing action, s'pose
- **Against:** Lazy PC conversion. Rubbish twoplayer mode. Pop-up



TOY COMMANDER 7/10

"*Toy Commander* is an accomplished title but its irritating flaws prevent it from being hailed as a classic... In many of its missions the game strays from acceptable levels of trickiness into the realms of frustration."

Reminisce on the days of your childhood with this unusual and innovative game/ You can play with over 30 toys, such as helicopters, cars and tanks. It's like a huge, 3D version of *Micro Machines*. Small ones are juiciest ■

- **Issue #02**
- Publisher: Sega
- Developer: No Cliché
- Price: £39.99
- Players: One to four
- **For:** Toys. Four players. Over 50 missions. Over 30 vehicles
- **Against:** Handling can be tricky. Missions are highly frustrating

TRICKSTYLE 9/10

"*TrickStyle* has lived up to its hype brilliantly. The radical combination of stunts and racing works better than anyone could have hoped and resulted in a state-of-the-art next generation title. Welcome to the future."

Criterion Studios has done a sterling job of creating a unique future sport sim. The boarders' movements on their decks are ultra-realistic and based on real physics. It looks amazing, and it's a thrill to race through the city streets ■

- **Issue #01**
- Publisher: Acclaim
- Developer: Criterion Studios
- Price: £39.99
- Players: One to two
- **For:** Triumphant combination of two styles. Looks great, plays better
- **Against:** Disappointing twoplayer game. Mediocre music

UEFA STRIKER 8/10

"*UEFA Striker* comes close to combining *FIFA*'s in-depth options and *ISS Pro*'s gameplay... For the first *UEFA* game to be this good is a startling achievement and suggests that the sequel will be something really special."

After a marathon session with *UEFA Striker*, our resident football nut Lee emerged from our games room, sweat dripping from his brow, declaring, "It's good." He always has been a man of few words – it's great ■

- **Issue #02**
- Publisher: Infogrames
- Developer: Rage
- Price: £39.99
- Players: One to two
- Extras: 60Hz
- **For:** It's a cracking game of football. What more do you want? Blood?
- **Against:** No manual skill moves. Dodgy through-ball

VIRTUA FIGHTER 3TB 7/10

"Unless you despise fighting games – and maybe, even then – *Virtua Fighter 3tb* is an essential purchase. Super-smooth, fast, and with an attractive tactical vein, it's a beat 'em up par excellence. Not quite a 10, though."

"The Muhammed Ali of fighting games", we called it. *VF3tb* is arguably the best fighter in the arcades. It may lack stunning visuals, but *VF3tb* is a bare bones fighter that's geared towards quick, responsive attacks ■

- **Issue #01 & 02**
- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Players: One to two
- Extras: None
- **For:** Strategic approach to fighting. Polished and attractive
- **Against:** Not enough options. Terrible PAL version

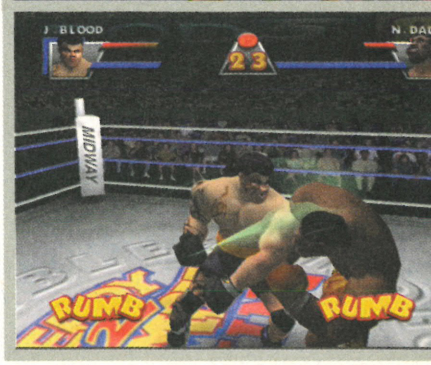
READER REVIEW

- **Game:** Ready 2 Rumble
- **Reviewer:** Firat Kemal, London

Every month we'll print a selection of the best reviews we receive. This month Firat Kemal was impressed by Midway's beautiful box 'em up, *Ready 2 Rumble*.

I bought *Ready 2 Rumble* along with the console on the day of its launch. After switching on my DC, my partner and I were treated to a brilliant introduction from Michael Buffer. A couple of hours into the championship mode and playing against my wife, I have to say, it's at least a very playable boxing game which will appeal not only to teenagers and adults but also the younger gamer. The cartoon-style graphics are an excellent idea, providing some welcome humour. Every character has their own moves, facial expressions and bruising. The fluid movement and animation of the boxers is really well done. A special mention must go to Afro Thunder – very smooth, stylish and fast around the ring.

It does require a fair amount of skill if you're gonna be champ. The training mode adds variety with a number of minigames for you to complete. Sound effects are fairly limited. They could have given the crowd more volume and provided some running commentary. Although I did find the corner men quite humourous, screaming instructions to the boxers. Also, an action replay feature would have been welcome. Overall, *Ready 2 Rumble* is a stylish, playable and enjoyable boxing game ■



ASK AUNTIE ESTHER

HAVING PROBLEMS? AUNTIE WILL GIVE YOU ALL THE ADVICE YOU NEED

> In the reviews, could you tell us if the game is compatible with the VGA box and how many blocks one save game takes on the VM? When will the VGA box be released in Europe? My TV is only 50Hz, so I'd like to know whether games with the 60Hz option run with the VGA box at 60Hz?

Arne Gauseride Pettersen, Oslo

A problem we've found is that different versions of different games, be they Japanese, American or European, often don't work with the VGA. That makes it hard to say at the time of printing (which is around three weeks before you read the magazine), which games are VGA compatible. The VGA box makes compatible games run at 60Hz – but of course you need a computer monitor to go with it.

> When I reserved my Dreamcast, I thought *Blue Stinger* looked pretty spot-on. But after reading through issues 01 and 02 of **DC-UK**, I've noticed that you described it as crap. Is it really that bad?

Andrew Bashir, Stockport

It's pretty awful, hence the three out of ten. Other magazines seem to have been ludicrously lenient on Stinger, *which doesn't seem fair on you people who have splashed out good money for it, does it?*

> I have a couple of questions that you may be able to answer before I buy a Dreamcast.
1. Do you get 100 per cent access to all of the Internet?
2. Will you be able to copy files from the Internet?
3. Will you be able to play DVD films on it at some point?

Stephen Cahill, via email

A couple of answers – but hopefully you've already bought a Dreamcast:
1. Yes you do, once you've disabled the content lock.
2. You can download VM data from the Internet. Presumably the forthcoming Zip drive (see issue 03) will mean that larger files, such as QuickTime movies can be stored, too.
3. Not yet – read on...

> Is there going to be a DVD add-on for the UK Dreamcast?

Michael Gallagher, Luton

It seems pretty likely that Dreamcast will be getting a DVD add-on, which should allow it to play movies. However, as with Nintendo's hugely delayed 64DD drive for the N64, there's no guarantee that it will come to Europe. If it does make it here, I wouldn't expect it to appear before the end of 2000 – or for less than £100, come to that.

> Congratulations on a great magazine. Last issue in the VM feature you said you could play a Chao puzzle game. I was wondering how this works.

Dominic Crossley, via email

Sonic *has a secret VM game which is downloaded if you put a pad in the fourth port when you boot up the game. We haven't had chance to footle with it too much, so you'll have to let us know what you think.*

> I've heard that some of this first batch of games will be re-released in April with additional coding needed for them to be online capable, eg, *Sega Rally 2*. Which games will be re-released? I don't want to end up buying *Soul Calibur* or *Power Stone* twice. And just how much memory (Mb) is in the VM?

Morgan Gibbons, via email

The VM has a not-particularly impressive 128k of memory, which is around an eighth of a Megabyte. However, it seems inevitable that large capacity versions will be released as games become ever more complex. And the only game I've heard rumour of being re-released with online features is Sega Rally 2 *– otherwise you should expect at least a dozen dedicated online titles in 2000. Oh yes.*

> Does the battery in the VM unit only account for playing the sub-games and the timekeeping functions, etc, and not for saving games? Because it'd piss me off no end if I lost a game due to a flat battery. Finally, I read that future Dreamcast games may be compatible with the spanking new NeoGeo Pocket Color. How will this work, and which games will they be?

Debbie Chant, via email

Rest easy; the battery in the VM is there to power the screen while it's out of the Dreamcast pad. The memory is of a type called flash RAM, which basically means that it can store data without power, and can be re-written over and over again. The groovy little NeoGeo Pocket Color connects with Dreamcast via a special cable (which is around £20, as I recall), although King of Fighters R2 *is the only title that supports it as yet. We expect the forthcoming beat 'em up* SNK Vs Capcom *to use it, too.*

> If you leave your Dreamcast idle for a while (using Dreamkey) a screensaver appears. Is there any way of downloading screensavers from the Internet for use on Dreamcast?

Sorry if my literary skills are poor, but this is the first email I have ever sent – thanks to Dreamcast.

Graham Whyte, via email

Dreamcast has an incredibly powerful signal output to your TV, and if you leave a lot of games alone you'll notice that most of them will dim the screen after a few minutes. That's so that the picture doesn't become burnt onto your telly's display – if you look at old arcade machines and computer monitors you'll see what I mean. And cashpoints suffer from it as well.

> I am from Greece and I must admit that you are the best DC magazine I have read. I would like to ask you if *Jurassic Park: Lost World* will be coming out on Dreamcast, and if it is, when we will see it?

Stratis Kabourogiannis, via email

Lost World *would be a welcome addition to Dreamcast's library, but the coin-op is getting on a bit now. But c'mon Sega, give us some more shooting games. We wanna kill stuff!*

> Why do some Dreamcast pads have circular start buttons and others

"THE ONLY GAME I'VE HEARD RUMOUR OF BEING RE-RELEASED IS SEGA RALLY 2"

■ **Auntie Esther**

"IS THAT NICHOLAS ANELKA PLAYING VIRTUA STRIKER IN COINING IT IN ISSUE 02?"

■ **Jamie Adams**

triangular ones? And is that Nicholas Anelka playing *Virtua Striker* in the Coining It section of issue 02? Also, how did you get people to write into the first issue of the magazine?

Jamie Adams, Coventry

Hmm... all our pads have triangular start buttons. Are you sure that you aren't mixing up official and unofficial versions? If it is Anelka, then we've been pretty lucky to spot him playing VS2 ver.2000. *As for the letters, we thought about sending Keith and Lee out on the streets with placards, but ended up putting a link on our superb sister site,* ***www.futuregamer.com****. Clever, huh?*

> Is Squaresoft going to release a *Final Fantasy* game for Dreamcast?

Kenny Baldwin, Lancashire

Sadly, we think not at this point, although when Sega has sold a few million more Dreamcasts, Squaresoft is sure to have a long hard look at its release strategy. Historically, Squaresoft was always Nintendo's best mate, but switched to Sony's PlayStation when it was announced that the N64 was to use cartridges as storage. See DC-Express this month for images from Sega's own RPG epic, Phantasy Star Online.

> Have you got any info on when *NFL2K* is coming to Europe. When I lived in the US it was all I played, but I cannot find out if it is being released in Europe. Please help!

David Whelan, via email

We've not had a release date from Sega as yet, but I'd be amazed if we don't see Sega America's superb sports sim before Easter 2000.

> After buying your magazine with the *Sega Rally 2* cheats (issue 02), I punched the cheats in and they didn't seem to work – why?

Mark Jones, via email

Mark, you're not alone on this one. You have to enter the cheats at the very first screen that appears when the game loads – don't go through to the options screen, otherwise it won't work. And have a few tries at it, because we've found it doesn't always work. But we don't know why, frankly.

> There is a big gap in the Dreamcast market and that would be rugby games. Are there any plans for a rugby game on Dreamcast? I know Codemasters are planning one for PC and PlayStation.

Sean O'Connell, Dublin

I've heard that Codemasters is looking seriously at the Dreamcast scene and is considering a change of heart (please, boys, please). With titles like Colin McRae Rally *and* TOCA, *the DC racing genre would receive a hefty kick in the pants. You might be interested to know that Codemaster's* Jonah Lomu Rugby *was coded by Rage Software, which also created* UEFA Striker *on Dreamcast.*

> Hi, I'm afraid this email will be very short due to my lack of a proper keyboard. I would be grateful if you could tell me anything about *GTA2* on Dreamcast. Also, why has Sega not made its virtual keyboard in QWERTY? It's mad, I tell you, mad. By the way your magazine is the best – just a pity there's no demo disc.

C LLoyd, via email

From what I've seen and heard, GTA2 *on Dreamcast will be the best version yet, with visuals that improve on the already lovely PC release. And hopefully we'll get the game's boombastic multiplayer stuff, which is an absolute scream to play on PC. Fingers crossed...*

> I read in **DC-UK** that *UEFA Striker* was to be released in October but I can't find it anywhere. Why is this? And when is the new release date?

Mark Rigby, via email

After we'd been sent and reviewed a copy of UEFA, and got along very nicely with it thank you, the game's publisher, Infogrames, decided to hold back the release by a couple of weeks. It should be on sale around the same time as this issue.

> Have you got any info regarding an improved Dreamcast modem – ie, an approximate release date and price? Also do you know anything about an updated browser disk?

J Huggins, via email

Sega Europe is currently talking about Easter as the launch date for true online gaming, and I reckon that would be a good time for a new modem to appear. Hopefully it will be sold for a reasonable price – like less than £30. An updated browser has also been promised, complete with increased support for Internet plug-ins, such as Macromedia's hugely popular Shockwave. However, we've not be given any firm info on this.

ASK ESTHER

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

// HARDCORE HARDWARE INFO

DREAMCAST

> **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. The Hitachi chip is great at delivering basic geometry data to Dreamcast's PowerVR chip (see below) – the building blocks of 3D graphics. 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 right-hand side of the console. So don't cover the vent!

> **Graphics 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 (like real-time lighting) are switched on. There's also texture compression built-in, which means that highly detailed surfaces can be drawn in games. And although it's related to a PC graphics card, it is definitely not upgradable, as it's soldered onto the circuit board.

> **Storage:** Unique Yamaha 1000Mb GD-ROM drive, making the discs currently pirate-proof. Runs at 12 times standard CD speed.

> **Audio:** Yamaha's AICA audio chip features 64 sound channels, complete with in-built support for samples and surround sound effects.

> **Memory:** Dreamcast is piled high with Random Access Memory (RAM), with 16Mb for game data, 8Mb for graphics data, and 2Mb for Audio. That's as much as PlayStation and PlayStation2 have when added together.

> **Video output:** Standard resolution for Dreamcast is the highest available on current televisions: 640x480 (although European TVs can support 800x600, Dreamcast is an international system). This is delivered at either 50 or 60 frames per second, which is why things move so smoothly compared to older consoles.

> **Modem:** European Dreamcast's ship with a 33.6kbps modem, which roughly means that it can communicate on the Internet at around 0.003Mb per second. So, not much. However, most PC users have coped fine with this speed for years. American Dreamcasts come with a faster 56kbps modem (around 0.005Mb per second), and we reckon the European version should have been specified the same. There is a fix, however.

The DC modem is upgradable, which you do simply by pulling it off the side of the machine (go on, have a go, we know you're dying to), and slapping a new one on. If we're lucky, future versions could include a cable modem, which would be capable of much faster speeds – as in 0.3Mb per second – so long as you're connected to a cable network, of course.

SOUL CALIBUR

ALL THE SECRETS REVEALED

The best fighting game on Dreamcast – and, indeed, ever – is the best for a reason. With a massive amount of secrets, we've gone the distance to provide you with a concise and complete guide to everything secret and hidden within the game. You'll be able to discover what portrait in which Art Card gallery will unlock what, and how to get the most out of the game that seems to just keep on giving. So, without further ado, let's get on with it ■

MISSION MODE

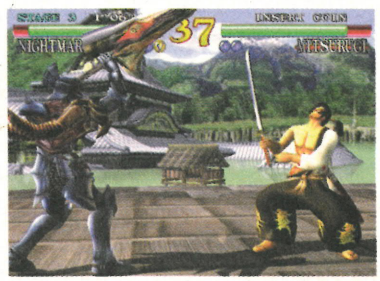
Soul Calibur features one of the most addictive and extensive secrets systems available in a fighting game. Mission Mode works like a quest with more than a dozen locations for you to battle through. Each time you win a mission you'll be awarded points which can then be used to purchase Art Cards from the Art Gallery. Purchasing specific Cards will unlock different secrets, ranging from alternate costumes to new stages to new missions in Mission Mode.

THE ULTIMATE LIST

The following list details which Art Cards unlock which secrets.

Gallery	Card	Secret Unlocked
The Tale Begins: Prologue	002	New Art Card Gallery
The Tale Begins: Prologue	003	Silk Road Rains mission
The Tale Begins: Prologue	005	Harbour of Souls mission
The Tale Begins: Prologue	006	New Art Card Gallery
The Tale Begins: Prologue	010	Maze of the Dead mission
Souls Guided by Destiny	014	New Art Card Gallery
Souls Guided by Destiny	015	Character Profiles Open
Souls Guided by Destiny	018	New Art Card Gallery
Souls Guided by Destiny	019	Colosseum mission
Souls Guided by Destiny	021	Silk Road Ruins Stage
Souls Guided by Destiny	026	Shrine of Eurydice mission
Souls Guided by Destiny	027	Palagaea Shrine mission
Souls Guided by Destiny	031	Kunpaetku Shrine mission
Souls Guided by Destiny	032	Takamatsu Castle stage
Souls Guided by Destiny 2	034	Emperor's Garden mission
Souls Guided by Destiny 2	036	The Adrian & Fortress mission
Souls Guided by Destiny 2	037	Money Pit mission
Souls Guided by Destiny 2	039	Xianghua's SP costume available
Souls Guided by Destiny 2	040	Takamatsu Castle stage
Souls Guided by Destiny 2	045	New Art Card Gallery
Symbols: Special CG	054	Exhibition Theatre open
Symbols: Special CG	055	New Art Card Gallery
Symbols: Special CG	056	Hoko Temple mission
Symbols: Special CG	058	Sophitia's 3P costume available
Symbols: Special CG	060	The Adrian & Fortress #2 mission

Gallery	Card	Secret Unlocked
Symbols: Special CG	065	City of Water mission
The Chosen Ones: CG Characters	068	Proving Grounds (TWILIGHT) stage
The Chosen Ones: CG Characters	070	Maxi's 3P costume
The Chosen Ones: CG Characters	079	Maze of the Dead stage
The Chosen Ones: CG Characters	081	Ostrheinsburg Castle mission
The Chosen Ones: CG Characters	082	Valentine Mansion mission
The Chosen Ones: CG Characters	083	Takamatsu Castle (WINTER) stage
The Chosen Ones: CG Characters	084	Water Labyrinth mission
The Chosen Ones: CG Characters	090	New Art Card Gallery
Portraits of Souls	093	Harbor of Souls #2 mission
Portraits of Souls	094	Voldo's 3P costume
Portraits of Souls	101	Silk Road Ruins #2 mission
Portraits of Souls	103	New Art Card Gallery
Portraits of Souls	104	Kunpaetku Shrine stage
Portraits of Souls	106	Maze of the Dead #2 mission
Cursed Souls	116	Shrine of Eurydice #2 mission
Cursed Souls	117	Palagaea Shrine #2 mission
Cursed Souls	122	Kunpaetku Shrine #2 mission
Cursed Souls	123	Silk Road Ruins (NIGHT) stage
Cursed Souls	126	New Art Card Gallery
Birth of a Soul	130	Chaos stage
Birth of a Soul	132	Takamatsu Castle #2 mission
Birth of a Soul	134	Money Pit #2 mission
Birth of a Soul	137	Taki (Exhibition Theatre)
Birth of a Soul	143	Hoko Temple #2 mission
Birth of a Soul	148	Colosseum #2 mission
Birth of a Soul	149	New Art Card Gallery



Gallery	Card	Secret Unlocked
Birth of a Soul	155	Voldo (Exhibition Theatre)
Profiles of Warriors	159	New Art Card Gallery
Profiles of Warriors	167	Extra Survival Mode unlocked
Profiles of Warriors	169	Hoko Temple #2 mission
Profiles of Warriors	177	Sophitia (Exhibition Theatre)
Profiles of Warriors	178	Valentine Mansion #2 mission
Profiles of Warriors	179	Opening Direction unlocked
Profiles of Warriors	180	The Adrian & Fortress #2 mission
Profiles of Warriors	182	City of Water #2 mission
Profiles of Warriors	183	Nightmare (Exhibition Theatre)
Profiles of Warriors 2	188	Water Vein #2 mission
Profiles of Warriors 2	189	Astaroth (Exhibition Theatre)
Profiles of Warriors 2	198	Hwang (Exhibition Theatre)
Profiles of Warriors 2	199	Proving Grounds #2 mission
Profiles of Warriors 2	203	New Art Card Gallery
Profiles of Warriors 2	207	Yoshimitsu (Exhibition Theatre)
Profiles of Warriors 2	215	Ostrheinsburg Castle #2 mission
End of Quest	217	New Art Card Gallery
End of Quest	224	Weapon Select feature unlocked
End of Quest	225	Lizard Man (Exhibition Theatre)
End of Quest: Endings	230	Siegfried (Exhibition Theatre)
End of Quest	233	Rock (Exhibition Theatre)
End of Quest	239	Seung Mina (Exhibition Theatre)
End of Quest 2	251	Cervantes (Exhibition Theatre)
End of Quest 2	256	Edge Master (Exhibition Theatre)
End of Quest 2	265	Metal Model Mode unlocked

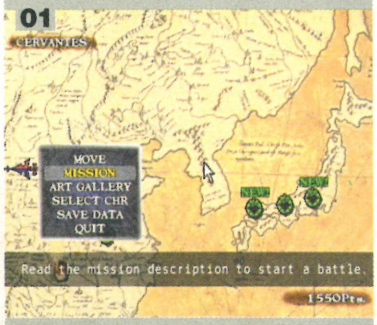
Note: 'Stage' refers to a playable stage for Arcade or Versus Mode, while 'Mission' refers to the name of the new location unlocked in Mission Mode

SOUL CALIBUR

ALL THE SECRETS REVEALED

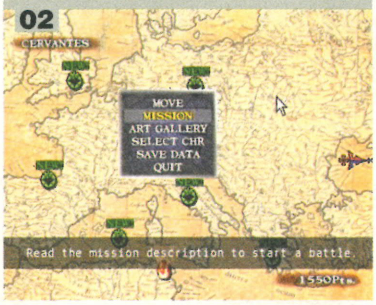
SECRET MISSIONS

Beyond the Art Card secrets that you can uncover in Mission Mode, you'll also be able to battle through different secret stages which aren't visible on the map...



Secret Dojo lies along the mountain range along the coast just north of the island of Japan. Move the arrow up and down the mountains until you hear it click onto a location and press the A button. You'll discover a whole new mission. The Secret Dojo will pit you against an opponent (or opponents, depending on which in the series you fight) with the disadvantage of poisonous rats nipping at your feet. Once you clear the stage, you can then try your hand at the second mission in the same location, with a whole new objective.

Another secret location lies to the right of Ostrheinsburg Castle. Like the Secret Dojo mission, you must move the arrow around the area in order to 'click' it onto the hidden location. Wait to hear the now familiar vacuum-sound when you pass the arrow over over a location. Labelled the 'Swamp,' your objective is to avoid sinking into the floor and losing too much strength. You'll have to defeat multiple enemies, as well. Once you clear the mission, you can head onto the second version of 'Swamp' for more points.

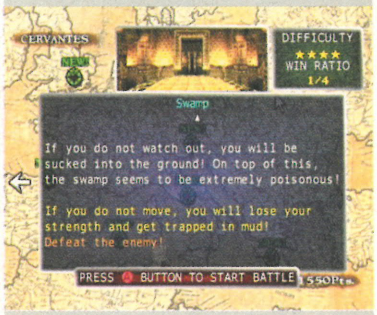


A special Chaos stage opens up in which you are challenged by none other than Inferno itself. To open this special stage, beat and complete the Water Vein mission the first time round. Do it and you'll spot Inferno's flaming noggin on each screen ■

01 The Secret Dojo mission
02 The Swamp's hidden location
03 Chaos is open for battle

ARCADE MODE

Beyond Mission Mode and back...



In order to unlock secret characters, you'll need to hone your skills at fighting your way through Arcade Mode. Each time you play through as a new character or secret character, you'll be awarded a new fighter or stage. While there are no specific requirements for unlocking the majority of the characters and stages (other than completing Arcade Mode), unlocking Inferno is another story.

To do this, you'll need to first unlock Xianghua's 3P costume in Mission Mode. Once this is done, head to Arcade Mode and fight your way through using the 3P Xianghua. Once you complete the entire eight rounds in Arcade Mode, Inferno should be playable. You can continue during any of the eight stages, as well. After you attain Cervantes as a playable character, you will then need to complete Arcade Mode in order to unlock Edge Master ■

Below is a list of the characters available in Arcade Mode:
Hwang
Yoshimitsu
Lizardman
Siegfried
Rock
Seung Mina
Cervantes
Inferno
Edge Master

We'll beat the price of any UK Dreamcast game. Guaranteed.

simplyGAMES

Dreamcast.

PC games

the best games
the lowest prices
free worldwide delivery
0171 720 6767

games from: **£29.99** peripherals from: **£19.99**
dedication to gamers: **free**

Trademarks and copyrights acknowledged. All prices correct at time of going to press. E&OE.

http://www.simplygames.co.uk

TOP SECRETS

BUGGY HEAT AND HYDRO THUNDER OPENED WIDE

BUGGY HEAT

Publisher: Sega
Release: Out now

ADDITIONAL COLOUR

Beat the game on Expert Mode to unlock a third colour scheme.

JET BUGGY

Achieve 100 per cent on the level checker when building your car to gain access to the Jet Buggy.

BEELZEBUB BUGGY

Beat Expert Mode in first place to unlock the Beelzebub Buggy. This motor is fast and isn't adjustable.

ADDITIONAL EXPERT RACES

Complete Expert mode on Championship difficulty setting using the Beelzebub Buggy to unlock extra races.

HYDRO THUNDER

Publisher: Midway
Release: Out now

USE THE FAST BOATS

Okay, forget about dealing with your competitors, your only concern is to pick up booster balloons and get round as quickly as possible. Consequently, go for faster craft like the Tidal Blade or Rad Hazard – the stability offered by larger models sounds inviting, but you need speed, and plenty of it.

FIND THE RED BALLOONS

The first few times you try out a new track, just get used to where the Red boost balloons are – they give you nine seconds of boost time as opposed to the four offered by blue balloons, so they should always be the ones you aim at. You'll often find the most red balloons lurking in the game's hidden passages.

Every track (apart from the traditional lap circuits, like Thunder Lake) has at least one of these secret routes – look out for waterfalls, or gaps in the scenery running beside the circuit, or any scenic object that looks like it could be a ramp (one of the huts beside the Far East track, for example, is actually a ramp which leads to a shortcut). Discovering these routes is vital to success.

PRESERVE YOUR BOOSTERS

The first time you pick up a boost balloon, your turbo jets will take a few seconds to activate, and once you've run out of booster fuel, they'll deactivate again. To avoid losing vital seconds to this process, always leave a little booster fuel on your gauge. This will also ensure you always have the ability to turbo jump (see below).

AVOID OTHER BOATS

When you activate your booster, you also activate the boat's Mighty Hull feature which allows you to bash obstacles out the way. However, avoid smashing into opponents because they are often just thrown straight in front of you, giving them a free boost.

SOME VITAL TACTICS

TURBO JUMP: This allows you to jump without a ramp and reach higher boosts or gain access to secrets. Pull it off by taking your finger off the accelerator, pressing the brake button (Left Trigger) and then hitting the boost button (Red/A button).

SUPER STARTS: At the start of the race during the countdown, hold the brake button at count 3, accelerate button on count 2, brake button on count 1, and accelerate on "Go", this should give you the super start. Try different variations for different results.

AND ONE BIG CHEAT

Unlock all tracks – Simply finish one race in a top three position and then enter '?PB' on the high-score screen.

Future online

www.futurenet.co.uk

The fastest growing website in Europe

Future Online is your gateway to the most exciting content on the Net. Point your browser at www.futurenet.co.uk and start exploring...

FUTURE GAMER

www.futuregamer.co.uk

Written by a team of top game journalists and delivered via email, Future Gamer is a free, daily, news-based magazine covering PC, N64 and PlayStation titles. FG has impressed industry players and online gamers alike, with MCV calling it "cutting edge... a fine read".

MusiciansNET

www.musiciansnet.co.uk

The ultimate musicians guide, with hot product news, tutorials and advice from expert players, reviews of the latest kit, and interviews with the artists who set the standards. Whether you're into techno or the blues, MusiciansNet will make you a better musician.

samplenet

www.samplenet.co.uk

SampleNet offers thousands of exclusive, free, downloadable sound files, created in-house by a team of expert musicians. With over 60,000 samples downloaded every week, plus a huge database of kit reviews, tutorials, interviews and more, SampleNet is the essential resource for wired musicians.

UFN

www.ufn.co.uk

Created by fans for fans, the Unofficial Football Network brings together the UK's best unofficial Premiership Web sites to offer you the most exciting and informative football content on the Net. And with daily news round-ups and the outrageous Goal Mouth opinion column – it's all you need.

COINING IT

SEGA'S LATEST COIN-OPS OUTTRIGGER, JAMBO SAFARI AND EMERGENCY CALL AMBULANCE REACH THE UK

This month DC-UK visited the Novotel exhibition centre in London for Preview 2000 – a modestly sized coin-op show aimed at UK arcade operators. Why were we there? Well, Deith Leisure – the company responsible for distributing Sega's coin-ops in Britain – was showing off all the latest Naomi titles and plenty of other Sega treats. And, naturally, we just had to try them out. For free, of course.

Below: *Jambo Safari* is one of the most bizarre Sega creations in quite a while. At least since *Sega Bass Fishing*, *Crazy Taxi*... Oh

JAMBO SAFARI

Developer: AM R&D 3
Release: TBC

Combining several different gameplay styles into one frankly odd concept, *Jambo Safari* is another innovative beast from Sega. As mentioned in the news last month, this is a kind of hunting sim where you drive a jeep across the grasslands of Africa trying to ensnare various wild animals. Sega carefully points out, though, that you are capturing the animals to save them, rather than slaughter them. Indeed, after slotting in your money you get the choice of four caring-looking rangers who hug and pet the poor animals once they've been caught. Perhaps the cute critters are being moved to a wildlife park. Who knows. It's all very '90s.

In gameplay terms the set-up is pretty simple. Each stage asks you to capture several different wild animals. To do this, you use a binocular view to scan the landscape for beasts – then chase after them in your jeep. When one gets close, a target display appears and you get a split second to push the gear stick forward to release a lasso. If this works, you continue your chase, reeling in the rope by pulling back on the stick. As in *Sega Bass Fishing*, you have to watch the line tension, as too much will snap the cord and allow the animal to escape. Once the beast is close enough, another target comes up and you push the lever again to shoot a net and capture the animal.

Predictably, the specimens you're expected to apprehend become more elusive as the game goes on. While ostriches and gazelles prance away in a half-hearted manner, later opponents include cheetahs, which whip and dart out of your range with ease, and rhinos, which drag your jeep around like a rag doll. There's even a bonus round where you're expected to capture a sabre-toothed tiger. Realism? That's for girls.

For a while, then, *Jambo Safari* is fun and tests a variety of skills. Chasing after the animals requires both decent driving and the sort of targeting ability you'd need in an air combat sim. Plus, the wide range of animals (around 200, apparently), and the different demands they place on your jeep/lasso/net, keep you coming back for more. However, once you've pulled in a few of the faster animals and tamed the rhinos, you'll soon tire of the repetitive gameplay. As in *Bass Fishing*, basing a title entirely around a novelty interface pulls in the punters at first, but few stay around for the long haul – there's too little going on. Still worth a few visits, though ■

Above: Keith looks on helplessly as his digital counterpart (or, as he prefers, 'NATO') is brutally fragged – again. He's really good at *Team Fortress Classic*, too.

OUTTRIGGER

Developer: AM R&D 2
Release: TBC

We mentioned this briefly in our JAMMA show report last month (see DC-UK 03, page 052), but now we've had a go for ourselves and it's a blast. *OutTrigger* is a shoot 'em up, pure and simple. You select one of four operatives in a top secret anti-terrorist squad and then run about through a series of 3D locations shooting – yes – terrorists. You view the action from behind and slightly above your character – rather like the immensely popular (at least in Japan) robot shooter *Virtual On*, and move the guy (or girl) using a joystick controller. However, you also have to look around and target your enemies using a trackball, which is nightmarishly difficult at first – especially if you have the co-ordination skills of a drunken goldfish. But as you become more acquainted with the set-up, it becomes second nature to charge about the place turning, shooting and jumping all at the same time.

There are essentially two experiences to be had here. The single player game is a straightforward mission-based blast. Shoot terrorists, avoid hostages, pick up weapons and ammo, and gasp at the varied and beautiful locations. However, it's also possible to link four *OutTrigger* machines together so that players can indulge in multiplayer fragfests. This is simple – you all put your money in and instantly find yourselves in the same huge arena, littered with weapons (machine guns, flame throwers, grenade launchers), ammo, health pick-ups and various obstacles to jump over and hide behind. Now kill. Kill everyone and keep killing them. As with most games of this kind, the one who notches up the most hits wins.

Yep, it's a *Quake*-style deathmatch but in the arcade (you even get to pick up a double damage icon, like Quad Damage in *Quake*. But, ah, half as powerful). It's fantastic fun – we especially liked the fact that each character has thermal imaging so you can see your sneaky opponents hiding behind things. Just lob a timed grenade over and they're history. It's highly satisfying and – unlike *Emergency Call Ambulance* and *Jambo Safari* – likely to have you coming back for more. And more. And perhaps, dare we say it, more. Blowing things up is cool ■

COINING IT

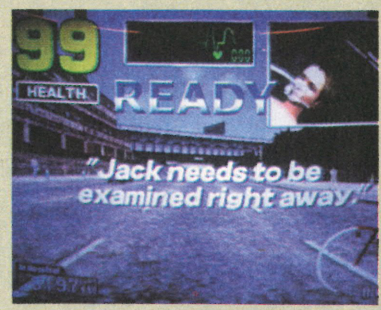
SEGA'S LATEST COIN-OPS OUTTRIGGER, JAMBO SAFARI AND EMERGENCY CALL AMBULANCE REACH THE UK

EMERGENCY CALL AMBULANCE

Developer: AM R&D 1
Release: TBC

After the success of *Crazy Taxi* – which has been making a grand a week in certain UK arcades – it was inevitable that Sega would seek to cash in further on its freeform, 'drive around a crowded city like a maniac' concept. However, no one could have expected the company's Software R&D 1 team to go in this bizarre direction.

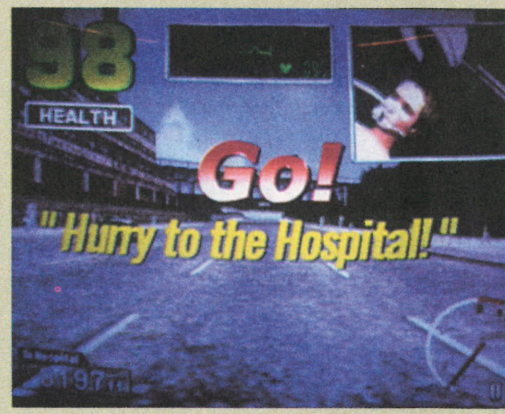
Yes, *Emergency Call Ambulance* is the world's first paramedic driving sim. At the start of each stage you see a prerendered animation sequence of some terrible accident – a sequence that rivals Casualty for voyeuristic detail and drama. Take case number one: a family car hits a jack-knifed lorry and rolls over onto its roof. The next thing you see is a dog dragging a wounded boy from the back seat, then it's all whirring sirens, news reporters and ambulance men charging around. Imagine ER mixed with the Nine O'Clock News and a 999 Emergency reconstruction and you're getting close.



Your job is to speed the wounded party to the hospital by any means necessary. An arrow shows you the general route to take, but – as in *Crazy Taxi* – short cuts across parks and pavements are positively encouraged in your quest to avoid traffic. Unfortunately, any crashes or smashes just add to the patient's injuries, and if their health monitor drops to zero, they're dead and it's game over for you too. Once you get them there, you go onto the next case, which can involve anything from rescuing a pregnant women from a burning hotel, to picking up a cop shot in a gangland dispute.

Although *Emergency Call Ambulance* captures the frenetic and panicky gameplay of *Crazy Taxi*, there's something weird about the game. The ambulance is arduously slow, featuring all the handling sensitivity of a fridge freezer on wheels – plus you can't do all the mad stuff like jump over ramps and roundabouts; you've got to be much more careful. For an arcade game it's an oddly sober experience. The emotional punch of the intro sequences, together with the box in the corner of the screen that shows your fellow paramedic tending to the patient, give *Emergency Call Ambulance* a serious tinge at odds with the 'kerr-azzy' nature of the gameplay. Perhaps this should be more of a simulation than an arcade time-waster, but as it stands the gameplay isn't deep enough to support the simulation tag ■

Below: Before he became a popular DJ and the man on the telly who made everyone's dreams come true, Jimmy Saville longed to be a paramedic



Above: *Virtua Tennis* combines basic and intuitive play with eight top class players to great effect. Unfortunately, Russian minx Anna Kournikova is not on the bill

VIRTUA STRIKER 2: VER. 2000

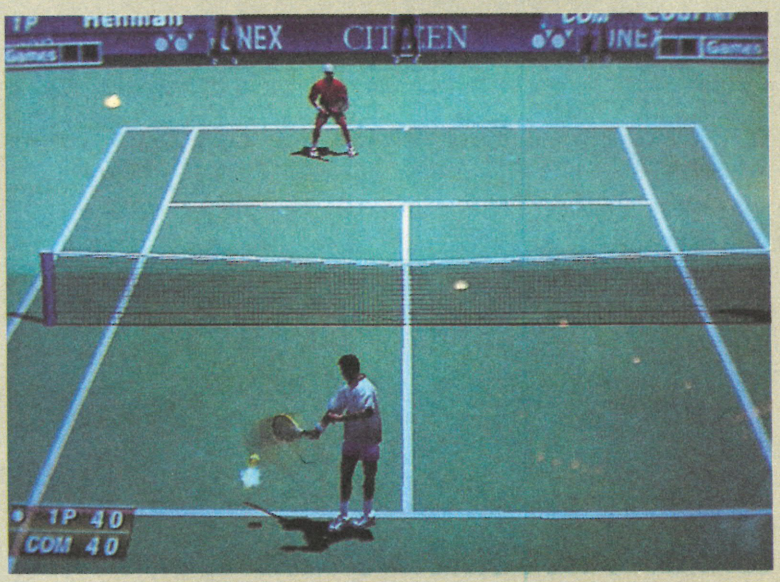
Developer: AM R&D 11
Release: Out now

Virtua Striker 2: ver.2000 is yet another brilliant sport title from Sega. Again, it is incredibly intuitive with only three buttons – shoot, long pass and short pass – and play is fluid and fast. Animation is also impressive with players pulling off all sorts of moves when they get themselves into the right positions on the pitch. With as many as 32 international teams to choose from and a range of formations for you to try out, *Virtua Striker 2: ver.2000* is a great arcade knockabout with a heady aftertaste of authenticity

VIRTUA TENNIS

Developer: In-house
Release: TBC

Sega's new tennis game is a cracker. Choose from eight top players including Tim Henman, Cedric Pioline and Tommy Haas and then get in there. Play is basic and intuitive as there are only two buttons – shot and lob – but you can add after-spin and getting to the ball early is rewarded with a more powerful shot, so there is some tactical depth. Collision detection is not overly fussy, so wafting in the general direction of the ball will usually get it over the net, which means pretty much anyone can get into it. Oh and the animation is great. Please bring it to Dreamcast, Sega



NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADOWY WORLD OF IMPORT GAMING

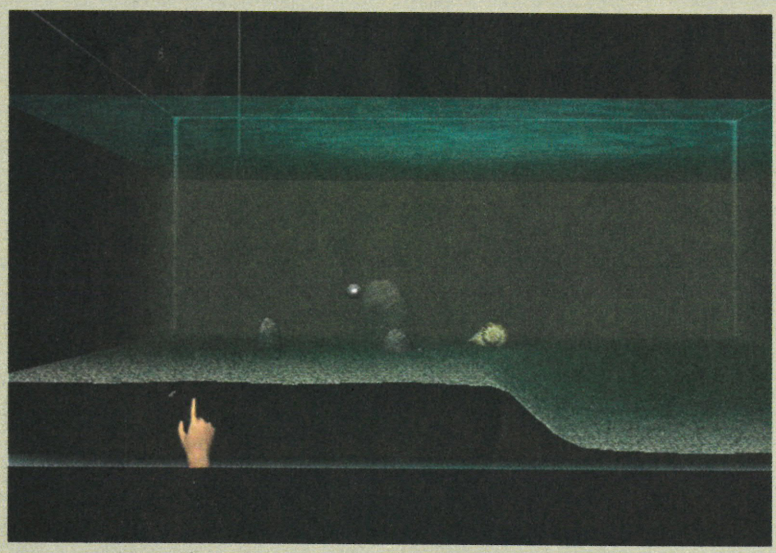
SEAMAN

Developer: Vivarium **UK Release:** Summer 2000

There's nothing that UK videogame mags like better than highlighting some of the bizarre Japanese games that will never see the light of day over here and going on about how 'wacky' those crazy oriental-types are. While it's true that some Japanese titles (such as the passenger train sims and schoolgirl dating games) are madder than a herd of cows and way too 'obscure' for the Western market, the sheer originality of certain Japanese game designs can often overcome their innate weirdness to be a success in the Western world.

Take, for instance, *PaRappa the Rapper*: a game involving a 2D cut-out dog rapping, Simple Simon-like, along to dodgy music. *PaRappa* became a massive cult hit worldwide, selling loads of copies and spawning a sequel, and you can't get much more bizarre than that, can you?

Well, yes you can, actually. Although you may expect *Seaman* to be a football sim promoted by Arsenal's moustachioed goalie, it is in fact a voice-recognition pet simulator starring a half-man/half-fish-type creature. No, don't worry, you read that last sentence correctly and not a word of it was made up. Honest.

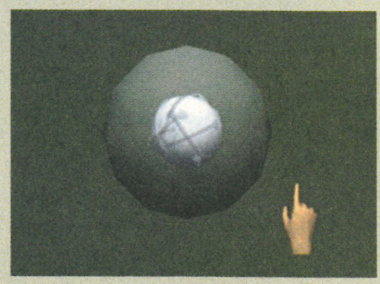


***Seaman* is** undoubtedly one of the strangest, yet most innovative games ever created. Actually, the word 'game' doesn't really do it justice; it's more of an experience than a traditional videogame as it takes the basic Tamagotchi concept to a whole new Darwinian level. The idea is to grow a Seaman in an aquarium and help him to evolve and learn by teaching him and interacting with him. You do this by communicating through a microphone peripheral that plugs into one of the joypad's VM ports and comes packaged with the game (see Chatter Box below).

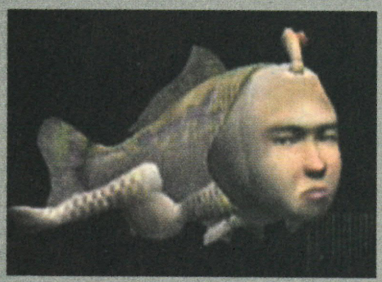
Seaman is an intelligent creature who will soon learn to recognize your voice and react accordingly to what you say and the manner in which you say it. For instance, if you crack a funny he will chuckle along in a distinctly eerie manner and if you insult him he might get angry and swim away in a huff, or even start screaming. Very, very creepy.

You control the game via a disembodied hand which can be used to pick up objects, drop things into the tank, tap on the glass to attract Seaman's attention, or even stroke the fish-man-thing if you're perverted enough. To begin proceedings you must program the water temperature, air pressure and lighting in the aquarium to the settings you think will be most conducive to hatching a pet, then place an egg in the tank and wait for Seaman to be born. And wait, and wait, and...

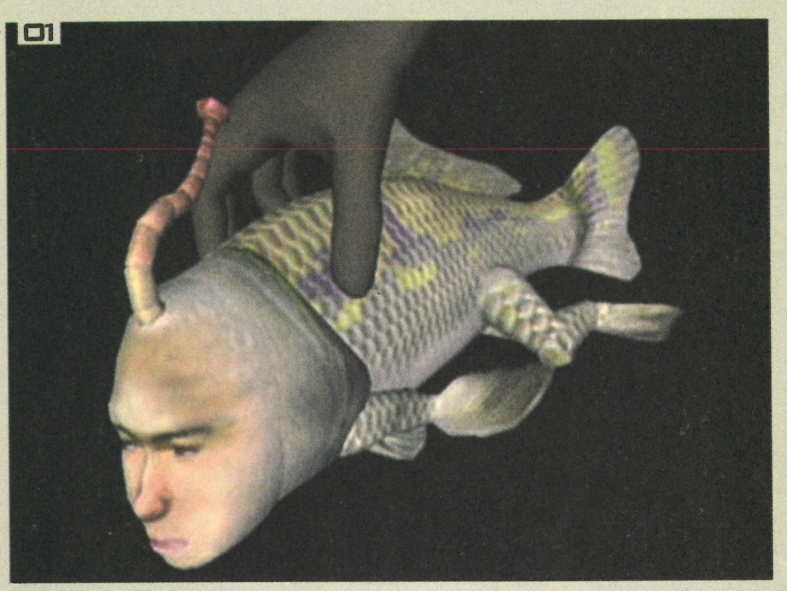
Eventually the egg begins to judder and you can see shapes wriggling



SEAMAN: CHATTER BOX



Give the **DC-UK** team a microphone and the complete works of Wham!, S Club 7 and Steps are likely to come wailing out. We thought it best not to sing such dreadful anthems to our Seaman, though, as we probably would have killed the fishy freak. He may look like Bill Clinton with Lewinsky performing under his desk, but the amphibious little fella is a rather sensitive, intelligent soul. So be careful what you say to him and remember, at the moment he can only speak Japanese. Sayonara! ■



within it's translucent shell. You then have to assist the birth through a process that is far too disturbing and gruesome to describe in a family magazine. When the egg finally hatches, a group of Seamen tadpoles come wriggling out with the appearance of huge eyes attached to pointed tails. As the eyes slowly blink and look at you it invokes a mixture of fatherly pride and the desire to run shrieking from the building.

To nurture the creatures you have to feed them and keep their tank well-maintained. As time progresses, survival of the fittest kicks in and the babies are whittled down until you're left with just one living being – your Seaman. Be warned: this is probably not a game for small children as they will either treat Seaman with similar neglect to the family goldfish and he'll be dead within a couple of days, or they'll take one look at the half-man/half-fish and be emotionally scarred for the rest of their lives.

Seaman is a game you should avoid on import as it's very premise – communication – is rendered virtually impossible unless you can speak Japanese. Fortunately, this is one eccentric title from Japan that seems certain to get a Western release and anyone who wants to see videogames expanding on their narrow confines should be grateful for the fact.

In the meantime, despite the language barrier, no-one in the office will be cracking jokes about the game's title and the differently-spelt but identically-pronounced man-juice. Because, you never know, Seaman might just be listening... ■

01 You can pick Seaman up, just make sure you wash your hands afterwards
02 "There can be only one!" according to Darwin and Highlander. Thank God for that, we say

TOUKON RETSUDEN 4

Developer: Yuke's **UK Release:** Hope not

Those of you who think Japanese wrestling is restricted to fat men in thongs bending over to display their gargantuan arses to a horrified audience, should think again. While the ancient art of Sumo remains the most popular medium for watching slap-happy Slim Fast candidates, the evil capitalist propaganda of American wrestling has permeated Japanese society in recent years. Shame on them.

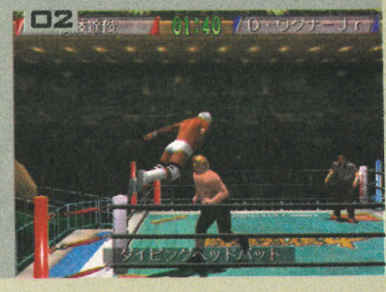
This new found love of American-style wrestling razzmatazz is evident in *Toukon Retsuden 4*, as it's a simulation of Japan's equivalent of the World Wrestling Federation. Unfortunately, the subtitle *King of Sports – New Japan Pro Wrestling*, doesn't exactly convert to a catchy acronym like WWF, so don't expect to see any nifty KSNJPW merchandise in the future.

The game is exactly what you would expect from a US wrestling title; the only difference being the oriental faces behind the make-up and leather gimp masks. The bombastic credits are all present and correct, with TV footage of actual bouts acting as an intro, and all the expected gameplay modes have been included, such as Career, Tag Team and Multiplayer. There are loads of different options to fiddle with, from the extensive choice of wrestler (plus their fighting style and costume) to the size of the arena and type of canvas in the ring.

The gameplay is also exactly what you'd expect... in that it's utter rubbish. The fighters move at a pace that makes Giant Haystacks seem like Prince Naseem Hamed and, although there is a massive range of moves for you to employ, you could go off for tea and biscuits before your fat bloke actually responds to any of your frantic button pressing.

If you like grappling games then you're better off sticking to the *WWF* titles where you're at least familiar with the fighters. Only obsessive wrestling completists need consider buying *Toukon Retsuden 4*, the rest of us can just be thankful it'll probably never be released over here ■

01 Behold! The 'sweaty armpit in face' manoeuvre. Very popular in the wrestling community, we're told
02 You can create your own wrestlers but this pair look daft enough without adding any extras



NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADOWY WORLD OF IMPORT GAMING

ESSENTIAL INFO

> TO PLAY IMPORT GAMES, YOU NEED TO ENSURE THAT YOU HAVE THE NECESSARY TECHNICAL EQUIPMENT TO ACCESS THEM

> **DO YOU OWN:** A Japanese or American Dreamcast, or an add-on device that allows you to play games from either country?
> **WHY THIS IS NECESSARY:** Have you heard of the term 'territorial lockout'? In essence, this is a feature within the European Dreamcast that prevents games from NTSC regions from running. All consoles – from the antiquated Mega Drive, to the ageing PlayStation – have this nasty trick hidden in their metaphorical sleeves. Sega, like other videogame giants, is loathe to condone the existence of the import scene.
To get around this, you either need an NTSC machine, or an add-on device that fools the Dreamcast into thinking that it can play any game. Which, of course, it actually can. The latter does not exist yet but, traditionally, thirdparty manufacturers tend to start working on these add-ons after the launch of a new console.

> **DO YOU OWN:** A TV capable of displaying an NTSC signal?
> **WHY THIS IS NECESSARY:** Before you rush out to buy an NTSC Dreamcast, you should take a long, hard look at your TV. Is it a dual-format model, capable of displaying both NTSC and PAL signals? If it's more then four years old, the chances are that it isn't. If it's a low-budget portable, it's also unlikely to fit the required bill. The best way to find out is to ask the manufacturer. If it's a PAL-only model, you'll need to buy a new TV. Plug an NTSC Dreamcast into it and, at best, you'll get a grainy, stretched and, above all, visually unpleasant black-and-white picture. At worst, you'll get a mess of rolling lines.

> **DO YOU OWN:** A step-down transformer, and either a SCART or S-video cable?
> **WHY THESE ARE NECESSARY:** If you buy an NTSC Dreamcast, the retailer in question will prompt you into buying these, too. It's a good idea to consent to both. Japan and the US use different voltages to the UK, and plugging your Dreamcast straight into the mains will kill it forever. A 'step down', as they are known, regulates the voltage to a DC-friendly level.

A SCART or S-video cable is needed to link your TV and Dreamcast. If your TV is happy with NTSC signals, you will have sockets for one or both on top-range models. Generally, people argue that SCART offers a better quality of image, so opt for that if you have it. Some would even argue that bronze, silver or gold-plated versions of these – costing anything from £20 to £60 – offer an even better standard of picture. But do you really want to take things that seriously?

JAPANESE GAME GUIDES

Japanese passion for all things videogame is never more evident than in the game guides released in conjunction with their games. While UK tips books are only produced for the biggest titles (both in size and sales) in Japan, practically every new release has a dedicated guide book to help players wring out every last drop of gameplay.

The Dreamcast manuals shown above are for *Sonic Adventure*, *Power Stone*, *Marvel VS Capcom* and *Get Bass*. It can be worthwhile getting them in even if you're a non-Japanese-speaking import gamer, because the guides are so in-depth – with detailed maps and screenshots to illustrate every piece of information – that they're perfectly straightforward to follow ■

CEX DIRECT IMPORT TOP TEN

The ten best-selling import games at CEX this month

1	> SOUL CALIBUR	Publisher: Sega	Genre: Beat 'em up
2	> COOL BOARDERS BURRRN!	Publisher: Sega	Genre: Snowboarding
3	> SONIC ADVENTURE	Publisher: Sega	Genre: Adventure
4	> MARIONETTE HANDLER	Publisher: Atelier	Genre: Mech Shoot 'em up
5	> ESPION-AGE-NTS	Publisher: NEC	Genre: Adventure
6	> MARVEL VS CAPCOM	Publisher: Capcom	Genre: 2D beat 'em up
7	> HYDRO THUNDER	Publisher: Midway	Genre: Racing
8	> SEGA RALLY 2	Publisher: Sega	Genre: Racing
9	> NFL BLITZ 2000	Publisher: Midway	Genre: US Football
10	> POWER STONE	Publisher: Capcom	Genre: Beat 'em up

Charts supplied courtesy of CEX Direct. Call 0171 916 8440 to order. For other import companies, see classifieds

TOP FIVE MOST REQUESTED GAMES

CEX customers' most anticipated releases

1	SHENMUE	Publisher: Sega	Genre: RPG/Adventure
2	ZOMBIE REVENGE	Publisher: Sega	Genre: Shoot/beat 'em up
3	METROPOLIS STREET RACER	Publisher: Sega	Genre: Racing
4	VIRTUA STRIKER 2	Publisher: Sega	Genre: Football
5	BIOHAZARD CODE: VERONICA	Publisher: Capcom	Genre: Adventure

www.softwarefirst.com

SOFTWARE FIRST

FREE 96 page catalogue packed full of games, accessories, competitions and reviews

UP TO 40% OFF RETAIL PRICES

VOTED No1 MAIL ORDER PLAYSTATION POWER 1999 VOTED No1

APPLY FOR EASYPAY ORDER OVER £100

£14.99 ANY GAME SWAP SHOPS £14.99

SEE BELOW FOR DETAILS

Choose any game under £40 pay the price as advertised - Keep it for up to 40 days - Send it back and we will buy the game back for the price you paid less £14.99 or Exchange it for a different game and pay the difference + £14.99 or just keep it.

Dreamcast Console

£194.99 Nm £193.99 M

Controller

£18.99 Nm £18.49 M

VMS Unit

£18.99 Nm £18.49 M

Vibration Pack

£14.99 Nm £14.49 M

GAMES

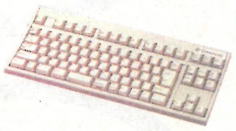
	Non Members	Members
Aerowings	35.99	34.99
Airforce Delta	Call	Call
Alone In The Dark 4	Call	Call
Blue Stinger	**29.99**	**28.99**
Buggy Heat	35.99	34.99
Castlevania Resurrection	Call	Call
Cool Boarders	35.99	34.99
Deadly Skies	Call	Call
Dragons Blood	35.99	34.99
Dynamite Cop	**35.99**	**34.99**
Ecco The Dolphin	35.99	34.99
Felony Pursuit	Call	Call
Fighting Force 2	35.99	34.99
Formula 1 Racing	35.99	34.99
Furballs	Call	Call
Get Bass	35.99	34.99
House Of The Dead 2	**35.99**	**34.99**
Hydro Thunder	35.99	34.99
Incoming	35.99	34.99
Jeremy McGraths Supercross 2000	35.99	34.99
Jimmy Whites 2 Cueball	35.99	34.99
Killer Loop	35.99	34.99
Marvel Vs Capcom	35.99	34.99
MDK 2	Call	Call
Millenium Soldier Expendable	35.99	34.99
Monaco Grand Prix Racing Simulation	34.99	33.99
Mortal Kombat Gold	35.99	34.99
MSR Metropolis Street Racer	35.99	34.99
NBA 2000	35.99	34.99
NFL Blitz 2000	35.99	34.99
NFL Quarterback Club 2000	33.99	32.99
Pen Pen	35.99	34.99
Plasma Sword	35.99	34.99
Powerstone	**35.99**	**34.99**
Psychic Force 2012	33.99	32.99
Ready 2 Rumble	**35.99**	**34.99**
Red Dog	35.99	34.99
Resident Evil 2	30.99	29.99
Resident Evil Code Veronica	35.99	34.99
Sega Rally 2	**35.99**	**34.99**
Shadowman	33.99	32.99
Shenmue	**35.99**	**34.99**
Slave Zero	Call	Call
Snow Surfers	35.99	34.99
Sonic Adventure	**35.99**	**34.99**
Soul Calibur	**35.99**	**34.99**
Soul Fighter	35.99	34.99
South Park Chefs Luv Shack	26.99	25.99
South Park Rally	**33.99**	**32.99**
Speed Devils	34.99	33.99
Street Fighter Alpha 3	35.99	34.99
Stupid Invaders	Call	Call
Supreme Snowboarding	35.99	34.99
Suzuki Alstare Extreme Racing	34.99	33.99
Take The Bullet	35.99	34.99
Tokyo Highway Challenge	**35.99**	**34.99**
Toy Commander	35.99	34.99
Trickstyle	**33.99**	**32.99**
UEFA Striker	**35.99**	**34.99**
Vigilante 8 Second Offense	35.99	34.99
Virtua Fighter 3tb	**35.99**	**34.99**
Virtua Striker 2	35.99	34.99
Worldwide Soccer	35.99	34.99
Worms 3 Armageddon	**35.99**	**34.99**
WWF Attitude	**33.99**	**32.99**

ACCESSORIES

Dreamcast Arcade Stick (Arcade Style Stick Featuring 6 Front Mounted Responsive Buttons)	34.99	33.99
Dreamcast Controller (Analogue & Digital Pad With 6 Buttons(2 Shoulder) & VMU/Rumble Pack Slots)	**18.99**	**18.49**
Dreamcast Fishing Rod & Bass Fishing	Call	Call
Dreamcast Keyboard (Standard Style Keyboard Making Your Internet Browsing & E-Mailing Easier)	**18.99**	**18.49**
Dreamcast Lightgun & House Of The Dead 2	Call	Call
Dreamcast Race Control Wheel (Features Gear Shift Control On The Wheel- Enhancing Your Driving Experience)	**43.99**	**43.49**
Dreamcast Scart Cable	14.99	14.49
Dreamcast VGA Box	Call	Call
Dreamcast Vibration Pack (Feel Every Bump,Shot & Punch With This Force Feedback Device)	**14.99**	**14.49**
Dreamcast Visual Memory System (Next Gen Memory Card With LCD Display Allowing You To Save Data & Much More)	**18.99**	**18.49**
Logic 3 Dream Station (Neat & Compact Storage For Console & Two Controllers)	19.99	18.99

CONSOLES

Dreamcast & Pad (Sega Dreamcast & 1 Controller - 128Bit Machine With Built In Modem)	194.99	193.99
Dreamcast Pick A Pack Gold (Dreamcast,Extra Official Controller,Visual Memory System & Any 2 Games under £40)	**289.99**	**287.99**
Dreamcast Pick A Pack Silver (Dreamcast Solus Pack,Extra Official Controller & Any Game Under £40)	**239.99**	**237.99**



Keyboard

£18.99 Nm £18.49 M

Incoming

£35.99 Nm £34.99 M

Monaco Grand Prix

£35.99Nm £34.99 M

Ready 2 Rumble Boxing

£35.99 Nm £34.99 M

Sega Rally 2

£35.99 Nm £34.99 M

Speed Devils

£34.99 Nm £33.99 M

Sonic Adventure

£35.99 Nm £34.99 M

Soul Calibur

£35.99 Nm £34.99 M

Trickstyle

£33.99 Nm £32.99 M

Virtua Fighter 3tb

£35.99 Nm £34.99 M

Tel. +(44)01268 531222 Fax. +(44) 01268 288049

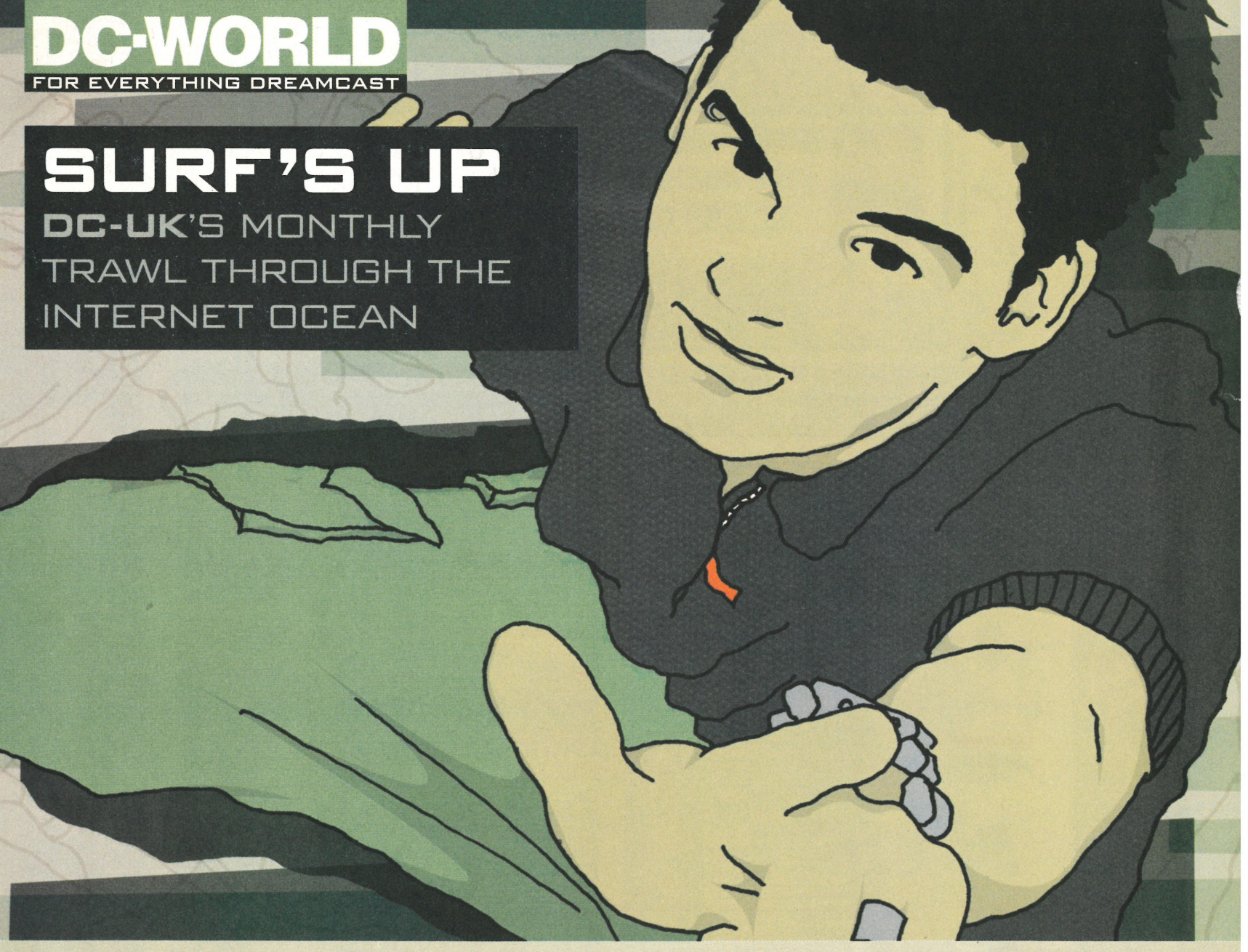
Email. sales@softwarefirst.com

Telephone orders: Mon-Fri 9am-7pm/Sat-Sun 10am-4pm. Cheques/PO's payable to **SOFTWARE FIRST, FREEPOST, ANG1778, BASILDON, ESSEX SS14 3BR**

Some titles may not be released at the time of going to press. Prices are subject to change without notice. E&OE. Please state format with order. Please note that Members price apply to Club First Members only. All prices include VAT. Credit cards not charged until day of dispatch. Free postage in the UK (Order over £15), £1 First Class or Orders under £15, Next day UK mainland from £3.65. Overseas postatge: Europe £2.50 per item R.O.W £3.50 per item. Easypay subject to status. Terms & Conditions available on request. Shop Swap - Games sent back will be purchased back at the price paid for the actual game and does not include any postage charges you may have paid. Games for exhange or buyback must be returned within 40 days of despatch otherwise you forfeit the right to return them. Games returned rather than returned for buyback must be exchanged for a game of the same or higher value. Call for more details. Games returned must be in their original condition with manuals etc.

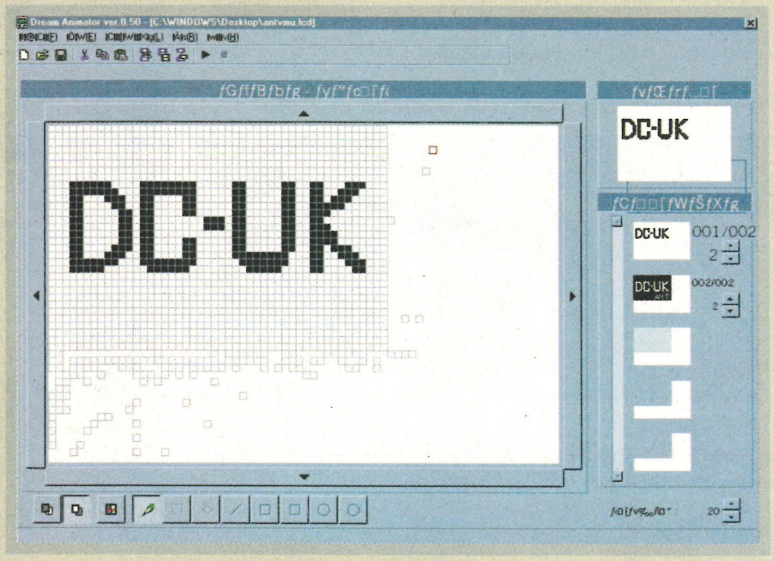
SURF'S UP

DC-UK'S MONTHLY TRAWL THROUGH THE INTERNET OCEAN



// VM DIY

Become a pixel Picasso



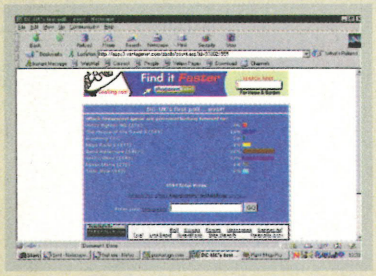
> Fancy creating your own VM art? It's now possible thanks to the Internet. Well, sort of. Several weeks ago a shareware graphics package named Dream Animator appeared on the Web, providing an array of tools for drawing VM animations. Unfortunately, this treat emanated from Japan and so was configured to work with the Nipponese online network – which meant Western users could create animations on PC, but couldn't actually get them to run on their VM units.

Recently, though, a site named **www.booyaka.com** released its own freeware program named DC Animator which allows US Dreamcast users to upload Dream Animator files from PC, convert them, and download them to VM. The site provides full instructions on how to use both Dream Animator and DC Animator, and runs discussion groups for budding artists. The only problem is, we got our Web guys to try DC Animator and it doesn't appear to work with PAL Dreamcast systems – so UK users who have created animations using Dream Animator on PC can't get them to VM. Hopefully, someone will write a version of DC Animator for PAL users – as soon as they do, we'll print the details here.

Whatever the case, the fact that these tools are available hints that an online VM development community is emerging. Indeed, several participants in the Booyaka discussion forum are already talking about writing their own VM games and animations and putting them on the Web for all to download. Could lead to some interesting developments. The phrase 'Chao Porn' has, shamefully, already cropped up online... ■

// TAXING POLL

Results revealed



> Anyone who visited our Website in the run up to the UK Dreamcast launch will have noticed the online poll asking which game you were most looking forward to. Well, the results are back and they make interesting reading. In places. To be honest it came as no shock to find *Soul Calibur* and *Sonic Adventure* at the top of the heap, with 32 per cent and 31 per cent of your votes, respectively. It was equally unshocking to discover *Incoming* nestling at the base of the pile, landing itself a whole one per cent of the vote. Good effort, there.

What did come as a surprise, though, was the fact that *Sega Rally 2* and *Power Stone* earned only eight per cent and six per cent of your votes. *Sega Rally 2* is the third biggest selling game in our first official UK games chart, for heaven's sake, with *Power Stone* right behind in fourth place (see page 040). What happened? You weren't looking forward to them, but you bought them anyway? Hmmm... that makes sense.

By the way, Our latest polls concern the quality of Internet access with Dreamcast, favourite Sonic characters and favourite fairground food. Go to **www.dc-uk.co.uk** and get involved ■

// SWATCH THIS SPACE

Sega gets on Internet time

> Last month Sega announced a collaborative partnership with cool Swedish watchmaker, Swatch. The exact nature of the endeavour is unclear at the moment, but it is known that Swatch's revolutionary new time system – Swatch Internet Time – will be integrated into Dreamcast. For those who don't keep up with developments in chronology, Swatch Internet Time is a universal time measurement which divides a 24 hour day into 1,000 units, or Swatch beats. This new system disregards time zones and puts everyone on exactly the same time period. It's perfect for the Internet, allowing people from different countries to arrange meetings without having to take time zones into consideration.

It's not hard to see how the implementation of SIT will help with Dreamcast's online gaming possibilities. Multiplayer game sites could utilise the standard to allow gamers from diverse countries to set up challenges with greater ease. Sega also mentioned that the collaboration will result in, "the creation of new games using the pooled creativity of Swatch and Sega". We're not quite sure about this idea. Luckily Sega promises a new announcement soon ■

// SITES FOR SORE EYES

HOP ABOARD OUR BIG RED INTERNET BUS FOR ANOTHER FUN-FILLED DRIVE ALONG THE INFORMATION MOTORWAY. CHILDREN GO HALF PRICE

CHEESE (www.cheese.com) – everything you ever wanted to know about cheese but were afraid to ask. And we mean EVERYTHING.

STAR WARS (www.asciimation.com) – watch the whole of Star Wars, but in, wait for it, ASCII animation. Hilarious stuff – especially C3PO.

NATIONAL ENQUIRER (www.nationalenquirer.com) – at last, a trustworthy internet news resource

LYRICS (www.kissthisguy.com) – a huge database of misheard song lyrics. Funny for about two minutes

FOOTIE FANS (http://www.railwayinn.freeserve.co.uk/famous.htm) - A list of what famous people support what teams. Adam 'fey popstar' Rickett supports Man City, you know.

// READER SITES

SEND IN YOUR OWN WEB PAGE AND IF WE LIKE IT, WE'LL MENTION IT. HERE ARE SOME WE'VE ALREADY RECEIVED...

GAME REVIEWS (www.videogamereview.com) – According to producer Gerlando Piro, this site is unique because it allows visitors to, "instantly post their own reviews to the site". Some of the resulting reviews are rather short, and many are splattered with errors, but it's a good 'open mike' resource nevertheless.

DREAMCAST-UK (www.dreamcast-uk.net) – Perhaps the only Dreamcast site to come out of Jersey, this is a well-presented, enthusiastic effort, with some in-depth reviews and reasonably up-to-date news. Could do with losing the 'Where dreams come true' sub-heading though – it makes us feel a bit sick.

GAMESTA (www.gamesta.com/consolefan) – and here's a nice one from Ireland, forwarded to us by Kim the PR Executive. It was a little light on Dreamcast news when we visited but at least most of the major stories were covered. Oh and they've got a message from Dave Deinstbier on their forum. Star patronage!

Send us your Website and we'll check it out, and maybe even print it. By the way, we're not just interested in Dreamcast sites. Whatever your homepage is about, if it's well produced and fun, we'll tell the whole world about it. Unless it's about athlete's foot or something.

// SONIC VS USA

Multiplayer competition begins

> Sega of America has recently set up its first online gaming competition for US Dreamcast owners. Participants get online via their console, download some specially customised *Sonic Adventure* levels, play them, and then upload their score to the Web. For those who achieve the highest scores, Sega is offering subscriptions to our sister mag (the US Official Dreamcast Magazine), a years' free Internet access and loads of Dreamcast goodies amongst the prizes. We'll keep you posted on UK events ■

// ESSENTIAL INFO

A quick guide to the most common Internet terms...

BANDWIDTH
> The speed (the rate at which information can be transferred) of a connection between two computers on the Internet.

BROWSER
> A WWW client – the software that runs on your computer and allows you to access the World Wide Web.

CLIENT
> The Internet is based on a client/server model of information exchange. The client is the software you run on your computer. You tell the client what you want and it then requests this information from the server programs that are on the Internet and translates the response into readable text and graphics.

ECOMMERCE
> A catch-all term referring to the business possibilities offered by the Internet. Online shopping is the most obvious example.

FTP
> File Transfer Protocol – the standard by which computers can transfer data of all types from one machine to another. Originally FTP required a dedicated piece of client software, but nearly all the browsers can now deal with it themselves.

HTML
> Stands for Hypertext Markup Language, one of the key elements of the World Wide Web. HTML is a set of commands that tell a browser how to display the information on 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 (Web clients) request information from a Web server, via a URL.

HYPERLINK
> By using hyperlinks, the author of a Web page can connect parts of that page to any other on the Web. The reader simply clicks on the link to be taken to that information.

ISP
> Stands for Internet Service Provider, a company that allows access to the Internet. Your computer connects to the ISP's system via a modem and telephone line. Normally, the ISP servers also handle services such as email.

LATENCY
> The bane of Internet gamers, latency refers to the time it takes for information to travel across the Net between your computer and the server.

MODEM
> A device which allows one computer to connect to another via a telephone line, translating data to and from electronic impulses that are sent through the line.

PROTOCOL
> In terms of the Internet, a protocol is a set of standards that allow different computers and software to communicate with each other.

SEARCH ENGINE
> By connecting to a search engine Website, you can quickly and easily find the Websites you're interested in.

SERVER
> The server is the program that runs on an Internet computer system and responds to requests for information from clients running on other computers. There are different types of server – Web servers and email servers.

URL
> Stands for Uniform Resource Locator, the part of HTTP that specifies exactly where a specific page or other piece of WWW information can be found.

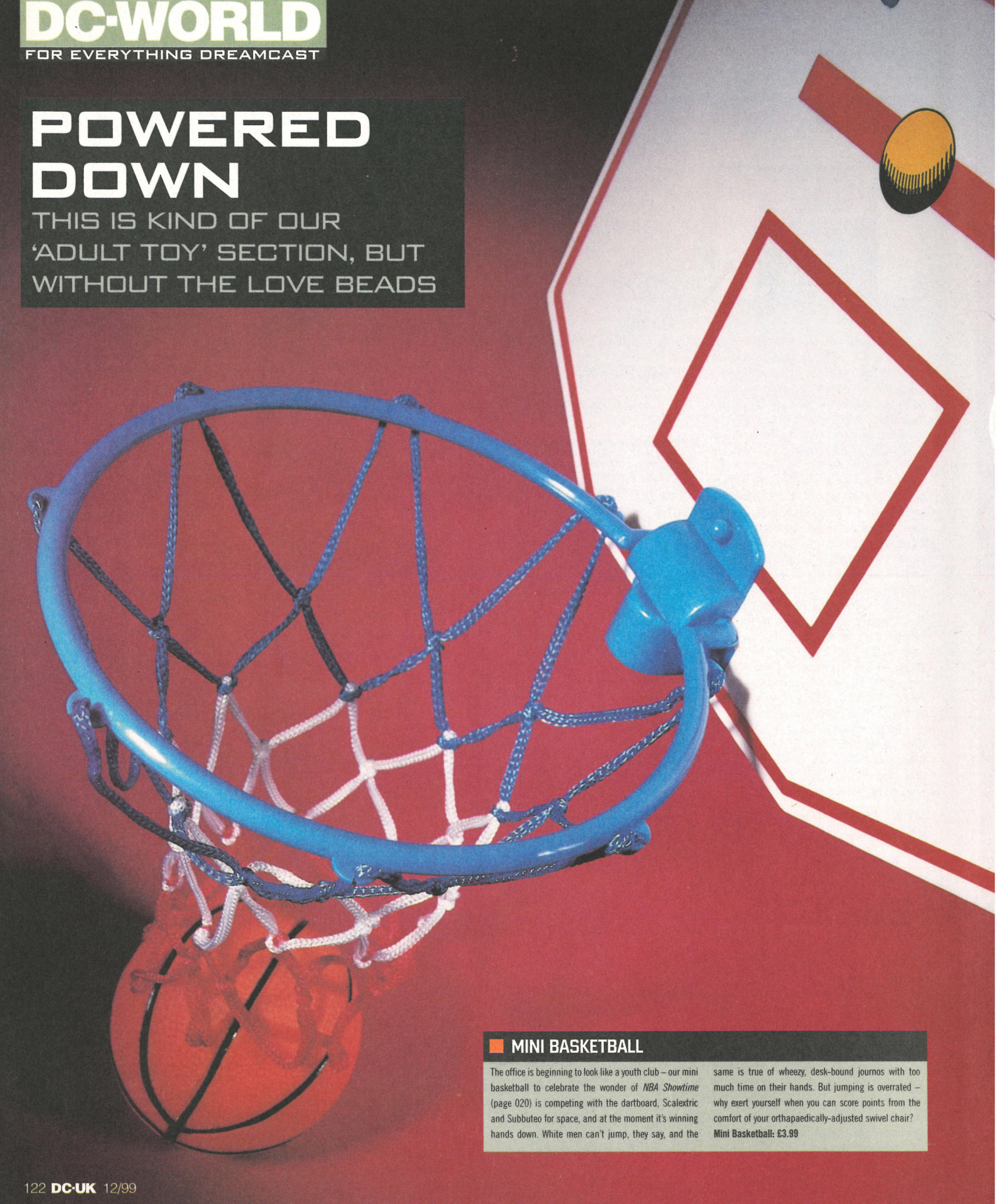
WWW
> Stands for World Wide Web, the set of protocols that have made the Internet so popular. The WWW allows information to be stored as Web pages, which are normally organised into Websites – collections of pages about the same subject – which are in turn stored on specific Web servers ■

Been to any good sites recently?
You send 'em, and we'll print 'em

E-MAIL: dcuk@futurenet.co.uk
FAX: 01225 822744
WRITE:
DC-UK
Future Publishing PLC,
30 Monmouth Street, Bath, BA1 2BW

POWERED DOWN

THIS IS KIND OF OUR 'ADULT TOY' SECTION, BUT WITHOUT THE LOVE BEADS



MINI BASKETBALL

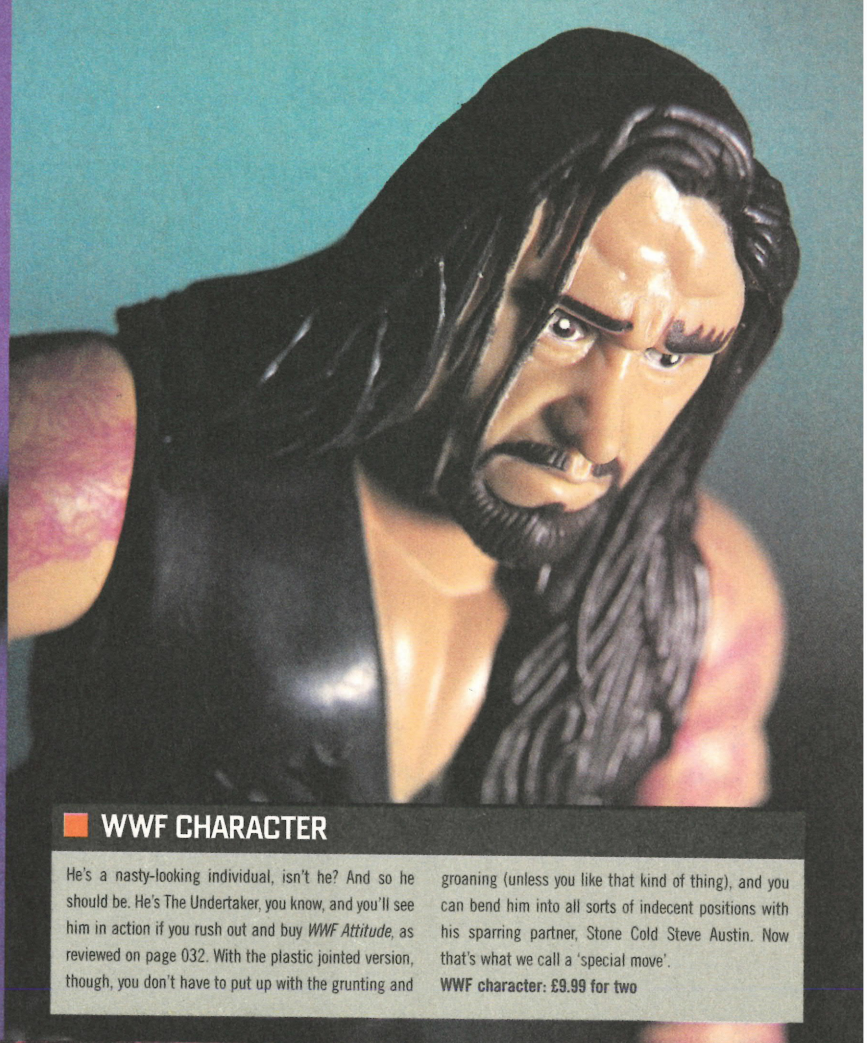
The office is beginning to look like a youth club – our mini basketball to celebrate the wonder of *NBA Showtime* (page 020) is competing with the dartboard, Scalextric and Subbuteo for space, and at the moment it's winning hands down. White men can't jump, they say, and the same is true of wheezy, desk-bound journos with too much time on their hands. But jumping is overrated – why exert yourself when you can score points from the comfort of your orthapaedically-adjusted swivel chair?

Mini Basketball: £3.99

PLAYMOBILE GHOST

Do you find the characters in *Soul Fighter* too scary? Do they give you nightmares after you've been tucked up in bed? Never fear, because there's a much friendlier type of lost soul out there for you to play with. Little ghostie here comes complete with a big happy smile underneath his sheet, not to mention a child-friendly plastic ball and chain. With movable arms and legs, you'll wonder why you ever bothered to sit through *Fighter* in the first place.

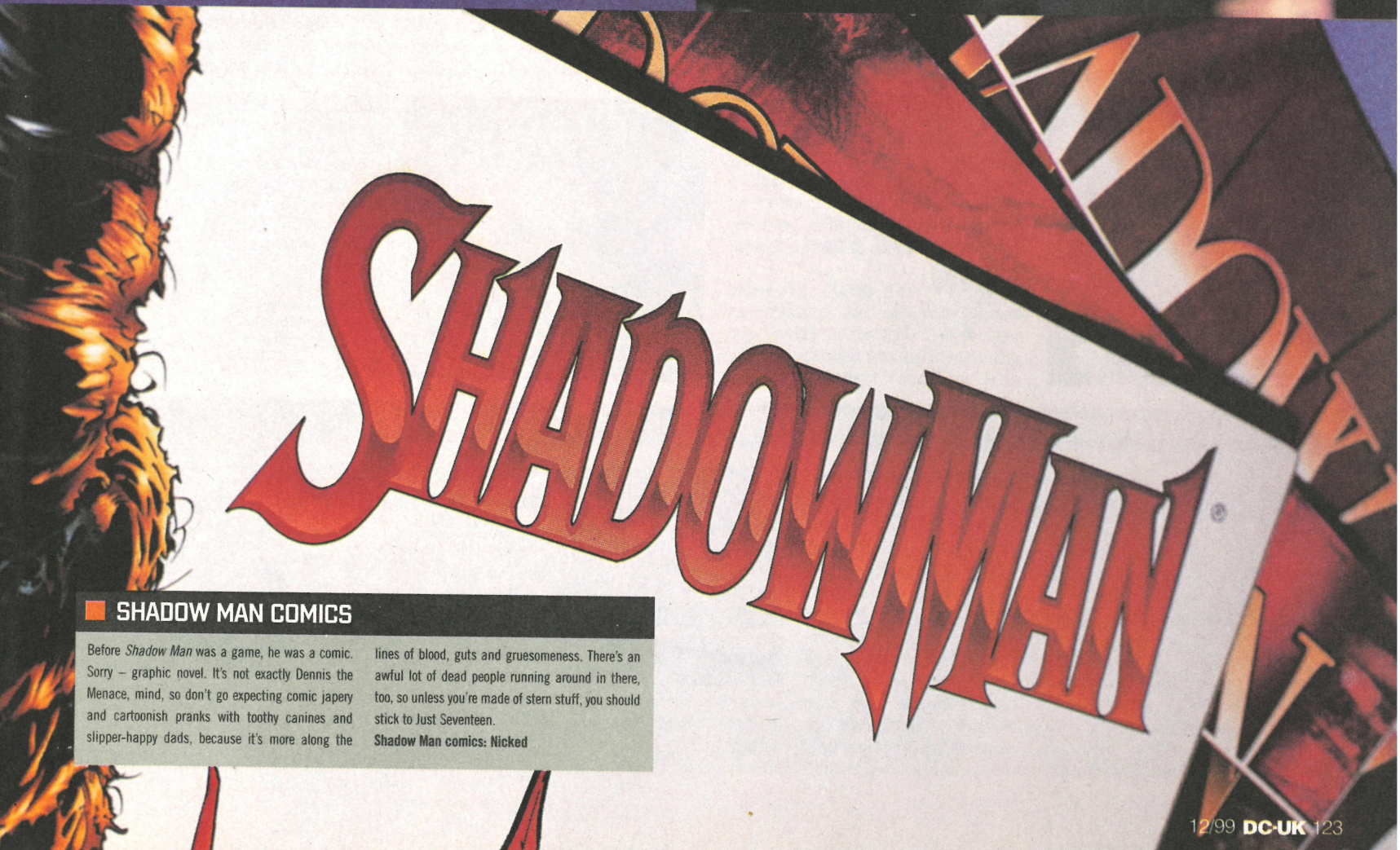
Playmobile ghost: £2.50



WWF CHARACTER

He's a nasty-looking individual, isn't he? And so he should be. He's The Undertaker, you know, and you'll see him in action if you rush out and buy *WWF Attitude*, as reviewed on page 032. With the plastic jointed version, though, you don't have to put up with the grunting and groaning (unless you like that kind of thing), and you can bend him into all sorts of indecent positions with his sparring partner, Stone Cold Steve Austin. Now that's what we call a 'special move'.

WWF character: £9.99 for two



SHADOW MAN COMICS

Before *Shadow Man* was a game, he was a comic. Sorry – graphic novel. It's not exactly Dennis the Menace, mind, so don't go expecting comic japery and cartoonish pranks with toothy canines and slipper-happy dads, because it's more along the lines of blood, guts and gruesomeness. There's an awful lot of dead people running around in there, too, so unless you're made of stern stuff, you should stick to Just Seventeen.

Shadow Man comics: Nicked

POWERED DOWN

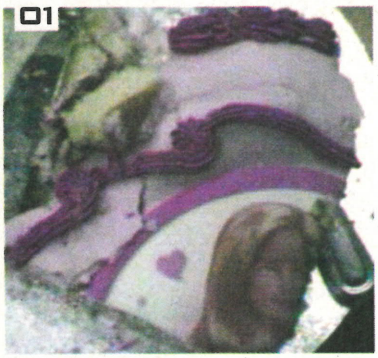
THIS MONTH, IT'S OUR KEEF'S TURN TO TELL YOU WHAT WE DO WHEN YOU'RE NOT WATCHING

TEAM DIARY

And so another month rolls by, and another blinding issue of **DC-UK** hits the shelves. It's been a wild 28 days, taking in three birthdays, more cake than Mr Kipling could shove in his fat gob, a Man City renaissance and mixed fortunes for our highly skilled five-a-side football team. I haven't told you about the match we lost because, a) it was embarrassing and, b) it was my fault. Anyway, step inside our world ■

14/10 It's been a quiet week so far. Yesterday was Christian's birthday so we bought him a huge cake with marzipan zoo animals on top. Then, of course, Dreamcast was launched in the UK at midnight last night – literally seven people queued up outside EB in Bath to pick up their machines. Caspar went to the big Virgin Megastore event which was a bit more impressive, apparently. Unfortunately for him, someone drove into his Toyota MR2 on the way home, causing £800 of damage. And he had two fillings this morning too. Not a happy clappy day for our editor then.

01



19/10 Yesterday saw another birthday in the office – this time Esther's. We bought the loveable spinster a Barbie cake covered in pink icing and an edible Barbie. I felt a little kinky eating Barbie's body, but it tasted sweeeet. In the evening we went to a chic bar and drank tequila slammers. The tequila was pretty good – even Lee gulped his down like a Mexican bandito. We then stumbled on to favourite nite spot Po Na Na where I've completely forgotten what happened. Everyone liked my baby blue jumper, though.

20/10 Manchester City went straight back to the top of the first division last night after an admittedly unconvincing 1-0 victory against Birmingham. A goal from ageing defender Richard Jobson put us in the lead just after half-time. Nothing interesting happened at **DC-UK**, though.

22/10 The **DC-UK** five-a-side football team was back in action last night against PlayStation Power, who cheekily swelled their ranks to six with a guest appearance from Arcade's Sam Richards. In the interests of fairness we secured the temporary loan of Tim Weaver from N64. It was certainly a committed and energetic encounter, despite the rain. **DC-UK** took an early doors lead with a typical powerhouse shot from Christian, and we looked to have the game in hand after approaching halfway with a 6-4 lead. However, three goals in quick succession from Power put them ahead, setting the game up for a nail-biting finale. Finally, with the scores level at eight all and one minute to go, Stephen threw the ball out to Lee, who tapped it back to Karl who threaded the ball on to set up a Tim Weaver shot. Game over. 9-8 to **DC-UK**. Bring 'em on!

28/10 Flew up to Glasgow yesterday to interview Scott Couper (see page 044). I was surprised to find that the city which spawned Stephen Lawson was not, as I had imagined, a post-apocalyptic dystopia where vagabond children wander the smoking wastelands throwing rocks at each other. It was in fact a cosmopolitan place with some amazing architecture and a really nice baguette shop. The trip could have been a disaster as, the night before, I almost left the plane tickets in the office. And we almost missed the plane out of Glasgow as well, due to the fact that we found a bar with cheap beer showing Britney Spears videos. Perfect.

03

29/10 We had the final birthday of the month last night. This time it was Caspar's turn and to celebrate the occasion, he hired one of Bath's sleaziest drinking dens. He also brought in DJ Rob Bowen (Art Editor on Mac Format) who laid down some funky sounds. I did a half-hour set myself,

02

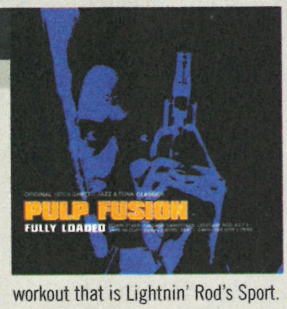
01 The remains of Esther's Barbie cake. Step back people, it's not a pretty sight
02 **DC-UK** after our 9-8 victory over PlayStation Power. Oh the exhilaration of victory
03 Highlight of the month: watching Man City beat Blackburn, 2-0. All this success is starting to scare me
04 Stephen manages a big smile as he prepares to eat the choco-beans. That smile faded pretty quickly, I assure you

STEPHEN LAWSON'S COMPLETELY IRRELEVANT HIP-HOP COLUMN

This month I'm taking you deeper into the world of hip-hop, to the South Bronx block parties of the late '70s. DJs such as Grandmaster Flash and Afrika Bambaataa developed turntable techniques that enabled them to loop the drum breaks of funk records. This went down a storm with the dancers, who – inspired by the music's energy – would perform athletic spins and steps. Because they danced to the break, they became known as B Boys and Girls. So now, for the breakdancer in all of you, here are three of the best breaks compilations out there...

VARIOUS

> Pulp Fusion: Fully Loaded



If you've ever watched movies like Shaft and Superfly and felt an urge to dress up in flares, 'fro and a fedora hat, this album is for you. It's full of the kind of sleazy jazz-funk that's suited to pimps and players of all ages. Highlights include Chicago Gangsters' Gangster Boogie, which lent LL Cool J's Mama Said Knock You Out its hook, and the pumping B Boy workout that is Lightnin' Rod's Sport. Do yo' self a fava: educate yo' ass.

Hot wax? 🔥🔥🔥🔥🔥

VARIOUS

> The Breaks II

Picking up where DJ Pogo left off with The Breaks, ex-World Champion DJ Cutmaster Swift picks a ripe old bunch of funky gems. You have Gil Scot Heron's proto-rap The Revolution Will Not Be Televised, a disco version of Ronaldo's World Cup Nike ad, and an obese beat sampled by everybody from EPMD to the Prodigy. The office fave is Mardi Gras by Bob James, who wrote the theme from '70s sitcom Taxi. Everybody say 'cheese'.

Hot wax? 🔥🔥🔥🔥

consisting of '80s electro and punk. The two seemed to go together well, although my copy of Public Enemy's Rebel Without a Pause is scratched, and I was too busy lining up the next track to notice. I don't think I'll be challenging Fat Boy Slim in the near future. I ended the set with Neil Diamond's Sweet Caroline before three burly men wrestled me from the decks. I missed what my colleagues were up to, but there was apparently an incident involving Stephen, a pool table, a security camera and an act of simulated sex. A pretty standard night out for Mr Lawson.

02/11 It's the last day before deadline and the pressure is showing in unusual ways. Christian has arrived with a can of baked beans in chocolate sauce – "I'll give anyone a fiver who can eat these," he announces, a mischievous glint in his eye. Stephen volunteers and spends a good ten minutes grimacing over a huge steaming plate of dark brown slop, while the rest of us laugh heartily. The poor boy didn't make it to the end, but he got his fiver. It's that sort of grim determination that's going to see us finish this mag on time. Anyway, I have to go now. Love and kisses, Keith ■

VARIOUS

> **Block Party Breaks**

This is the second breaks album selected by DJ Pogo (the first being The Breaks), and it's another good 'un. There are breaks and beats on here that have been sampled by such heavyweights as De La Soul and Ultramagnetic MCs. A personal favourite is The Mexican by Babe Ruth, featuring a bouncy big beat groove to die for and Spanish-sounding guitars playing the theme to A Few Dollars More. As with a lot of breaks records, quirky is the word.

Hot wax? 🔥🔥🔥

BODY PARTS

THE MOST HIDEOUS PART OF THE ENTIRE MAGAZINE. KIDS, WE WARN YOU: DON'T TRY THIS AT HOME...

So that you can build a better picture of the team – hey, even get to know us (God forbid that you would ever be so unlucky), we've decided to give away a little part of ourselves every month. That's right, just cut out and keep the different shots of sections of our ugly mugs and, one day, you'll have a **DC-UK** team of your own to treasure.

However, if we were in your position, we'd opt for the far more interesting route of gathering together the various noses, eyes, ears and other bits that will be coming your way. And eventually you'll be able to create a bastardised photofit of 'Mr Dreamcast' with which to scare young children. Who knows, one day we might even give something away to the most horrific/hilarious/handsome (well, maybe not the last) **DC-UK** photofit you can create.

This month we venture boldly into the zone of facial extremities (or noses to the layman). You're going to have a busy month should you decide to join the dots on our blackhead-riddled hooters, but hey, we at **DC-UK** try our best to satisfy you for a whole three or four weeks. Don't forget to send us your creations once you have the whole picture ■

THIS MONTH: THE NOSES

CASPAR FIELD
EDITOR

TRULY ONE OF THE MOST UNPLEASANT COLLECTIONS OF FACIAL FEATURES SINCE... UM, LAST MONTH. WHO'S TURN IS IT FOR THE REMINGTON?

LEE HART
STAFF WRITER

STEPHEN LAWSON
PRODUCTION ASSISTANT

KARL JAQUES
DEPUTY ART EDITOR

KEITH STUART
ASSOCIATE EDITOR

ESTHER WOODMAN
DEPUTY EDITOR

CHRISTIAN DAY
ART EDITOR

ONE OF US IS UNLUCKY ENOUGH TO HAVE LUGS LIKE THIS ATTACHED TO THEIR FACE, WHO?

NEXT ISSUE: THE EARS

Next issue...

000452
841

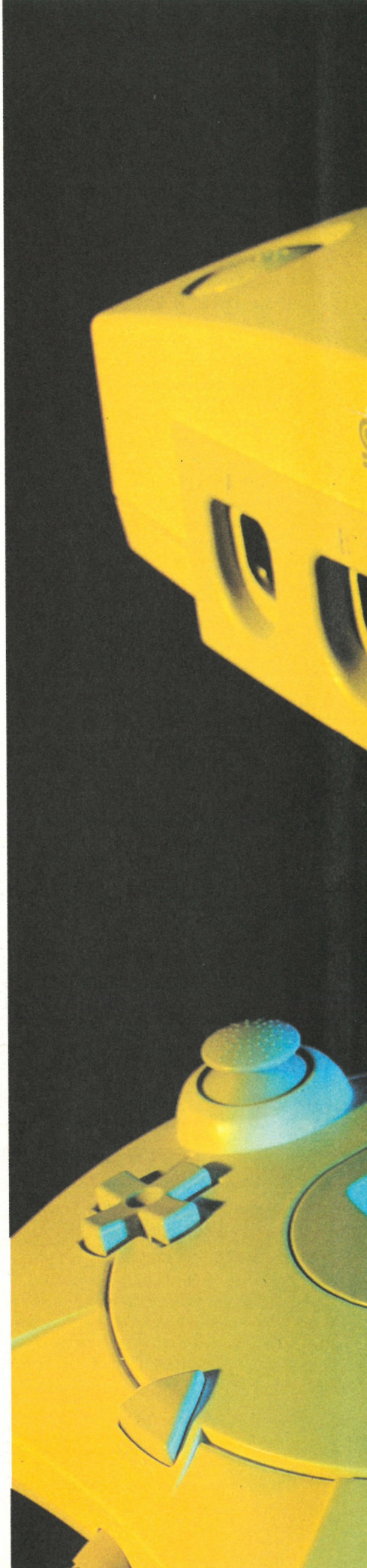
21st Century Toy

Dreamcast is the **entertainment medium of the next millennium.** Well, the **next decade** at least.

In issue 05 we look at **what Y2K has in store for everyone's favourite superconsole** – and glance back at its highlights from '99. **Welcome the New Year in style with...**

DC-UK
DREAMCAST MAGAZINE

The Sega Dreamcast source. Release **#05** boarding **Friday December 17**



OPEN
Designed for
Microsoft
Windows CE

Games 2000

Dreamcast

QUICK AND EASY MAIL ORDER SERVICE

DREAMCAST & ONE GAME

£220

CHEAPEST PRICES AROUND

Special Millennium Offer
All Games bought before 2000 under £30

VMU £16 With any Order

ORDER HOTLINE
0181 981 4555

Race Control Wheel £39.99 With Any Order

PLAYSTATION & ANY GAME

£110

We also stock: Gameboy Color, Pokemon, N64 & PlayStation Conversions

9-10 College Terrace, London E3 5AN
Fax: 0181 981 4052

CYBER NET
Video Games Experts

The Best Mail Order Games on the Internet

Tel: 0181-789 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!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person, valid until end of December 1999. Coupon must be presented at purchase of game.

D & W Mail Order
DREAMCAST

WE AIM TO BEAT ANY GENUINE PRICE ON UK PRODUCTS

Phone
0181 289 2124
OR
www.dwmailorder.com

Monday - Friday 9am 7pm Saturday 9am - 12 noon
All major credit / debit cards accepted

CA GAMES

UK & IMPORT GAMES — NEW & SECONDHAND

Dreamcast

0141 334 3901
www.cagames.co.uk

WE ALSO STOCK PSX & N64 TITLES

C.A.GAMES, DE COURCYS ARCADE, HILLHEAD, GLASGOW G12 8AA

Dreamcast

CONSOLE CORNER
DVD VIDEO

SPECIALISTS IN DREAMCAST HARDWARE/SOFTWARE IMPORT AND DOMESTIC

HARDWARE		SOFTWARE	
UK CONSOLE	£189.99	MOST UK TITLES	£32.99 inc
US CONSOLE (56K)	£199.99	MOST US TITLES	£39.99 inc
ASIAN CONSOLE	£159.99	MOST JAP TITLES	£39.99 inc

REGION 2 DVDS LATEST RELEASES FROM £13.99 inc
DREAMCAST ACCESSORIES £CALL
46 SPEEDWELL CRESCENT, SCUNTHORPE, NTH LINCS, DN15 8UR
TEL: 01724 855155
www.consolecorner.com e-mail sales@consolecorner.com

VIDEO GAMES CENTRE

DREAMCAST UK		JAP IMPORTS SALE		ACCESSORIES	
HOUSE OF THE DEAD 2 + GUN	£54.99	REDLINE RACER	£39.99	RGB SCART LEAD	£14.99
GET BASS + ROD	£54.99	SF ZERO III	£39.99	S VIDEO LEAD	£14.99
WWF ATTITUDE	£37.99	SUPER SPEED RACING	£29.99	V.M.S	£19.99
SOUL CALIBER	£37.99	MONACO GP	£29.99	KEYBOARD	£19.99
ALL OTHER UK GAMES	£37.99	TOUKEN RETSOUDEN	£39.99	RUMBLE PAK	£19.99
NEW IMPORTS		GIANT GRAM WRESTLING	£39.99	STEERING WHEEL	£44.99
ZOMBIE ZONE (J)	£54.99	MARVEL V CAPCOM	£39.99	DC T-SHIRT AND CAP	£19.99
GIGAWING (J)	£54.99	DYNAMITE COP 2	£39.99	JAP MAGAZINES	FROM £5.00
F1 WORLD G.P. (J)	£54.99	TOKYO HIGHWAY BATTLE	£39.99	ARCADE STICK	£34.99
VIRTUA STRIKER 2000 (J)	£54.99	VF3 TB	£39.99	SEGA JOYPAD	£19.99
RESIDENT EVIL 2 (J)	£54.99	SONIC ADV	£39.99	V.G.A BOX	£59.99
				STEP DOWN	£19.99
				NTSC - RGB LEAD	£24.99

PLEASE CALL FOR THE LATEST UK DREAMCAST RELEASES AND USED TITLES AND PRICES
WE STILL HAVE 100's OF SATURN AND MEGADRIVE GAMES IN STOCK!
870 WIMBORNE ROAD, BOURNEMOUTH, BH9 2DR
TEL/FAX: 01202 527314

CONSOLE KING

DREAMCAST - UNIVERSAL NTSC RUNS US/JAP (WITH SWAP SWITCH) £149.99

Virtual Striker 2 2nd December £Best!

NEW USA DREAMCAST GAMES
Ready to Rumble
Soul Calibur
Get Bass
Sonic Adventure
Mortal Kombat Gold
Powerstone
Airforce Delta
House of the Dead
Rainbow Six
Resident Evil: Code Veronica

NEW JAP DREAMCAST GAMES

Zombie Revenge	£Call
Star Gladiators 2	£Call
Soul Calibur	£48.99
Star Gladiators 2	£48.99
Shen Mue	£Call
Ecco the Dolphin Sega	£Call
House of the Dead	£39.99
Get Bass + Rod	£Call

BUDGET JAP TITLES

Cool Boarders	£34.99
Sega Rally 2	£34.99
Street Fighter Zero 3	£34.99
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
SVGA Cable DC to PC	£25
VMS - Virtual Memory	£25
Joypads	£25
Arcade Stick	£40
Scart Lead with Audio	£15
S-VHS Lead	£15

SATURN

4 in 1 Universal Converter UK/US/JAP & RAM Cartridge	£28.99
Saturn Chip	£20.00
Dungeons & Dragon, SFZ3, Silver Gun, Metal Slug	£Call
Ghouls & Ghosts	£29.99
KONAMI MSX	£29.99
Capcom 1	£29.99
Capcom 4	£29.99
Marvel Vs Capcom	£34.99
etc.	
Scart Lead	£12.00
Link Cable	£12.00
Saturn Joypad	£18.00
Saturn VCD Card	£Call
VCD's	£Call
Colour Gameboy	£58.99
Pokemon Red/Blue/Yellow	£19.99
Merchandise/Cuddly Toys/ Key Rings/Trading Cards	£Call

Please send registered cash, cheques, postal orders to:
CONSOLE KING, PO BOX 6, NARBETH, WALES, SA67 7YG
CREDIT CARD HOTLINE:
01834 869 268/0410 425019
Fax: 01834 860 692
www.consoleking.com

Game Gizmo

* FOR ALL YOUR CONSOLE NEEDS! * ALL PRODUCTS NEXT DAY DELIVERY!

Dreamcast

DREAMCAST, ONE GAME, STEPDOWN TRANSFORMER, ONE PAD, ALL LEADS TO PLAY ON UK TV, YEAR'S WARRANTY AND NEXT DAY DELIVERY £2?? CALL FOR UNBEATABLE PRICE!

WE ALWAYS HAVE THE LATEST TITLES IN STOCK FROM	£24.99	SPARE PAD	£24.99
HOUSE OF THE DEAD 2 AND GUN	£69.99	VMS UNIT	£24.99
GET BASS WITH ROD CONTROLLER	£69.99	SCART LEAD	£CALL
OTHER GAMES FROM	£24.99	DC PAL TO NTSC CONVERTER	£CALL

PLAYSTATION, N64 AND GAMEBOY GIZMOS IN STOCK AS WELL AS THE LATEST GAME FIGURES AND MANY OTHER COOL PRODUCTS - CALL FOR DETAILS!

ALL CREDIT CARDS ACCEPTED - NO SURCHARGE!
CHEQUES AND POSTAL ORDERS PAYABLE TO: GAME GIZMO, PO BOX 8, BELVEDERE, KENT DA17 5JA

0181 303 1996 www.gameenhancer.co.uk

COMING SOON! www.gamegizmo.co.uk
WATCH THIS SPACE!!!

KART KLUB

Est 1994

BUY - SELL - TRADE

Games : Consoles : DVD : Videos & Music

PlayStation. · Dreamcast · SEGA • Mastersystem • Megadrive • Gamegear · Nintendo • Gameboy • Supernintendo

IMPORTS **Dreamcast Games** IMPORTS

	NEW	USED		NEW	USED
AERODANCING	£39.99	£24.99	PEN-PEN	£29.99	£19.99
AIR FORCE DELTA	£44.99	£34.99	POWERSTONE	£44.99	£34.99
BLUE STINGER	£44.99	£34.99	PSYCHIC FORCE	£29.99	£19.99
BUGGY HEAT	£44.99	£29.99	PUYO PUYO 4	£34.99	£19.99
COOLBOARDERS	£49.99	£39.99	RED LINE RACING	£34.99	£24.99
DYNAMITE DEKA 2	£39.99	£29.99	SEGA RALLY 2	£44.99	£29.99
GIANT GRAM	£44.99	£34.99	SENGOKU TURB	£29.99	£19.99
GET BASS + Rod	£69.99	£49.99	SEVENTH CROSS	£29.99	£19.99
GODZILLA	£29.99	£19.99	SHUTO KO BATTLE	£44.99	£34.99
GUNDAM	£49.99	£39.99	SONIC ADVENTURE	£34.99	£19.99
HOUSE OF DEAD + Gun	£69.99	£49.99	SOUL CALIBUR	£49.99	£39.99
INCOMING	£29.99	£19.99	STREETFIGHTER ZERO 3	£44.99	£34.99
KING OF FIGHTERS	£39.99	£29.99	SUPER SPEED RACING	£39.99	£29.99
MARIONETTE HANDLER	£34.99	£24.99	TETRIS 4D	£29.99	£19.99
MARVEL VS CAPCOM	£34.99	£24.99	TOUKON RETSUDEN 4	£44.99	£34.99
MONACO GP 2	£34.99	£24.99	VIRTUA FIGHTER 3	£34.99	£24.99

ESPION AGENTS £49.99 - ZOMBIES REVENGE £49.99 - SHEN MUE £49.99

Please call for availability

13 THE ARCADE, LITTLE WELLINGTON ST, ALDERSHOT, HANTS GU11 1EE

Open 10.00am-6.00pm Mon-Fri • 9.00am-5.30pm Sat

(Also at Blackbushe Market, Row M1288 Sunday)

VISA · MasterCard · DELTA

Tel: 01252 343737

January Issue of

DC-UK

DREAMCAST MAGAZINE

available on 17th December

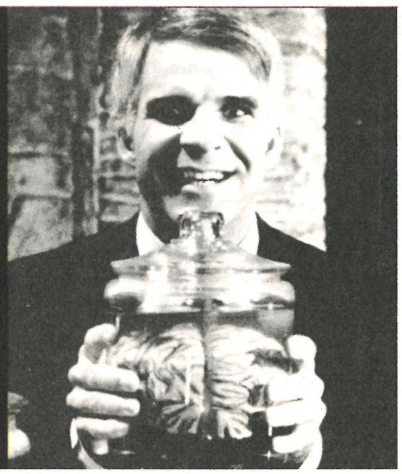
To advertise call Amar Hussain
on 0171 317 2645
or email
amar.hussain@futurenet.co.uk

FREE BOND CD!

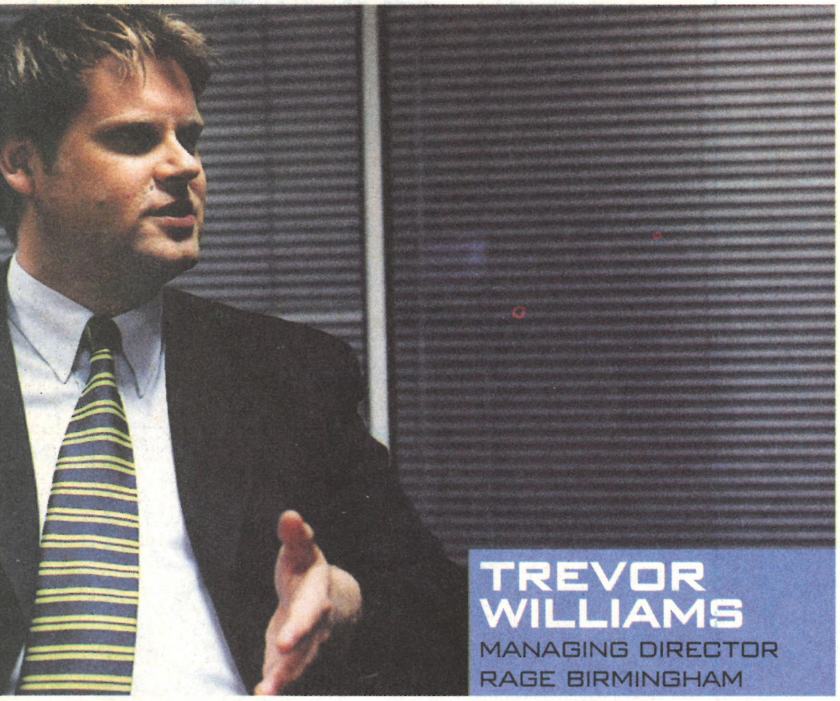
With The New Look Total Film

ON SALE NOW!

Brain in a jar



Entertaining yourself as a disembodied brain would be a tough job – unless you had five Dreamcast games with you, that is...



TREVOR WILLIAMS
MANAGING DIRECTOR
RAGE BIRMINGHAM

The first on the pitch of Dreamcast's football titles was *UEFA Striker*, scoring a more than respectable eight out of ten in DC-UK 02. While it's published by giant European company Infogrames, *UEFA* was created by Britain's own Rage Software at its studio in Birmingham.

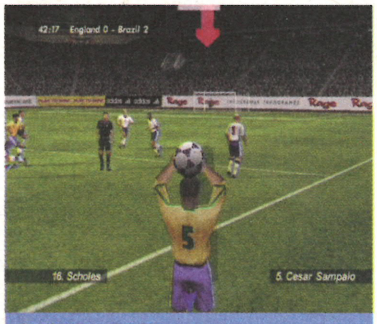
Heading up Rage's Birmingham office is managing director Trevor Williams, although he says that, "sounds a bit grander than it actually is. I guess I'm really better described as a studio manager". With three development teams under his guiding hand, Trevor has a lot to deal with. "In some ways I have to do all of the jobs that no-one else wants to do," he moans. "But I also get to stick my fingers into all areas of development from design through to final test."

He's been with Rage for some time, having joined the company in 1994, after starting out at Elite Systems. "I've been here for a little while," he says with a smile. "I set up the Birmingham office with a couple of other chaps – Andy Williams and Rob Mann."

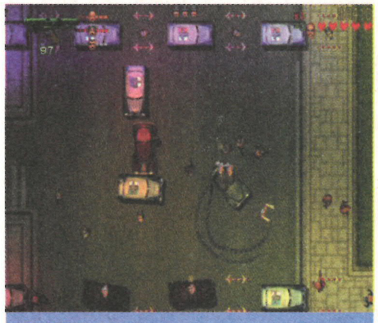
Aside from putting the finishing touches to *UEFA Striker*, Trevor's time has been spent playing *Rainbow Six* on PC – "Nailing terrorists on the Internet with my trusty SIG. I've also been working on a new title which we haven't announced yet, so I cannot really say any more about it." Oh.

His credentials as a football expert, but not as a dedicated fan, are slightly tainted by his devotion to Coventry City ("I guess I have to be a pretty big fan to sit through that every week"), although he plays five-a-side with the guys at Rage at least once a week, as it "gives them all a chance to kick the crap out of me". Now that's people management we can understand ■

Soul Calibur
"This is the best fighting game – ever. I'm not sure I really need to justify this one; it looks fantastic and is a real showcase for what Dreamcast is all about. And I love fighting games. Top of the list."



UEFA Striker
"I obviously need a footie game – and it has to be *Striker*. I've played this for hundreds of hours and it's still great fun. It has a huge variety of competitions and classic matches to give a long-term challenge."



GTA 2
"I'll need a driving game too. I nearly picked *MSR* or *Monaco GP*, but *GTA* has much more longevity. I know it's not a true driving sim, but it's a lot of fun and is cool too because it's a bit risqué. I loved the first one."

Shenmue
"This has the potential to be a real ground-breaking title if it lives up to all that is promised. I could not possibly risk missing out on one of the greatest games of all time by leaving it off my list."

Sega Bass Fishing
"Perhaps a surprise choice, but I'll need a game to chill out with. This is the most action-oriented fishing game I've ever seen and it's extremely well designed. And it beats the real thing – I was always cold, wet and fishless."

WICKED WARE
Tel. 01993 844885
Fax. 01993 840750
www.wickedware.co.uk

DREAMCAST
MACHINE NOW FOR ONLY...
...£189.99

1st Class service Guarantee, All machines are official consoles and are fully guaranteed. We offer full after sales support. If your machine is faulty we will collect it from your door and replace it free of charge.

Fast Free delivery, Usually within 3 working days for items in stock.

Money back Guarantee, If you are not completely delighted with your purchase for any reason you may return it to us within 3 days of receipt and we will happily exchange it for you or send you a refund. Simply ring for authorisation and return it to us by recorded delivery. We will make a small handling charge of 10% (minimum £5) of the purchase price and we would ask that you return the item in perfect condition.

COMPETITION

WIN £300 WORTH OF GAMES AND ACCESSORIES

FORMULA 1 RACING '99, STEERING WHEEL, VIX DRIVING SEAT, UEFA STRIKER, 2 CONTROL PADS, 2 RUMBLE PAKS, DREAM STATION, CONSOLE CARRY CASE AND GUN FOR THE DREAMCAST

ALL YOU HAVE TO DO IS ANSWER THE FOLLOWING QUESTION.

WHO IS THE PUBLISHER OF UEFA STRIKER ON THE DREAMCAST?

PLEASE SEND YOUR ENTRIES TO DREAMCAST COMPETITION, WICKED WARE, 1st FLOOR, STREATFIELD HOUSE, CARTERTON, OXFORD OX18 3XZ. *(THE WINNER WILL BE PICKED AT RANDOM FROM CORRECT ENTRIES.)*

ACCESSORIES ETC

VIX DRIVING SEAT - £69.99

High quality steel frame compatible with most wheels & foot pedals

OFFICIAL CONTROL PAD - £19.99

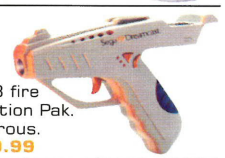
DREAM PAD - £17.99
(£16.99 for two or more)
High quality pad. VMS & Vibration Pak slots. Tactile rubber grips, available in White, Red, Blue, Green, Yellow & Purple.

VMS MEMORY CARD - £19.99

KEYBOARD - £19.99

ARCADE STICK - £31.99
- A must for fighting games.

DREAM BLASTER - £22.99
- Precision optics for increased accuracy. 3 fire modes. Slot for Vibration Pak. Ergonomic. Ambidextrous.
OFFICIAL GUN - £29.99



OFFICIAL STEERING WHEEL - £39.99
-High quality. Very responsive.

MAD KATZ STEERING WHEEL - £35.99

VIBRATION PACK	£14.99
SCART CABLE (Improves sound & picture quality)	£9.99
S VIDEO CABLE (gives superior quality with s-video compatible TV's)	£9.99
AV CABLE	£9.99
JOYPAD EXTENDER CABLE	£9.99
RF UNIT	£15.99

FORCE PAK - £14.99
- Works with all compatible Vibration games, adds realism. Available in White, Red, Blue, Green, Yellow & Purple.

DREAM STATION - £17.99 - Don't make a mess on the floor, The Dream Station neatly holds your console & pads and makes a cool piece of furniture.

CONSOLE CASE - £19.99
- Roomy, durable, lightweight and waterproof.

GET £3 OFF SONIC ACTION FIGURES IF BOUGHT AT SAME TIME AS SONIC ADVENTURES

PLEASE CALL

GAMES

PLEASE CALL FOR RELEASE DATES

AERO WINGS	£29.99	MONACO GRAND PRIX 2	£31.99	SUPREME SNOWBOARDING	£32.99
BLUE STINGER	£32.99	NBA 2000	£32.99	SUZUKI EXTREME RACING	£31.99
BUGGY HEAT	£32.99	NBA SHOWTIME	£32.99	TAKE THE BULLET	£32.99
CAESERS PALACE	£32.99	NFL BLITZ 2000	£32.99	TOY COMMANDER	£32.99
COOL BOARDERS	£32.99	PEN PEN	£31.99	TRICKSTYLE	£29.99
DRAGON BLOOD	£32.99	PLASMA SWORD	£31.99	UEFA STRIKER	£32.99
DYNAMITE COP	£32.99	POWERSTONE	£29.99	VIGILANTE 8: THE 2nd OFFENSIVE	£31.99
EVOLUTION: THE WORLD OF SACRED DEVICE	£32.99	PSYCHIC FORCE	£32.99	VIRTUA FIGHTER 3tb	£32.99
FIGHTING FORCE 2	£31.99	READY 2 RUMBLE	£32.99	VIRTUA STRIKER 2	£32.99
FORMULA 1	£32.99	RED DOG	£32.99	WORLD LEAGUE SOCCER	£32.99
HOUSE OF THE DEAD 2	£32.99	RESIDENT EVIL	£32.99	WWF ATTITUDE	£32.99
HOUSE/DEAD 2 & GUN	£49.99	BASS FISHING & ROD	£49.99		
HYDRO THUNDER	£32.99	SEGA RALLY 2	£32.99		
INCOMING	£32.99	SHADOWMAN	£30.99		
JIMMY WHITES CUBALL	£31.99	SNOW SURFERS	£32.99		
MARVEL VS CAPCOM	£32.99	SONIC ADVENTURES	£32.99		
MK GOLD	£32.99	SOUL CALIBRE	£32.99		
METROPOLIS STREET RACER	£32.99	SOUTH PARK RALLY	£32.99		
MILLENIUM SOLDIER - EXPENDABLE	£30.99	SOUTH PARK CHEFS LUV SHACK	£32.99		
		SPEED DEVILS	£31.99		
		ST. FIGHTER ALPHA 3	£32.99		

PLAYSTATION

NINTENDO 64

COLOR GAMEBOY & POKEMON (RED OR BLUE) ONLY £76.99

Wicked Ware Limited, 1st floor, Streatfield House, Alvescot Road, Carterton, Oxford OX18 3XZ.
OPENING TIMES:- MON 10AM - 10PM, TUES - FRI 9AM - 10PM, SAT 9AM - 6.30PM, SUN 10AM - 4PM

WE SWAP SECOND HAND DREAMCAST GAMES. PLEASE CALL FOR DEATAILS

PRICES SUBJECT TO CHANGE. PLEASE THEREFORE PHONE TO CONFIRM PRICES. PRICES CORRECT AT TIME OF GOING TO PRESS, E&OE.

GO FLAT OUT

Stay in front! This racing game is set to go flat out. Bellysurf, skate and swim your way past your playful pals in this unstoppable, fun fuelled, multi-player racing game.

"The most fun you can have with your Dreamcast."
Dreamcast Magazine

86%

PENPEN

INFOGRAMES GE GENERALENTERTAINMENT CO.,LTD

Dreamcast

Published by Infogrames 1999. © General Entertainment. Sega and Dreamcast are either trademarks or registered trademarks of Sega Enterprises Ltd.