

REVIEWED! SHENMUE ■ QUAKE III ■ LE MANS 24 ■ CAPCOM VS SNK ■ SEGA GT

THE DREAMCAST MAGAZINE

DC-UK

Christmas 2000



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WORLD EXCLUSIVE REVIEW!

Tomb Raider Chronicles

HAS LARA STILL GOT IT?
The whole truth revealed inside

REVIEWED!

Ready 2 Rumble 2

DC-UK vs Michael Jackson!
We've reserved your ring-side seats

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REVIEWS!

REVIEWED!

Quake III Arena

The online frag-fest begins
Let ultra violence into **YOUR** life

REVIEWED!

Shenmue

The legend hits Britain
Join us as we fight, shop and
search for sailors!

REVIEWED!

Le Mans 24 hour

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All you need to know
about this epic game

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PLUS!
SELF DEFENCE

How to beat up all your
friends in *Power Stone 2*
and *Dead or Alive 2* **p084**

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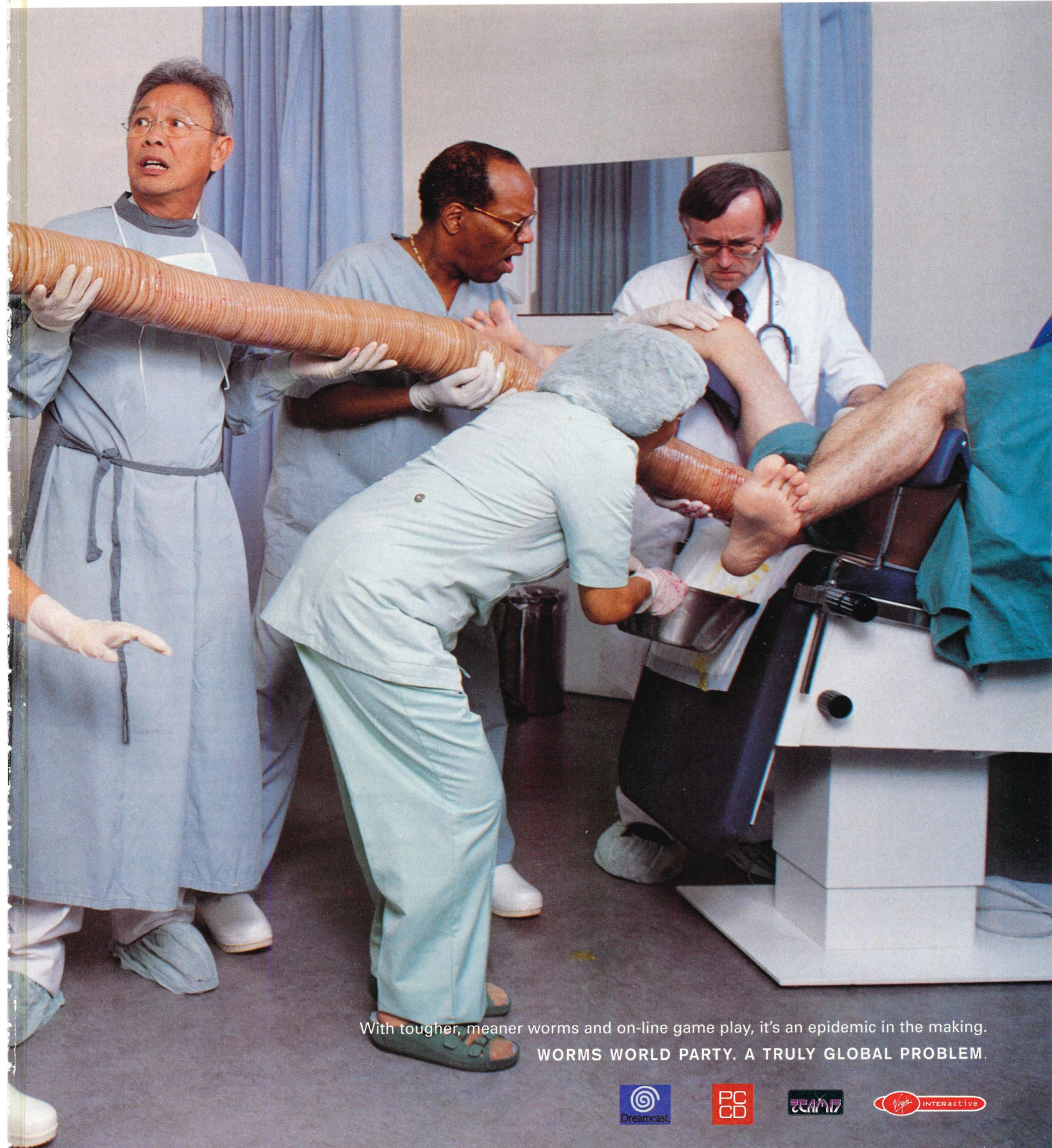
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PREVIEWED! 18 Wheeler, Sega Marine Fishing, MTV Skateboarding



This year, the average person will unwittingly suffer from at least one type of worm infestation.



With tougher, meaner worms and on-line game play, it's an epidemic in the making.

WORMS WORLD PARTY. A TRULY GLOBAL PROBLEM.



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

Contacts

Editor Keith Stuart
Art Editor Karl Jaques
Deputy Editor Lee Hart
Production Editor Claire Howlett
Online Editor Adrian Lawton
Writer Neil Randall
Designer Andrew Hind

Contributors

Words: Christophe Kagotani, Dave 2000,
Dean Mortlock, Jay Filmer, Joao Sanches,
Phillip Mylnar, Richard Owen
Pictures: Super Stock, Gavin Roberts

Production

Prod. Coordinator Katherine Pigott
Production Manager Rose Rudd
Ad Design Sarah Orchard
Print Services Coordinators
Becky 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
Deputy Advertising Manager Ian Jones
Advertising phone 01225 442244
Advertising fax 01225 732282

Classified Ads

Classified Advertising Andrew Jager
Classified phone 01225 442244

Advertising Design

Point of contact David Matthews
Designers Chris Hodgson, Mikaela Dixon,
Matthew O'Sullivan
Manager Steve Michaels
Deputy Manager Lisa Moody
Supervisor Sarah Orchard

Marketing

Marketing Beth Hardy
PR & Publicity Bronwyn Stubbs

Management

Group Art Editor Jez Bridgeman
Publishing Director Rob Price
Foreign Licensing Chris Power
Managing Director Mike Frey
Chief Executive Greg Ingham

Subscriptions

Future Publishing Ltd, FREEPOST BS4900,
Somerton, Somerset, TA11 7BR
Customer services 01458 271141
Customer order line 01225 822511
Fax 01458 274378
Email dcu.subs@futurenet.co.uk

Thanks to Stuart Ledger, Next
Generation Consoles, Max Everingham,
Andrew Thompson at Core Design

Contact

DC-UK
Future Publishing
30 Monmouth Street
Bath, BANES, BA1 2BW

Phone 01225 442244
Fax 01225 822744
Email dcuk@futurenet.co.uk

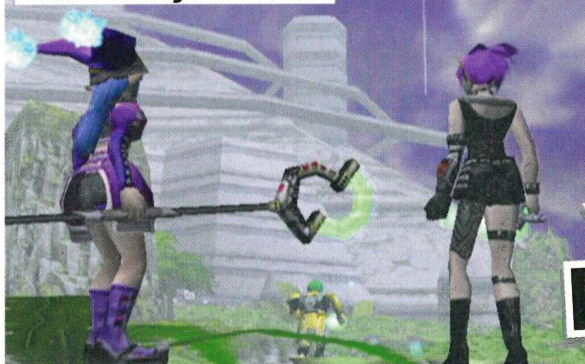
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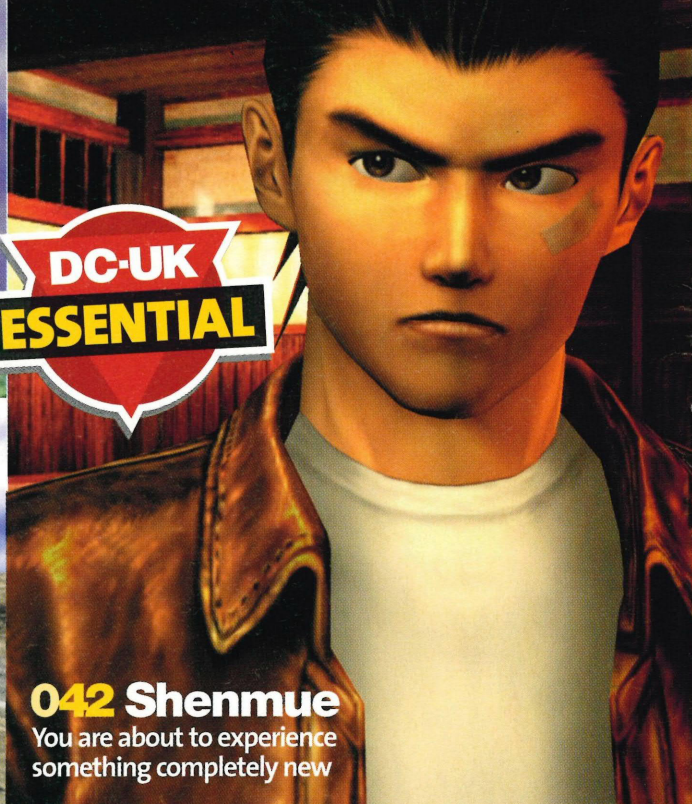
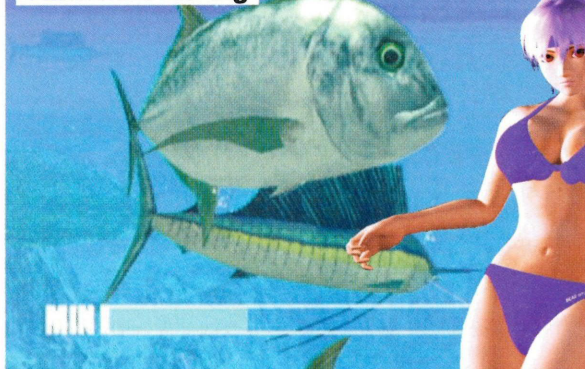
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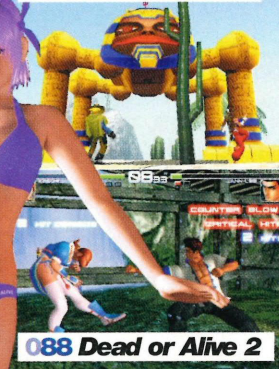
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042 Shenmue

You are about to experience
something completely new

084 Power Stone 2



088 Dead or Alive 2

DC-REVIEW

Reviews you can trust

042 Shenmue It's the big one.
The one the whole world's been waiting
for. Heck, we expect even the Queen has
a copy on her Christmas wish list, right
next to the latest Slip Knot album and a
pair of Simpsons slippers

048 Tomb Raider: Chronicles Will the last ever
Tomb Raider game see the series off
with a bang or a whimper? We know
which we'd prefer!

052 Quake III Arena Find
out why you have not really lived until
experiencing a multiplayer deathmatch.
Your past commitment to pacifism will
disappear in a puff of smoke. Or more
likely, a splatter of internal organs

056 Ready 2 Rumble Boxing: Round 2 Hit Michael
Jackson. Go on, belt him one. Corner the
King of Pop and smack him in the face.
Make him pay for 'Heal the World'

- 060 Le Mans 24 Hour
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Because it's not just about playing

032 The Twelve Games of Christmas

In the favourite yuletide song, 12 Days of Christmas, the unfortunate narrator receives 12 drummers drumming, 11 pipers piping, 10 lords a-leaping, 9 ladies dancing, 8 maids a-milking, 7 swans a-swimming, 6 geese a-laying, 5 gold rings, 4 calling birds, 3 French hens, 2 turtle doves and a partridge in a pear tree from his true love. Make sure your girlfriend doesn't make the same mistake by showing her our list of the twelve best games available this winter. If not, you too could go through the horror of waking up on December 25 expecting a copy of MSR, only to find that there are several men, women and birds wrapped up under your Xmas tree

DC-PREVIEW

Games to watch out for

006 Phantasy Star Online If you don't fancy the all-out violence of *Quake III Arena* (you big girl's blouse), then this will be the online experience you're looking for. Believe us, it's incredible

010 18 Wheeler Sega's masterful trucking sim is so realistic that on stage 3 you have to blockade a fuel depot, causing a hardly believable national crisis. Only joking

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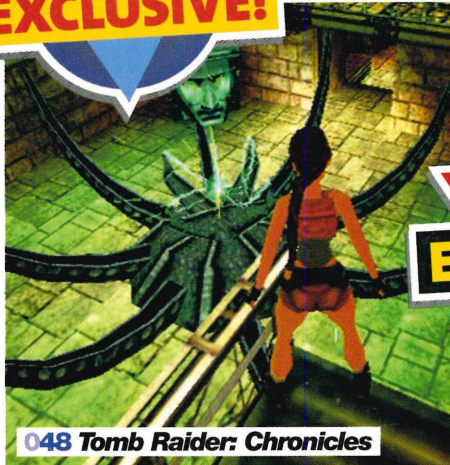
News, views, hype, happenings

020 Daytona returns Yes, we have more details on the revenge of this classic arcade racing game. Plus, who's that little blue fella waiting in the wings? Why it's *Sonic the Hedgehog*, and he's going on another adventure!

022 Rival Schools 2 Capcom's great anime-style fighter, set in a range of warring educational establishments, is coming to Dreamcast. Swot up on it here

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**DC-UK
EXCLUSIVE!**

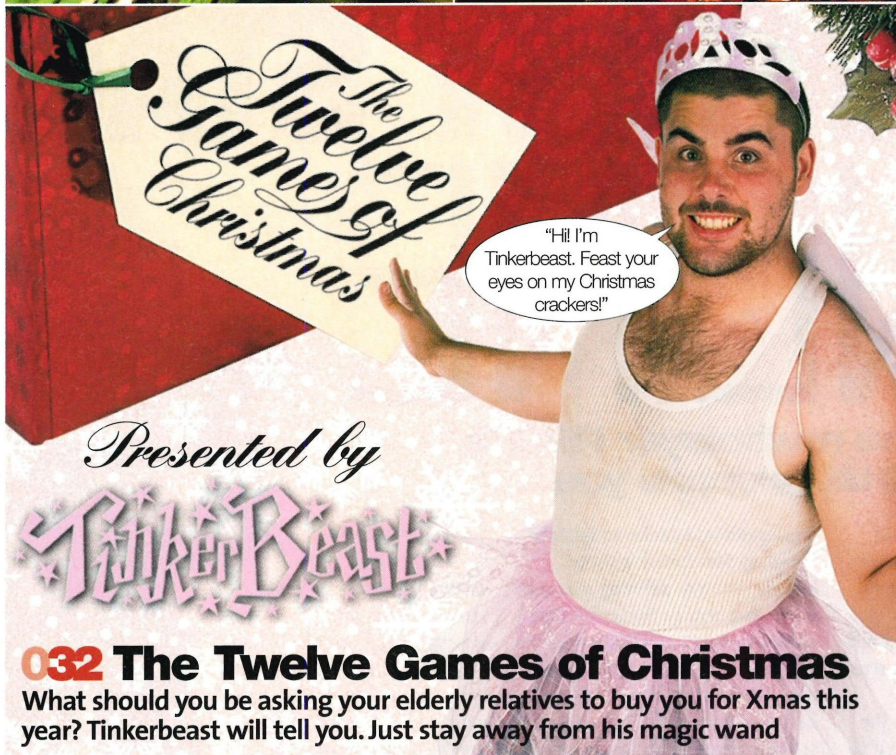


048 Tomb Raider: Chronicles



052 Quake III

**DC-UK
ESSENTIAL**



"Hi! I'm Tinkerbeast. Feast your eyes on my Christmas crackers!"

Presented by
TinkerBeast

032 The Twelve Games of Christmas

What should you be asking your elderly relatives to buy you for Xmas this year? Tinkerbeast will tell you. Just stay away from his magic wand

DC-TIPS

Your favourite games made easy

084 Power Stone 2 A quick guide to every character and all the stages in Capcom's funky cartoon brawler. If you're not sure who to select when your mate keeps beating you as Ayame, then come on over – we can tell you! We've also revealed the secrets, and how to get them

088 Dead Or Alive 2 Every single character in the game, analysed and explained. Key moves and tactics suggested. Weaknesses identified. Oh and we also list those special secret features – like how to get a CG sequence of one of the characters naked – albeit covered in this weird green light/goo that sort of wobbles around her and covers anything dodgy

DC-INTERACTIVE

Get involved with **DC-UK!**

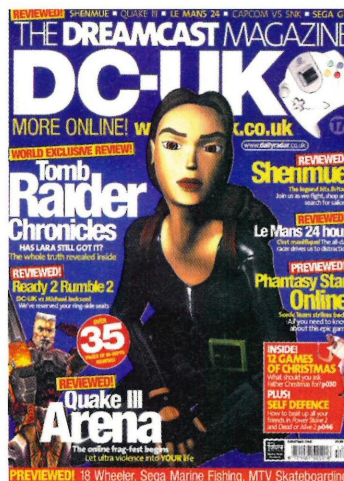
092 Q and A Do SCART cables confuse YOU? Do they? Well, head straight into the arms of Maximus

094 Challenge Beat all our other readers at your favourite games, and you might win a joypad

096 D-Mail How does the world treat female gamers? Are our reviews too harsh? Find out right here, then send in your own contribution!

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Welcome



Your reaction was probably either an angry "Arghh, not her again!" or a sultry "Ooooh, it's her again." I am of course referring to our Lara Croft cover. Yes, I know she's been on the front of everything from Woman's Weekly to

Metal Hammer, but we've got the world exclusive Dreamcast review of the final (apparently) *Tomb Raider* game, and some brand new Lara art, to boot. So there.

Besides, Lara Croft is one of the most interesting things to happen to this industry in the last five years. Games don't often make much of a cultural impact beyond the 'gaming community'. Ms Croft was on the cover of *The Face*, she's been on the news, there's a multi-million dollar film coming out with her in next year. How many other games have had this sort of effect on the Western world?

Actually, there's one on the way. *Shenmue*, may not boast a lead character with a 42DD chest and skin tight hot pants, but it does change the way you think about 'interactive entertainment'. To describe the game – the experience of playing the game – is almost impossible. It sounds dull. If you watch it over someone's shoulder for five minutes, it looks dull. Give it time though, and you discover it's almost a new form of entertainment. So far, the game is making modest in-roads into mass consciousness – the odd newspaper article, a write-up in *The Face* again. If it was coming out on PS2 you get the feeling it would be hailed as the most amazing game ever created on everything from the News at Ten to Changing Rooms, but there you go.

There's plenty more in this issue. A least two further Triple 'A' reviews, some extraordinarily enticing previews and plenty of news to get your teeth into. Oh and don't forget Tinkerbeast and his '12 Games of Christmas'. How Andrew talked me into letting him wear that outfit I'll honestly never know ■

Keith Stuart
Editor

Keith

ON THE COVER

006 Phantasy Star Online

Sonic Team's incredible RPG uncovered

042 Shenmue

"I am Ryo. Join my quest to avenge my Father's death. And to play darts in the local pub"

048 Tomb Raider: Chronicles

"I am Lara Croft. Join me in the last adventure of my *Tomb Raider* career. See me in my catsuit"

052 Quake III: Arena

"I am one of those soldier blokes. Join me as I hand out messy grenade death to all"

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



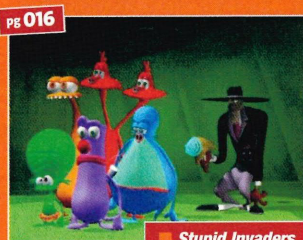
18 Wheeler



Sega Marine Fishing



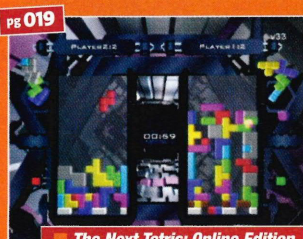
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Stupid Invaders



KISS Psycho Circus



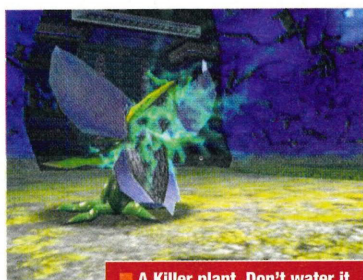
The Next Tetris: Online Edition



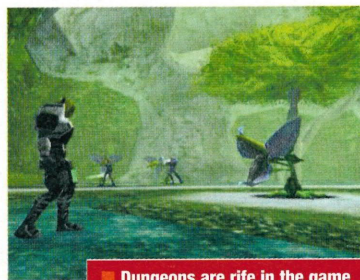
Battles are in real time, rather than turn-based



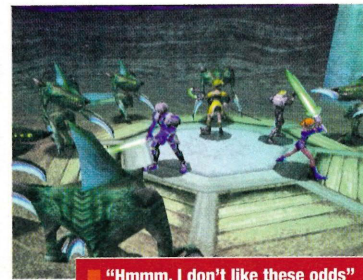
"Oh no, it's the millennium dome! Our quest ends here my brave friends"



A Killer plant. Don't water it



Dungeons are rife in the game



"Hmmm, I don't like these odds"

PHANTASY STAR ONLINE

The era of the multiplayer RPG is close. Let DC-UK prepare you...

Sonic Team is renowned for producing innovative games that consistently offer something new in our otherwise drab and predictable lives. Who else could have given us *Sonic*, *NIGHTS* and *Samba De Amigo*? The next project from the legendary Sega division is about to be let loose on the world and its scale and ambition are

unprecedented. Make no mistake, *Phantasy Star Online* is set to become another defining moment in gaming history. Due to hit Japan on December 21 and the rest of the world soon after, this is the game everyone's talking about. We've sent our news sniffer hounds scurrying around the world looking for the answers to all your *PSO* questions. And here they are!

IN A NUTSHELL



> The world's first Online multiplayer console game is coming your way next year.

DETAILS

Publisher: Sega
Developer: Sonic Team
Origin: Japan
Players: One to four
Release date: January

Offering a huge world and vast fourplayer missions, Sonic Team's RPG is yet another must-have title from the Sega stable. Will it ever end?! ■

What is *Phantasy Star Online*?

The latest in a long running series of RPGs which began in the heady days of the Master System. The games are renowned for their strong storylines and immersive gameplay. *PSO* takes the concept to a new level by introducing the concept of players from across the world meeting via the Internet and playing the adventure together. Co-operation is the key to success.

Who are the characters you can play as?

There are nine characters, divided into three categories: Hunter,

Ranger and Force. Hyumar, Hucast and Hanyueru are the Hunters, experts in the art of close combat and swordplay. Raycast, Raymar and Raykashiru are the Rangers, proficient in using a multitude of weapons but specialising in long-range attacks. Finally, Formaru, Fonyueru and Fonyume are the Force characters, masters of spell-casting. They are the weakest physically, but can attack from long-range with a wide variety of spells.

What kind of environments will players experience?

Three distinct areas have been revealed so far, each containing different types of creatures with their own attributes. The Lava Zone is a fiery cave buried deep within the planet



ONLINE RPGS: A BRIEF HISTORY

> Believe it or not, online RPGs have been around since 1979, when the very first text-based Multi-User Dungeon (MUD) was written by Richard Bartle and Roy Trubshaw on Essex University's network computer system. For many years, MUDs flourished on early academic versions of the Internet, with hundreds of different games appearing, each filled with computer science undergraduates pretending to be warlocks.

In the mid-nineties, when the graphically rich World Wide Web portion of the Internet was taking off (thanks to Netscape's easy to use Navigator software), videogame publishers began looking into the commercial possibilities of online multiplayer gaming. Titles like *Meridian 59*, *Ultima Online* and *Everquest* followed, offering detailed locations to explore and thousands of other players all over the world to meet and team up with. More recently, new titles like Funcom's forthcoming *Anarchy Online* (which borrows heavily from cyberpunk lore) finally promise to take the genre away from its sword and sorcery roots.

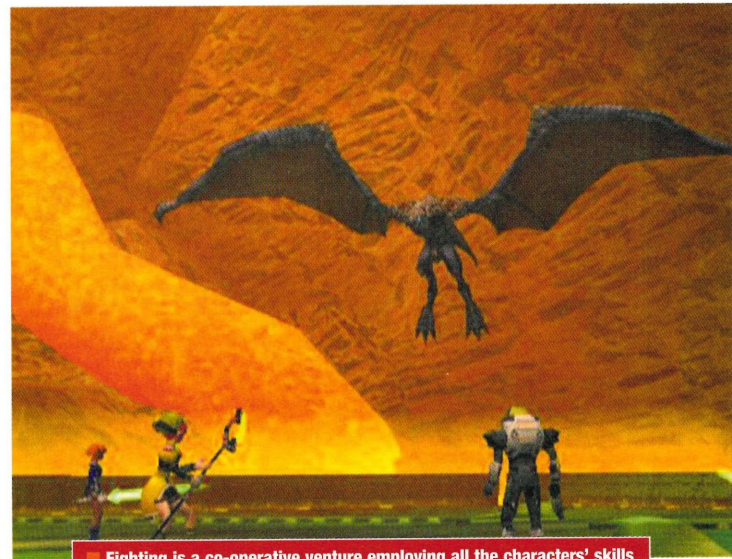
Now dubbed MMORPG's (Massively Multiplayer Online RPGs), these virtual worlds continue to grow. Players form guilds and clans, people get married and divorced, go shopping, nightclubbing, get in trouble with the law, in fact, anything that happens in life, happens in these games. However, the spirit behind them remains the same as it has always been – to meet other people online and engage in make-believe adventures. Expect to see the concept of the text-based MUD re-born in the future thanks to the burgeoning world of mobile phone gaming... ■



■ *Ultima Online*: Kill polar bears!



■ *Meridian 59*: An early graphical MUD



■ Fighting is a co-operative venture employing all the characters' skills



■ Dungeons are randomly generated, so they're different each time you play



■ Has someone at Sonic Team seen *Starship Troopers*?

where the monsters are immune to the effects of the heat. The Deepest Cavern Zone is full of dangerous creatures, maze-like pathways, puzzles and traps. Finally, The River Mouth Zone is a huge open area riddled with poisonous plants and hatches that open into hidden areas.

What are the quests we'll be able to undertake?

There are 50 or so different kinds of quest that range from battling huge bosses to finding magical items or using teamwork to move obstacles that block entrances to new areas. Dungeons are, of course, commonplace and to add more variety the game generates them randomly. This means that monsters, items, doors and the path you need to follow will differ

every time you play. Sonic Team chief, Yuji Naka has stated that once the initial quests have been completed, the team will be adding more to make the *Phantasy Star Online* world a constantly evolving place where there's always something new to do.

How will players meet each other online and overcome the language barriers?

Once connected to the network, players are taken straight to the Central Dome, which is basically a lobby where you can meet fellow adventurers who are looking to take part in similar quests. Simply get together a party of four and off you go. If you can't find the full complement, computer-controlled players make up the numbers. Sonic Team has come up with a neat trick to overcome



■ The visuals in *PSO* are magnificent with no obvious compromises made for online play

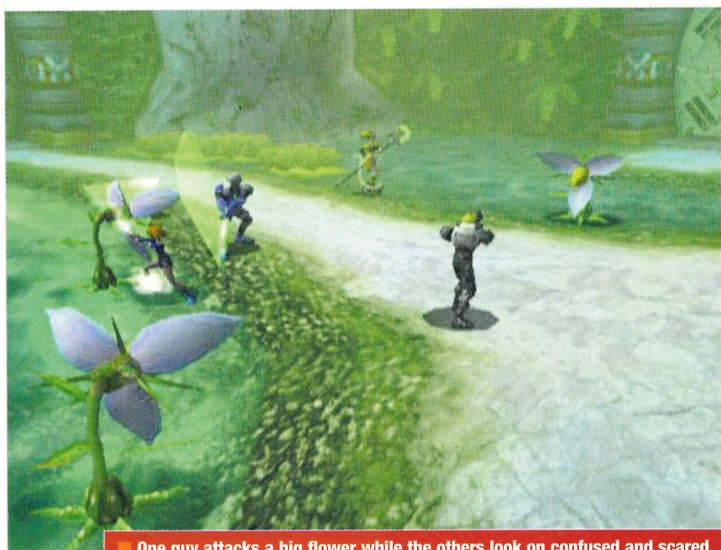
“Players select their own language and *PSO* instantly translates it”

international communication problems. The game includes what is referred to as a 'Word Selection System'; a lexicon of 2000 commonly used words and phrases. Players select their message in their own language and *PSO* instantly translates it into your fellow adventurers' native

tongue. This is a bold idea that has never been attempted before with any online title and should help make the experience a truly global affair.

How will Sega run the game efficiently across the network?

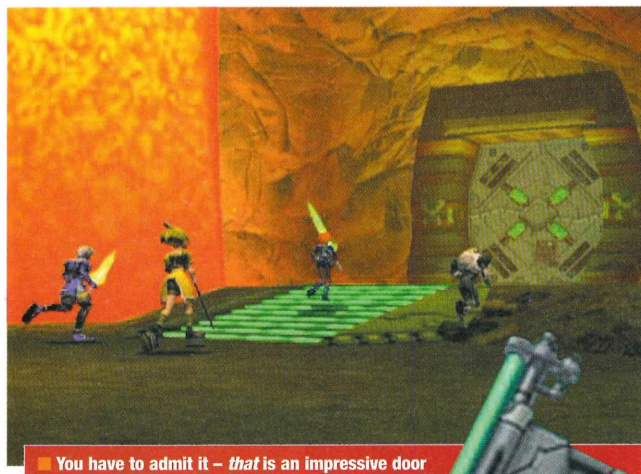
An infrastructure of 20 servers will be implemented throughout ▶



■ One guy attacks a big flower while the others look on confused and scared



■ The game's speech system seamlessly translates different languages



■ You have to admit it – that is an impressive door

PHANTASTIC LEGENDS

In a sort of history of a time to come, we chart the chronology of the *Phantasy Star* series



PHANTASY STAR

This is where it all began. Back in 1987, *Phantasy Star* was released for the Master System, the first chapter of an incredibly popular series of RPGs. The heroine, Alis, travels across three planets of the Algo system to avenge the death of her brother, accompanied by three companions. Death and glory awaited them.

PHANTASY STAR II

Two years later, the sequel told a tale of Mota, a world under the rule of a Mother Brain. Rolf, a government operative, is sent to find out why the Mother Brain has been corrupted. Joined by Nei, a constructed being and the soldier Rudo, he sets out to free Mota from the tyrant's grip. Rolf soon discovers answers to things far more important.



PHANTASY STAR III

1991's instalment veered from the formula slightly, by including three heroes from three different time periods, all involved in a civil war. Again set in the Algo Star System, the game follows heroes Rhys, Maia and Mieu as they battle cyborgs and mutants, drawing ever closer to another shocking conclusion.

PHANTASY STAR IV

1994 saw Chaz Ashley embarking on a quest to decide the fate of the cosmos. Enlisting the help of a Numan, an Esper and an android, Chaz must vanquish his foes and his fear in order to save the entire universe. The last in the series was also considered the best... until now. After a six-year wait, you can bet *Phantasy Star Online* is gonna be good.

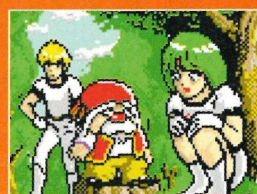


PHANTASY STAR ADVENTURE

Phantasy Star Adventure was one of a pair of games that came out for Sega's handheld, the Game Gear, but only in Japan. This one was incredibly simple, being a form of board game with movements depicted by throwing a die. Basic and very much removed from the *Phantasy Star* universe, this is pretty obscure stuff.

PHANTASY STAR GAIDEN

The other Game Gear title that came out under the *Phantasy Star* banner was *Gaiden*, or *Side Story*. Far more traditional, it told of the heroine, Alis and her departure to a new solar system, where she builds her own colony. Again, this title was never released domestically and will prove hard to track down.



► Europe, USA, Asia and Japan. Yuji Naka says these will be able to accommodate up to 20,000 players simultaneously. Although this might not seem a huge number when you consider that there are five an a half million Dreamcasts worldwide, time differences across the globe mean that people will be playing at various times of day. Sega reckons the network will

therefore cope well with the demands placed upon it at launch. Of course, if the game is hugely popular Sega can always expand the network.

But will Dreamcast's 33.3 Modem cope with online play for this sort of game?

Latency problems (or 'lag') shouldn't be as much of an issue for *Phantasy Star Online* as it is for games such as *Quake III*, due to the nature of the gameplay (ie, you won't have to run around at warp

speed fragging everything in sight). Naka and co have already dipped their toes into the waters of online gaming in the shape of *ChuChu Rocket!* and they have learned valuable lessons from the experiences it provided. Trials of online play have been taking place in Japan with some 10,000 participants and reports have so far been positive.

What if I'm not connected to the Internet?

Fear not, Sonic Team has catered for everything. While the game is a team-based affair, where you'll need to co-operate with others to complete tasks, the game provides computer-controlled team-mates (otherwise known as NPCs) if you're playing offline. These 'bots' assist you in completing the quests, just as your human counterparts would do ■

"The path you need to follow will differ every time you play"

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...



AND REACH FOR YOUR LIGHTSABER.



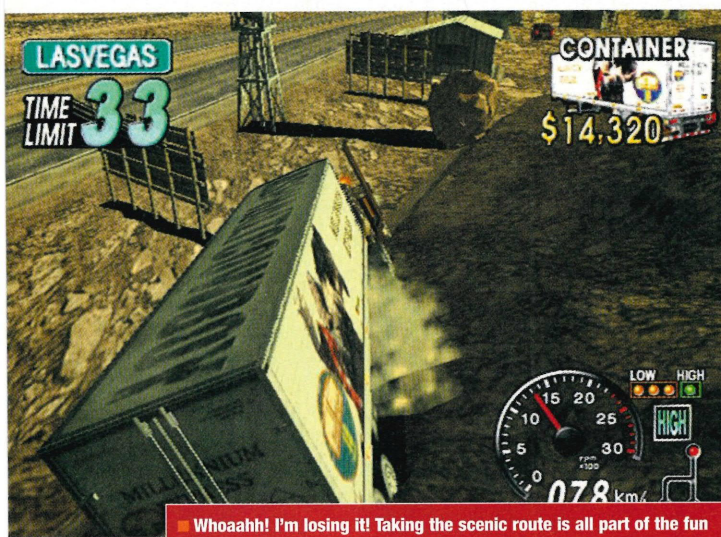
STAR WARS™

— EPISODE I —

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18 WHEELER

Heavy duty trucks battling it out for highway supremacy. Welcome to *18 Wheeler*, greenhorn!

IN A NUTSHELL



> Smash and crash your way across America in an 18 wheel monster, while avoiding a nutty rival trucker.

DETAILS

Publisher: Sega
Developer: AM2
Origin: Japan
Players: One to two
Release date: Q1 2001

And if that seems too easy, you get to try out a set of 'real hard' parking tests in the biggest vehicle ever ■

You can rely on Sega to turn the most boring job in the world into a great arcade game. Normally trucking is characterised by long hours, vast tracts of unending road and having to eat all your meals in greasy spoon cafes. Most people would consider a 16-hour stretch of overnight driving to be about as desirable as a self-attempted lobotomy. And in real life they'd be right. But you're in Dreamcast Land now and *18 Wheeler* is far from boring. A frantic race along the American coastline with a nutcase

rival on your back is closer to the mark. So dump it in first, blast the horn, and let's roll!

As a rookie trucker, you'll be in charge of delivering a variety of cargo to four destinations, starting out in New York, and going on to Las Vegas, the Florida Keys, Dallas and San Francisco. Once you've filled up your rig and checked the oil and tyres, you'll want to take on your first job by choosing the Arcade Mode. Four different characters can be selected, from all-rounder Asphalt Cowboy, to the hulking Long Horn, funky Stream Line and svelte sexpot, Highway Cat. Each of these have different attributes, split over three categories, Speed, Torque, (acceleration) and Toughness.

If that last value alarms you slightly, then perhaps we'd better explain a couple of things. Firstly, this is no sleeper haul. Popping a couple of Truckers' Choice Stim-U-Lants and staring through the windscreen for ten hours ain't an option, greenhorn. This is an express drop that'll have you clock-

watching every two seconds. Run out of precious time and it's Game Over. And that doesn't mean reckless driving. Plough into another vehicle and it'll slow your truck down considerably. Instead you need speed *and* skill – the latter to fit your 50-foot artic through the smallest of gaps, such as cars, toll-booths, narrow mountain roads and all manner of road-going obstacles (including tornados, rockfalls and last-minute diversions). The more of these you avoid, the quicker you'll get to your destination and the more moolah you'll earn.

That was point one. And if you thought the above was annoying enough, wait until you meet point two. Lizard Tail is another trucker that just happens to take on the same job as you, via the same route. He also happens to be a



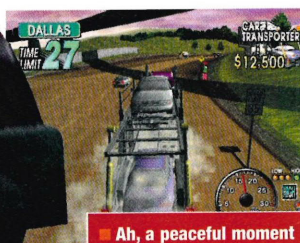
"18 Wheeler plays brilliantly. The cabs handle like waterbeds"



■ Home, sweet home. This is New York, where you set out from at the start



■ Welcome to Twister City. Home of the flying car



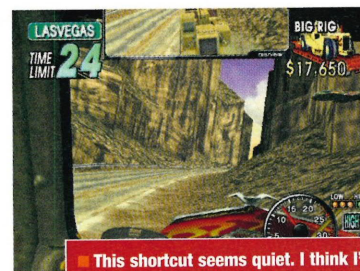
■ Ah, a peaceful moment

fierce rival, a self-proclaimed King of the Trucker as well as a menace to other road-users. And you're in his way. When he appears, he'll do his utmost to ensure that you don't make your rendezvous, mostly by swerving all over the shop in order to run you off the road. If you try to pass him, he'll cut you up and just like the mystery trucker from the film *Duel*, he seems to have some kind of souped-up rig that can overtake yours in a flash. Force him to crash and within seconds he's passing you again, screaming abuse over the CB.

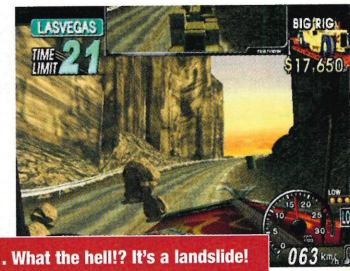
Aside from the singleplayer mode, *18 Wheeler* offers Multiplayer, Parking and Score Attack challenges. The former is obvious stuff, while Parking is an ever-harder mission to navigate

your truck round tight bends and into the indicated space. Touch a wall or parked car and you lose seconds from your time, so go careful! Finally, Score Attack is a three-lap race around four different circuits against a computer rival in order to secure the highest score.

18 Wheeler plays brilliantly. The cabs handle like huge, motorised waterbeds, sloshing uncontrollably all over the freeway. Consequently, causing havoc is a big part of the game and smashing through cars soon becomes a deliberate practice. Judging from the NTSC version we've played, AM2 has another hit up it sleeves and come next year we'll know whether it's motoring hard, or parked up on the verge. It's just a pity there's no multiplayer convoy mode... ■

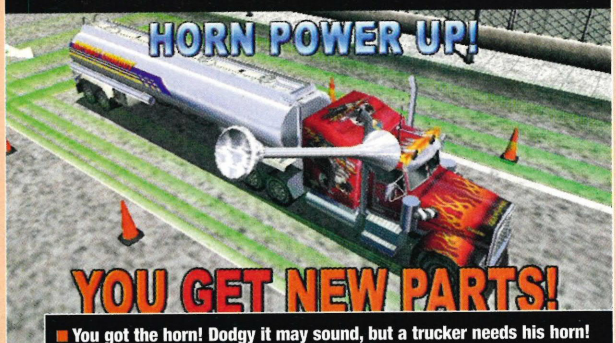


■ This shortcut seems quiet. I think I'll... What the hell!? It's a landslide!

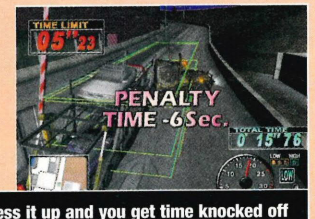


CAN'T PARK THAT THERE

RESULT TOTAL \$ **18700**



■ You got the horn! Dodgy it may sound, but a trucker needs his horn!



■ Follow the green balls. Mess it up and you get time knocked off

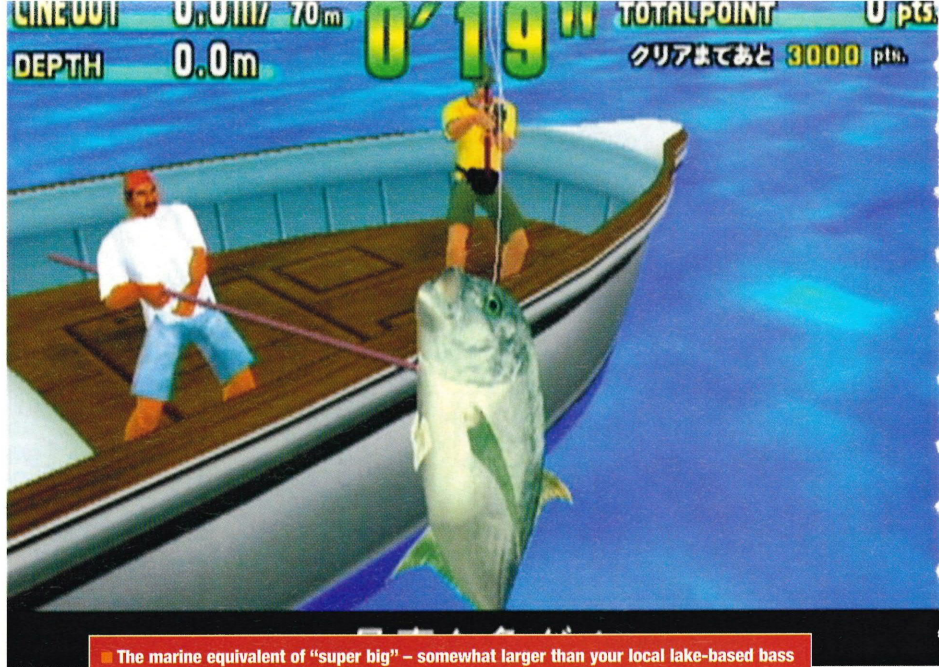
> The Parking Challenge is by far the hardest part of *18 Wheeler*. Using the external view, you must negotiate a series of narrow alleys and sharp turns in order to ease your rig into the flashing green marker. This can be achieved with a little practice, but when it comes to reversing round a corner, most of us had as much trouble with *18 Wheeler* as we did passing our tests! Beat each challenge and you get awarded with various new parts to bolt on your rig, like the horn above. Yank it, baby ■



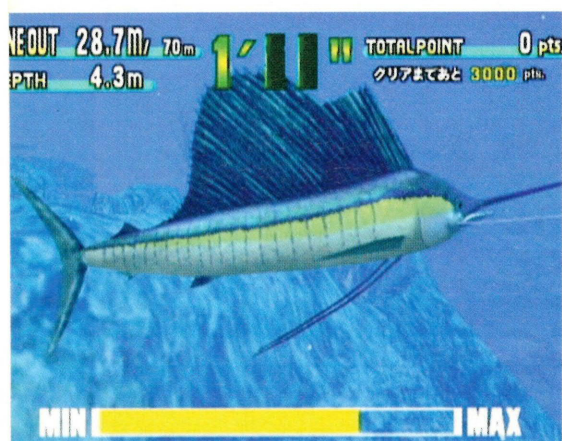
■ Smashing cars out of your way is a pleasure you soon come to love



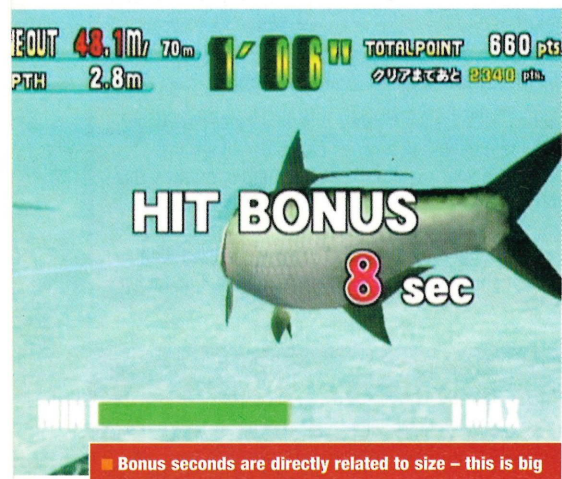
■ Hmm, that's a good fish. But they do they do get a lot bigger...



■ The marine equivalent of "super big" – somewhat larger than your local lake-based bass



■ Keep that tension bar under control at all times or else



■ Bonus seconds are directly related to size – this is big

SEGA MARINE FISHING

Liked *Sega Bass Fishing* but wanted a wider variety of digital gills? We've got just the thing

IN A NUTSHELL



> Just when you thought it was safe to go back in the water...

Sega is back with a fantastic 'Sea' -quel to *Sega Bass Fishing*. This time, you're ocean fishing for a variety of targets. Cast!

DETAILS

Publisher: Sega
Developer: In-house
Origin: Japan
Players: One
Release date: January

Sega *Bass Fishing* is a great social experience. Hang on, don't turn the page just yet, hear us out. In Original mode, sharing the competition rounds between friends can soon transform into a completely enthralling experience. Only trouble is, just like admitting your life's love is, in reality, Honor Blackman (as she is now, rather than 30 years ago) it's not necessarily something you'll want to shout about in public.

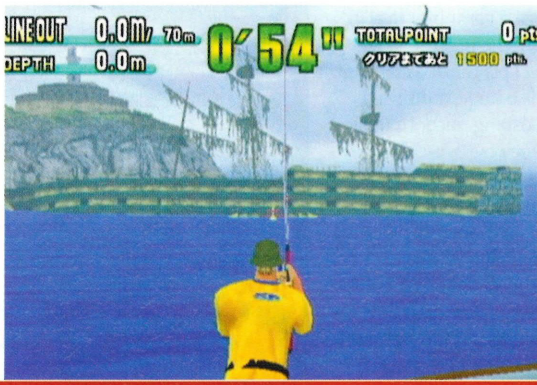
But it is an excellent game, a fact rather aptly demonstrated by

its ability to reel in normal individuals (ie, those who have no interest whatsoever in fishing), with the kind of veracity you'd expect from a Great White shark that gets a sniff of Robert Shaw's blood. Part of the attraction is undeniably the game's custom controller – granted, the experience wouldn't be the same without it – but there's more to it than just fancy mercury switchery (assuming you own the superior Sega produced and Japan-only DC fishing rod).

If there's one deficiency that snaps *Sega Bass Fishing*'s line it's



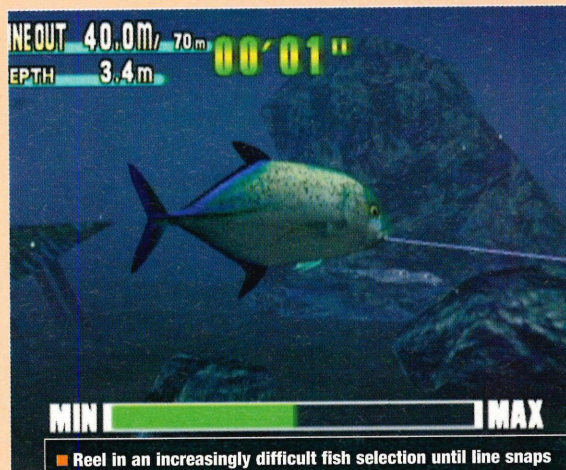
■ Three of the game's five levels. As with *Sega Bass Fishing*, each requires a change in fishing strategy though this time the locations also dictate the variety of fish swimming around



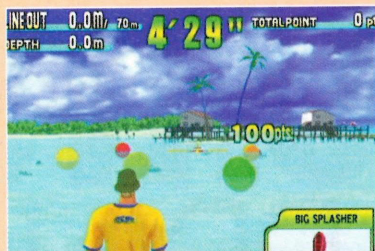
TAKE THE BAIT

> **Sega Marine Fishing's** Original mode offers a variety of options to keep you coming back after you've beaten the arcade level a few times.

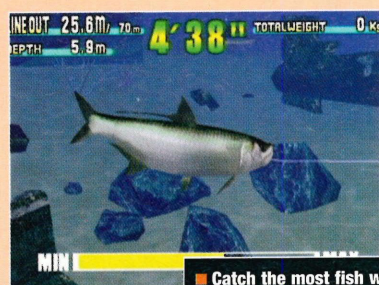
Within these options is the training level, which offers a selection of rounds aimed at improving your fish-luring skills. But such is the nature of their structure that they come across as mini-games ■



■ Reel in an increasingly difficult fish selection until line snaps



■ Practise lure reeling-in (left) or burst balloons with your casting (right)



■ Catch the most fish within time limit or catch one fish type only (right)

the variety of swimming things you can fool into closing their lips over your carefully selected lure before attempting to yank their head away from their backbone with a swift pull of the rod. You can catch small bass, you can land medium bass, hell, you can even hook a super big bass. But you'll never tempt a Great White, for instance, to nibble on your line.

There are no Great White sharks in *Sega Marine Fishing*, either. But you do get impressively sized Mako sharks and if you know where to look, the odd Hammerhead can be found lurking in the depths. In addition, you can catch several types of tuna, Tarpon, barracuda, Sailfish, Napoleon fish and a host of other sea swimmers that would grace the menus of the world's most prestigious fish restaurants.

In Arcade mode you progress *Sega Bass Fishing* style – ie, a certain amount of fish has to be caught before you can move on to the next stage – through four locations. The default time limit is

particularly stringent, given that the casting distances are a lot longer and the fish much fiercer than their lake-frequenting bass cousins, resulting in easily broken lines. There's unlimited continues, of course, but it's silly to have to struggle to finish even just one level without seeing the humiliating ten second timer.

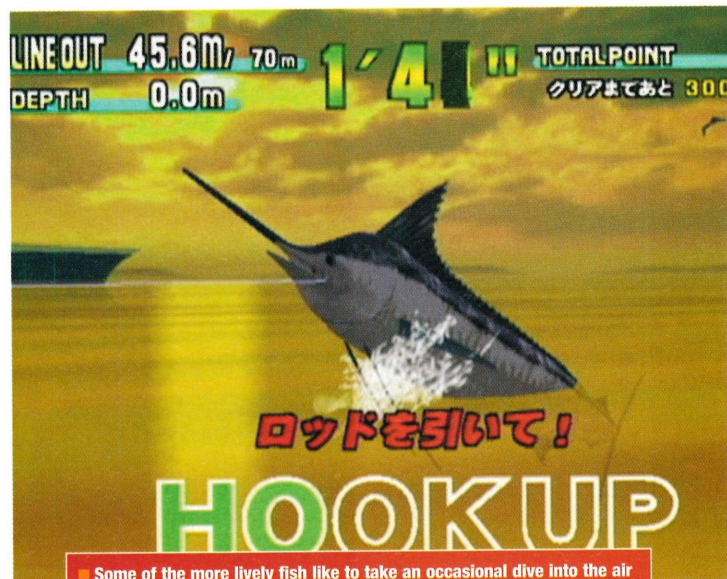
Naturally, there's an original mode, too. Divided into a veritable fishing trilogy, this offers an additional marine location as well as a training option (see Take The Bait) a fishing mode and a massive, yet empty, aquarium. Success in the fishing mode (pick an area and fish freely) earns you goodies such as more fashionable garments, sunglasses and fishing equipment. Importantly, though, it also rewards you with items to place into your aquarium – sea rocks, divers, and would you believe it, even fish. You're then allowed to take selected tours of your creation after but a few button presses – while the route is predetermined you do

get to move the camera around so that you don't miss your favourite rock formation, for example.

The lack of a real competition mode is a little worrying at this stage but, having said that, the aquarium simulation option does prove surprisingly engaging, and the variety of fish certainly stir things up, forcing you to adapt different fishing methods depending on the creature you've hooked up. However, certain aspects such as a wildly swinging tension bar (which determines whether the hook slips or the line breaks) currently hint at the possibility *Sega Marine Fishing* may emerge less balanced than its predecessor ■

“You'll never tempt a Great White, for instance, to nibble on your line”

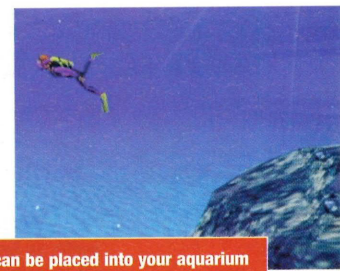
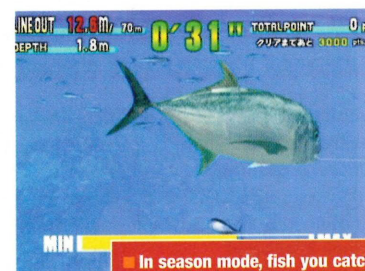
DC-PREVIEW



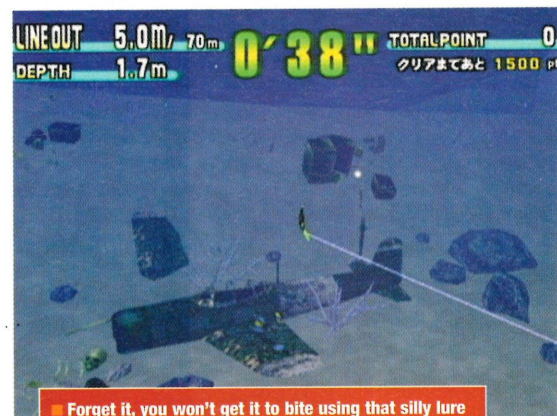
■ Some of the more lively fish like to take an occasional dive into the air



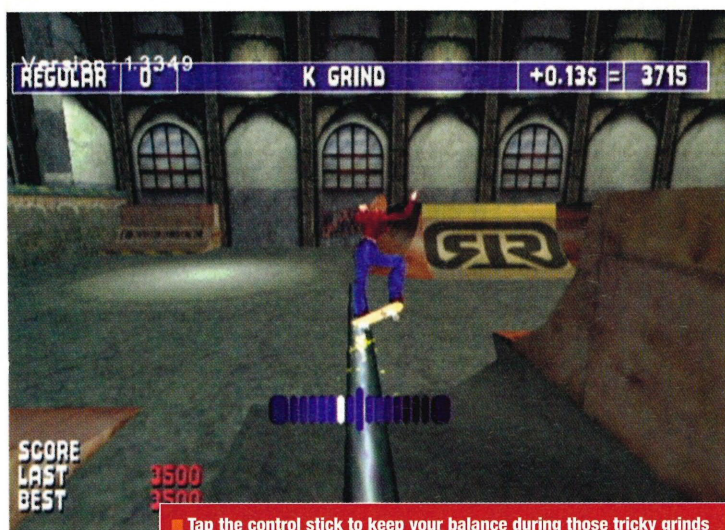
■ Mako sharks (right) will prove a fine test of your digital angling skills



■ In season mode, fish you catch can be placed into your aquarium



■ Forget it, you won't get it to bite using that silly lure



■ Tap the control stick to keep your balance during those tricky grinds



■ The arenas are extensive and nicely varied, packed with stuff to do mental tricks off

MTV SPORTS SKATEBOARDING

Move over Tony Hawk, there's a new skater in town with some fly new moves and a massive posse!

The rubbish thing about skateboarding is that when you fall over it chuffing hurts. It's no surprise then that thousands of people who prefer to keep their knees and elbows intact, have turned to videogame skating as the perfect way to become a gnarly boarder. Hence, the huge success of *Tony Hawk's Skateboarding*. A flood of similar titles was inevitable and the first of them is *MTV Sports Skateboarding* from THQ.

This time the man leading the charge is pro skater Andy Macdonald, who's brought with him a large cast of 30 fellow skaters. Those familiar with Mr Hawk's game will find the control system very similar and you'll be pulling off grinds, flips, grabs and other flashy tricks from the word

go. There appears to be a slightly slower response time, but once we adjusted to take account of this, we didn't have any problems with our preview version of the game.

Several modes of play are available, including freeplay, stunt mode, survival, high score and MTV hunt (which is the equivalent of the career mode in *Tony Hawk's*). Initially, just one park is available and you're required to collect 10 MTV logos to unlock the next. There's also the added challenge of collecting five board sections to gain new decks to try out. This is complicated by the fact that if you bail out, your penalty is to recollect one of the logos you've already bagged, meaning there's little margin for error.

There are 35 parks in total to unlock and from what we've seen

these are nicely varied. Expect to find school playgrounds, a large marine park and purpose-built indoor and outdoor skate parks. Judging by the code we saw, the game looks visually pleasing, though not quite up to the standard of *Tony Hawk's*. The soundtrack though is just as good with tracks from big names like Cypress Hill adding to the overall feel of the game. Combine this with the fact that a tasty fourplayer mode is included and Mr Hawk could find that he has competition ■

IN A NUTSHELL

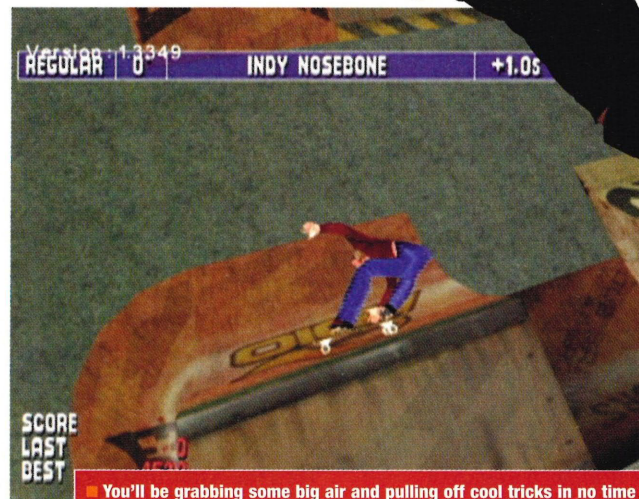
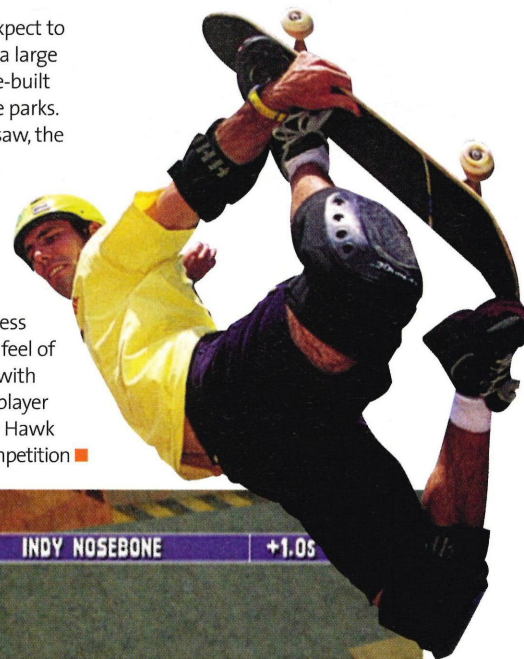


> Gnarly skate sim with loads of options and some banging choons thrown in on top.

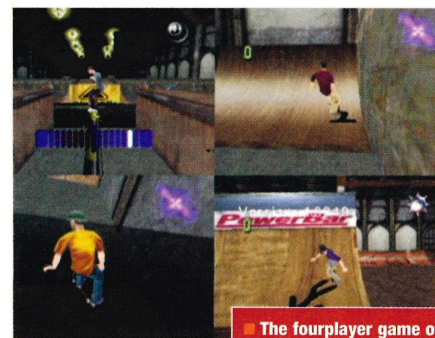
The skate parks are large and varied and the fourplayer mode is great fun. Tony Hawk had better watch his back ■

DETAILS

Publisher: THQ
Developer: Darkblack
Origin: US
Players: One to four
Release date: November

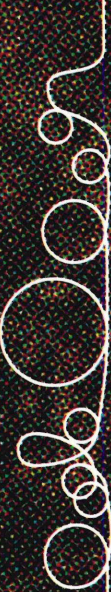


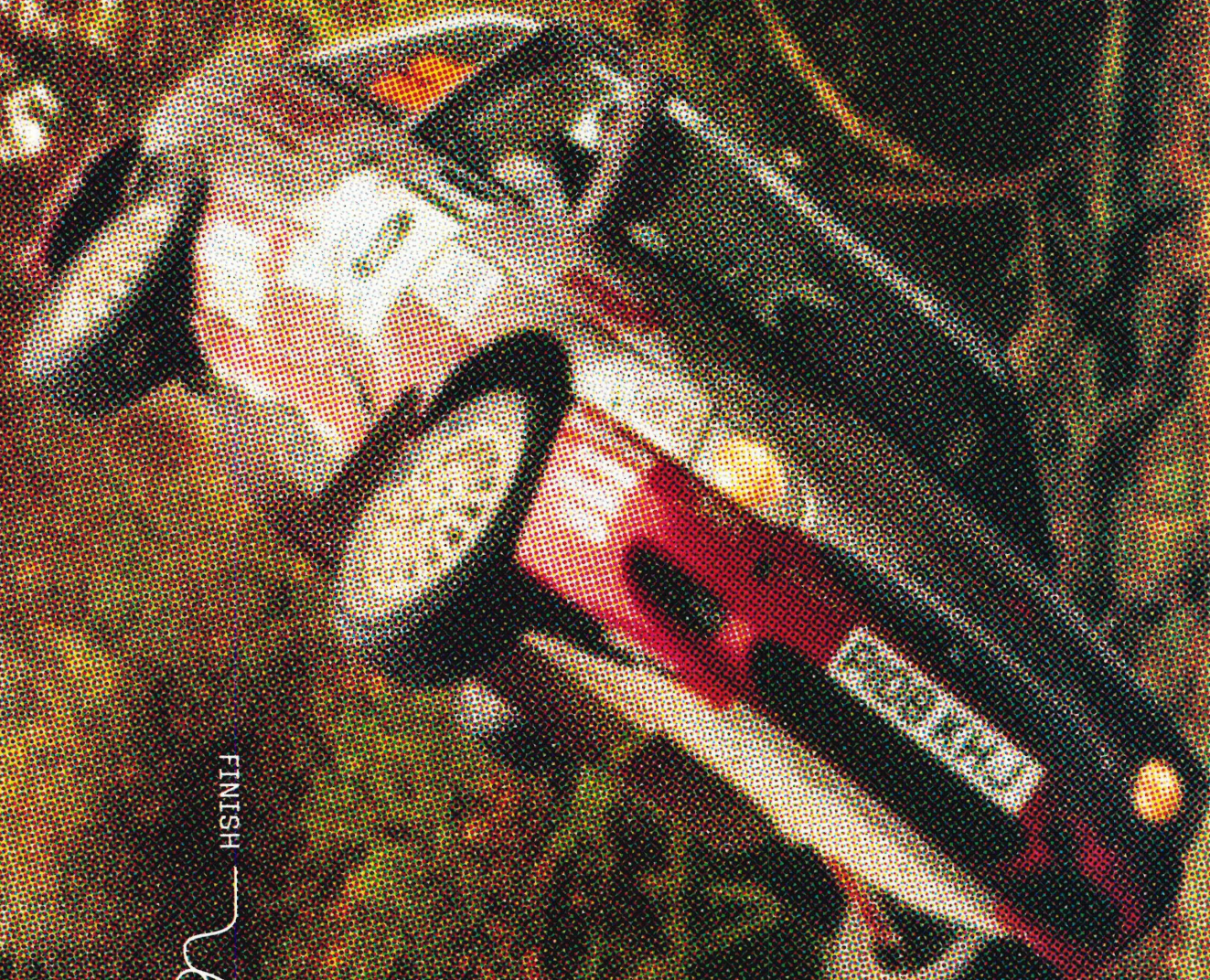
■ You'll be grabbing some big air and pulling off cool tricks in no time



■ The fourplayer game offers several modes including bomb-tag and deathmatch



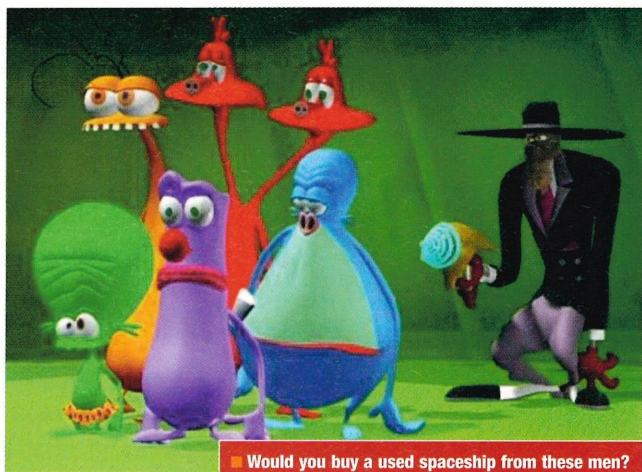
START  FINISH



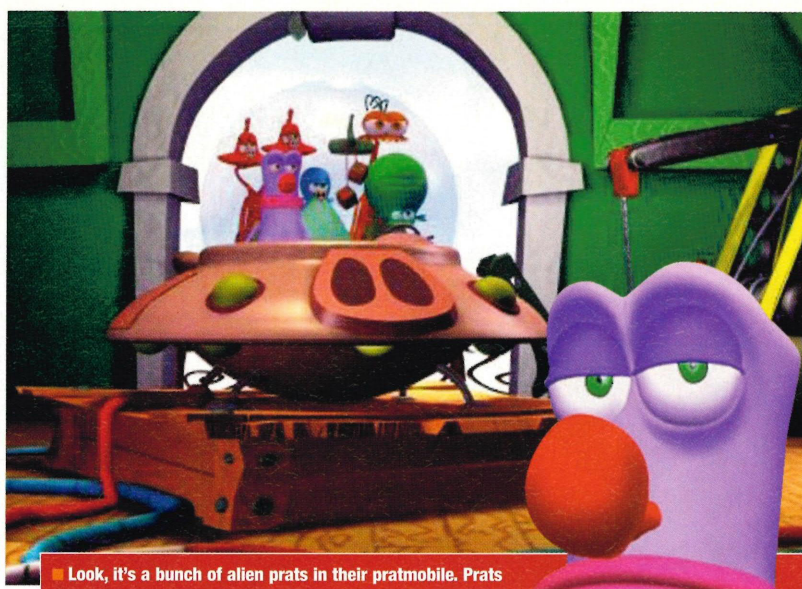
PlayStation 2



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■ Would you buy a used spaceship from these men?



■ Look, it's a bunch of alien prats in their pratmobile. Prats

STUPID INVADERS

Mentally challenged aliens are heading for DC!

IN A NUTSHELL



> A Ren and Stimpy style interactive cartoon adventure from UbiSoft.

DETAILS

Publisher: UbiSoft
Developer: Xilam
Origin: France
Players: One
Release date: January

Point and click action with some brain teasing puzzles that's full of toilet humour and completely daft alien antics ■

Etno has a big problem. He's miles from home, thick as two short planks and worst of all his friends have just been frozen by an evil bounty hunter who's now determined that he's next in line to be eradicated from existence. This unlikely hero is the focus of Ubi Soft's point and click adventure *Stupid Invaders*, due to crash land on a Dreamcast near you soon.

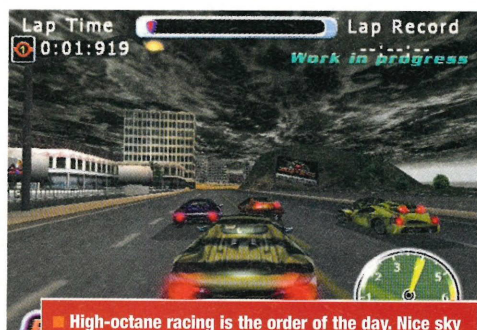
Sounding uncannily similar to ancient PC game *Down In The Dumps* (which only Keith remembers) *Stupid Invaders* is a colourful, cartoony and downright silly brainteaser. Your job is to save Etno and his bumbling companions by completing a

series of tasks and head-scratching puzzles. Gameplay is also very similar to the classic *Monkey Island* PC games, requiring careful and logical thought to progress.

Packed with toilet humour and witty one liners, the emphasis in *Stupid Invaders* is definitely on comedy value. The cast and environments are outrageously wacky and everything is so polished it has the feel of an interactive cartoon show, held together by some great FMV cut-scenes. If the finished game maintains the level of originality throughout that we saw in the preview code, then us DC owners could well be in for a treat when the title arrives in January ■



■ Someone's gonna be hurting very soon indeed



■ High-octane racing is the order of the day. Nice sky

SPEED DEVILS: ONLINE

Ubi Soft takes DC racer to the next level

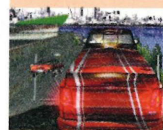
Even after our very first play of *Speed Devils* we were pleasantly surprised. Last year, Ubi Soft's arcade racer looked incredible. There were some great tracks and some real comedy moments to lighten the mood as you zipped along at a turbo charged pace. But despite this, and the engaging career mode, the public largely overlooked the game, and it never really gained the recognition we felt it deserved. Now Ubi Soft's Canadian studio is bringing us a pseudo-sequel, complete with full online racing. Get ready for *Speed Devils Online*.

A year down the line and those graphics are looking a little bit dated when compared to the extraordinary likes of *Metropolis*

Street Racer. But despite this, *Speed Devils Online* still promises plenty for the network racer. Players can challenge up to five opponents, make wagers, buy and sell cars to the servers and build up their own online persona. In short, everything from the career mode of the first game, but all conducted in the world of cyberspace.

Tracks from the original feature heavily, such as the mental Louisiana Tornado and Hollywood Disaster, plus the developers have included two new tracks – Montreal and New York. As with the original, these will have to be raced in various weather conditions and each will call for a completely different tactical approach. There's a stack of new motors to try out too, including the

IN A NUTSHELL



> Arcade racer that has plenty to offer, despite the fact that it's a year old.

The career mode of the original resides in the games Net facilities and though not a true sequel, there's a few new bits and pieces to try out ■

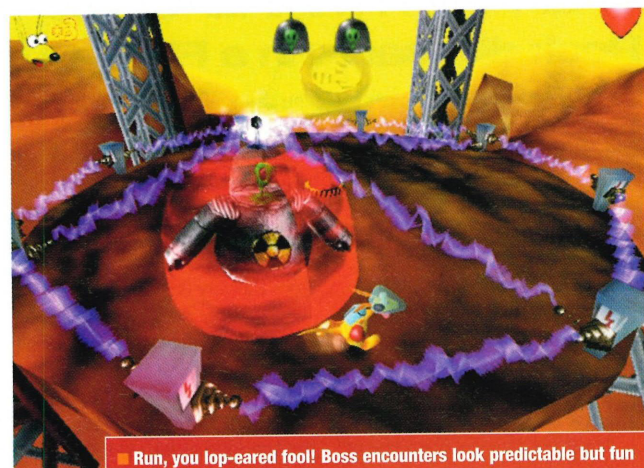
DETAILS

Publisher: UbiSoft
Developer: Ubisoft Canada
Origin: Canada
Players: One to five
Release date: December

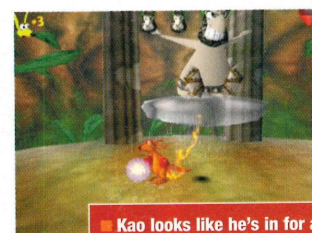
bizarre-looking Alien car and four-wheel drives like the Space Cab. Expect the full rundown of both on and offline modes in DC-UK's trusty review section in the near future ■

KAO THE KANGAROO

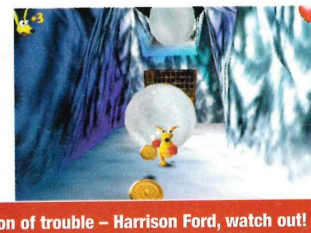
Britons love animals - but this one will punch your lights out



Run, you lop-eared fool! Boss encounters look predictable but fun



Kao looks like he's in for a ton of trouble - Harrison Ford, watch out!



The Wizard helps out our hero in the early stages of the game by blasting orcs with firey magic

RECORD OF LODOSS WAR: THE ADVENT OF CARDICE

Dust off those swords - it's time for some monster bashing

Dreamcast is starved of RPG's, but fans awaiting the release of *PSO*, *Grandia II* and *Skies of Arcadia* may have reason to celebrate with Virgin Interactive's *Lodoss*. An isometric adventure in a similar vein to *The Immortal* (Glossary page 080), it's a non-stop hack 'n slash affair sewn together by a typical sword and sorcery storyline.

You play a warrior raised from the dead by a wizard known as The Great Wart. Suffering from amnesia, you'll have to piece together your life story as you go about the business of stopping the ancient Goddess of destruction, Kardis from wrecking the realm of Forceria. You start with nothing but soon find armour, weapons, potions, magical items and spells to help you in your quest. Inventory is maintained through a simple menu interface and items can be selected from a number of quick slots on screen. The game's nicely presented, with some beautiful spell and weather effects. Animation isn't the most convincing we've seen, but there seems to be variety in both enemies and environments. If battling Goblins, Ogres and all manner of dungeon-dwelling beasts is your thing then *Lodoss* could be right up you're tabernacle.

IN A NUTSHELL



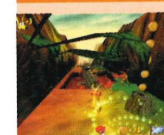
> An isometric RPG packed with monsters and dungeons.

Non-stop action all the way, with a user friendly interface and well configured controls. Storyline is typical D&D, but could be what we need to bolster the shortage of decent RPG's

DETAILS

Publisher: Virgin Interactive
Developer: Kadokawa Shoten
Origin: Japan
Players: One
Release date: December

IN A NUTSHELL



> Random mammal stars in generic corridor platformer. Familiar territory, but understaffed as far as DC goes.

With only *Super Magnetic Neo* as competition, the Kangaroo should provide an easier, if somewhat inferior experience

DETAILS

Publisher: Titus
Developer: X-Ray
Origin: US
Players: One
Release date: December

Do not underestimate the power of PlayStation. Or its big-name franchises. And certainly never underestimate developers' eagerness to rip off said franchises at the drop of a Dollar bill. Which is exactly what's happened with X-Ray's marsupial meleé, *Kao the Kangaroo*. *Crash Bandicoot*, eat your heart out.

Naughty Dog's gaming equivalent to a Big Mac and Fries pleased the masses no end and despite being puddle-deep, sold millions and millions of copies. In turn, *Kao the Kangaroo* hasn't got anything hidden in its pouch (so to speak) as it's a full-on tribute to Sony's mascot rascal through and through. The developer may as well have given it the name *Dash Dingo* and been done with it, it's that blatant kids.

The irony is that the inspiration has been put to good use, as Kao runs into the screen jumping on platforms, avoiding spiked balls and swinging over lava pits. Watch him box the enemy's ears and see how how he picks up

power-ups, before jumping in his hang glider to sail over cloudy heights. All manner of treacherous landscapes feature; jungles, futuristic cities, icy wastes, while a smattering of generic bosses completing the whole picture.

Pastiche it might be, but with colourful graphics and intuitive action, *Kao the Kangaroo* looks like he's got all his gameplay bases covered and may well fare a lot better than he deserves, come the Yuletide season



The bastion of all things RPG returns - Stats screens, magic spells and dungeons. Welcome home



KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD

Rock dinosaurs in a FPS? Curious.

Spandex-clad US rockers Kiss are heading over to DC this Christmas. Take 2's FPS *Kiss Psycho Circus* (inspired by a comic book of the same name from the creator of *Spawn*) is based around the four band member's and their alter-egos, the Elders. Four distinct elemental realms await as they battle to stop their adversary, the Nightmare King from destroying existence as we know it.

Hardcore action is the name of

the game as you collect artifacts and armour (such as platform shoes) on your travels improving your chances of making it through the realms. Believe us, you're going to need them. Expect to be knee-deep in flesh-crawling monstrosities from the very first level.

From the demo version we played, the DC conversion looks well implemented, with some crisp graphics, sound and lighting effects. Online deathmatch is rumoured, but the code sent to us was

unfortunately lacking in this area. Having played the PC version extensively, **DC-UK** feels that the major problem with the title is that although pleasant, there's nothing new to lift the title out of the realms of mediocrity. There's no NPC interaction and while cut-scenes carry the story forward, the game left us feeling it could have been so much more if developers, Tremor had taken a leaf out of Valve's book. We'll wait and see if the DC version betters its PC counterpart ■

IN A NUTSHELL

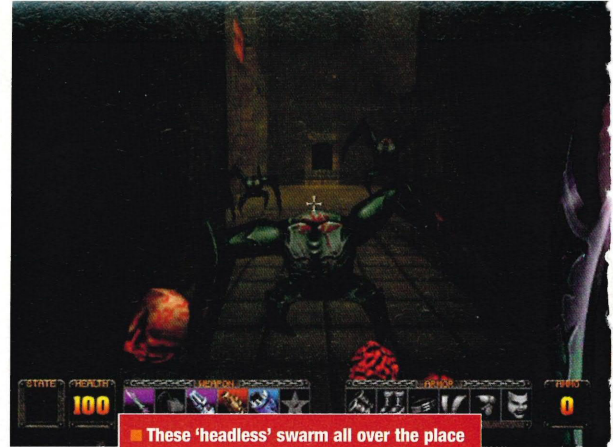


> A hardcore FPS in the vein of *Quake* and *Doom*.

Plenty of big guns and hideous enemies to keep you entertained if mindless shooting action is your thing. Online options could make this one a winner ■

DETAILS

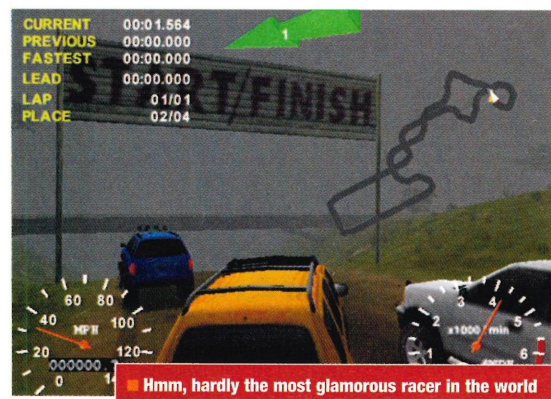
Publisher: Take-Two
Developer: Tremor
Origin: US
Players: One to Four
Release date: November



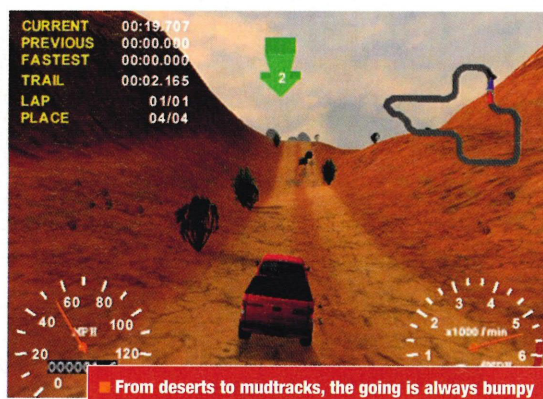
■ These 'headless' swarm all over the place



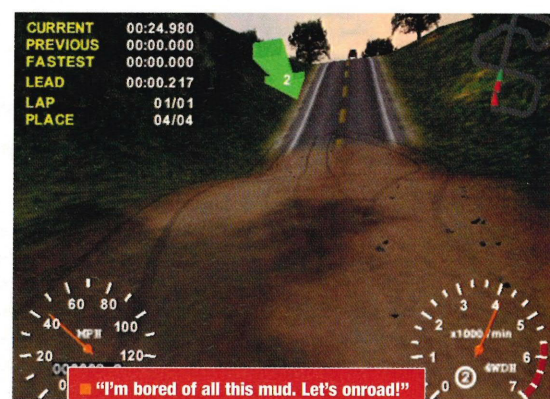
■ This guy has kindly painted a target on his chest



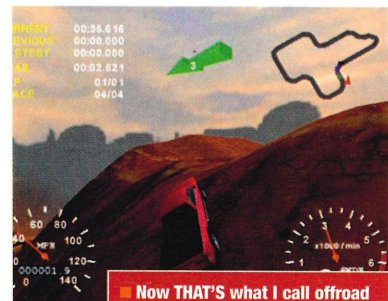
■ Hmm, hardly the most glamorous racer in the world



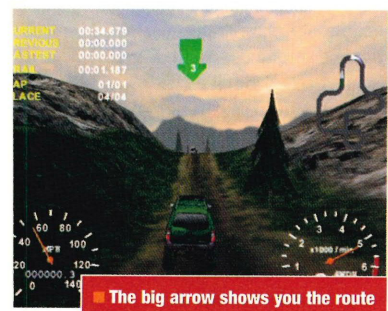
■ From deserts to mudtracks, the going is always bumpy



■ "I'm bored of all this mud. Let's onroad!"



■ Now THAT'S what I call offroad



■ The big arrow shows you the route

4x4 EVOLUTION

Off road gets itself online in Terminal Reality's muddy driving spree mayhem

IN A NUTSHELL



> Big tyres and loads of mud meet in a driving game that's as rough and ready as a Daily Sport model.

DETAILS

Publisher: Take 2
Developer: Terminal Reality
Origin: US
Players: One to two (offline)
Two to four (online)
Release date: December

Dump your ride in four-wheel drive and veer up vertical rockfaces to find that elusive shortcut. Hmm, dirty ■

Driving games are to DC what shooters were to the PC Engine and what platformers were to the Mega Drive – ie, staple diet material. This issue of **DC-UK** alone features eight new racing titles, all helping to boost an already extensive line-up. In among the newcomers is Take 2's *4 X 4 Evolution*, an off-road rampage through areas most other cars fear to tread.

Just bring your sou'wester though, 'cause this is wet 'n' wild stuff. Starring loads of big fuel-guzzling monsters (all modelled on real Fords, Mitsubishis etc) *4 X 4 Evolution* lets you tear up the countryside in a bid to prove yourself master of the (off) road. You can plough through Quick Race or Career

mode, while the Shop option offers scope for vehicle improvements.

Get out on the tracks and you'll encounter all manner of terrains, from deserts to mountains, plus the open circuits also allow you to create your own shortcuts. However, *4 X 4's* secret weapon is its online play, inviting you to compete with players all over Europe. Up to four people can play together, splitscreen over two DCs.

At the moment, the trucks are a little sluggish, a problem that a 60Hz option would cure. Provided this is included in the final version, *4 X 4 Evolution* may have the appeal it needs to stand out in the Christmas arena. Now eat our dirt, it's drivin' time ■



■ Frantic Internet fun awaits you and your opponent in the network mode of *The Next Tetris*

THE NEXT TETRIS: ONLINE EDITION

Network puzzler heads over to DC

Online games seem to be everywhere at the moment and now a network version of the classic puzzler, *Tetris* is on its way to DC, courtesy of Crave. First impressions suggest that fans won't be disappointed by the DC version of this brain-teaser. The game allows players to choose between both 'Classic Tetris' and 'The Next Tetris', though the former isn't currently playable online.

Features of *The Next Tetris: Online Edition* include a practice mode; standard oneplayer and twoplayer on the same machine; marathon – keep going for as long as possible – and of course, the Net facility. Online gaming is a straightforward twoplayer battle, though a lobby is provided to allow players to chat to each other.

From the version we played, it seems the gameplay that makes *Tetris* such a timeless classic is as appealing as ever. Although there are some network problems to iron out before the game hits the shelves, we think that *The Next Tetris: Online Edition* will be a welcome addition to DC's rather slender selection of puzzle titles ■

IN A NUTSHELL

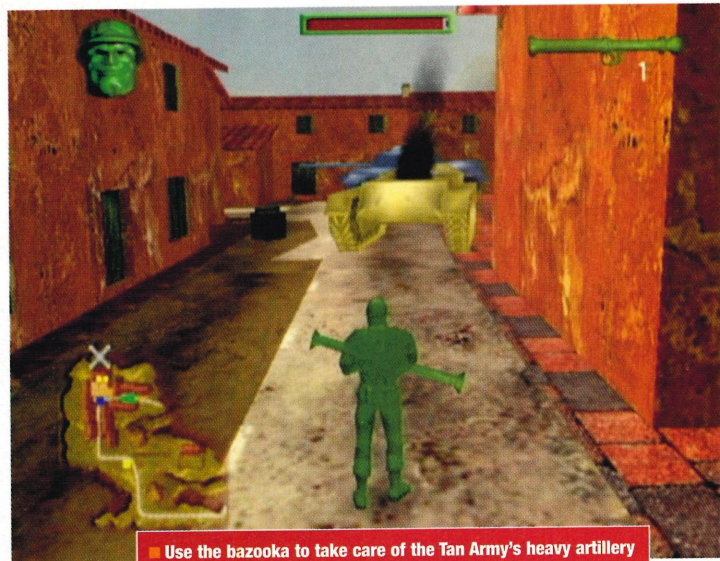


> An all time classic puzzle game that just never ages.

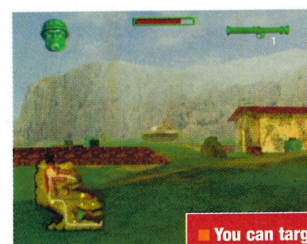
All the addictive gameplay is there to keep even the most hardened puzzle-fans entertained. Two player fun and it's online! What more can we say? ■

DETAILS

Publisher: Crave
Developer: Blue Planet
Origin: US
Players: One to Two
Release date: November



■ Use the bazooka to take care of the Tan Army's heavy artillery



■ You can target the enemy in first or third person modes

ARMY MEN: SARGE'S HEROES

Wee warmongers have their plastic guns trained on DC

Sarge's Heroes is a thirdperson war game set over 16 campaigns, with environments ranging from war-ravaged towns to domestic settings like bathrooms (which are huge compared to the titchy troops). First impressions suggest that the gameplay mostly revolves around the 'rescue this person' (such as helping your stranded commanding officer on the first level) or 'destroy that building' type of mission. Even so, the scale of everyday objects makes for some interesting moments and there's a massive armoury at your disposal (including machine guns, mortars, bazookas and flame-throwers) as you battle your arch enemies, the Tan Army.

Unfortunately, in the preview code we played there were some noticeable flaws. Textures were bland and uninteresting and effects were pretty basic. Draw-distance was poor, with perpetual fog surrounding our heroes during their battles. Targeting is difficult

IN A NUTSHELL



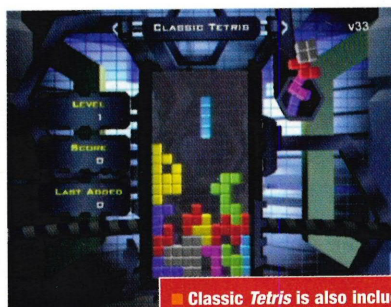
> Thirdperson wargames with little plastic men to fight with.

Wide variety of weapons and fourplayer mode makes for some fun, but obvious problems mean this isn't presently one of the better looking DC titles this winter ■

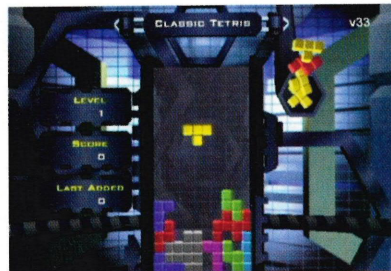
DETAILS

Publisher: Midway
Developer: 3DO
Origin: US
Players: One to Four
Release date: December

(though using the first person view sometimes helps) and the colour of the enemy makes them difficult to spot from a distance (we know they should be camouflaged, but we've got to spot them sometime!). Fourplayer deathmatch is the title's best feature, but unless 3DO and Midway add something special before the game's launch, we fear *Army Men: Sarge's Heroes* may lose its way among the quality titles in the Christmas release schedule ■



■ Classic *Tetris* is also included, but just don't expect to play this version online



■ Modes of play include Marathon, where you just need to keep going for as long as possible



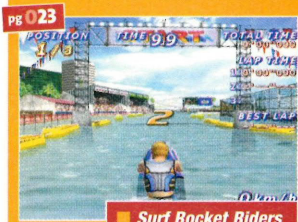
INDEX

Christmas 2000

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



■ Project Justice



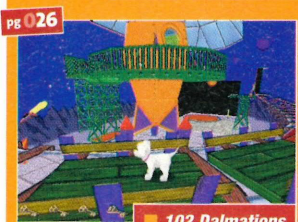
■ Surf Rocket Riders



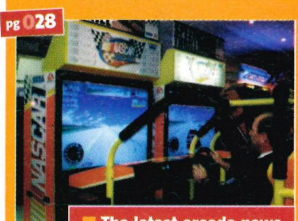
■ Star Wars: Demolition



■ Quake III interview



■ 102 Dalmations



■ The latest arcade news



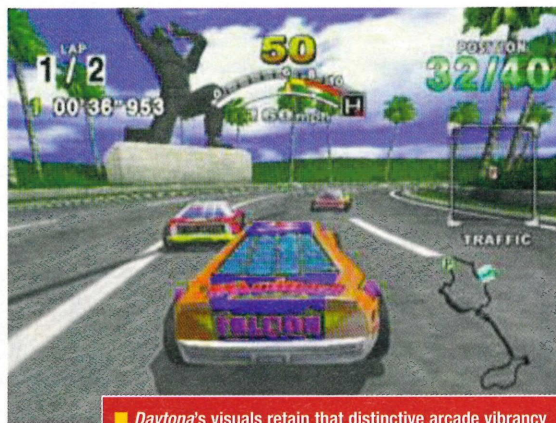
■ International news

News

Essential info from the wild world of Dreamcast



■ Our spiky blue friend is back in glorious hi-res-o-vision



■ Daytona's visuals retain that distinctive arcade vibrancy

Sega Legends Return!

All the latest info on Sonic and Daytona from around the globe

Dreamcast owners have a lot to look forward to over the coming months, with some software of astonishing quality about to arrive on these shores. Among this wealth of games we see the welcome return of two of Sega's flagship products. Sonic Team USA has been busy creating the turbo-charged hedgehog's latest offering, while the appearance of *Daytona* for DC got the crowds excited at ECTS. We enlisted the help of Koji Aizawa, editor-in-chief of Famitsu DC (the official Japanese Dreamcast Magazine) to give us his personal opinion of the Dreamcast version of *Daytona USA*. He had this to say:

"*Daytona USA 2001* (as it's now known) is due for a Japanese release on December 21 and I've been lucky enough to play it a few times. My personal opinion is that the game has great handling, very similar to that of the arcade and Saturn versions. There's a good learning curve and I feel that my racing improved steadily as I played more and more."

"Analogue control is also very good. I could use delicate touches of the brake and accelerator for precise control of the cars. Though the version I played was not complete code, the finished game is likely to have added extras like new tracks, cars and game modes. Head of Amusement Vision,



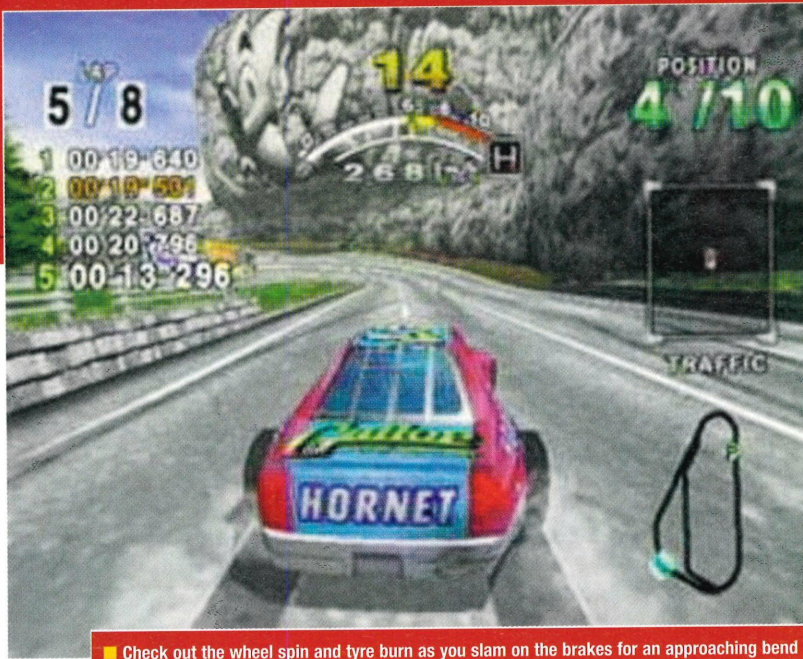
■ Dr Robotnik going postal as usual

Toshihiro Nagoshi, told me at the start of October that *Daytona USA 2001* will be the best version of the game ever! The Dreamcast incarnation is known to feature tracks from both arcade and Saturn versions plus at least one new course, now named Rin Rin Rink, while cars include the famous Hornet. We can hardly wait to get our grubby little hands on this amazing looking title, especially with the promise of full online gaming.

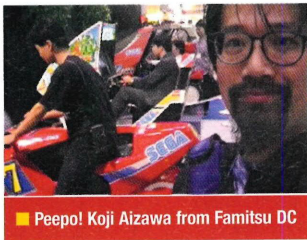
Meanwhile, the news on *Sonic Adventure 2* has been expanding

"Sonic Team USA has been teasing gamers"

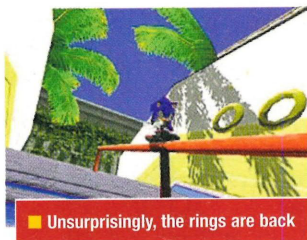




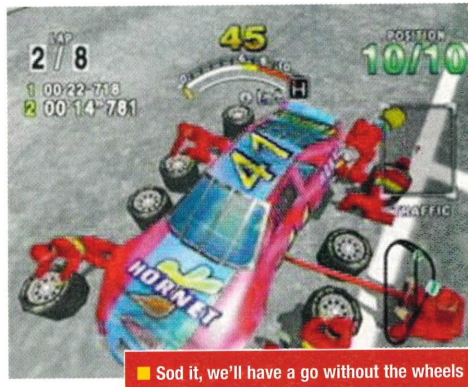
■ Check out the wheel spin and tyre burn as you slam on the brakes for an approaching bend



■ Peepo! Koji Aizawa from Famitsu DC



■ Unsurprisingly, the rings are back



■ Sod it, we'll have a go without the wheels

rapidly since we last featured the game in **DC-UK**. Sonic Team USA has been teasing gamers over the past couple of months with new screenshots and info on the little blue wonder's latest outing regularly slipping out of the Net (see www.sonicteam.com).

It appears Sonic Team is keen to get the title geared up for a simultaneous worldwide launch. Whether this will be viable is not clear, but as the game is being developed in the States, they're unlikely to want a release months after Japan. Although an exact date has yet to be announced, Sonic's tenth anniversary in February looks a likely target.

Yuji Naka, head of Sonic Team and creator of the world's most famous blue hedgehog, is overseeing the project himself albeit via the information superhighway. His involvement guarantees some beautifully designed levels (as you can see from these screenshots), such as jungle and city scenarios. There's

even a radical sky-surfing stage, with Sonic leaping from a helicopter into the great blue yonder.

The main game promises new characters (including a mysterious black hedgehog) as well as the return of all our old favourites, Knuckles, Tails and the rest. Those cute little Chaos, the virtual pets from the original *Sonic Adventure* that are stored on your VM, are also to feature once more: improved intelligence is promised and there should be more Chao-related mini-games to keep you amused. Of course, that evil egghead Dr Robotnik makes a return, and some of the screenshots show him attacking his own creations – we've no idea what the moustachioed old fool is playing at.

Gossip has even been circulating that there will be a multiplayer mode included, but this is still unconfirmed at present. However, Yuji Naka has gone on record with his desire to make Sonic Team's titles cater for more than just the singleplayer experience, saying, "I think that it is important to create games that involve more players." Fourplayer Sonic? Yes please ■

TOO HOT TO HANDLE?



COMING
NOVEMBER/DECEMBER

HOW FIRED UP
SHOULD YOU BE?

4x4 Evolution	🔥🔥🔥
Army Men: Sarge's Heroes	🔥🔥
Dave Mirra Freestyle BMX	🔥🔥🔥
Donald Duck: Quack Attack	🔥🔥
Ducati World	🔥🔥🔥
ECW Anarchy Rulz	🔥
European Super League	🔥🔥🔥
F1 Racing Championship	🔥🔥🔥
Frogger 2	🔥🔥
Heroes of Might and Magic III	🔥🔥🔥🔥
Kao the Kangaroo	🔥🔥
Kiss Psycho Circus	🔥🔥
Mr Driller	🔥🔥🔥🔥
MTV Sports: Skateboarding	🔥🔥🔥
The Next Tetris	🔥🔥🔥
Record of Lodoss War	🔥🔥🔥
Resident Evil 3: Nemesis	🔥🔥🔥
Samba De Amigo	🔥🔥🔥🔥
Sno-Cross Championship	🔥🔥
Speed Devils Online	🔥🔥🔥🔥
Starlancer	🔥🔥🔥
Stunt GP	🔥🔥🔥🔥
Stupid Invaders	🔥🔥🔥
Tokyo Highway Challenge 2	🔥🔥🔥🔥
Tony Hawk's Skateboarding 2	🔥🔥🔥🔥🔥
Vanishing Point	🔥🔥🔥🔥
Worms World Party	🔥🔥🔥🔥

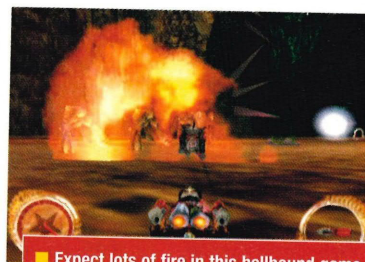
Highway to HellGate

Welcome to hell as we enter the gate to oblivion!

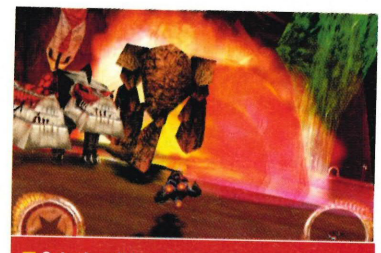
Jester Interactive, the developer behind the excellent PlayStation music-making games, *Music* and *Music 2000*, is currently hard at work on a Dreamcast game – but it couldn't be any further removed from this musical background.

HellGate is a plot-driven shoot 'em up set in – you've probably guessed this – the fiery confines of hell. Playing as a Hell's Angel who's discovered the gate to Satan's burning pit on a Nevada highway, you find yourself in a scrap with a demonic Angel of Death. Throwing the beast from its HellBike you prevail in the battle but get sucked into hell itself!

What follows is fast and frantic shooting action as you speed through the chasms, winding canyons and maze-like tunnels of hell on the heavily-armed HellBike, blasting all the vicious beasties that get between you and the way back to the real world. With fourplay fragging action (and loads of dedicated multiplayer modes) added to this deep singleplayer adventure, *HellGate* could well be a devilishly enjoyable shooter. One thing's for sure, the music should be good ■



■ Expect lots of fire in this hellbound game



■ Satan's evil beasties are after you. Kill 'em!



The latest gaming news courtesy of dailyradar.co.uk

JET SET RADIO CAUSES A STIR

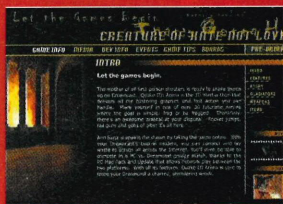
The Mayor of normally liberal US city San Francisco, Willie Brown, has hit out at Sega for organising a graffiti contest to promote *Jet Set Radio*. Contestants who sent in winnings entries were flown to the city for the weekend and wine and dined before spraying their work onto specially allocated walls to decide the winner. The problem stems from the fact that although permission was granted to hold the event, just down the block a group of volunteers was working to remove unwanted graffiti from civic buildings. Brown told the San Francisco Chronicle: "It's really, really irresponsible, I expect better from Sega", strange considering it was his office that granted Sega permission to hold the contest in the first place ■

SEGA SPONSORS ANOTHER HIGH PROFILE EVENT

Sega's trend of sponsorship continues with the announcement that it will be sponsoring rockers Limp Bizkit on tour round the States and Canada. Accompanying the band will be Dreamcast pods equipped with hardcore fighting game *Ultimate Fighting Championship*. Julie Millar, Vice President of Sega.com had this to say: "Limp Bizkit fans are parallel with our core audience of online gamers." So us DC fans are all a load of long-haired, mentalist moshers then ■

STUPID WEBSITE UPDATED

Subject of a preview this issue (page 016) and due for a January release, *Stupid Invaders* is coming along nicely. To prove this point, Ubi Soft has put loads more stuff on the game's official site for you to enjoy. There's screenshots, artwork, storyboards and interviews with the team involved with developing the title. Head on over to www.ubisoft.co.uk/stupid/ for a look. Those of you with PC's can download the free demo, you lucky people ■



QUAKE III SITE GOES LIVE!

Sega of America has launched the official site for frag-fest *Quake III Arena*. Those lucky Americans have been playing ID's online masterpiece since late October and the European release is imminent. If you fancy a gander at one of the most beautiful games ever to grace Dreamcast, then head

over to www.sega.com/sega/game/quake3_launch.html for a look. The site features all the low-down on arenas, weapons, characters and items that feature in the DC version of the game. There's screenshots and movies – all giving you a teaser of the title that's going to set the UK alight this Christmas.



■ No one at our school ever dressed like this



■ The game takes in various interactive environments

We want justice!

Capcom's schoolyard beat 'em up premieres on DC

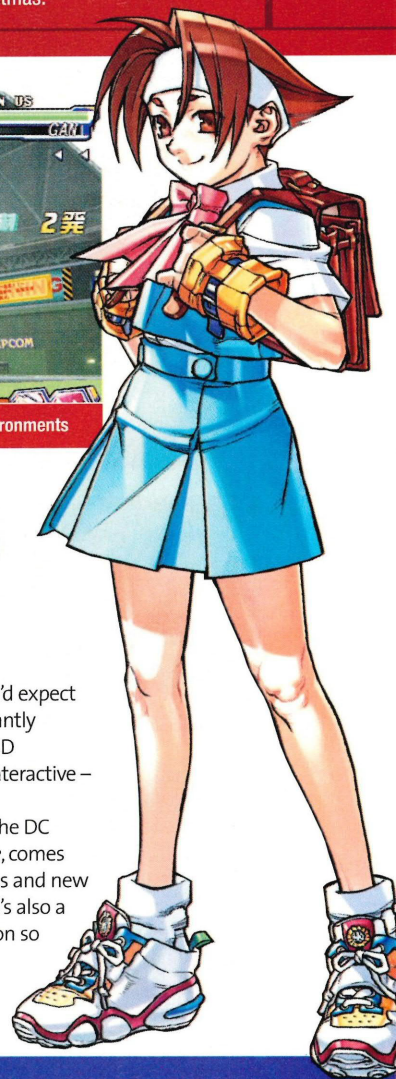
Three years ago, Capcom got bored of Super heroes and street fighters doing battle in weird locations, and took things back to basics. The result was the brilliantly titled arcade and PlayStation game, *Rival Schools United by Fate* – a crazy beat 'em up based around three, yes, rival schools. Well now the sequel (renamed *Project Justice* for the states – we're not sure about the UK yet) is coming to Dreamcast

and it's looking hotter than an All Saints sauna party.

Featuring all 16 original characters, plus six new ones, *Project Justice* features several variations on the now classic tag team system. Before each bout you select three fighters and can then call on them for either Team up techniques (two guys onscreen at once) or brand new Party Up techniques which involve all three of them in an orgiastic display of

sudden violence. As you'd expect the characters are brilliantly designed and the cool 3D backgrounds are fully interactive – as in *Power Stone*.

More intriguingly, the DC version of *Project Justice*, comes with several mini-games and new gameplay modes. There's also a cool character edit option so you can create a school girl fighting team of your own ■



Whatever Happened to Dreamkey 2?

Sega keeps a tight wrap on the updated Internet software

Expected in October, Dreamkey 2 – the update to Dreamcast's Internet software – is still locked away in Sega's vaults. But why?

It's a shame as the new build has a few interesting features. Built to work seamlessly with the re-designed Dreamarena, the new GDROM offers an easier registration process, a new smaller on-screen keyboard and full support for the Sega mouse. More interestingly, there will be a new instant messaging system allowing Dreamcast Web surfers to send each other text and voice messages (the latter via the DC

microphone). It will even be possible to see whether other Dreamcast users are viewing the same Website as you, and send them messages about it. The mind boggles, quite frankly.

Finally, Sega is promising 'limited' support for MP3 downloads – probably meaning that you won't be able to download the entire works of Bach in one go. It all sounds cool and is, apparently, ready to go. So what's the problem? There are two rumours circulating at the moment. Either there are difficulties with the proposed multimedia software support (ie, support for things like Javascript



■ The new Dreamkey works a lot better with Dreamarena

and Flash 4, and the proposed text messaging system) which have to be ironed out, or that the actual cost of distributing the disc to Dreamcast owners is holding things back. We'll know more information by next month, but don't expect to see Dreamkey 2 before January 2001 ■



■ Make sure you clear that wall, sonny boy!



■ Different heights affect the jetski's handling



■ It's a wonder these things don't sink when they're static



■ Care must be exercised, or you'll flip it over

Surf Rocket Riders

You've got a 75 BHP jetski between your legs. Easy does it now

After the aquatic thrills of *Hydro Thunder*, water racing titles have been scant on DC. In fact there have been none. CRI is set to end that drought, though, with its jetski number, *Surf Rocket Riders*. Time to get wet 'n' wild folks.

You've only got to look at these grabs to see that Nintendo's seminal *Wave Race* has been a major force in the design of *Surf Rocket Riders*. Both games feature

jetskis, of course, and both take place on a series of realistically choppy circuits. Fans of *Hydro Thunder* will feel at home too: one of the 15 courses in *Surf Rocket Riders* takes place in a flooded New York – which also appeared in Midway's boat racer.

Of course, the whole idea behind *Surf Rocket Riders* is to pull those tricks as often as possible – barrel rolls, bunny hops and super flips, as well as a host of others can

be executed, the better you do it, the higher your score.

There are four modes – the standard Single Race, a two or fourplayer splitscreen Battle mode and the career-like Championship option, where you move up the rankings over a jet ski season.

Despite having no online capabilities, *Surf Rocket Riders* may well just surprise us all when it materialises early next year. Watch out for the splash ■

COMPETITION!

LOAN-GAMER

Win a year's membership with a new game rental firm!



To celebrate the launch of its new game rental service, Loan-Gamer is offering one lucky reader a year's free membership (worth £120). Meaning you can play all the top DC games free of charge for a whole year!

The company offers a new kind of rental service for gamers. Simply ring 0845 458 5885 or visit www.loan-gamer.co.uk and order a game from their list. The game will be delivered the following day complete with a pre-paid envelope to return it. Games can be rented for five days at a cost of £4.75, or for a month at a cost of £9.99 for one and £14.99 for two. So, if you're

unsure about whether to buy a game, or just plain skint you can try it without having to fork out the whole forty quid.

To enter the competition, simply complete the sentence below and send your entries to the following address:

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

Complete the following sentence in no more than ten words:

"I like to sample the goods first because..."

Closing date is December 17 ■

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



**You need to consult the
DC-UK GAME LINE**

0906 466 4445

7 days a week, from 8am to 11pm

**For tips and cheats on all your
favourite Dreamcast games**

Customer Services 0870 800 6155

Calls costs £1.50 a minute at all times. Call charges will appear on your standard telephone bill.

Please seek permission from the person that pays the bill before calling.

DREAMCAST EXCEEDS SALES TARGETS!

Sega Europe has beaten its targets for the first year since Dreamcast's launch. Games like the sublime *Virtua Tennis* and *Crazy Taxi* have ensured that sales have reached in excess of one million across European territories and over 2.5 million software units have been sold. The success story looks set to continue into next year. JF Cecillon, head of Sega Europe said: "We have a stack of top quality games and Sega is poised to take advantage of short supply by the competition."

CHARTS

ChartTrack Dreamcast top ten...



1 F355 Challenge

Publisher: Acclaim

★ An irresistible combination of the Prancing Pony and the most realistic driving sim yet seen have sped F355 to the front of the chart grid.

2 Who Wants To Be A Millionaire?

Publisher: Eidos

◆ Put up with Tarrant and answer questions. Totally pointless though, 'cos you can't actually win any cash.

3 Virtua Tennis

Publisher: Sega

◆ The best tennis game ever made, simple as that. If you don't already own this game rectify that mistake.

4 WWF Royal Rumble

Publisher: THQ

▼ It may have worked well as an arcade cabinet, but on DC it's pretty average

5 Hidden and Dangerous

Publisher: Take 2

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

6 Sega Bass Fishing

Publisher: Sega

▲ Good old bass madness gets reeled back in to the top ten once more.

7 UEFA Striker

Publisher: Infogrames

★ Quality footie action returns. It's an old 'un but it's a still a good 'un.

8 Power Stone 2

Publisher: Eidos

▼ The King of 3D beat 'em ups deservedly holds its own in the charts.

9 Star Wars: Episode 1 Jedi Power Battles

Publisher: Activision

▲ A mediocre game but the Star Wars license has obviously turned some of you over to the dark side.

10 Blue Stinger

Publisher: Activision

▲ Eh? What's this abysmal, year-old, 3D adventure doing back in the charts?

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



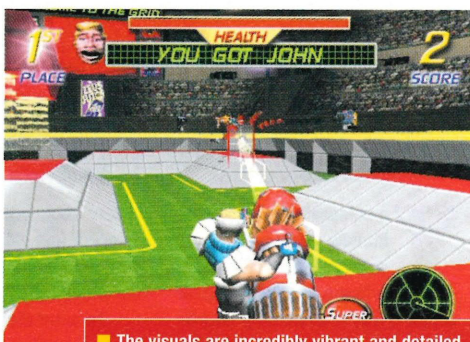
■ "Ooh, you bugga. That's me bad back!"

The Grid

Kill or be killed on TV!

Back in the late '80s when television was finally recognised as being the work of the devil, a load of futuristic, dystopian TV critiques were thrust into the public domain. From Ahnoldt mincing around in a red leotard in *The Running Man* to frenzied shoot 'em up *Smash TV*, it became obvious that the future of TV gameshows was going to be heavy on the bloodshed. Carrying on this fine tradition is *The Grid*, a Midway coin-op which is currently being converted to DC.

Taking its cue from *The Running Man*, *The Grid* is a sporting gameshow where contestants compete for big money prizes (and their lives) by moving around grid-based arenas attempting to slaughter each other. Combining elements of both beat 'em ups and shoot 'em ups, the gameplay looks set to be enjoyably insane stuff with loads of outlandish weapons and power-ups and a variety of ultra-violent ways to dispose of the eight selectable characters. If the quality graphics and homicidal action are anything to go by, this should be one to keep an eye on ■



■ The visuals are incredibly vibrant and detailed



■ This is obviously the '80s acid flashback grid arena



■ Graphics seem to do justice to the Star Wars universe, this is a great Cloud City

Demolition, man

Can the new Star Wars game be as 'smashing' as it sounds?

Naomi-powered pod racing it isn't, but *Star Wars: Demolition* looks set to become another successful addition to the DC library when it arrives Stateside in the coming weeks. Owing much to car combat games such as *Twisted Metal 2*, and particularly *Vigilante 8* (*Demolition* is coded by the same team) it is perhaps the most tenuous use of the license we've seen so far. But if it's fun, what the hell.

Set sometime between Empire and Jedi, the game draws on a cast of characters and a range of vehicles plucked from all over the

Star Wars universe. There are the two-legged AT-ST walkers from Jedi, the rebel snowspeeders from Empire, federation droid speeders, and even an all-new pod racer – all boasting weapons that can be individually charged-up. Set them against each other in a variety of destructible arenas (based on familiar Star Wars locales) and only the inclusion of Jar Jar Binks could jeopardise this one (unless you can repeatedly run over him in a big tank, of course). A UK appearance for this Jedi crash 'em up is highly likely – we felt a disturbance in the force that told us so ■



■ That spindly AT-AT is just asking to be rammed in its Bambi legs



■ The online firstperson daddy is poised to blow the minds of all Dreamcast shoot 'em up fans



Quake III: the producer speaks!

How is Sega Europe preparing for multiplayer *Quake* mania? We quiz the man in the know...

Not a singleplayer game! This message should be printed on the cover of every copy of *Quake III Arena* before anyone is allowed to go home and play it. It's a multiplayer game. You play it against other people – either in the same room via the excellent split-screen mode or preferably over the Internet, against both friends and strangers. This is the law.

But is Sega Europe ready to cope with the realities of online gaming? And will we ever be able to take on PC gamers and prove that console owners are incalculably harder? We talked to *Quake III*'s European producer Mark Horneth to find out.

DC-UK: What has Sega Europe done to prepare for the massive rush of gamers set to try out the likes of *Quake III*, *Pod II*, *Speed Devils*, *Worms Online*, etc. How many servers will be up and running? How much traffic can you handle?

MH: First off, we've all given up sleep. It's hard to put an exact number on the amount of servers as this will constantly be scaled to the number of network users. We've been promising online games from launch day and it was always our plan to bring these titles out in the last quarter of our first year, so all though it might seem we have a sudden rush of titles, we've been preparing since before day one.

DC-UK: Will Sega be organising its own *Quake* competitions? If so can you give us any details?

MH: At this stage I don't want to say too much as what we have planned is very exciting, but you can guarantee that with the browser included we will be supporting the setting up of clans for *Quake*. How could we pass up the chance to find the European champion?

DC-UK: How realistic is the prospect of *Quake III* PC vs DC fragfests? When will such a thing be possible?

MH: This will happen and is another first for Dreamcast. You can expect DC *Quake* players to be let loose on the PC population early in the new year. The delay is a decision made with our consumers in mind, we want to give them time to get up to speed with the game.

DC-UK: We know that Sega has been carrying out market research into the possibility of a monthly Net access charge for DC owners (ie, a service similar to BT surftime, where users don't pay for phone calls, in return for paying a monthly fee). Do you know when such a system will be put into place?

MH: There are currently no services openly offering a monthly Net access charge (BT

surftime is flat rate for certain time bands only). AOL offer the service to existing users only. At present, BT insist on charging ISPs a metered rate for access calls, this makes it impossible to offer a flat monthly charge as Line One, Alta Vista and others have all found out. From our research, we know what we'd like to offer, but at present our hands are tied.

DC-UK: How are Sega Europe's broadband plans coming along? Are you discussing broadband solutions with any potential technology partners?

MH: There is a Dreamcast DSL modem ready to go and we are keeping up to date with all developments in this area. When broadband is ready, we will be too.

DC-UK: How is Sega seeking to develop an online community? Ie, gaming clans, fan sites, etc?

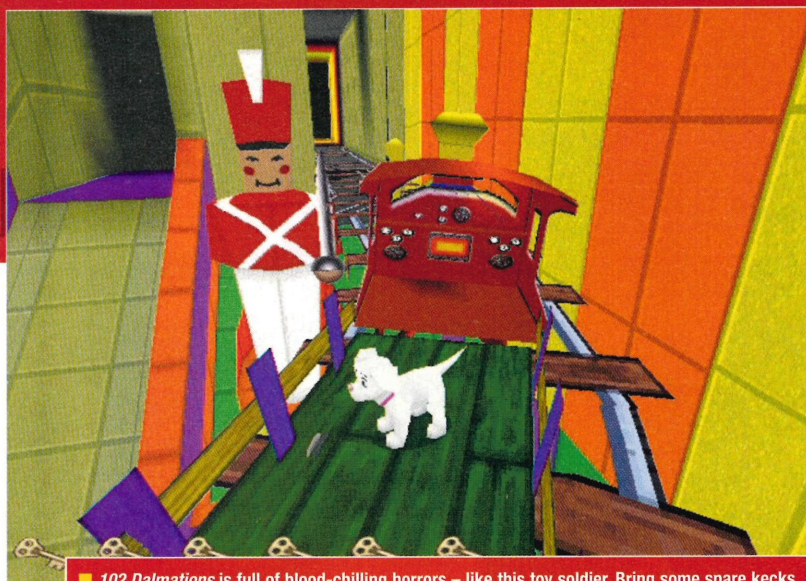
MH: I have been working closely with Dreamarena to make sure that the Dreamcast *Quake* community will be extensively supported and catered for. There will be clans and this will help define your Dreamarena experience. We are looking at numerous different ways in which to make sure that, even when not playing *Quake*, the fact that your a clan member will still be apart of your online experience ■

CHARTS

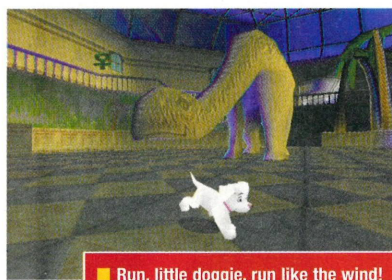
Dreamcast menu...

Top ten things you'd find in a Dreamcast restaurant.

- 1 Power Scone
- 2 Shenstew
- 3 Ready 2 Apple Crumble
- 4 Bangai-o and mash
- 5 Deadly Pies
- 6 House of the Bread 2
- 7 Ultimate Fighting Championchips
- 8 Jedi Cauliflower Battles
- 9 Blancmange 24 Hour
- 10 Shadow Flan



■ 102 Dalmations is full of blood-chilling horrors – like this toy soldier. Bring some spare kecks



■ Run, little doggie, run like the wind!



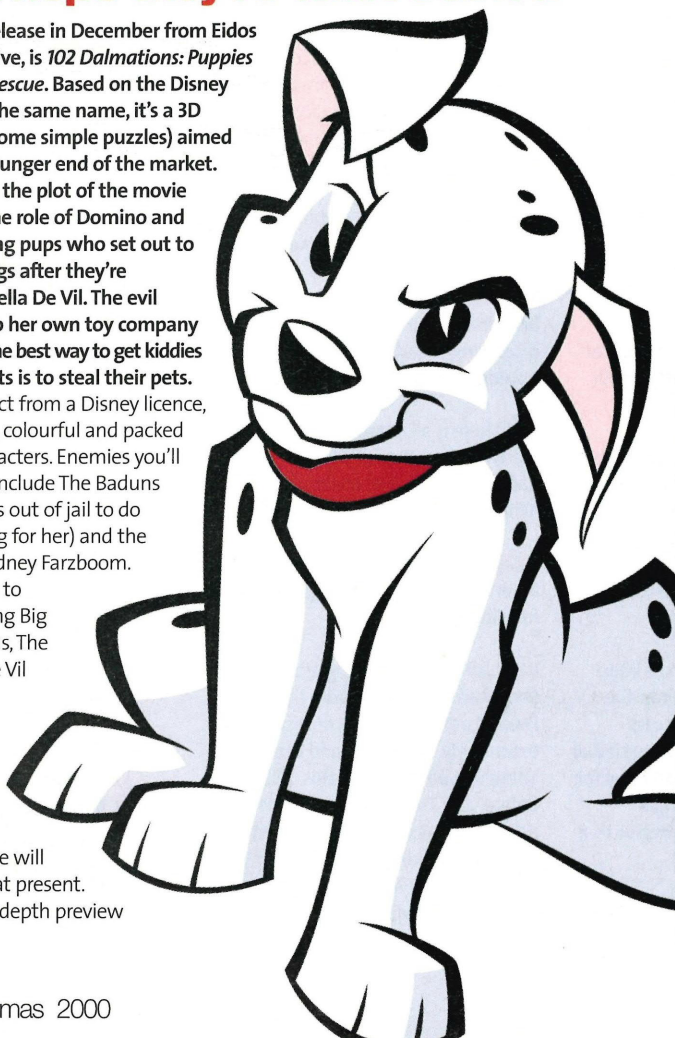
■ The spotty canine adventure unfolds

Come see my puppies

We just hope they're toilet trained

Due for release in December from Eidos Interactive, is *102 Dalmations: Puppies To The Rescue*. Based on the Disney film of the same name, it's a 3D adventure (with some simple puzzles) aimed squarely at the younger end of the market. The game follows the plot of the movie and puts you in the role of Domino and Oddball, two young pups who set out to rescue their siblings after they're kidnapped by Cruella De Vil. The evil woman has set up her own toy company and decided that the best way to get kiddies to buy her products is to steal their pets.

As you'd expect from a Disney licence, the game's bright, colourful and packed with cartoon characters. Enemies you'll come up against include The Baduns (who Cruella busts out of jail to do some dog-napping for her) and the loony inventor, Rodney Farzboom. There are 16 levels to complete (including Big Ben, Picadilly Circus, The Ice Festival and De Vil Mansion) on your way to the show down with Cruella. And Eidos promise six mini games, though what these will involve isn't clear at present. Look out for an in-depth preview very soon ■



DAVE 2000

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



This year's must have is sooo five minutes ago already, warns Mr 2K

Remember when you were a kid and you bought a new pair of trainers? You'd spend hours looking at them, the logo, the pattern on the soles, the tiny air perforations along the sides. Unlacing them, putting the laces back in crossways, then taking them out and seeing how they look with the tongues pulled right out. You wouldn't want to wear them – they were strictly for looking cool purposes only.

Now it doesn't matter so much. If they're comfortable and cost enough to boast about, who cares about the details as long as you're wearing this year's most fashionable label? So after more than a year of being on sale, surely DC should be on the way out. It's not new any more, it's not the latest thing by a long shot. So how come it's now selling more than ever before? After taking a year to get up and running, Sega's hope is finally getting a bit of momentum and positive press. You could even say it's finally become fashionable.

But have you ever spent £300 on something just to look cool? A few hundred thousand people are about to do exactly that, on a functionless piece of junk called PlayStation 2. Yeah, nice logo, nice

blue light, but what else does it do other than show your friends that your disposable cash outnumbers your common sense?

While the shops, magazines, newspapers and rich media kids have already decided the future is black and ugly shaped, the righteous gamer has been taking the path to Dreamcast. And bless brave old Sega – they've been optimistically building up stocks of DC specifically to pounce on the shortages of PS2, stepping in to save Christmas for the kids – "you will have a new games machine on Christmas morning, Tiny Tim."

So could it be that Davey Boy the mass market gaming simpleton is finally being won over by a quality line up? Has the game playing public finally reached the crucial age where comfort is more important than expense?

DC isn't doing well because it's fashionable, it's doing well because it's good and can't be ignored any more. People like it, it's not going to suddenly go out of fashion next month when the hype runs out. Like a nicely cut shirt or pair of smart black shoes, some things will be around forever regardless of what's cool this Christmas ■

Dave 2000 has now left the building.

SURE

CLUMPS-A-LOT



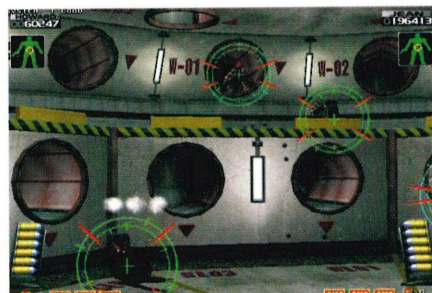
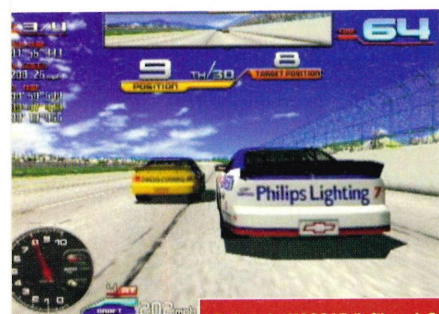
IT'S A DIRTY JOB, BUT SOMEBODY'S GOTTA DO IT.

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



Arcade News

Hot info from the world of the coin-operated machine



■ Sega's NASCAR (left) and Confidential Mission (right) were big attractions at the event

2001: an arcade odyssey

DC-UK attends the first Preview show of the true millennium

Although, big Japanese arcade shows like JAMMA (see DC-UK 16) tend to get all the press, we prefer the UK-based affairs – mainly because we all get to turn up and play the games until they physically throw us out. Held at the Novatel centre in London this month, Preview 2001 provided a bevy of brand new coin-ops all of which should be making their way to an arcade (and perhaps even a DC) near you soon.

First to catch our eye was Hitmaker's *Virtua Cop*-style light-gun shooter, *Confidential Mission*. Here players choose to control either James Bond doppelganger Harry Gibson or foxy female agent, Jean Clifford – who both work for

the CMF (Confidential Mission Force). Missions take you through three distinct stages – a museum of archaeology, an express train through a frozen wasteland and a military installation called Agares Base. Each of these is beautifully realised in glorious 3D and accompanied by a booming soundtrack (complete with cinematic score and loud gun shots) that adds nicely to the movie atmosphere.

Enemies come thick and fast but the action is neatly interspersed with sub-games that break up the non-stop blasting. Including such challenges as 'hit the start button as quickly as possible to save the babe' these change the direction of the story according to the outcome. The main gameplay, though, is obviously lifted straight from *Virtua Cop*, with justice shots giving extra points, combos giving bonuses and civilians popping up all over the place just when you aren't expecting them.

End of level encounters are suitably spectacular. In the museum section you get trapped in a gallery full of soldiers and have to pick them off while popping caps into the tubby little boss who's carrying a remote control to activate rocket launchers concealed in pillars around the room. The resulting battle is seriously hectic,



■ Girl. Maracas. Shaking. Insert up your own joke here



■ NASCAR offers a realistic cabinet to go along with the sim-like gameplay

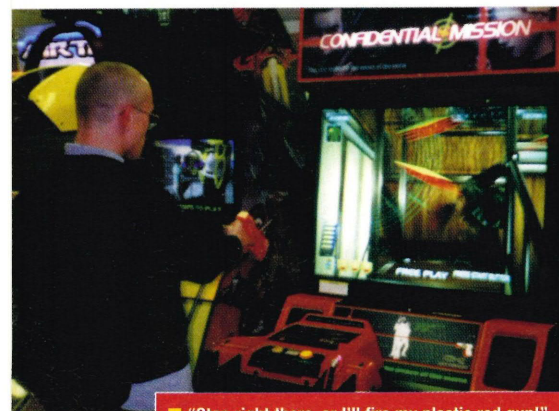
but ultimately very satisfying.

Also putting in an appearance was the ultra-realistic *NASCAR Arcade*, complete with twin rollcages. The game is the fruits of a partnership between Sega and EA Sports who hold the NASCAR licence and we've got to tell you it's a joy to play. Graphically, the game isn't exactly groundbreaking, but is competent and the car models are nicely drawn. Gameplay-wise, it's

unlike any *NASCAR* title you've ever played before, opting for the F355 'realistic' handling that shuns the traditional arcade style.

Players start in 30th position and move through stages by achieving the required placing. This sounds straight forward but be warned, there's no room for error – slipstreaming the car in front is necessary to succeed and a gauge in the corner of the screen shows

“It's unlike any NASCAR game you've ever played”



■ “Stop right there, or I'll fire my plastic red gun!”

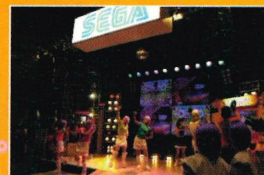
LITE NEWS



Namco assaults Ninja in new Naomi game

Sega wasn't the only coin-op manufacturer to reveal new technology at the recent Jamma arcade show in Japan (see Arcade News, **DC-UK** 16). Namco also chose the event to reveal its imaginatively titled System 246 board based on PlayStation 2. Ironically though, the company's best new game of the show runs on Naomi. Ha ha! Stick that in your pipe and smoke it, Sony. Employing the *Time Crisis* cabinet design, *Ninja Assault* is a gun game, wisely aimed straight at the American market. Little is known about the plot of this twoplayer light gun blaster but we reckon it might involve shooting ninjas. We'll have more on this ASAP ■

JAMMA members reveal their figures



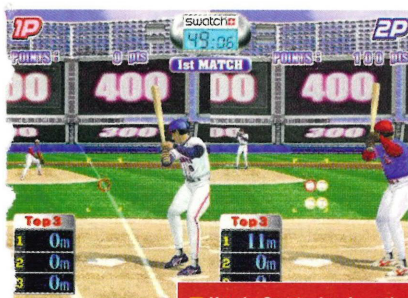
As part of their annual business study this year, the Japanese arcade operators association, JAMMA, questioned over 15,000 people playing videogame machines in hotels, pubs and shops as well as arcades. Here are some of the startling and sometimes worrying findings:

71 per cent of players are male, **13.2 per cent** were playing the game while waiting for someone, **10.1 per cent** regularly spend more than three hours a day playing arcade games, **29.1 per cent** would spend around 1000 yen per visit (about £7).

Best of all though, **7.1 per cent** of those interviewed were playing videogames as part of a date! What could be more romantic than a candle-lit dinner followed by two hours on *F355 Challenge*? "Darling, I love you, but... you're really crap at this. I know: you steer and I'll do the gears" ■



■ Sports Jam offers a variety of games in one convenient cabinet. But what do they look like? See below!



■ Here's Sports Jam in action. As well as baseball, ice hockey and American football, there's cycling, golf, proper football, tennis and basketball

"Sega Rosso's Cosmic Smash harks back to the days of Breakout"

how effectively you're doing this. Handling feels like you're really driving, with wheel resistance requiring brute strength to turn at times. Easy, intermediate and hard tracks are available at the start and the higher level really tests your driving ability.

Sega Rosso's *Cosmic Smash*, meanwhile, harks back to the days of *Breakout* with good old-fashioned gameplay that is as addictive as it is simplistic. Purely a singleplayer experience, the game is set in a futuristic neon environment and requires the translucent protagonist to smash a ball through different colour

obstacles that appear at various heights in front of him.

Varying colours represent how difficult each object is to break and the height and direction of the ball is controlled by simple movements of the joystick (in a similar way to *Virtua Tennis*). Along with the stick, controls consist of just two buttons – jump and smash. Hold the two down together, though, and the player winds up a powerful special move that does considerable damage when it connects with the intended target. Everything has to be done within a strict time limit and bonuses are awarded for not losing balls. This may sound easy,

but with increasingly difficult stages and tighter times, *Cosmic Smash* soon becomes a real test of both reflexes and timing.

Wow's *Sega Strike Fighter* lives up to Sega's excellent track record in big arcade machines. On the deluxe model, three screens fill peripheral vision (as seen in *F355*) and the result is a stunning and engrossing experience. The controls are intuitive, with stick, throttle and pedals all combining to give pinpoint accuracy as you home in on your target.

The learning curve is nicely balanced, with training levels covering every aspect of combat flight for the uninitiated. For those wishing to dive straight into the action, the levels are nicely varied, from attacking ground targets to chasing supersonic jets at Mach 2. Although nothing has been confirmed, speculation is that *Strike Fighter* will also be Dreamcast bound in the near future. We can't wait. Expect more news on this from **DC-UK** soon ■

International News

Our Japanese newshounds sniff out Eastern delights



■ "No ordinary gun will take out this giant alien pest, guv. It'll have to be the bazookas I'm afraid"



Charge 'N Blast

Two men, one woman, three bazookas. It's either a new DC game or a really weird date

Veterans of *Quake* or *Half-Life* will tell you that there's nothing quite as satisfying as a bloody great projectile-firing weapon. Laser guns are alright, and plasma blasters hit the spot at times, but a decent grenade launcher or similar hefty beast is much more fun. Which is perhaps why lesser-known developer Sims has designed this great looking DC shoot 'em up around one single

weapon. The bazooka.

Coming in somewhere between *Virtua Cop* and Neo Geo classic *Nam 75*, *Charge 'N Blast* gives you a choice of three law-enforcing characters to control: John Dawn, Pamela Hewitt or Nicholas Woods (sounds like a tough bunch). Each has a bazooka capable of firing three different types of missile, two generic, and one exclusive. There are normal rockets, multiple rockets, lock-on

rockets, etc, and all of them take different amounts of time to reload, or charge up, before you can fire them (hence the name). It's also possible to hold down the charge button for a longer time in order to access a super charge. Release the rocker after that and it'll take out a whole sodding building (revealing loads of power-ups just like in Sega's arcade game *Alien Front Online* – see **DC-UK 12**).

So what do you do with these over-sized weapons? Well you go through five stages (either alone or with a friend) blasting baddies. We don't know much about the plot at the moment, but we know the action takes place in futuristic cities, on the beach and in the sea. Even fishes aren't safe from bazooka justice! Due for release in Japan on December 7, we have no idea if it'll ever see the light of day in Europe ■



■ Players can cause mass destruction alone (left), or with a friend (right)



■ There are hundreds of objects that you can use at will

Dream Studio

The designers at Sega get you to do their job

This fantastic sounding game was mentioned in last month's Daily Radar column but didn't have any screenshots at the time, so here it is again – with pictures. Due for release in Japan this November, Sega's *Dream Studio* is a 3D RPG creation tool with a simple to use keyboard interface. Users begin the creative process with a bare location and then simply select objects to go in it, adding these by dragging them into place and dropping them. When you've finished one location, you just move onto the next. Easy.

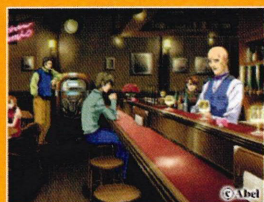
When the maps are set up, you can then tune elements such as camera angles, events, characters, music etc (all of which can be selected from a huge database). Inevitably, there are plenty of monsters in there too, ranging from tiny goblins to massive dragons, so fights will be fun to engineer too. It'll even be possible to email adventures to other *Dream Studio* owners as the files are pretty small.

Game construction kits are hugely popular in Japan. Veteran developer ASCII has been running a long series of them since the SNES days and offers a big money annual prize to the best creators. Unfortunately, it is likely that *Dream Studio* is way too leftfield to receive a European release, especially as it will no doubt require significant translation work. However, given the massive mod scene in the US (where PC gamers build and exchange their own *Quake*, *Half-Life* and *Unreal* levels over the Internet), we haven't given up all hope of an English language version just yet ■



■ "Hi, I'm the Thing from Fantastic Four! Where am I?"

LITE NEWS



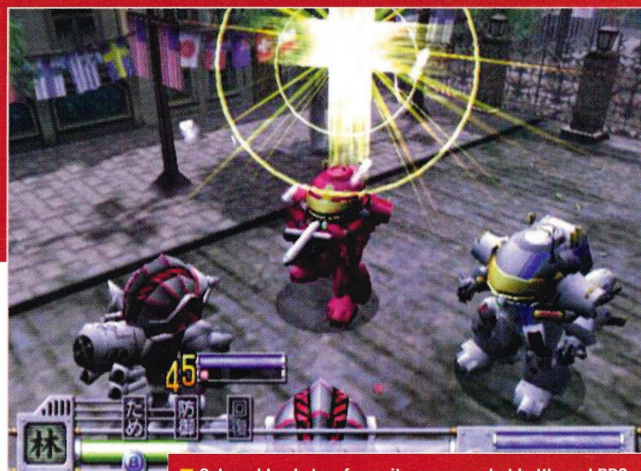
Dating update

We've had quite a response to our Forbidden Games feature (DC-UK 14) which looked at Japanese dating games – simple, barely animated adventures in which your aim is to seduce a girl. Or a group of girls. Or an entire netball team. Well for those who want to keep up with the dating scene, there are several attractive titles sauntering in before Christmas. Let's take them out for a news drink.

The difficult-to-pronounce *Tanteishinshi Dash* is out on December 21. Developed by Abel, the game isn't strictly a dating sim but it is full of anime-style animation scenes – and girls in kinky waitress outfits. The action follows a detective named Souma Agyou and his sexy female assistant, Mint, and it's been created by Hiroyuki Kanno – previously responsible for *Yu-No*, one of Japan's most famous dating games. Hmm, enticing.

Also due out in December is *Never 7: The End of Infinity*, from dating game veteran, KID. It's a PlayStation conversion centring around a university student who travels to a Pacific island with two friends for a uni seminar. Unfortunately, they discover the dead body of a young girl, leading to mystery, intrigue, and... dating.

Finally, ASCII's weird *Lack Of Love* is now on sale in Japan. Again, it's not really a dating game – its more a version of *The Sims*, but with aliens. The game has been developed in conjunction with top Japanese composer Ryuichi Sakamoto and features his music. Check out the bizarre Website at www.lack-of-love.com ■



■ Sakura blends two favourite genres: robot battle and RPG



■ The 3D visuals give the game a more realistic look

Sakura Taisen 3

Sakura Taisen may be obscure stuff in this country, but it's absolutely huge in Japan.

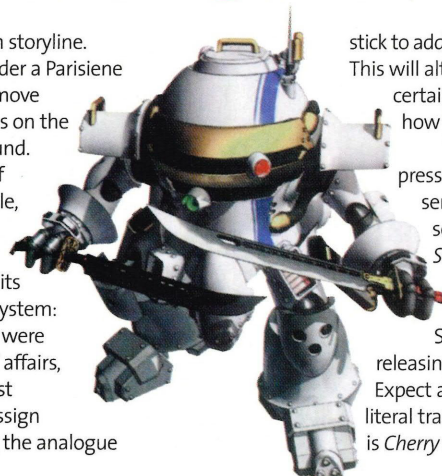
A mix of RPG and war sim, the series was the brainchild of Red Company and started life on the Saturn, where the first two instalments sold well over a million copies.

Recently, however, Red Company looked like it might fold, so Sega stepped in, handing it to Over Works (formerly AM R&D 7) to collaborate with the company.

Sakura Taisen 3 is set in Paris and will take place entirely in 3D – a first for the series. The usual plethora of cut-scenes will feature, a typical inclusion of a game so

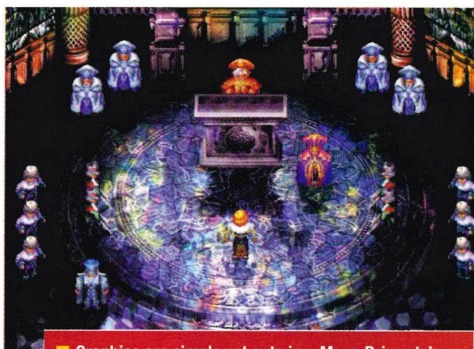
If you think that's a silly name you should see the English translation.

heavily steeped in storyline. Working from under a Parisienne theatre, you can move between locations on the French underground. Different forms of attack are available, from physical to magical, but the real innovation is its communication system: previously, things were strictly 'yes' or 'no' affairs, but with this latest outing, you can assign nuances by using the analogue

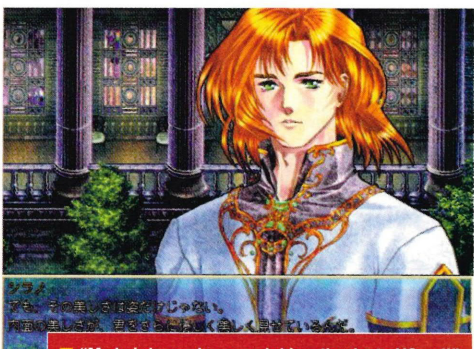


stick to add strength to your answer. This will alter the outcome of certain events, dependant on how you react to each query.

There has been a lot of pressure from fans of the series to resurrect it for DC, so it's obvious how *Sakura Taisen* could be a potentially enormous game. Better yet, Sega is rumoured to be releasing it in Europe next year. Expect a name change – the literal translation of *Sakura Taisen* is *Cherry Blossom Wars*! ■



■ Graphics are simple yet cute in a Mega Drive stylee



■ "My hair has volume and shine, thanks to L'Oreal!"

The Rhapsody of Zephyr

Momma, I just killed an orc...

Originally released in South Korea two years ago, *Rhapsody of Zephyr* began life as a PC title and sold around 130,000 copies to eager adventurers. The game – an old skool western-style RPG – was then converted for the Japanese market last year and sold a further 40,000 units, so it's certainly a popular little beast. And now it's coming to DC courtesy of Falcom – a company experienced in PC RPGs.

The game mixes the sort of crisp, simple 2D graphics seen in the likes of *Diablo* and *Baldur's Gate*, with anime-inspired characters. It looks dated when placed beside *Skies of Arcadia* and *Grandia II*, but it was originally a PC game and Eastern PC owners are not as obsessed with amazing 3D visuals as we are – give 'em a good story and 32 colours and they're happy.

Once again, the plot remains shrouded in mystery, but it's bound to involve demons warping onto a peaceful planet and slapping the ladies about a bit. We know that it's unlikely *Rhapsody* will support the mouse and keyboard as the controls have already been transferred across to work on the joypad. We also know that 3D special effects have been added to the DC version, and that there are loads of CG movies to tell the story. Japanese release is set for January, and judging by the fact that the very similar looking *Record of Lodoss War* is due for Western release (page 017), it may well find its way to our shores ■



The Twelve of Christmas

"Hi! I'm Tinkerbeast. Feast your eyes on my Christmas crackers!"

Presented by

TinkerBeast

Our hairy Dreamcast Fairy presents the 12 games that'll sprinkle a little magic into your lives this Christmas

The 21st Century has been a great time to be a Dreamcast owner, with 2000 bringing a range of must-buy games that completely overshadow anything available (or soon to be available) on rival consoles. From the racing genius of *Metropolis Street Racer*, to the bat and ball brilliance of *Virtua Tennis*, the King Zombie of survival horror, *Resident Evil Code: Veronica* and the world's first

online console game, *ChuChu Rocket!*, it has certainly been a year to remember for Sega fans. So memorable in fact, that there are almost too many excellent games to choose from this Christmas.

Fortunately, **DC-UK** is here to help you compile that all-important list to Santa with our selection of the most delectable dozen games of the last twelve months. Better hope the bearded old fool is feeling generous this winter...

A: S.W.S.: Euro 2000 Edition and Virtua Tennis
Q: Which two games did DC-UK play most in 2000?

12 CHUCHU ROCKET!

Guiding a procession of squeaking mice into a rocket to escape the evil clutches of cats may sound more like the daydreams of a lunatic than a puzzle game, but then,



ChuChu Rocket! was never going to be a run of the mill game. After all, it had the proud distinction of being the first ever console title to be playable online.

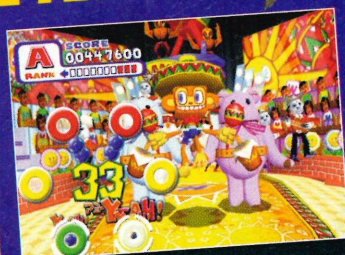
As with all the best puzzlers – Tetris, Bust-A-Move, Bomberman – it's the charming simplicity of ChuChu's gameplay that makes it such a triumph: (known as ChuChus) away from the hungry moggies (KapuKapus) to the safety of the waiting rocket. With hundreds of singleplayer and fourplayer challenges, as well as the superb online action, ChuChu Rocket! is the best and most brain-throbbingly addictive puzzle game available for Dreamcast. Oh, and it's absolutely free if you sign up to Dreamarena.

- > **Publisher:** Sega **Developer:** In-house
- > **Rating:** 9/10. **DC-UK** issue 10
- > **Best bit:** Making enemies with online rocketeering

Q: What was the top-selling Dreamcast game in the UK up to November this year?

A: Crazy Taxi!

11 SAMBA DE AMIGO



■ From now on, no party will be complete without maracas

While other developers messed about with a variety of Beatmania concepts (dancing, drumming, guitar playing), Sega's Sonic Team cut straight to the chase and produced the ultimate music game. Featuring the most glorious percussion instruments in the known universe – maracas! – you have to shake the cheeky red peripherals in time to sexy samba sounds.

Samba De Amigo is one of the most purely enjoyable videogames ever created. The soundtrack is fantastic, the gameplay is hilarious and it features both a pair of maracas and a sombrero-wearing monkey mascot named Amigo. What more could you possibly ask for? ■

- > **Publisher:** Sega **Developer:** In-house
- > **Rating:** 9/10. **DC-UK** issue 12
- > **Best bit:** Shaking maracas to the groovetastic Mas Que Nada

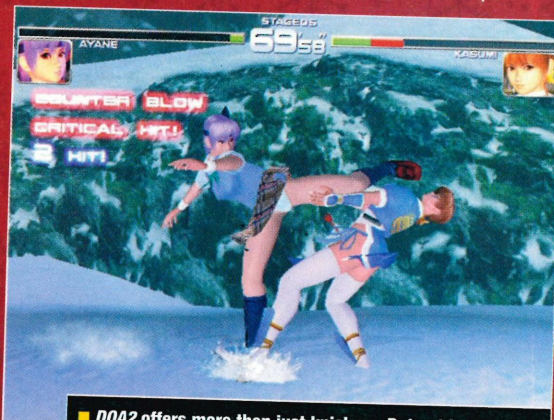


10 DEAD OR ALIVE 2

Although attention is often, quite understandably, focused on DOA2's voluptuous female fighters and their prominent 'assets', beneath its bouncy exterior this is an absolutely fabulous beat 'em up. The visuals are breathtaking, animation is smoother than a baby's bottom, there's a generous selection of options (including an excellent fourplayer Tag Battle mode) and the fighting dynamics are peerless.

Revolving around reversals (where you block an opponent's blow with a strike of your own) the scraps are a saucy mix of strategic blocking and positioning allied with juggletastic combos and neck-breaking grappling moves. The only flaw in the game is the question mark over its longevity, due to the ease with which you can play through it and the lack of unlockable goodies. But while it lasts, DOA2 is the best hand-to-hand combat game on DC. ■

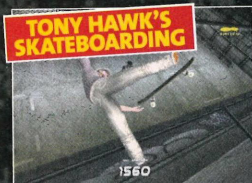
- > **Publisher:** Acclaim **Developer:** Tecmo
- > **Rating:** 9/10. **DC-UK** issue 13
- > **Best bit:** The multi-levelled arenas with their sheer drops



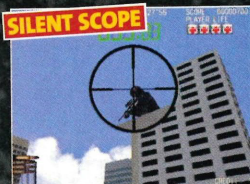
■ DOA2 offers more than just knickers. But not in this shot

CLOSE, BUT NO CIGAR

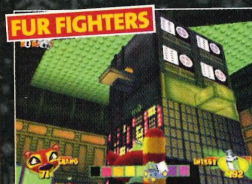
Great games that just missed out on the top twelve places...



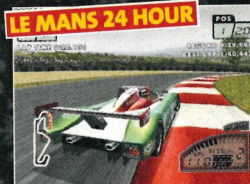
TONY HAWK'S SKATEBOARDING
Open gameplay, masses of tricks and cool tunes, dude



SILENT SCOPE
Shoot people in the head from a skyscraper. 'Nuff said



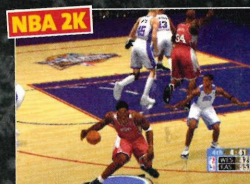
FUR FIGHTERS
N64-style platform adventure with a sense of humour



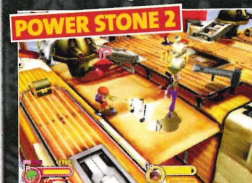
LE MANS 24 HOUR
Flashy visuals and hardcore handling. 24 hours of fun



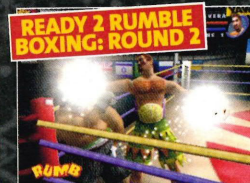
SPACE CHANNEL 5
Forget Lara - Ulala is the sexiest videogame girl ever



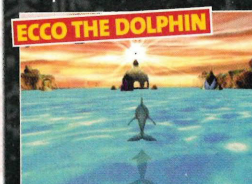
NBA 2K
Playable and realistic hoops sim, for fans and non-fans



POWER STONE 2
Mad, funny cartoon fighting romp with loads of extras



READY 2 RUMBLE BOXING: ROUND 2
Bright characters, brash action and the King of Pop



ECCO THE DOLPHIN
A mystical, mind-altering adventure for the calmer gamer



CAPCOM VS SNK
The finest 2D beat 'em up for over a decade. Fact

9 FERRARI 355 CHALLENGE

Yu Suzuki, Sega's game design genius who's back catalogue includes classics like *Outrun*, *Daytona*, *Virtua Fighter* and *Space Harrier*, has always had a passion for Ferraris. He translated this passion into a three-screened coin-op behemoth which was billed as the most realistic and difficult driving simulation yet. It's name was *F355 Challenge*.

The arcade game has been converted perfectly to DC (with the addition of five new tracks) and if you thought *Gran Turismo* was tough, you aint seen nothing yet. You won't get anywhere in *F355* unless you really drive. Learning the correct way to corner, brake, accelerate and gear change are fundamental and if you have the patience to master this wild Italian Pony you'll find it's the King of driving simulations. But



■ Looks sexy but she's a cruel mistress

if you don't like difficult games then steer well clear ■

> **Publisher:** Acclaim **Developer:** AM2
> **Rating:** 9/10. **DC-UK** issue 15
> **Best bit:** Managing to finish first in the toughest racer ever

Q: At \$70 million, which DC adventure is the most expensive videogame ever made?
A: Shenmue

6 VIRTUA TENNIS

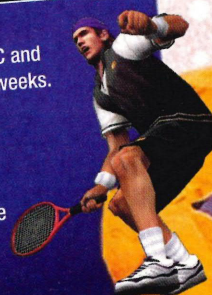
The best tennis game in the history of all things bat and ball - simple as that. So user-friendly you'll be giving it some Andre Agassi within minutes of loading. But after repeated play you'll discover expert manipulation of the analogue stick can produce every shot in a tennis pro's armoury which makes *Virtua Tennis* a deep and realistic experience.

Despite this realism, the emphasis here is always on fun. Fourplayer doubles is arguably the best multiplayer action on DC and the genius singleplayer World Circuit mode will occupy you for weeks. Even if you hate tennis, you'll love this game ■



■ So realistic, you'll get tennis elbow

> **Publisher:** Sega **Developer:** In-house
> **Rating:** 9/10. **DC-UK** issue 13
> **Best bit:** Outrageously competitive fourplayer doubles action

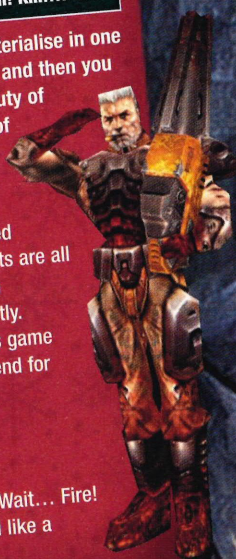


No plot. No excuses. You simply materialise in one of the many blood-stained arenas and then you kill everyone else. That is the beauty of *Quake III* – it is pure gameplay stripped of all the storyline bullshit that developers usually try and attach.

And naturally it works brilliantly on Dreamcast. Super fluid animation, frenzied lighting and girly-scaring explosion effects are all present and correct. Online, there is little slowdown, and everything works brilliantly. Unless you're a pathological pacifist this game will become your best and bloodiest friend for months to come ■

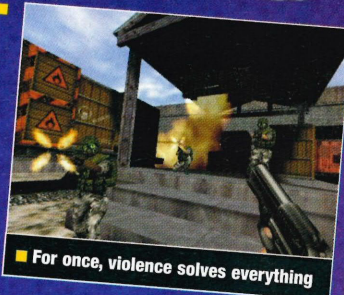
- > **Publisher:** Sega **Developer:** Raster
- > **Rating:** 9/10. **DC-UK** issue 17
- > **Best bit:** The railgun. Zoom in. Wait... Fire!

If you hit your target you'll feel like a cool-ass fragger for hours



You shouldn't even need to read this. You should own this game by now, especially if you never tried it on PC. Never before have players felt so immersed in a game world, so willing to believe their very lives were in danger.

Want a highlight? Forget it, there are far too many to mention. In any case, this is something that everyone needs to experience for themselves. Every heart-stopping shock, every gruesome alien, every tense encounter with the black-ops intruders. Lock yourself in your room, turn off the lights and get stuck in. We did. And we're just about recovering. Some of



■ For once, violence solves everything

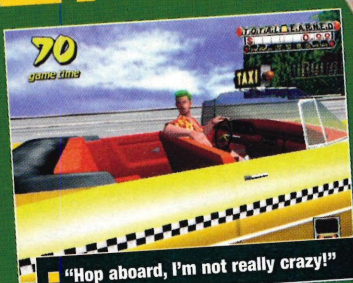
the team can even go out at night again. Fully armed, of course

- > **Publisher:** Havas
- > **Developer:** Captivation/Gearbox
- > **Rating:** 9/10. **DC-UK** issue 16
- > **Best bit:**
Slaughtering
the black-ops

Q: What's the difference between snowmen and snowladies?

A: Snowballs

Pick up punters and race around two 'Frisco-esque cities, crashing through heavy traffic, to drop them at their destination. Drive well and you'll get a tip, drive badly and you'll get a barrage of insults.

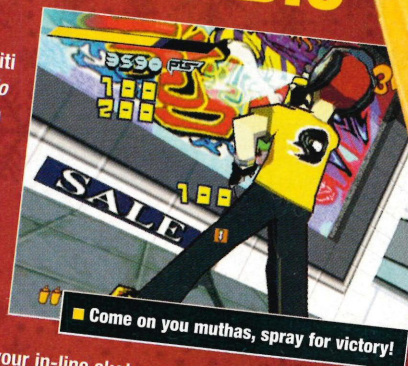


■ **"Hop aboard, I'm not really crazy!"**

One of those rare games that is fun from the word go, we'd defy anyone not to get caught up in *Crazy Taxi's* adrenaline-fuelled madness. Aside from the basic fare grabbing action there's an insane collection of Crazy Box mini-games. You'll spend months trying to get the best possible scores at these beauties and they make a great game even more essential ■

- > **Publisher:** Sega **Developer:** In-house
- > **Rating:** 9/10. **DC-UK** issue 07
- > **Best bit:** Crazy-dashing and weaving through heavy traffic at eye-blinking speeds

The first game in history with the objective of graffiti vandalism, *Jet Set Radio* is a unique experience in many ways. From the groundbreaking visuals – 3D graphics drawn with a black outline to give the impression of 2D animation – to the sensational gameplay – bomb around five massive districts of Tokyo city on your sprays and avoiding a heavily-patrolled police force – it's one of the freshest games we've seen. Few digital experiences



■ Come on you muthas, spray for victory!

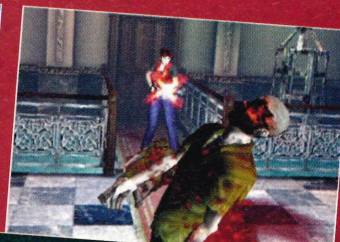
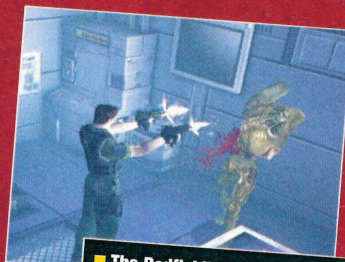
Few digital experiences can compete with the thrills of dodging between cars, police bikes in hot pursuit, grinding up a staircase before hitting a bunch of big air tricks to reach the next building and spraying graffiti on a billboard while the cops' bullets fly past your ears. Radical, funky and cooler than Shaft in a pair of Air Jordan's, *Jet Set Radio* is da bidness ■

- > **Publisher:** Sega **Developer:** In-house
- > **Rating:** 9/10, **DC-UK** issue16
- > **Best bit:** Hitting a string of mid-air tricks and spraying as you go

3 RESIDENT EVIL CODE: VERONICA

The long-awaited, Dreamcast-exclusive chapter in Capcom's seminal series proved to be the best survival horror game yet. Besides the 3D environments (allowing a full-range of movement for the camera – resulting in some cinematic close-ups and spooky tracking shots) which replaced the usual pre-rendered backdrops, there's nothing really new in *Code: Veronica's* zombified mitts. But fear not, because every survival horror feature has been polished to a blood-dripped sheen.

The story continues from *Resi 2* with Claire Redfield searching for her brother Chris (star of the original game), and soon turns into another epic, action-packed, evil-plagued fight for survival, as you try and guide both Claire and Chris out of the sinister Umbrella Corporation's island bases. Featuring more monsters, puzzles, scares, bloodthirsty action and hours of gameplay than ever before, *Resident Evil Code: Veronica* sets



■ The Redfield's – they're a nice family, they just got in with a bad crowd

a new benchmark for adventure games. And if it doesn't keep you up at night with bad dreams, you'll still be up anyway, trying desperately to reach its dramatic conclusion ■

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

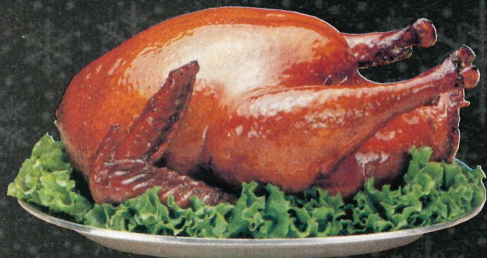
> **Rating:** 9/10. **DC-UK** Issue 11

> **Best bit:** When you find the shotgun and zombie dismemberment reaches its gory peak

Q: Which PlayStation game kept *Resident Evil Code: Veronica* off the top of the multi-format charts?
A: *WWF Smackdown*

CHRISTMAS TURKEYS

We name and shame this year's stinkiest gaming offal – avoid this lot at all cost (in alphabetical order)



- > Caesar's Palace 2000
- > ECW Hardcore Revolution
- > Fighting Force 2
- > Jedi Power Battles
- > Jeremy McGrath Supercross 2000
- > MagForce Racing
- > Nightmare Creatures 2
- > Roadsters
- > South Park Rally
- > Spirit of Speed
- > Time Stalkers
- > Walt Disney World Quest: Magical Racing Tour
- > Who Wants To Be A Millionaire?

2 METROPOLIS STREET RACER

The most talked about game of the year finally arrived in our office in September and immediately lived up to all the hype. The city locations are truly amazing with everything from giant videoscreens, to phone boxes faithfully reproduced. Car models too are impressively accurate whether you prefer the good old MX-5 or the brand new VX220, they all look and behave as they ought to.

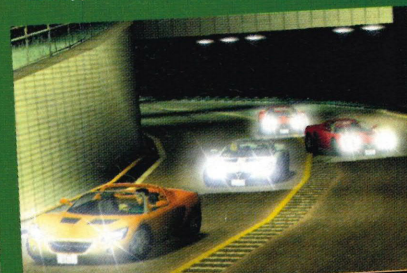
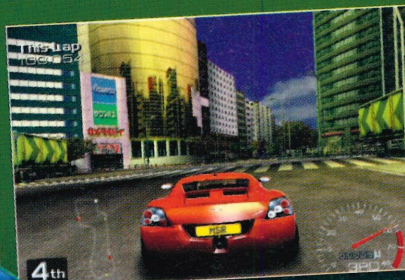
It doesn't end there. Anyone who manages to get through the huge singleplayer experience also has a comprehensive multiplayer mode to trawl through. Then there's the Internet challenge set up by Bizarre Creations, and the chance to humiliate your mates by emailing

them your unbeatable course times. Naturally, the game isn't perfect (with many pointing out the baffling front-end as a major flaw), but when so many gameplay thrills are delivered, you just have to fight your way through the seemingly endless menus – *MSR* is an experience not to be missed. If you haven't already put it on your Christmas list, you know what to do... ■

> **Publisher:** Sega **Developer:** Bizarre Creations

> **Rating:** 10/10. **DC-UK** Issue 15

> **Best bit:** Flying down the hills of 'Frisco with the opposition hot on your tail

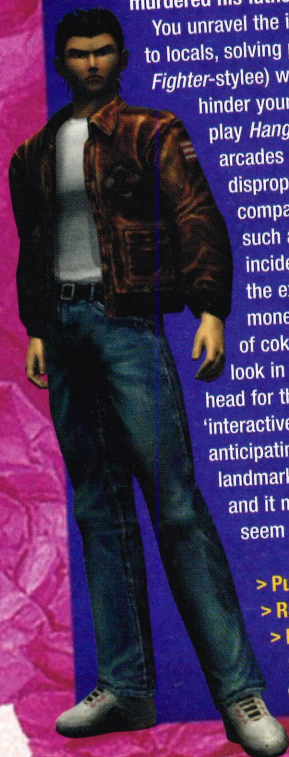


■ Amazingly realistic cities and a sexy bunch of cars equal fantastic racing larks

Q: Which Japanese beat 'em up was released in the West before its own homeland?
A: Dead or Alive 2

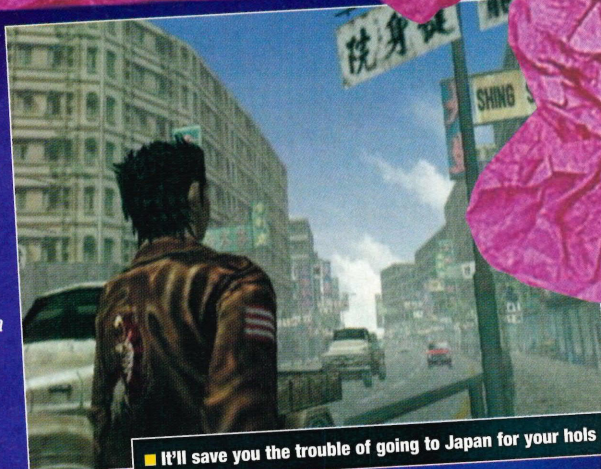
1 SHENMUE

The most expensive and ambitious videogame ever made, Yu Suzuki's magnum opus is a chunk of reality shrunk to fit inside your Dreamcast. An adventure role playing game, *Shenmue* places you in the sneakers of Ryo Hazuki as he travels around Japan trying to find the villains who murdered his father.

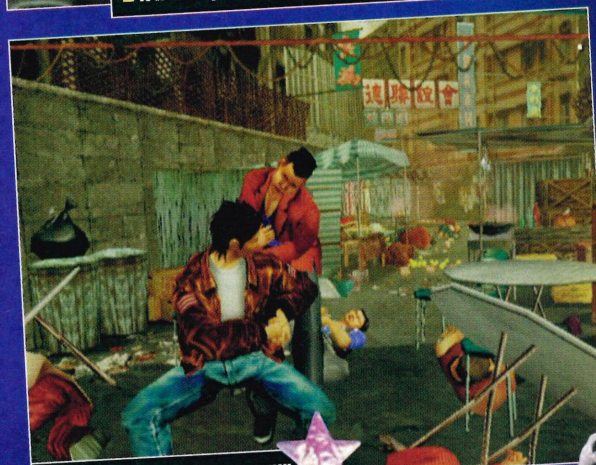


You unravel the intelligent, absorbing plot by talking to locals, solving puzzles, scrapping frequently (*Virtua Fighter*-style) with knuckleheads determined to hinder your investigation, taking time-out to play *HangOn* and *Space Harrier* in the local arcades and, bizarrely, spending a disproportionate amount of time in the company of sailors. What makes *Shenmue* such a staggering game are the almost incidental nuances that add significantly to the experience. Fancy a drink? Put your money in a vending machine and get a can of coke. Need to phone somebody? Have a look in your address book for the number and head for the nearest phonebox. *Shenmue* is the 'interactive movie' gamers have been anticipating for years. It's a videogame landmark, it's only available on your Dreamcast and it makes the output on rival consoles seem horribly dated in comparison ■

- > **Publisher:** Sega **Developer:** In-house
- > **Rating:** 10/10. **DC-UK** issue 17
- > **Best bit:** Simply existing in the most realistic and absorbing videogame world ever created



■ It'll save you the trouble of going to Japan for your hols



■ "No one criticises my mullet!"

Q: Which of this year's best Dreamcast games is an anagram of 'TV Urine Stain'?:
A: Virtua Tennis

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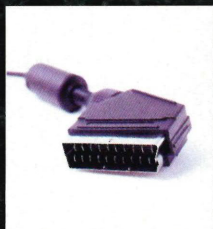
OFFICIAL DREAMCAST JOYPAD - £19.99
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DREAMCAST KEYBOARD AND MOUSE - £19.99 AND £17.99
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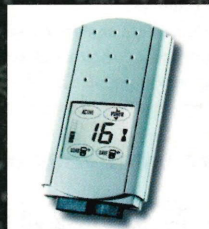
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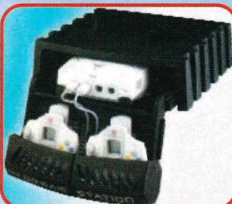


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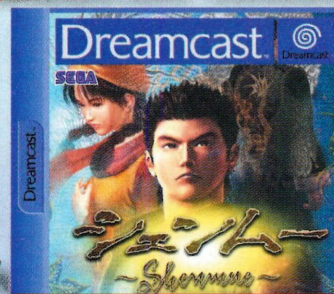
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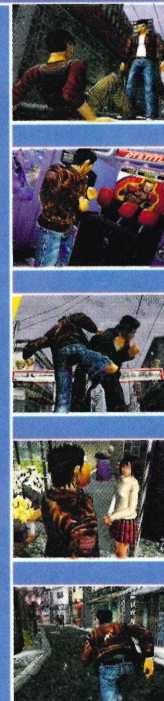
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DC-REVIEW

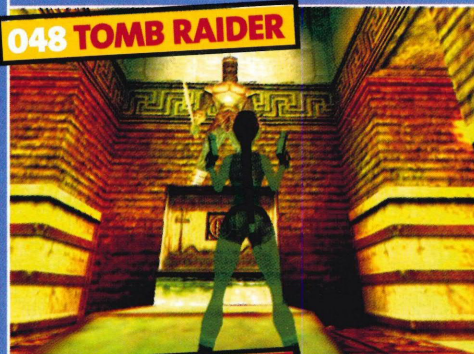
The only review section you can really trust

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THE REVIEW PANEL

Name: Dean Mortlock

Games of the moment:

This month our favourite Sega veteran got to grips with crazy car caper *Super Runabout* and was not completely swayed by its free-roaming charms. Another low mark, then, from Dean 'friend of the industry' Mortlock.

Name: Adrian Lawton

Games of the moment:

New boy Ade didn't mess about in his debut issue of **DC-UK**, getting to grips with Lara's saucy ponytail for the world exclusive review of *Tomb Raider: Chronicles*. Naturally, he liked the Lara as a schoolgirl mission best. Perve.

Name: Neil (Maximus) Randall

Games of the moment:

Although Maximus was given such gems as *Sega GT*, *Capcom Vs SNK* and *Le Mans* to review this month, he has spent most of his time playing a 2D shoot 'em up called *Last Resort* on the old Neo Geo console. The plonker.

Name: Lee Hart

Games of the moment:

Lee has become so obsessed with *Shenmue*, that he recently got thrown out of a pub in Bath after asking if any sailors hang out there. He was later seen wrestling a small child. You'll understand when you play the game. Perhaps.

WHAT'S THE SCORE?

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

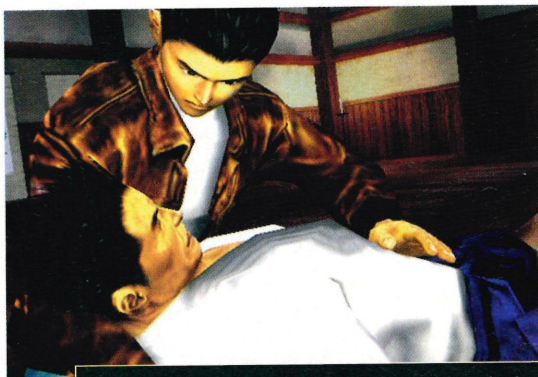
DC-UK marks out of ten, as that is the clearest, fairest method of scoring. And, since halfway between nothing and ten is five, so five is an average mark. That doesn't mean that a game isn't worth investing in if it scores a five, only that it's, well, average. If a game scores a ten (which isn't very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



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



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



■ The powerful intro sets the scene for the quest perfectly

“The most convincing videogame version of the real world yet seen has been squeezed inside a Dreamcast”

Shenmue

Say goodbye to your life and prepare to enter the most realistic gaming world ever created

DETAILS

Publisher: Sega
Developer: In-house
Price: £39.99
Release date: December 1
Players: One
Extras: Shenmue Passport (online functions)

Yokosuka, Japan, 1986. Ryo Hazuki, an 18 year old student, returns home to see his father Iwao being attacked by a mysterious stranger. This intruder is looking for an ancient artefact called the Dragon Mirror and doesn't intend leaving without it. In the ensuing conflict, Iwao is forced to relinquish the mirror to save the life of his son. A final, valiant attack leaves the old man dying on the floor while the stranger departs

with the antique. Cradling his father's body, Ryo hears these final poignant words, "Keep friends, those you love, close." With that, Iwao dies leaving Ryo to scream in helpless despair (fade to black). Four days later, the game begins. You are Ryo Hazuki and your task over the next three GD-Roms (and three chapters) of the best role playing game ever made is to avenge your father's death. This is *Shenmue* and you've never played anything like it.



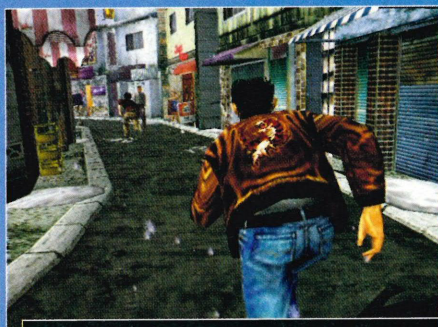
DC-UK
ESSENTIAL



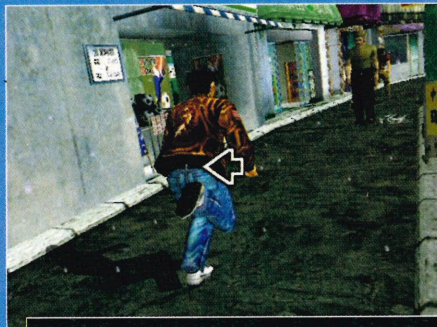
■ The Mad Angels biker gang have it in for Ryo and you'll have to kick their arses just about every day

QUICK TIME EVENTS

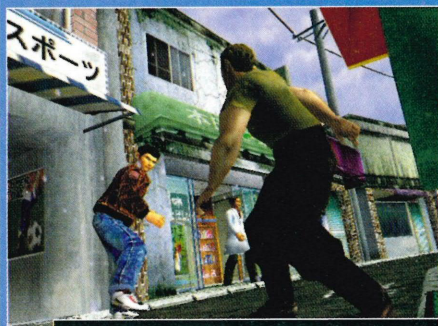
Quick Time Events crop up throughout the adventure and include short sequences where you merely have to press one button to perform a certain action, as well as big set pieces requiring a whole series of fast reactions. One of our favourite QTEs occurs at the end of disc 2. Having paid for a ticket to sail to Hong Kong the travel agent tries to swindle Ryo out of it. After confronting the scoundrel a superb chase through the busy town centre ensues ■



■ The travel agent scarpers and Ryo gives chase...



■ You have a millisecond to press left on the d-pad...



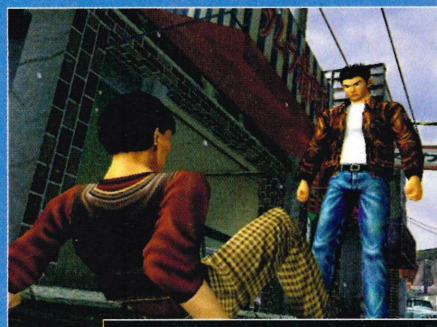
■ ... To avoid running into this burly passer-by



■ The swine has knocked some crates into your path...



■ ... So quickly press A to jump over them



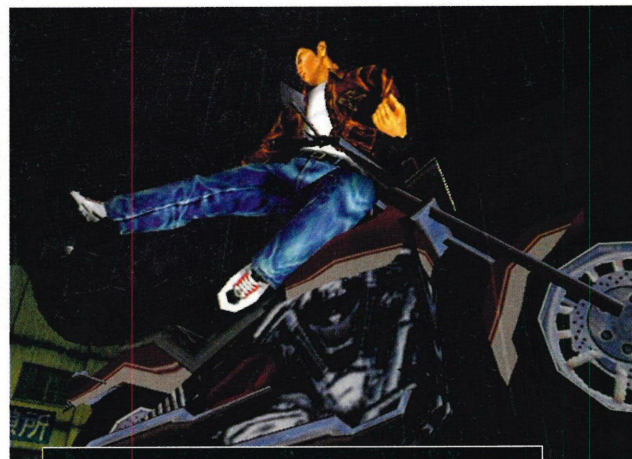
■ And catch up with the whimpering fool



■ As well as punches and kicks, Ryo has some cool grappling moves



■ Chai is an irritating weirdo who disrupts Ryo's investigation



■ Bosh! A Mad Angel feels the full force of a Jujitsu flying kick

The brainchild of Sega's resident genius, Yu Suzuki – creator of *Outrun*, *Virtua Fighter*, *Space Harrier*, *Daytona* and *F355 Challenge*, to name but a few – *Shenmue* is both the most expensive and most ambitious project in videogame history. Weighing in at a hefty \$70 million for only the first game of three chapters, it's safe to say Sega has a hell of a lot more than just its reputation riding on Suzuki's baby. Handy then, that the finished product is perhaps the most important evolution in gaming since the switch to 3D. This is Virtual Reality without the ridiculous headset, it's the interactive movie developers have been proposing for years but never had the skill or processing power to achieve. Trust us, you will be amazed.

Described by Suzuki himself using the acronym FREE – Full Reactive (fully interactive), Eyes (two ways of looking at every aspect of the story), Entertainment

(hey, the game's entertaining) – *Shenmue* can be loosely categorised as an RPG but you won't find any turn based battles, mythical monsters or super-deformed characters here. Instead, the most convincing videogame version of the real world yet seen has been squeezed inside a Dreamcast.

Your quest in this virtual-Japan is to track down the stranger who murdered your dad, with day-to-day events following this general pattern. You wake up in the morning, leave the house

(collecting your daily allowance) and head down to the town centre. There you can talk to the non-player characters (NPCs) that populate Yokosuka, going about their business irrespective of what you're up to. By nattering away, you gradually discover who can provide you with some useful information, but in most cases you won't be able to meet them until the evening.

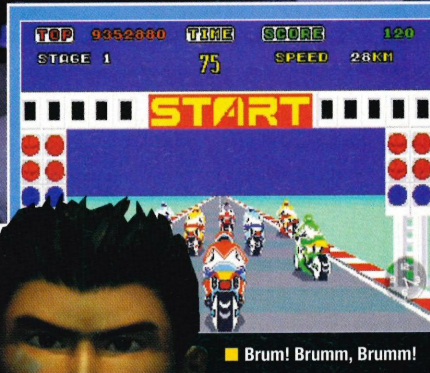
In the meantime, mosey on over to the flower shop to chat up your love interest, the cuter-than-a-button

Nozomi, who makes it perfectly clear she has doe eyes only for you. After failing miserably to express your raging hormonal desires for the lovely flowergirl, wander over to Game You arcade to play *Space Harrier* and *Hang On* coin-ops (it's 1986 remember) and have numerous games of darts to kill the time. When night falls, follow up your lead by searching the local bars until you find the man you're looking for. Asking nicely for information inevitably results in failure and the thug will

“*Shenmue* is both the most expensive and most ambitious project in videogame history”

GAME YOU ARCADE

As in the real world, *Shenmue*'s inhabitants aren't at your beck and call and they all have their own lives to lead. Consequently, every day has occasions when there's time to kill before you can meet a certain character or visit a certain location. To pass the time just head straight for Game You arcade to play perfect replicas of Yu Suzuki's coin-op classics, *Hang On* and *Space Harrier*, as well as some other nifty attractions ■



HANG ON

Get your motor runnin' and head out on the highway in a pixel perfect version of the original biking coin-op.

Hang On is the seminal motorbike racer and it's lost absolutely none of its charm despite the passing of a decade. Fast, frenetic and requiring superhuman dodging skills, this is still great stuff ■

■ Brum! Brumm, Brumm!

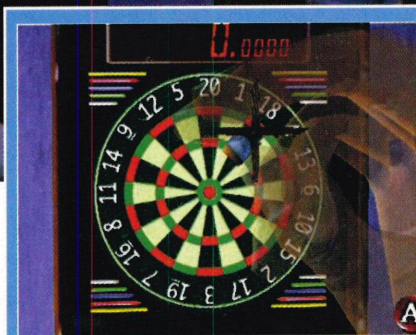
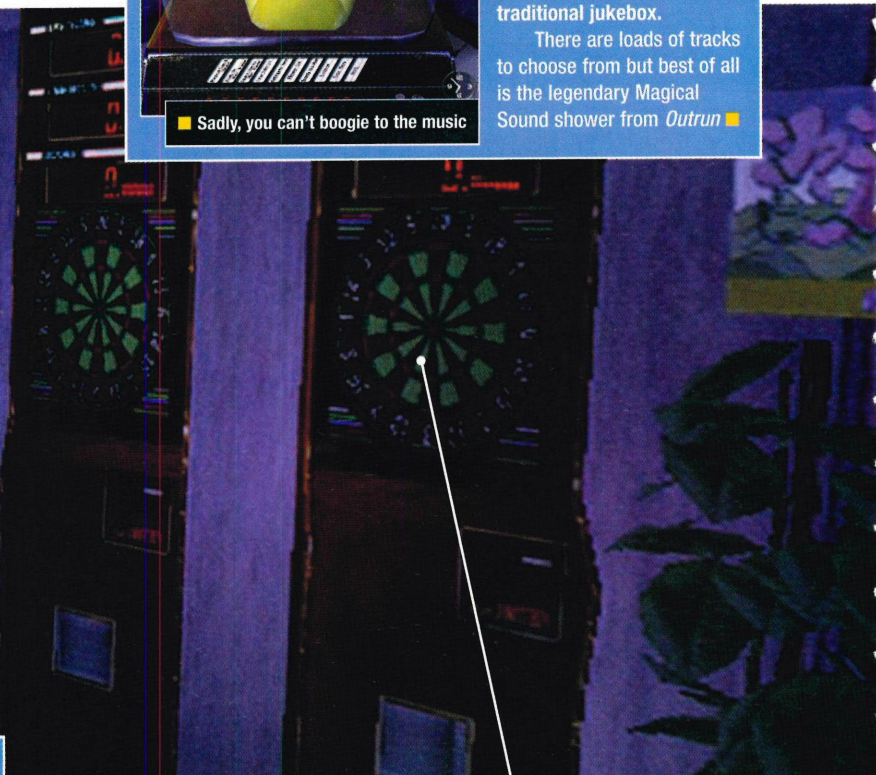


JUKEBOX

Put on some groove-ass tunes while you're playing in the arcade with this traditional jukebox.

There are loads of tracks to choose from but best of all is the legendary Magical Sound shower from *Outrun* ■

■ Sadly, you can't boogie to the music



DARTS

Step up to the oche for a game of darts where the rules are slightly different – you throw five arrows instead of the usual three.

By performing like the young Jocky Wilson you can get up to two bonus games and a high score rewards you with a mini dartboard. You'll spend a fortune on this addictive swine ■

■ Time the release as Ryo's hand wavers about

► attempt to rough you up – teach him the error of his ways with a bit of Jujitsu and the fool will only be too willing to spill his guts. With the info acquired and another contact to chase, head back home to save your game and get a bit of shut-eye before resuming the investigation in the morning.

While this may sound like a bit of a procession (and in its most basic terms the adventure does follow something of a paper trail format) it doesn't even begin to describe the scope, imagination and total immersion of *Shenmue*'s world. Although the main aspect of the gameplay involves moving from one clue to another like a detective, the action and nuances that surround it are fantastic.

Adding some welcome

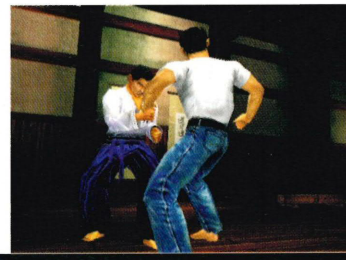
instinctive fun to proceedings are the Quick Time Events which regularly punctuate the adventure, slotting seamlessly into the flow of the game. These QTEs are cool set-pieces where you have to quickly respond to on-screen

button prompts to make Ryo perform certain actions: ranging from the simple – press once to catch a football before it hits a little girl – to more elaborate sequences such as the superb chase through town where you have to press repeatedly to avoid bystanders and jump over obstacles (see Quick Time Events box). But however great these sexy set-pieces are, *Shenmue*'s fighting action is even better.

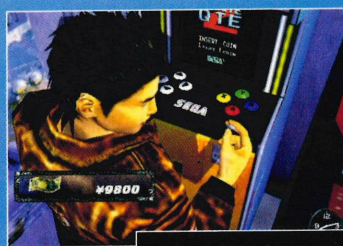
Forget *Final Fantasy*-style spells and hit points because the battling in this RPG is totally faithful to its real world setting. Iwao Hazuki was a master of the martial arts and Ryo has inherited

his father's skills, using Jujitsu to sort out anyone daft enough to pick a fight with him. The combat system is a cross between *Streets of Rage* and *Virtua Fighter*. The feel of the scrapping and the different moves available resemble VF, but there's the added bonus of *Streets of Rage*-style group fights, where a number of thugs can surround Ryo and he has to take them all out in a storming mass brawl.

Early on in the game fights take place using the Quick Time Event system, but by training in the family dojo and local parks (and being taught new attacks by friends in the town)



■ Hone your fighting skills by learning friends' moves and training in the dojo



EXCITE QTE 2

A fictional arcade game based around the Quick Time Event system.

This is a reaction test where you have to rapidly press buttons in response to on-screen prompts which gradually get faster ■

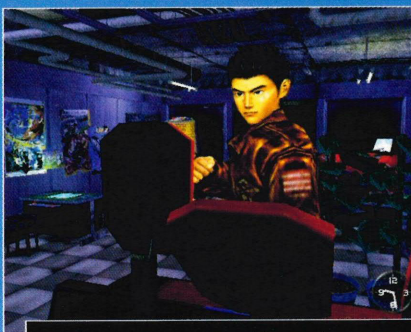
■ Go on, it's only money



QTE TITLE

Another QTE title but this time it's based on actual interactive boxing games where you have to hit the pads that move forward.

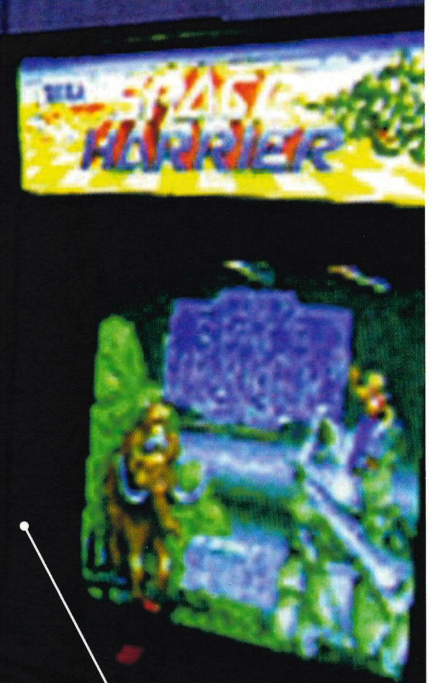
Here, just respond to the on-screen prompts and Ryo will give it some serious Cassius Clay, as the camera swoops around him providing loads of excellent cinematic angles ■



■ Relieve the day's stress with some boxing fun



■ Spend cash in these bubble gum machines to get *Sonic*, *NiGHTS* and *Virtua Fighter* toys



SPACE HARRIER

You can now play an exact copy of the legendary arcade shooter from the comfort of your own home.

Expect numerous flashbacks to your childhood as you blow most of Ryo's allowance on this baby. It's still just as much fun as it ever was ■

“Simply existing in *Shenmue*'s world is rewarding”

you'll soon have enough moves in your armoury to be let loose in Free Battles – going hell for leather with punches, throws, kicks and combos as you would in a regular beat 'em up. In fact, the scrapping in *Shenmue* is so bloody good it actually puts the majority of dedicated fighting games to shame.

To be honest though, it wouldn't really have mattered if the fighting and Quick Time action had been a load of old tripe. Because the gaming world is so realistic and the story so mature and absorbing, that simply existing in *Shenmue*'s world is infinitely more rewarding than playing most games.

From the very beginning when you wake up in Ryo's home and waste almost an entire day just being nosy – looking in all the rooms, rooting through draws and cupboards, picking up and examining anything that isn't nailed down – the level of realism and attention to detail are mind-blowing. Fancy a drink? Then put your coins in the vending machine, select your poison and guzzle it down, not forgetting to chuck the empty can in the bin. Want to travel to the next district? Simply walk down to the bus stop, check the timetable and hang around for a bit until a bus pulls up. Need to make a phone call? Just amble over to the

nearest phone box, check your address book to make sure you've got the right number, then input it using the 1986-model dialling phone. We ended up with a cricked neck caused by far too many of these shaking-head-in-amazement moments.

Conditions in the game are directed by Time Control and Magic Weather systems. Time passes at an increased rate (an hour of real-time goes by in about five minutes of game-time) and the gradual change from daylight to

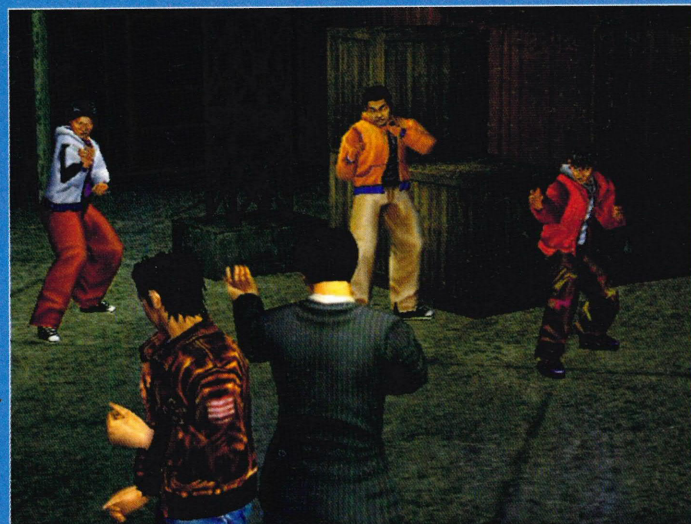
dusk to night (with street lights coming on at 7:00 pm) is stunning to behold. The Magic Weather is equally convincing and you'll notice subtle transitions between sunny conditions, light showers, downpours and even snowfalls.

The passage of time and changes in the weather are also, astonishingly, reflected in character behaviour. There are over 200 NPCs populating the city who lead their own lives based on their own daily routines. So, for instance, in the morning you'll see the

WE'LL TAKE YOU ALL ON!

As you progress through the adventure (and expand on Ryo's armoury of Jujitsu moves) fights will change from the basic Simple Simon QTEs, to one-on-one real-time scraps and then group battles with a number of adversaries attacking Ryo in huge *Streets of Rage*-style brawls.

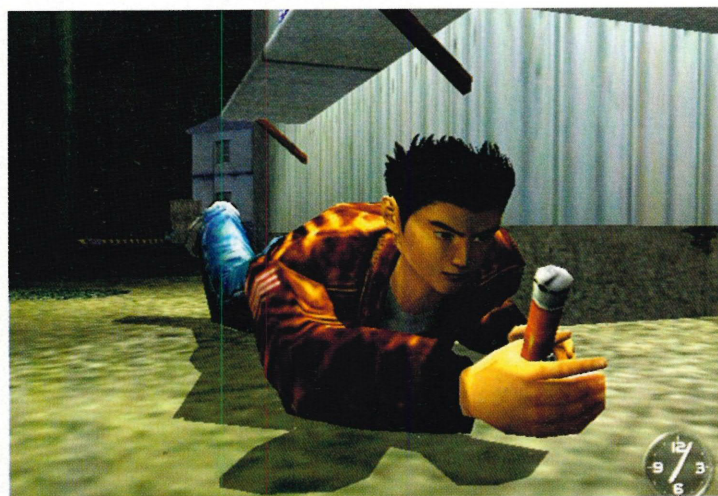
However, the piece de resistance of the fighting action occurs near the end of the game when Ryo and his bodyguard Kishou are attacked at the docks by 70 – yes, that's right, 70! – thugs from the Mad Angel gang. You'll need to use all your fanciest attacks to battle through the hordes (with up to five villains piling on to you at once) before you get to the final face off against the well-hard gang leader ■



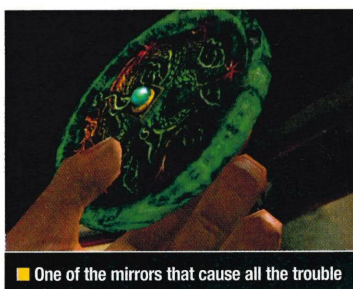
■ "There are seventy of them you say? Hmm, do you mind if I run away like a big girl?"



■ Make sure you visit the lovely Nozomi every day to keep her sweet



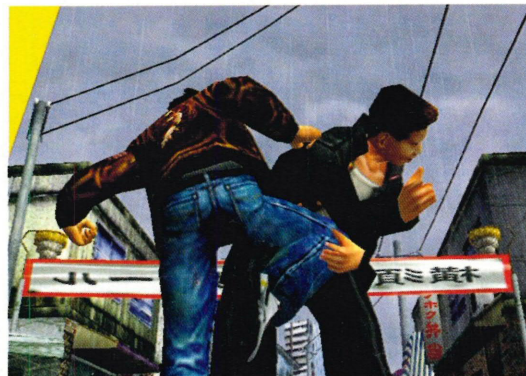
■ The start of a fantastic stealth sequence as you sneak past security to access a warehouse



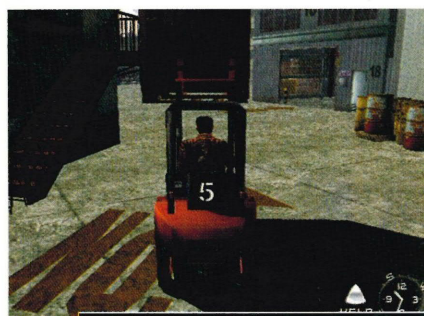
■ One of the mirrors that cause all the trouble



■ This is the first scrap Ryo has in the game. You'll make short work of these heavies with a bit of Quick Time chop-socky



■ Disc three is mainly spent at the docks...



■ ... Racing and loading with fork-lift trucks

► postman delivering mail on his scooter and if you go into town before 9:00 am you can observe people heading off to work and shopkeepers opening their premises for business. Naturally, if it happens to be raining they'll all be carrying umbrellas.

The perfect example of this staggering attention to detail is when Christmas arrives in Yokosuka. The Most Accurate Videogame Snow Ever! (Quote for the box) billows around, becoming layered on the scenery, seasonal decorations have been put up on shops and signposts, a Father Christmas impersonator strolls the streets advertising a local hamburger stand to anyone who'll listen and – joy of joys – Jingle Bells can be heard playing softly in the background. Genius.

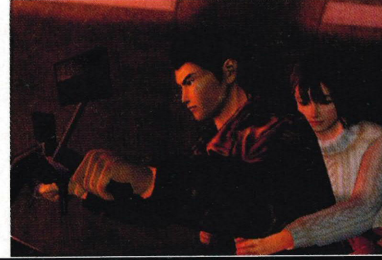
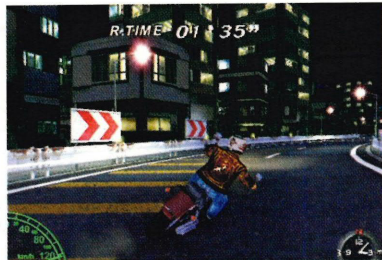
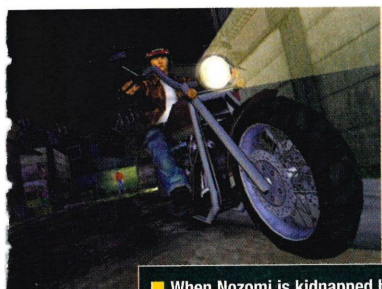
And that brings us nicely on to

Shenmue's sound and vision. The cinematic score compliments the on-screen events perfectly, intensifying or mellowing in response to the drama that's unfolding, and the main characters all have their own recognisable signature tunes which fade in when Ryo approaches them. Sound effects too, are faultless. Just a couple of examples that struck us are the accurate footstep sounds which change as you walk on different surfaces (the soft crunch when stepping on freshly-fallen snow is absolutely spot-on). And when you buy a can of coke and snap the ring pull, you'll swear someone has just opened a can in the room you're sitting in.

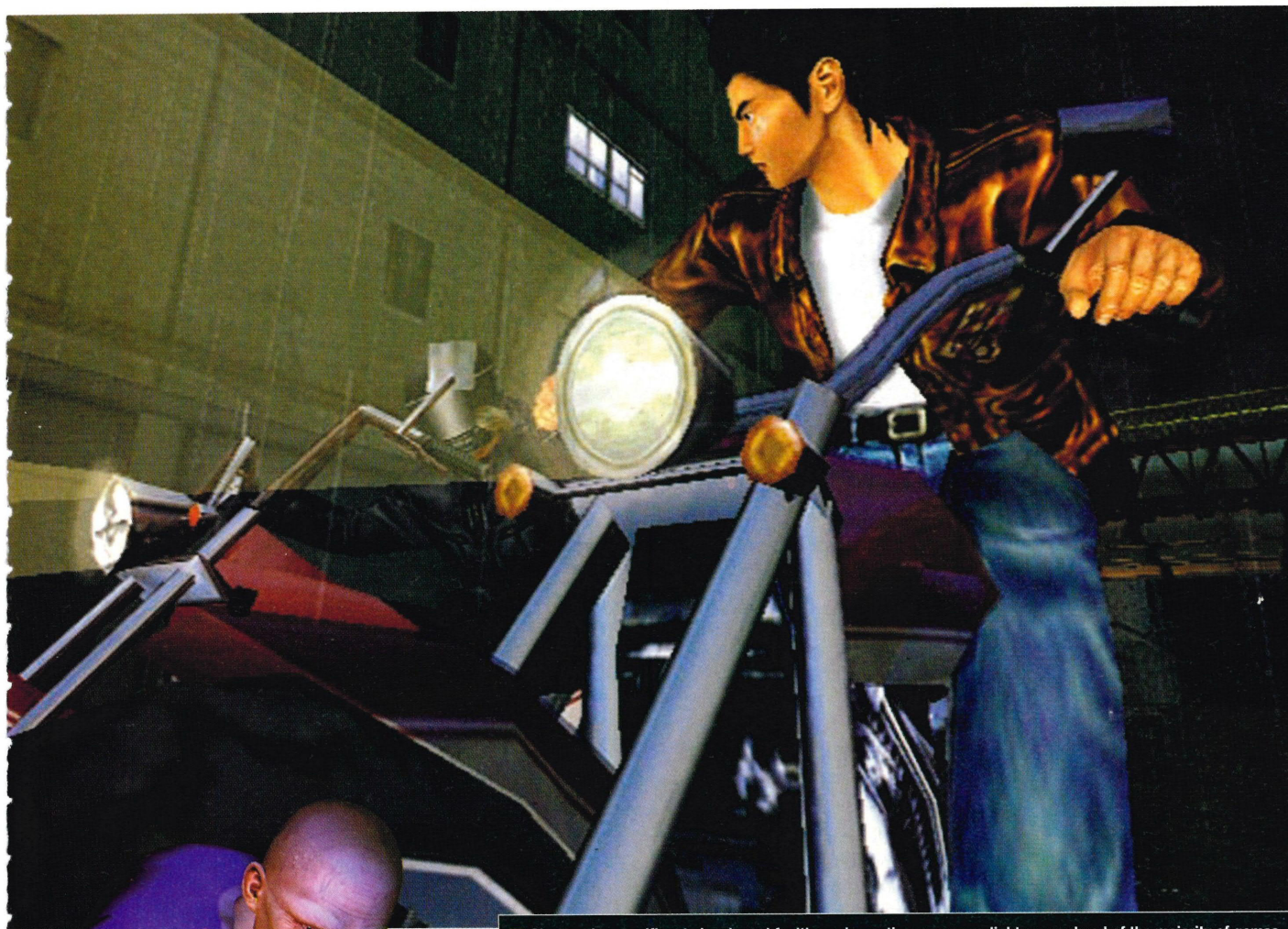
But the most impressive aspect of the sound is the voice-acting. Say goodbye to RPG speech bubbles as just about every inhabitant of Yokosuka is

fully-voiced and will reply instantaneously if you decide to go and talk to them. Mercifully, the English translation is totally faithful to the Japanese original and the absence of any incongruous Americanisms in the dialogue (which plagued the likes of *Final Fantasy VII*) is a God-send. Nearly all the main cast have voices which suit them down to the ground and it's only the occasional passer-by, repeating phrases and talking reaaaally slooowly as if they've just been duplicated by the bodysnatchers, who may cause unintentional laughter.

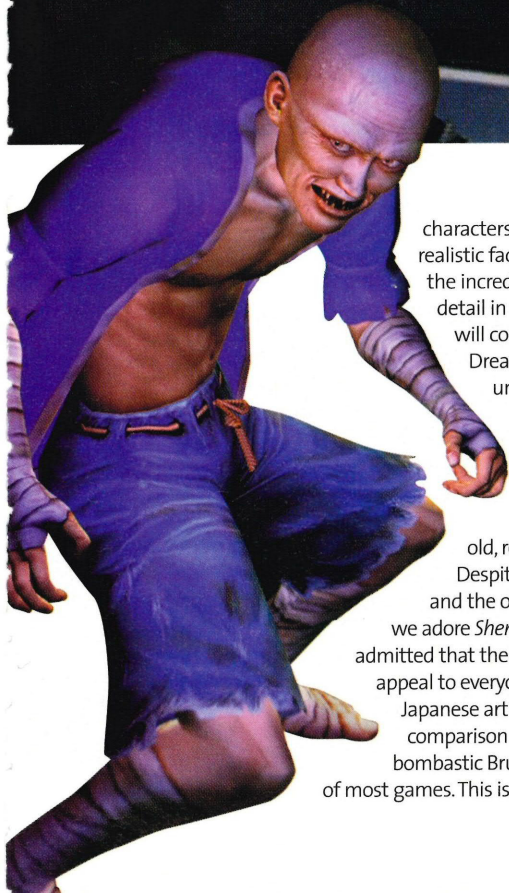
Apologies if this is turning into a list of superlatives but, yes, *Shenmue's* graphics also set a new standard and anyone who argues otherwise is either mad or blind. Everything from the



■ When Nozomi is kidnapped by the Mad Angel gang you have to find a motorbike for a superb real-time drive down to the docks, then beat up the villains before completing the daring rescue



■ *Shenmue's* magnificent visuals and faultless cinematic camera are light years ahead of the majority of games



characters and their eerily realistic facial animations to the incredible levels of detail in the environments will convince you that

Dreamcast is in no way underpowered compared to rival next generation machines (and the game is actually a year old, remember).

Despite all this praise and the obvious fact that we adore *Shenmue*, it has to be admitted that the game won't appeal to everyone. It's like a Japanese art film in comparison with the bombastic Bruckheimer nature of most games. This isn't action-packed,

thrill-a-minute stuff, instead it relies on the narrative to drive the gameplay and if you fail to become enthralled in Ryo's life and quest you'll probably tire of *Shenmue* fairly quickly. But then, it was never intended to be another *Code: Veronica* and it isn't trying to kid anyone. *Shenmue* is a mature game with a mature story that just happens to have some incredible action built around it. You know what you're getting and if you don't think it's the type of game that will catch your imagination then stay well away. However, if there's one game that deserves to have a chance taken on it, it's Suzuki's masterpiece, as every day you spend in the game offers a priceless moment of storytelling and gameplay.

For some crazy reason playing *Shenmue* reminded us of the landmark space exploration game

Elite, that first appeared way back in 1984 on the BBC model B antique. Like *Elite*, it can sometimes be a passive experience with periods of dullness, but like *Elite*, it's gigantic, engrossing, unique and if you do become gripped by *Shenmue* it'll probably take over your life. Another thing the two games have in common is that they're both undoubted classics; giant steps in gaming's evolutionary progression from monkey to space baby.

All of which begs the inevitable question: is *Shenmue* the best game ever? Well, it's certainly one of them and if any videogame can truly be described as a work of art then *Shenmue* is that game. The second and third chapters really can't come quick enough ■

Lee Hart

DC-UK VERDICT

GRAPHICS

Environments, characters and the tiniest incidental details are all absolutely breathtaking. The new graphical benchmark

SOUND

Great soundtrack which has been scored (like a movie) to perfectly compliment on-screen events. FX are equally impressive

GAMEPLAY

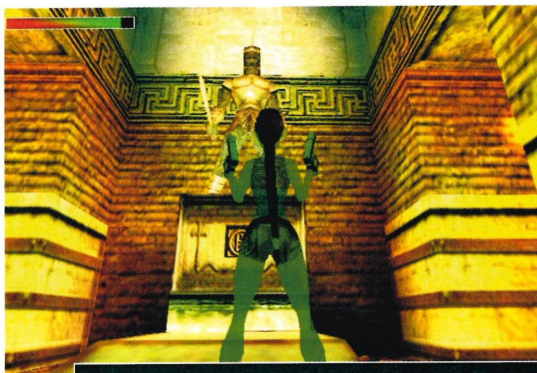
Your investigations drive the engrossing story while fights, chases and Quick Time Events provide exhilarating action

OVERALL

One of the best games ever made and a true step forward in videogaming. If you get absorbed into *Shenmue's* world you'll be eating, sleeping and breathing Ryo's quest until the final scene. A work of genius

10
OUT OF TEN





■ Lara always had a soft spot for men with big choppers

“Action, adventure, puzzle solving, platform jumping and acrobatics all wrapped up in a highly polished package”

Tomb Raider Chronicles

New moves, new outfits, old gameplay? DC-UK takes the heroine in hand...

Let's get a few things straight. Yes this is another update of *Tomb Raider* and it doesn't look radically different from the previous incarnations. Yes, there's some new aspects to the gameplay and Lara has learnt different moves, although it doesn't use a completely new game engine. Yes, the antiquated control system is still a pain in the backside and no, this game isn't likely to change your life. *Chronicles* will please fans of the series but it won't impress its critics. Even they will have to admit, though, that it's still fun to play.

So, after four years and as many sequels, what has *Tomb Raider* got left to offer? Having abandoned Lara in a terminal predicament in the last game, Core has set *Chronicles* around a series of flashbacks. Ms Croft's friends (Charles Kane, Father Patrick and her butler, Winston) gather together in her Mansion following a memorial service for the sultry archeologist.

DETAILS

Publisher: Eidos
Developer: Core Design
Price: £39.99
Release date: November
Players: One
Extras: None

Sitting around a glowing fire, they reminisce about some of Lara's greatest adventures. Cue wobbly-screen flashbacks as we once more enter the glamorous world of grave robbing.

The game is set in four distinct episodes at various times in Lara's life. It's an interesting system allowing the

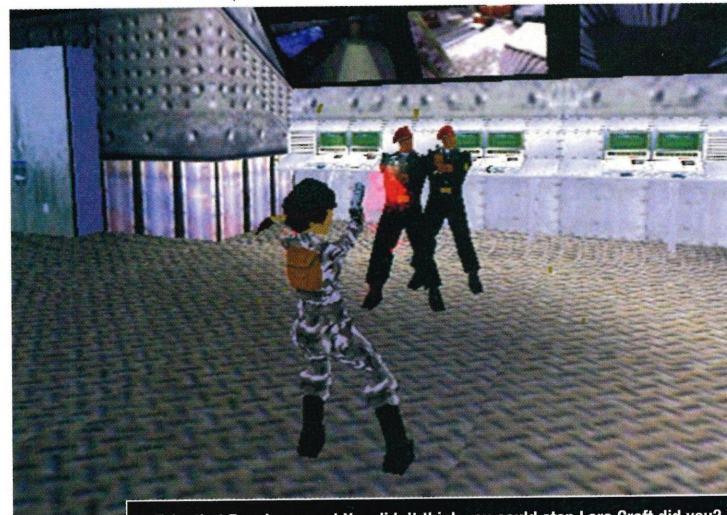
**DC-UK
EXCLUSIVE!**



■ This boss will fry you with its hex-vision if you hang about



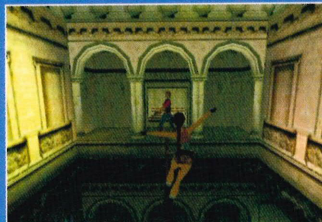
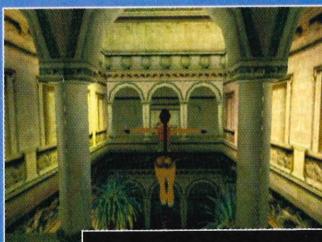
■ Setting yourself on fire is definitely not a wise idea and won't help you past this guy



■ Take that Russian scum! You didn't think you could stop Lara Croft did you?

LARA'S LATEST

As is the norm for Lara's new outings, she's learnt some extra moves to show off. The latest offerings are the way she searches cupboards and desks for goodies, swinging from parallel bars in a way that would make most gymnasts green with envy, and a circus-style tightrope walk. As you can see here, using the tightrope lets Lara access otherwise unreachable areas. Simply walk up to the rope, press the action button and Lara steps on. Walk forward using the analogue stick, tapping left or right if she starts to wobble either way. Simple ■



■ Climb aboard, Lara, and keep walking in a straight line, that's all you've got to do. No, I said in a straight line, not wobbling about all over the place. Look out – you're gonna fall!

designers to put a different emphasis on particular aspects of gameplay, depending on the scenario. When Lara's a young girl, she's unarmed having to rely on her acrobatic and stealth skills to stay alive, but when she's an adult, she can simply shoot whatever stands in her way. Some nice new touches have been added too, like the way she searches through cupboards for goodies at the press of a button. Additionally, she has the ability to sneak up on people and knock them out, which is particularly handy.

The first adventure, *The Search for the Philosopher's Stone*, is set in Rome and is a classic *TR* romp. Beginning in

the streets of the ancient city, players are offered an extensive training facility to learn Lara's new moves, like walking the tightrope and negotiating the parallel bars. Once you're feeling confident, it's on to the game proper, where there's everything you'd expect of *Tomb Raider*, from levers and chains, to walls and pits. High on the rooftops, to deep below the Colosseum, Lara is chased by Pierre and Larson, the bumbling adversaries from the first game. Anyone used to the traditional *Tomb Raider* gameplay will feel at home here, particularly when scouring the area for keys to open gates (a hugely familiar scenario for Lara). Those willing

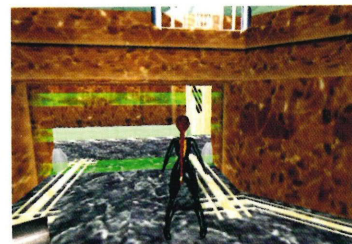
to put in extra effort, though, will be also rewarded with hidden bonuses scattered around the place.

The next stop on the map is Russia and this sees Lara chasing the *Spear Of Destiny*, allegedly driven into the body of Jesus Christ as he died on the cross. Her opponents this time are Sergei, the Russian Mafioso and corrupt Naval Admiral, Yarofev. Beginning in a dilapidated military base, Lara's platform-jumping skills come quickly into play. Precision jumps are vital and stealth skills are introduced, as she begins the level unarmed. The stealth factor is one of the more important gameplay enhancements as enemies

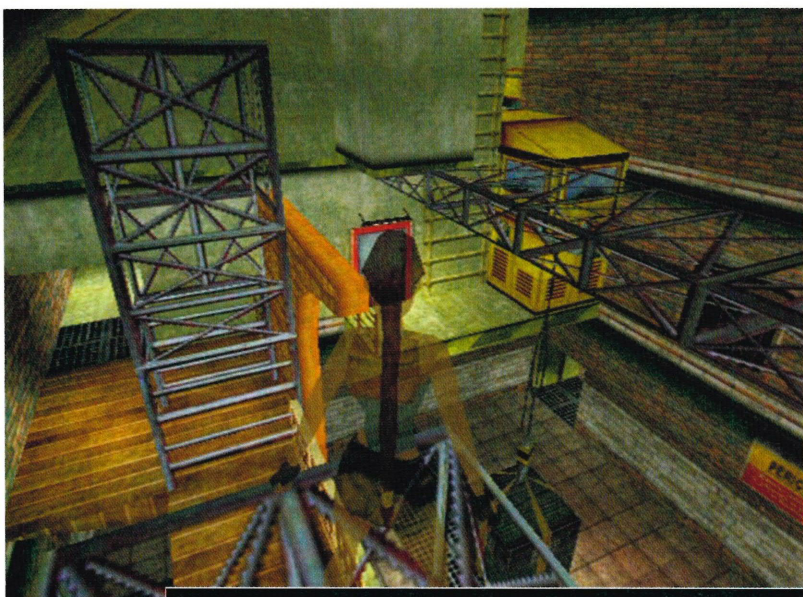
now react to sound and you'll need to sneak up on them to progress. It's an idea borrowed from *Metal Gear Solid*, and it works quite well here – adding a subtlety and tension to the game (especially when you drop from an airvent and have to sneak up on, and kosh, an enemy cook).

There's also an obvious concern for atmosphere in the locations. From the knackered military base, Lara goes on to infiltrate a nuclear sub searching for a sunken Nazi U-Boat (the resting-place of the *Spear Of Destiny*). The tight, claustrophobic feel works surprisingly well as you crawl through narrow air vents, avoid swinging electricity cables ▶

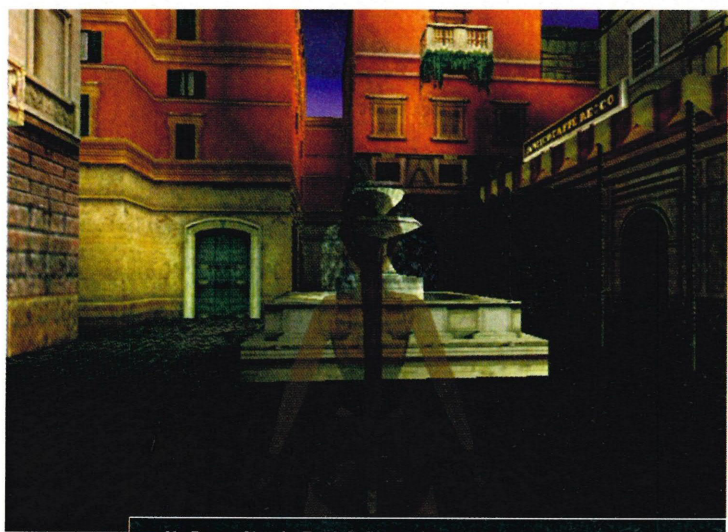
“*Chronicles* looks like something from another age”



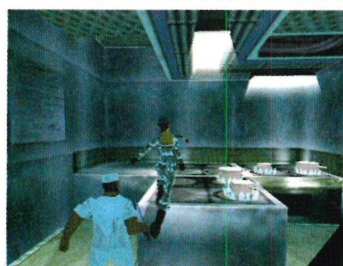
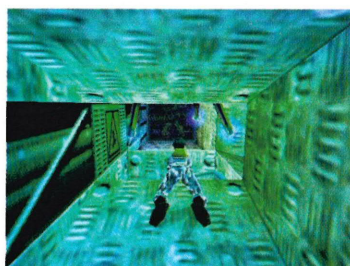
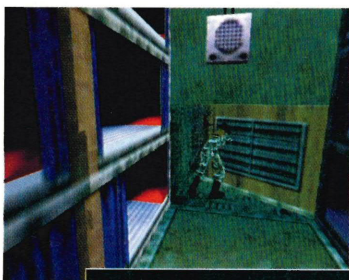
■ The futuristic Von Croy Industries sees Lara facing laser beams and other hazards



■ The training area. Climb up on these frames to access loads of hidden goodies



■ Ah, Rome. Classic *Tomb Raider* action awaits on these atmospheric levels



■ The Russian sub sees our heroine being captured, making her escape, only to confront this nutcase with a big knife

► and dash knee-deep in water through confined corridors. Again, the tension is kept taut by the tight which makes a change from just running around and blasting bears with uzis.

The next escapade, with a 16 year-old Lara investigating strange happenings on a spooky island, is the game's weakest portion. Locals have reported seeing ghostly figures and eerie lights, so Croft stows away on a boat when her friend, Father Patrick decides to look into the matter. The lack of weapons means that, once again, the emphasis is on stealth and skill. Great if

you like platform jumping, rope swinging and puzzle solving – not so great if you just want to shoot things. The main problem with the island is that the rocky areas are confusing and you'll find there's a lot of trial and error involved in trying to progress, adding to the frustration. Finding make-shift weapons to get past enemies – like using iron implements to ward off the island's imp population – does at least add a little variety to the proceedings, but this adventure is the weakest of the four. The island just doesn't offer as much drama as the other episodes.

The final story resurrects Lara's

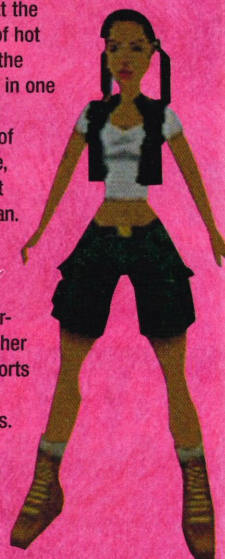
rivalry with her old teacher, Von Croy. Clad from head to toe in a skin-tight catsuit, she sneaks through a high-tech tower block to retrieve the fabled Iris from *Last Revelation*. The big innovation here is a new character, Zip, who assists Lara via a headset, offering advice on the best route to take and helping out with bypassing security systems. Again, this is a nice variation on the standard *Tomb Raider* gameplay, with stealth elements

The Lara Croft Collection



The winter look

Lara's fashion sense doesn't stop at the standard Croft classic ensemble of hot pants and vest. Here she models the camouflage winter look. This all in one outfit is not only functional, but fashionable. The frozen wastes of Russia might be a test of her mettle, but she's not going to be caught out looking like the abominable snowman.



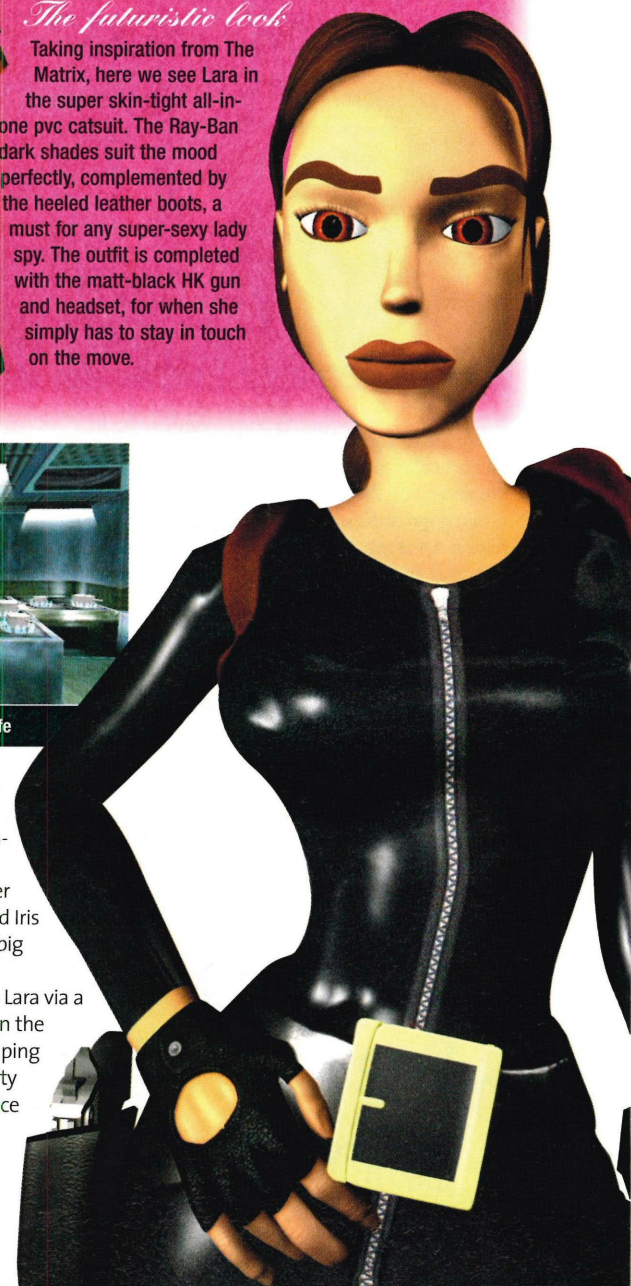
The schoolgirl look

Even as an innocent sixteen year-old, Lara knows her Gucci from her uzi. On the island levels, she sports pig-tails, figure-hugging tops and these delightful looking combat shorts. Note the matching waistcoat and valentino belt, which completes the stylish get-up.



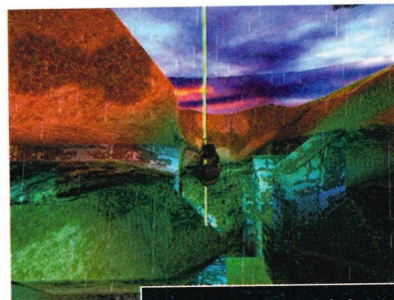
The futuristic look

Taking inspiration from *The Matrix*, here we see Lara in the super skin-tight all-in-one pvc catsuit. The Ray-Ban dark shades suit the mood perfectly, complemented by the heeled leather boots, a must for any super-sexy lady spy. The outfit is completed with the matt-black HK gun and headset, for when she simply has to stay in touch on the move.

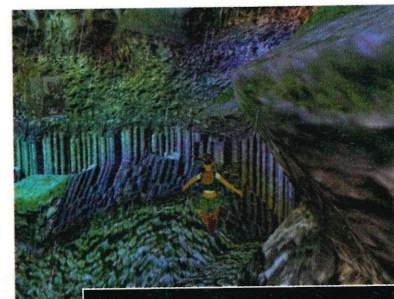
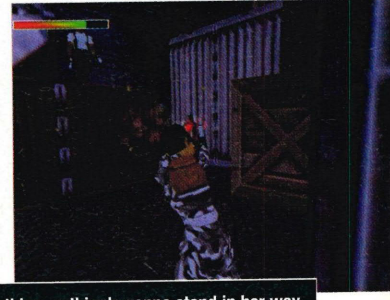




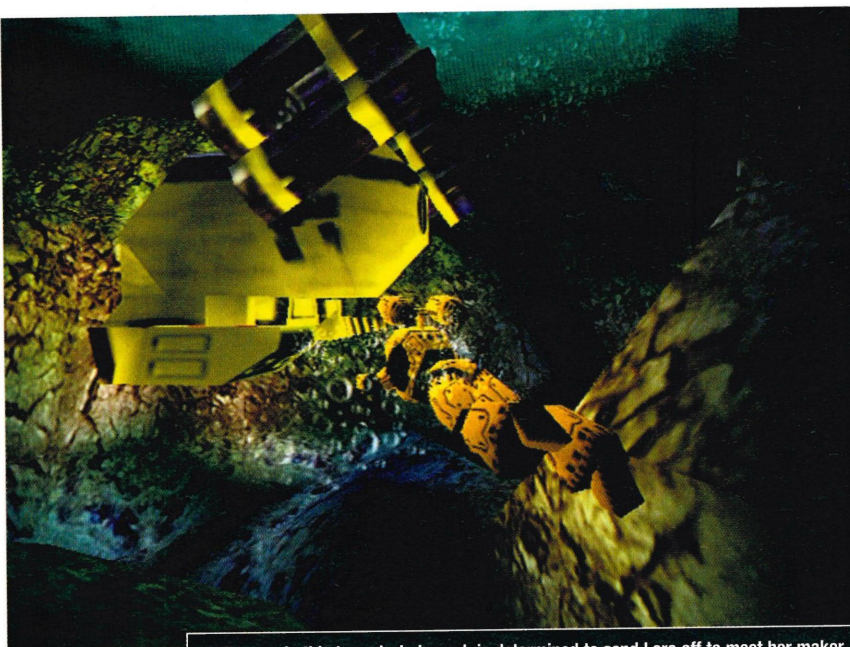
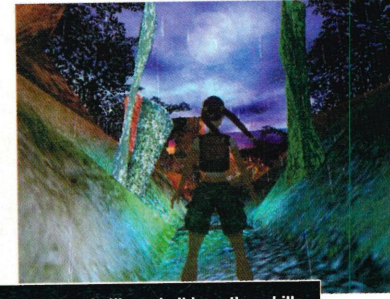
■ Some environments test Lara's jumping abilities to the full, like the Russian base



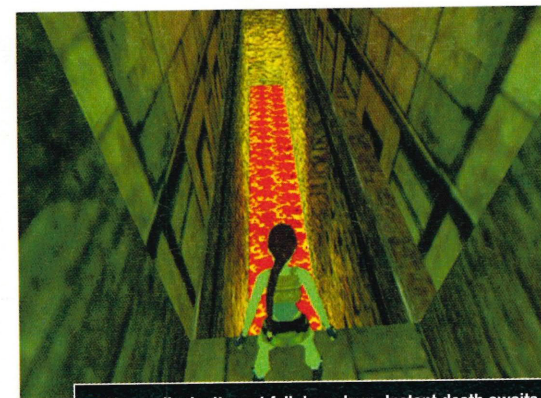
■ Once she's set her mind on something, nothing's gonna stand in her way



■ The island. The sixteen year old Lara's unarmed so she'll need all her other skills



■ The guy in this torpedo-laden sub is determined to send Lara off to meet her maker



■ You really don't want fall down here. Instant death awaits

DC-UK VERDICT

GRAPHICS

Ageing engine still manages to produce competent visuals that, while not the best you'll see this year, are well suited to the environments. Lighting is a strong point

SOUND

Atmospheric sound effects help immerse the player in Lara's world. From the high-tech whirrs and bleeps of Von Croy Industries to the ghostly noises of the Island levels, sounds always match the mood

GAMEPLAY

It's *Tomb Raider*! There's everything you'd expect from a Lara adventure plus you'll need to use different skills depending on which episode you're playing

OVERALL

It's not going to win awards in originality stakes, but it retains the thing that made Lara what she is today – pure, unadulterated fun. Well worth a look if you're a fan

7

OUT OF TEN

“In general, the ageing graphics engine has been put to good use”

creeping in once more. Lara's weapon is now equipped with sniper mode for those all-important silent head-shots as she creeps around trying to escape detection. Combining items also adds to the sneaky nature of these levels, putting chloroform on rags to knock out unsuspecting guards is a classic movie ruse.

In general, the ageing graphics engine has been put to good use throughout *Chronicles* and while the visuals aren't exactly groundbreaking, environments are well thought out. From the futuristic tower of Von Croy Industries, to the confined spaces of the U-boat adventure, there's a good, cinematic sense of structure here – which hints that the designers aren't completely bored of their well-travelled heroine.

There are other plusses. Boss encounters are well designed (especially the huge mechanical beast in the Rome adventure) and lighting is a strong point, with sunbeams pouring down through the roofs of caverns, torches flickering on the walls and fluorescent tubes strobing in the darkness.

Sound is well employed and helps immerse you in Lara's world. On the Island there's thunder claps and owl hoots, while in Rome you can hear dogs barking, church bells ringing and even crickets chirping. The base and sub, meanwhile, sound echoey and industrial, with the distant clanging of metal on metal.

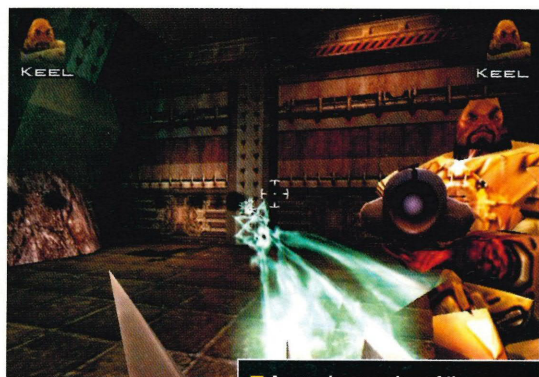
Where the game disappoints is in peripheral details. Though the sky on the island levels is beautifully drawn, in

general it's a plain, boring bitmap that pales in comparison to the stunning vistas seen in *Shenmue* and *F355*. And while Lara's shapely backside jiggles as she runs, the lower polygon count of the rest of the cast makes them look a little angular and unsightly in comparison.

So *Chronicles* is essentially everything you've come to expect from a *Tomb Raider* game. Action, adventure, puzzle solving, platform jumping and acrobatics all wrapped up in a highly polished package. While there's nothing particularly original in the game, the four adventures require different approaches and new elements like stealth tactics keep you interested.

Put up against the likes of *JSR*, *Shenmue* and *MSR*, *Chronicles* looks like something from another age. If you're a fan of the series, though, you won't be disappointed by what Core promises us is the last game in the series. Lara will be back, but in an entirely different type of game next year on PS2. As far as DC goes, the company is undecided at present, but this may be Lara's swan song on the system. And it is, in many ways, a worthy finale ■

Adrian Lawton



■ A rare close up view of the enemy

"In an age of character-driven titles, *Quake III Arena* is a back-to-basics blaster with all the hallmarks of a classic"

Quake III Arena

The shooter to end all shooters is here. Enter the Arena and get ready to gibb...

**DC-UK
ESSENTIAL**



■ Now that's beautiful. Witness this exchange of extreme firepower and you've seen a defining moment in *Quake III*

Plot, plot, plot. That's all we ever hear these days. *Half-Life*, *Resident Evil Code: Veronica*, *Shenmue* – they all revolve around these huge in-game storylines. And we applaud them for it. But we need a rest. All this thinking gives us a headache and sometimes we just like to play the game. Enter *Quake III Arena*. The closest you're going to get to a narrative is swearing at your telly after taking a uranium slug up the jacksie. Welcome to Deadsville, baby. Population – you.

Of course, there is a plot, but it's wafer-thin. Centuries ago, the Vadrigar aliens constructed the Arenas for their own amusement, reeling in the most heroic warriors alive to compete against each other in mortal combat. Those that survived to the end would do battle with the most fearsome enemy of all – Xaero, Lord of the Arenas. Pff. Silly synopsis aside, there is only one objective in *Quake III Arena* – frag everything that isn't you.

Right, time to spin on to the good stuff. There's probably only one thing

DETAILS

Publisher: Sega
Developer: Raster
Price: £39.99
Release date: December 8
Players: One to four
Extras: Mouse and keyboard, 60 Hz

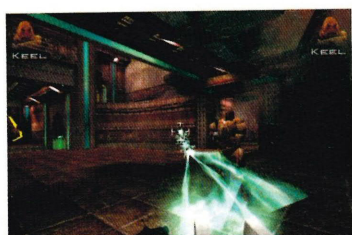


BLOODY HELL

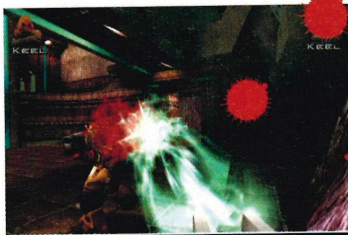
There's plenty of opportunity for violent deaths in *Quake III Arena* but the weaker weapons only make the enemy fall over when they die. We paid for blood and blood we most certainly will get. How? By employing the shotgun, the rail gun and the rocket launcher in an up close and personal way. Check out our guide to blasting your foes into chunky kibbles ■



■ Direct hits are not only fun, but necessary in order to bring your opponent's health down



■ The lightning gun unleashes a not stop bolt of blue plasma that fries anything in its path



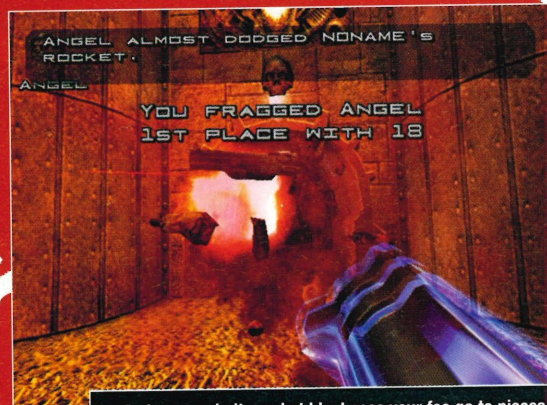
■ As in real battle situations, a lofty position is a definite advantage, as you can see

you want to know about *Quake III* – 'how does it play?' Sure, we could tell you about the luscious graphics, the myriad control options, how the multiplayer works and what the online experience is like. And we will, in good time. But the only thing you want to ask again is – 'how does it play?' Usually, we'd leave the verdict till the final paragraph, but *Quake III* warrants an instant response. And if we don't give it, you'll probably jump straight to the last chapter in order to find out. So, for the last time – 'how does it play?'

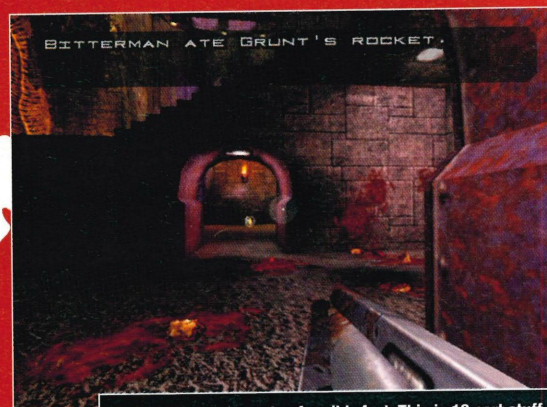
Effing brilliantly.

There was always a chance Raster could've screwed the conversion up. Dreamcast is certainly no Athlon 800 with 256Mb of RAM and twin GeForce cards. The specs can't match PS2 for polygon count and at the clock speed pales in comparison to X-Box's. Are we platform-bashing? Is **DC-UK** being renamed PS2-UK next month? Not bloody likely. The very fact that Dreamcast has such comparatively low specs only reinforces what a masterstroke the *Quake III* conversion has been. You can forget *Virtua Tennis* for multiplayer thrills. It's just been gibbed point blank.

So what's in the package? Well, from the front end there are several choices, Singleplayer, Multiplayer, Online



■ A close proximity rocket blast sees your foe go to pieces



■ The sloppy remnants of a gibb-fest. This is 18 cert stuff



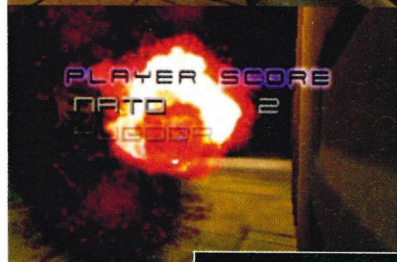
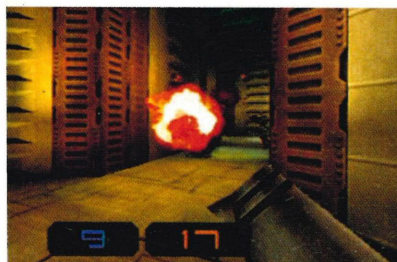
■ The shotgun: your best bet for close encounters

and Setup. The latter lets you set your player's name, skin, controls, crosshair, handicap and rail gun tracer colour. The controls can be configured to virtually anything, from the simplest pad map to the most complex keyboard/mouse layout. Everyone is catered for, from

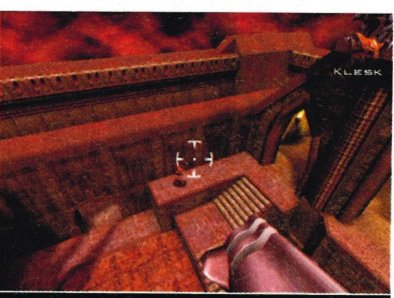
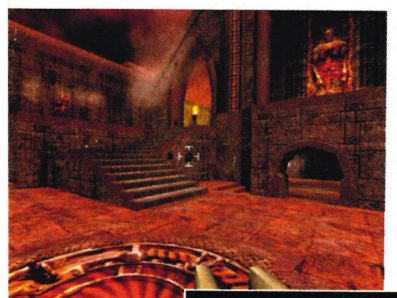
ultra-green rookies to FPS veterans. The pad works superbly – we set the motion to the analogue stick, looking to the A and Y buttons, strafe to X and B, shoot on the right trigger and jump to the left trigger. Additionally, the d-pad can control crouch, zoom and next or



■ The twoplayer split-screen mode runs at exactly the same speed as the oneplayer game



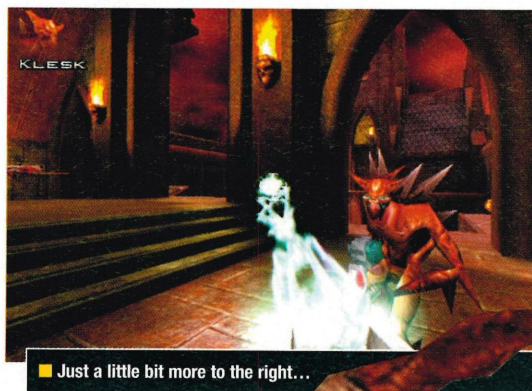
■ Disgusting! Point blank hits with the rail gun reduce most characters to bits



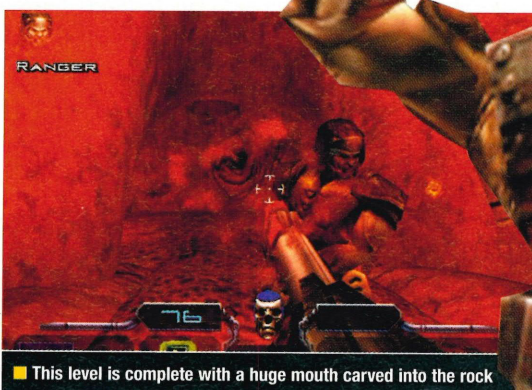
■ Using the jump pads can be a boon, letting you zoom over your enemy's head



■ No point running away, Ranger Boy! You're still gonna get a rocket in the back!



■ Just a little bit more to the right...



■ This level is complete with a huge mouth carved into the rock

► previous weapon. This setup allows you to strafe, jump and fire all at the same time, making it incredibly hard for opponents to hit you accurately. Ultimately, a mouse and keyboard will be preferable to anyone serious about their fragging, but the pad is about 90 per cent there.

Once you've set all your choices, you'll want to do battle. The arenas in *Quake III* are 30-strong, a mixture of the PC levels and some new Dreamcast-specific ones, such as Blue Monday, Hidden Fortress and Gaze of the Abyss. There's also been some size compression to take into account the fact that there's only ever four players in an arena, as opposed to up to forty on the PC. But all your favourite landmarks are still in place, from the fog-covered lava pits to the wicked jump pads that propel you high



into the air. Expect spiral stairs, acceleration ramps, teleporters and sudden drops into the void and you'll be well prepared to step into the arena.

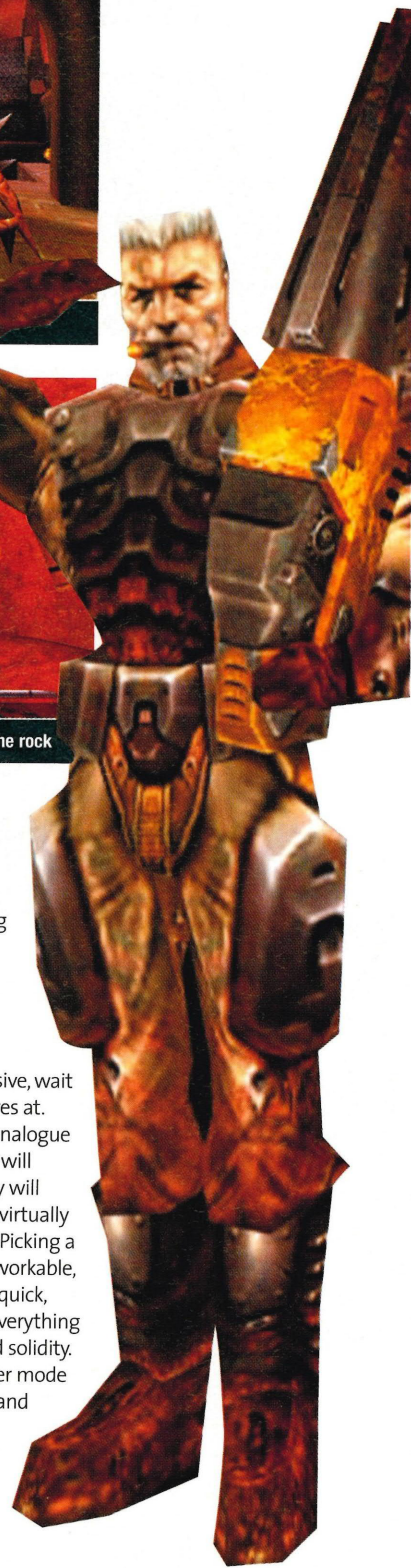
One of the big pulls of any shooter is the weaponry. They don't call them Deathmatches for nothing. We need guns. Lots of guns. And the bigger and more powerful they are, the better it feels when you get that elusive frag. The selection in *Quake III* is well-rounded and varied enough to perpetuate all manner of deaths from making your opponents do the lead lambada with a machine gun, to exploding them into kibbles with the rocket launcher. Super shotgun, lighting gun, rail gun and even the spiked electric gauntlet all have their roles to play and without them, *Quake III* would be a limp haddock of a game.

The other major factor is the visuals and Raster has excelled itself. Disregarding the impossibility of

Quake III looking as good as a high end PC, the Dreamcast draws the graphics with astonishing smoothness, clarity and detail. Beautiful fog and lighting effects complement hi-res textures, the Dark Chapel being a blinding example of such stunning artwork.

If you think that's impressive, wait until you see the speed it moves at. Setting the sensitivity of the analogue stick to maximum, the screen will shift so fast that your accuracy will plummet, enemies becoming virtually invisible as you rip past them. Picking a middle sensitivity is far more workable, but even when it's moving so quick, there's never any slowdown, everything retaining perfect cohesion and solidity.

As good as the singleplayer mode is, it's multiplayer that counts and *Quake III* is a tour de force across the entire board. Fourplayer split-screen is





■ Klesk is the second level boss and tends to keep moving around. He's a real pain



■ On the other hand, Crask simply trots about unfazed by your presence. Blast her good

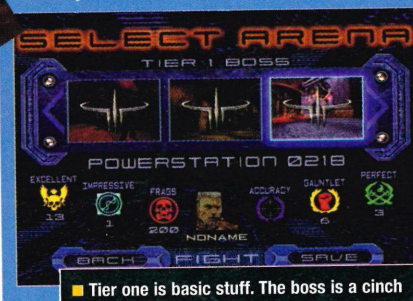


■ The Plasma gun is capable of spraying an entire area with blue blobs



TIER IT UP

With all this multiplayer ecstasy, it'd be easy for us to forget the singleplayer mode. Luckily, Raster hasn't and there are 30 levels for the single fragger to traverse. These are divided into tiers, each containing four arenas, the last of which is a boss encounter. The further you get, the more the adversaries, from just one on the first tier up to three on the fourth and above. Clear a tier and you're onto the next, more vicious level ■



■ Tier one is basic stuff. The boss is a cinch



■ You have to complete the first level of a tier to open up the next two. Crack these and it's boss city

“Forget *Virtua Tennis* for multiplayer thrills. It's just been gibbed point blank”

every bit as fast and slick as the solo experience, the only compromise being the replacement of pick up models with basic, flat icons. This is to preserve polygon count, no doubt, but never detracts from the pure rush that you get playing against your mates.

But while the offline game is desirable enough, *Quake III's* raison d'être is Net play, a feature that had to be absolutely perfect. We played *Quake III* at E3, the Sega Premiere Party and at the Sega Europe HQ in London and we're delighted to say that it is every bit as good as its PC counterpart. There is a

trace of slowdown and while the frame-rate may drop in the more hectic moments, it never gets close to spoiling the game. Rest assured, online *Quake III* is astounding – you won't be disappointed.

Put all this together and you've got a masterpiece. Whether it's your first close-range frag with the shotgun, or a cracking mid-air gobb after somersaulting backwards off a jump pad, it's impossible not to love *Quake III's* sense of instant thrills. Strafing, ducking, weaving, dodging, reloading and fragging. Like adrenaline to cerebral

cortex and a whizz of amphetamine proportions, death is not a problem. It's visceral, cathartic, shadenfraude.

And this is exactly what makes id's firstperson shooter so damn fine. The singular experience factor. You, your gun and the enemy. No story, no stats screens, no ridiculous button combos to learn. Just move and fire. No matter what your experience, nigh on any person could pick up the pad and use the analogue stick and the right trigger. Of course there are skills like strafing and rocket jumps to learn, but nothing that'd prevent even the greenest of gamers from having a whale of a time.

In an age of character-driven titles, *Quake III Arena* is a back-to-basics blaster with all the hallmarks of a classic: astounding graphics, intuitive controls and timeless gameplay, on or offline. Stripped of flab and unabashed in its simplicity, id's killing gameshow reaffirms what **DC-UK** has suspected all along – there's no substitute for raw gameplay ■

Neil 'Maximus' Randall

DC-UK VERDICT

GRAPHICS

Oh lordy. As fantastic as fantastic gets. A top three DC looker

SOUND

All the grunts, shouts, zings, blasts and chatter of the original. And the music suits perfectly, a mix of techno and metal

GAMEPLAY

Quake, Quake and more *Quake*.

MULTIPLAYER

Top-notch stuff that finally brings Dreamcast online in the most complete way

OVERALL

Quake III Arena. On your Dreamcast. Against your mates. Over the Net. Genius

9

OUT OF TEN



■ Boss boxer Rumbleman packs a mighty punch, but he's very slow

“Those who’ve never sampled the crazy world of Afro Thunder will get tons of fun out of this wild, silly game”

Ready 2 Rumble Boxing: Round 2

DETAILS

Publisher: Sega
Developer: Midway
Price: £39.99
Release date: November 10
Players: One to eight
Extras: Vibration/60Hz

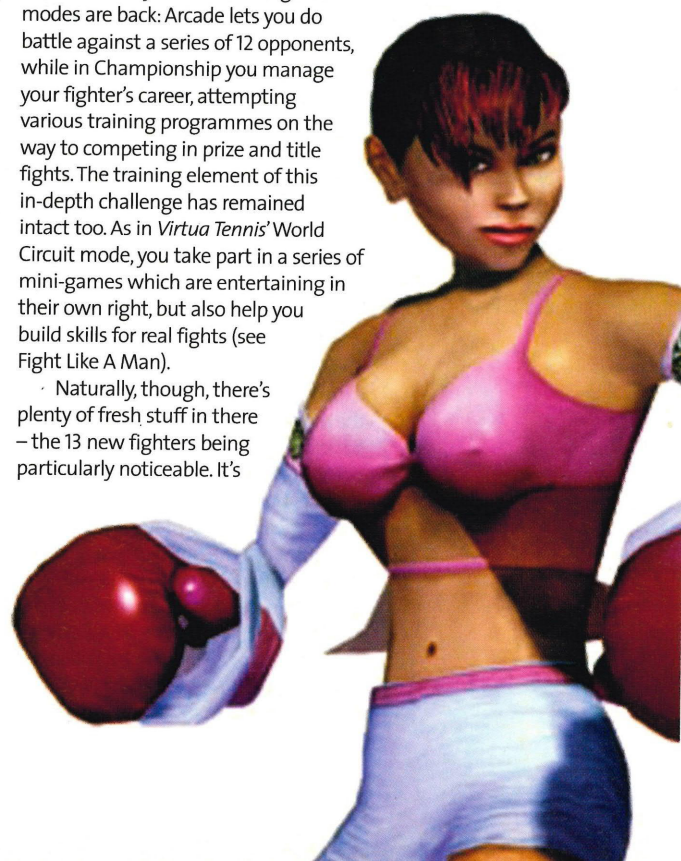
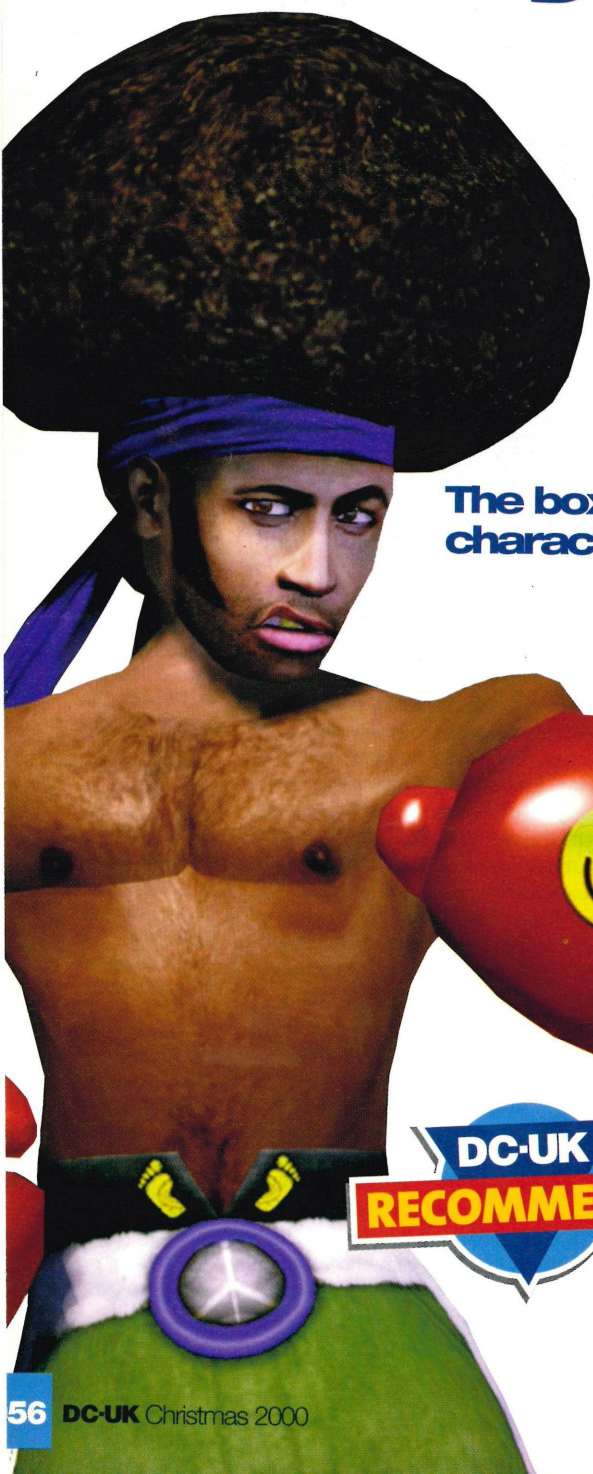
The box 'em up is back, boasting more mad characters than Eminem's address book

Getting smacked around the face by Michael Jackson is a weird experience. In reality he looks barely able to give Bubbles the chimp a playful slap on the behind, but in *Ready 2 Rumble 2* he is a swift, silky fighting machine moonwalking around the ring in a twinkling blue jumpsuit and a sparkly boxing glove. The fact that during this weird experience you are thinking ‘I must get in some quick jabs’ rather than ‘Lord help me, I’m having some sort of acid trip’ is testament to the design. This game perfectly places bizarre characters and ridiculous moves into an alarmingly realistic boxing simulation. But fans of the original game will already know that. In fact they’ll already know a lot about *R2R2* within five seconds of booting it up.

Most obviously the two main game modes are back: Arcade lets you do battle against a series of 12 opponents, while in Championship you manage your fighter's career, attempting various training programmes on the way to competing in prize and title fights. The training element of this in-depth challenge has remained intact too. As in *Virtua Tennis*' World Circuit mode, you take part in a series of mini-games which are entertaining in their own right, but also help you build skills for real fights (see *Fight Like A Man*).

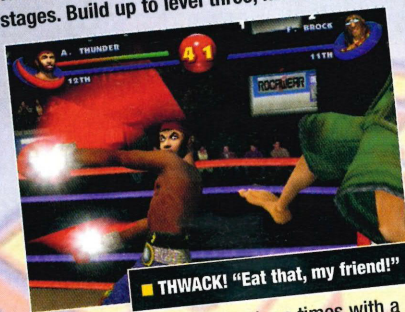
Naturally, though, there's plenty of fresh stuff in there – the 13 new fighters being particularly noticeable. It's

DC-UK
RECOMMENDS

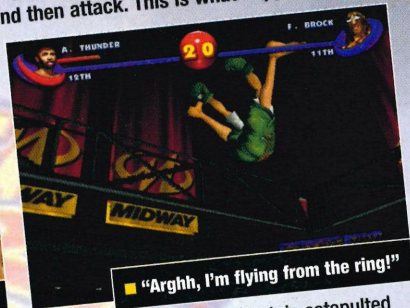


EAT MY FIST!!!

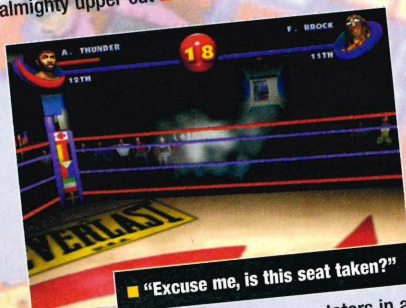
The 'Rumble' meter (which powers up each time you land a big punch) now has three stages. Build up to level three, hit the triggers and then attack. This is what happens



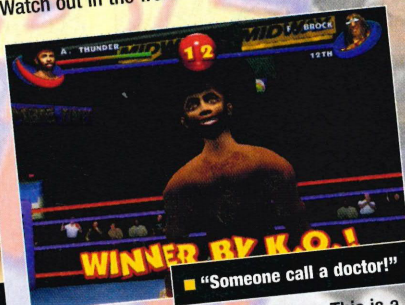
Afro has spelt out Rumble three times with a succession of clean blows. Now he let's loose with a deadly barrage, culminating in one almighty upper-cut



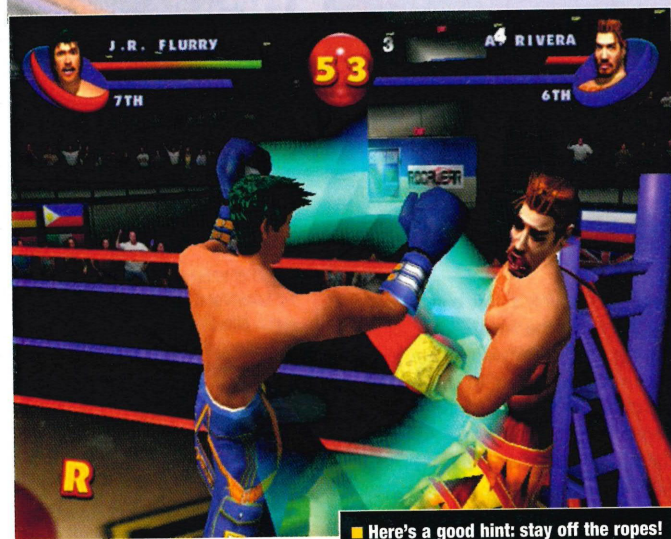
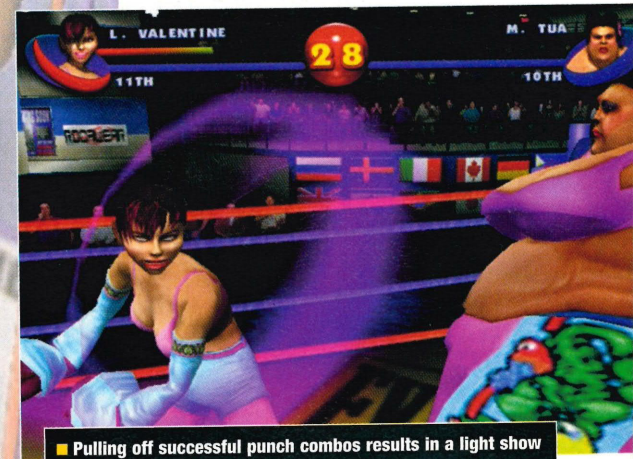
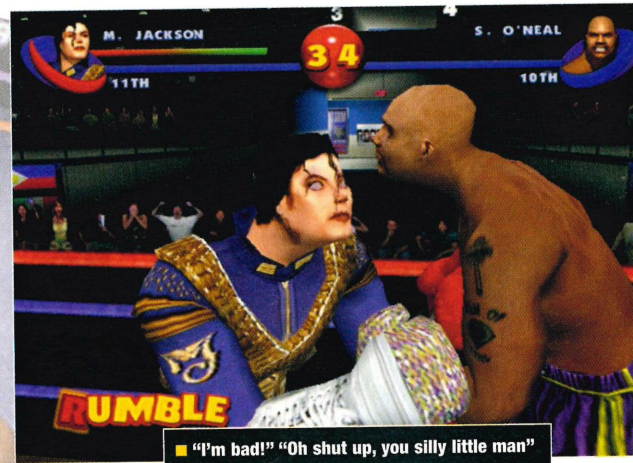
The hippy fool Freedom Brock is catapulted into the air, somersaulting like a crazed athlete. There is no going back from this. Watch out in the front row!



Brock disappears amongst the spectators in a cloud of smoke. Fight over. Oh well, at least he'll get good seats for the next event on the bill. If he regains consciousness in time

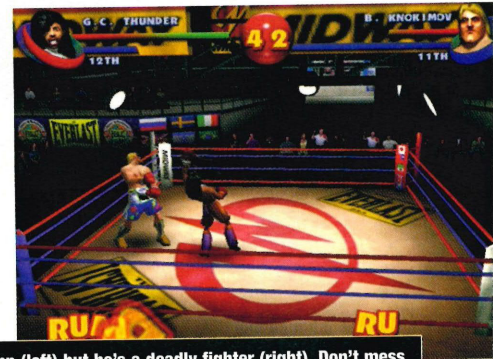
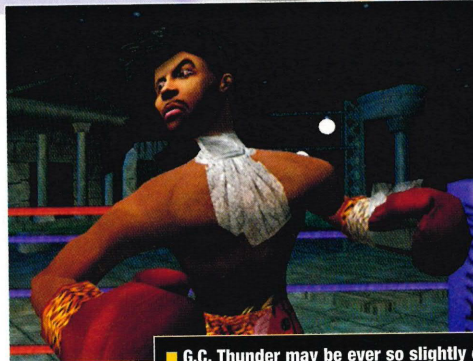


Afro is declared the winner at once. This is a great way of getting bouts over quickly. Oh, and you can also add to your Rumble metre by successfully taunting your opponent



a predictably motley crew: Robox RE-SE 4 is a freaky robot with a punchbag for a head; Freedom Brock is a skinny hippie who staggers about the ring like some spaced-out Grateful Dead roadie; and of course Shaquille O'Neal and Mr Jackson are knocking about, doing fine justice to their living inspirations.

There are some nasty new additions at the top end of the Arcade mode, too. Afro Thunder's funky cousin G.C. looks like he should have been playing bass for Prince circa 1984 and has some truly deadly combos. Worse though is the last competitor, Rumbleman, a lumbering beast in torn shirt and shorts whose



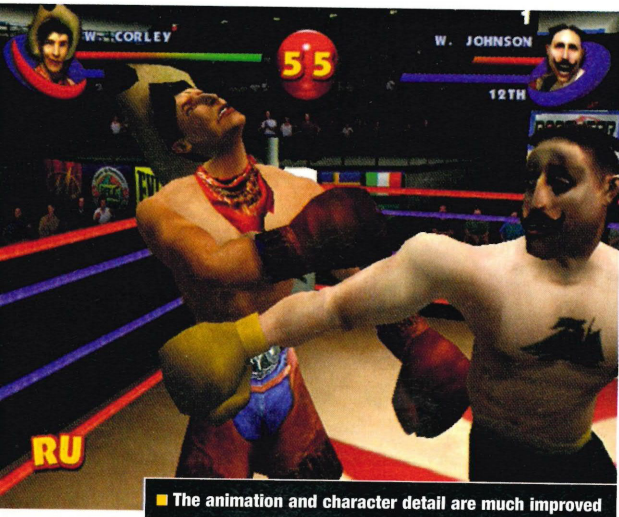
"Randomly prodding buttons like a drunken Richard Clayderman"

punch could down a charging rhino. At first only 12 of these strange fellas are selectable to fight with, but 11 more can be opened up through the Arcade mode.

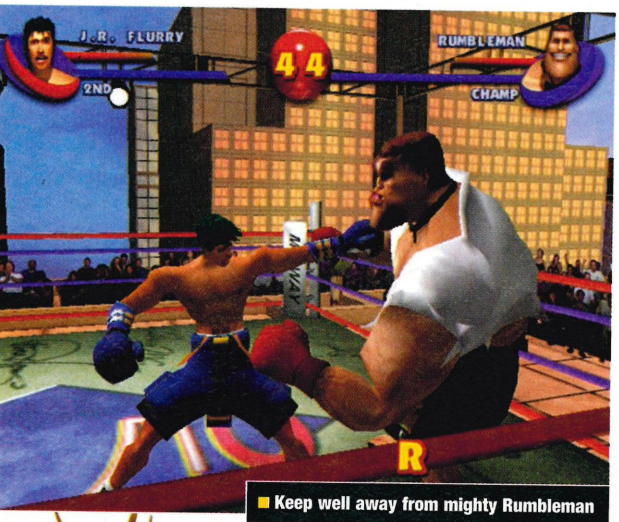
And it's certainly worth catching 'em all. Every combatant has his or her own range of outrageous combos and taunts, and all have different variations on the basic jabs and hooks (each of which is assigned to a different button, à la Tekken and UFC). G.C. Thunder, for example, is excellent at close quarters

packing in a range of fast, stomach-pummelling jabs, whereas the insane Freak E Deke is better from a distance swinging his skinny arms like a wrecking ball operator.

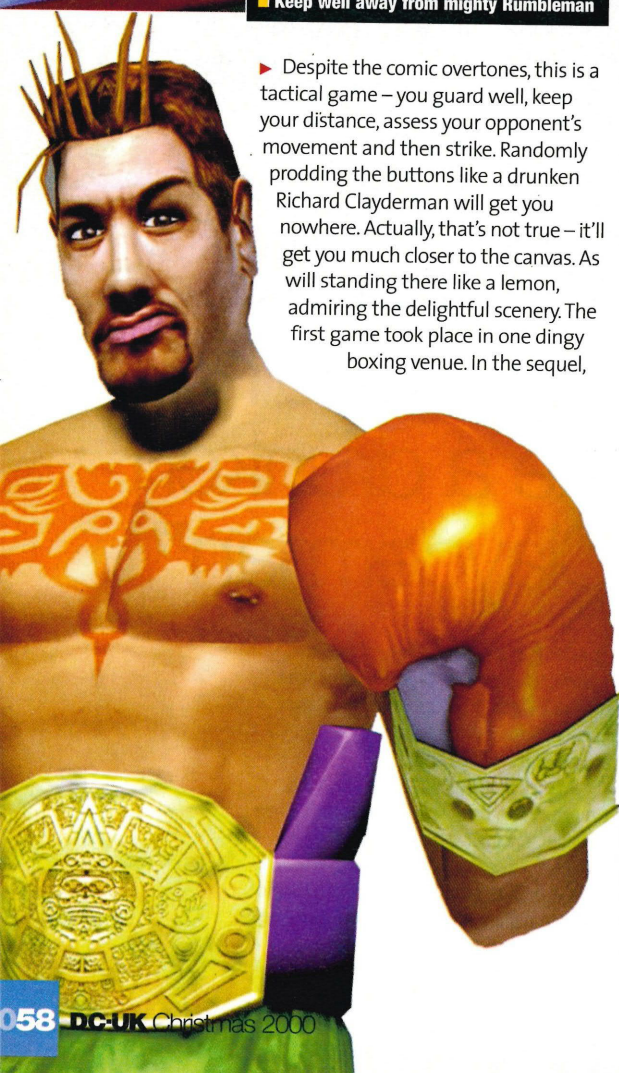
Importantly, R2R2 feels like it has more depth than it's predecessor. Going in all fists blazing may work in the lower reaches of easy mode, but with the likes of G.C. you're going to have to do a bit of floating like a butterfly, before you ever get the chance to sting like a bee.



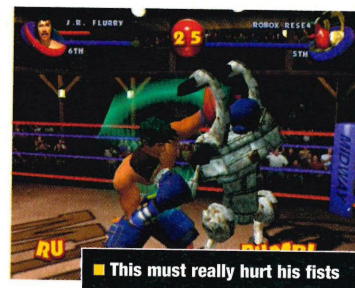
■ The animation and character detail are much improved



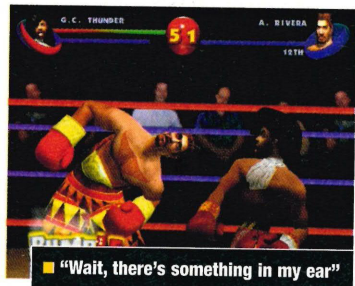
■ Keep well away from mighty Rumbleman



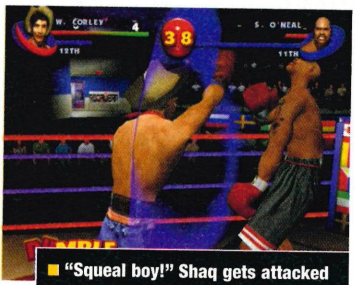
► Despite the comic overtones, this is a tactical game – you guard well, keep your distance, assess your opponent's movement and then strike. Randomly prodding the buttons like a drunken Richard Clayderman will get you nowhere. Actually, that's not true – it'll get you much closer to the canvas. As will standing there like a lemon, admiring the delightful scenery. The first game took place in one dingy boxing venue. In the sequel,



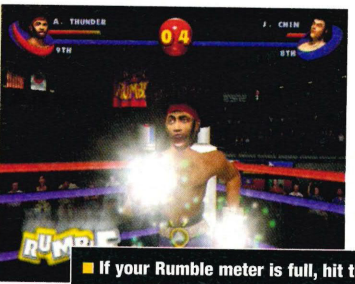
■ This must really hurt his fists



■ "Wait, there's something in my ear!"



■ "Squeal boy!" Shaq gets attacked



■ If your Rumble meter is full, hit the triggers and your gloves glow. Now fight!



there are loads of well-designed locations, ranging from a cowboy roadhouse, to a sumptuous ballroom. At the end of the arcade mode, you even get to fight on the roof of a skyscraper – it seems someone at Midway has been looking across at the *Street Fighter* series for inspiration.

But, let's be realistic, they'd have to look quite a long way. The cast of *R2R2* is funny and diverse, and the animation is certainly many times better this time round. However, the Midway line-up doesn't quite capture your imagination like Capcom's brilliantly drawn fighters injected to

the eyeballs with anime cool.

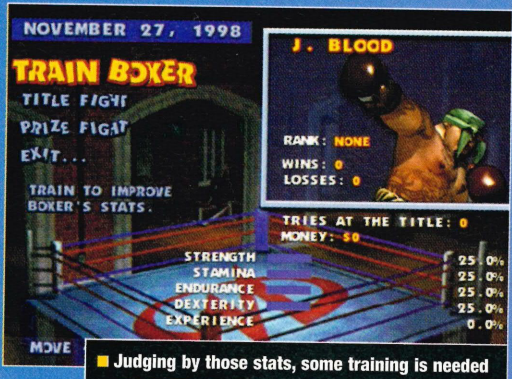
Gamers who feel they got all the boxing action they wanted out of *Ready 2 Rumble* might want to think twice about purchasing the sequel. There are improvements and additions all over the shop, but this is essentially a very similar experience. Those who never sampled the crazy world of Afro Thunder the first time round though, will get tons of fun out of this wild, tough, silly game. While not quite a knockout, *Ready 2 Rumble* still packs a decent punch. And you do get to smack Michael Jackson back, you know ■

Keith Stuart

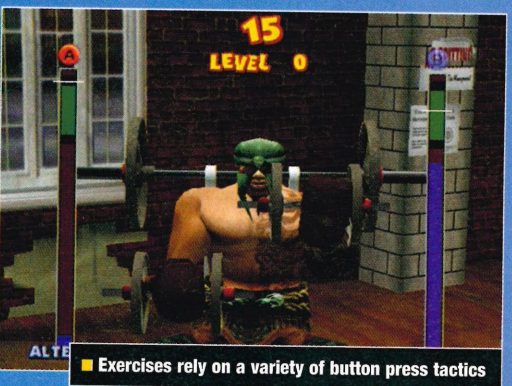


FIGHT LIKE A MAN

The Championship mode includes a variety of training tasks, most of which work like rhythm action games – ie, you follow a sequence of button presses. Others, like the heavy, sway and speed bags, develop your true fighting skills ■



■ Judging by those stats, some training is needed



■ Exercises rely on a variety of button press tactics

DC-UK VERDICT

GRAPHICS

Well-drawn and funny, but the visuals and design lack the polish of, say, *Soul Calibur*

SOUND

Great comments from the boxers and hefty punch effects enliven each encounter

GAMEPLAY

Still lacks the full depth of a standard fighting game, but great fun nonetheless

MULTIPLAYER

Two-player fighting is predictably amusing, and there's a full eight-player tournament mode. A cool idea

OVERALL

A lovingly crafted fighter with some great individual touches. A must if you don't own *R2R1*

“The cast of *R2R2* is funny and diverse”

8

OUT OF TEN

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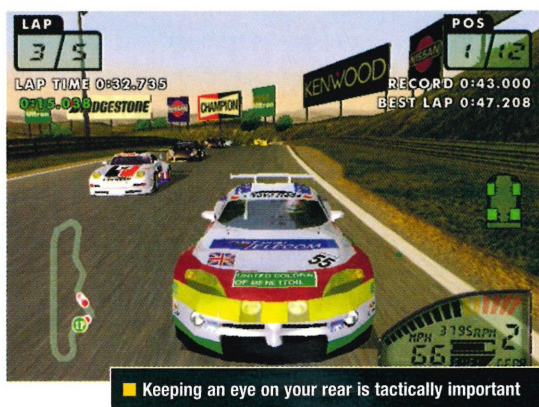
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“There’s certainly no shortage of driving games for Dreamcast, but this ranks as one of the most accomplished”

Le Mans 24 Hour

Climb into a Porsche and drive it non-stop for a whole day, without the crippling petrol costs. Or the arrest for car theft



Something is wrong in DC-UK land. Our legs are all wobbly and our mouths have gone dry. No, these aren’t the tragic consequences of an all night absinthe binge. This just-got-up feeling is due to us completing the *Le Mans 24 Hour* Race. And God, did it hurt. Being sat at the wheel for a whole day is a punishing prospect by anyone’s standards, but we’re happy in the knowledge that we did it.

Based on the famous French endurance race, *Le Mans 24 Hours* lets you pit your virtual driving skills against 20 other entrants. Day and night and day will pass before you see the chequered flag and for the self-flagellists among you, the race can elapse over a

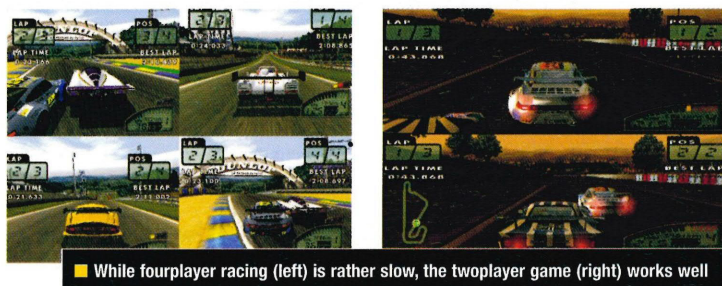
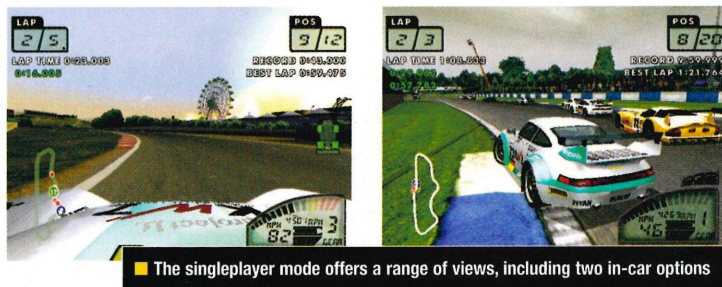
realtime 24 hours. Fortunately, you can save your progress to a VMS or if you prefer, the whole affair can be condensed to take place over ten minutes, 30 minutes, one, three and twelve hours. Feel up to it?

Accept the challenge and you’ll immediately notice the game’s main selling point – its glorious graphics. Many’s the time we’ve spun out due to sightseeing when we should have had our eyes on the road. Melbourne House has set a new standard in DC visuals, with stunning reflections and the best countryside you’ll ever see. The other notable feature is the ability to have upwards of 20 cars on the track at once, which ensures each race remains exciting throughout. If you think

DETAILS

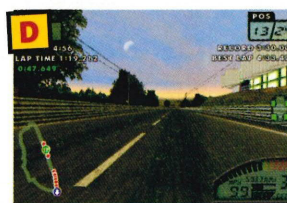
Publisher: Infogrames
Developer: Melbourne House
Price: £39.99
Release date: November 17
Players: One to four
Extras: 60 Hz, Vibration





I DROVE ALL NIGHT

We sat through *Le Mans* for the full duration. Check out our progress below



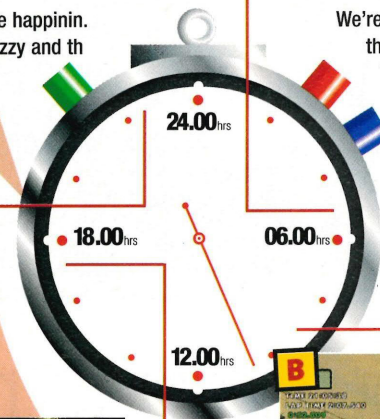
05.10hrs

Oh, god this ain't be happenin. Everyfing's gone fuzzy and th seet's wet. Eyes droppin. Car veering...



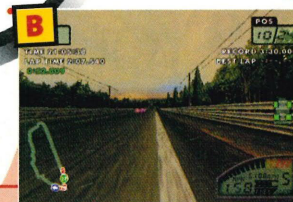
09.00hrs

We're off from the start and things are looking good. The sun is shining, we got our shades on and we're feeling great



22.15hrs

It's way late and we got trubble concentratin. Vision's blerred and hands are num. Must remane awake



17.30hrs

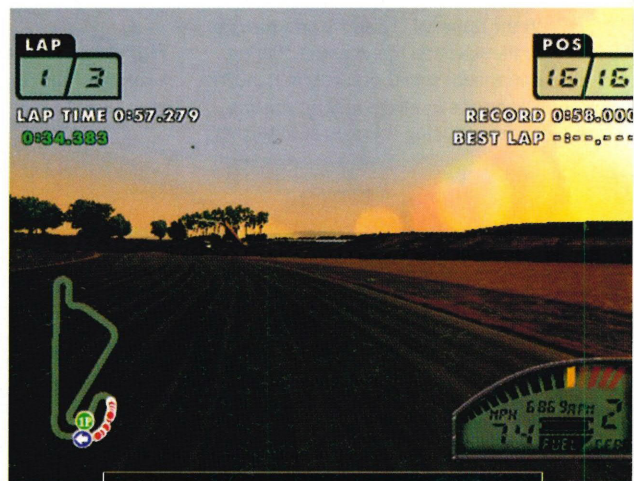
It's dusk and we're getting hungry. Got stiff legs and need to stop for the toilet pretty soon

"You'll find yourself returning time after time to sample the thrills"

that's impressive, you'll want to check the weather forecast, as you never know what each race will bring. Chrome heavens, burnished sunsets, torrential rain. It's all here. And for the first time, the skies are actually *real*. Billed as Dynamic Weather, the game's meteorological elements are no longer confined to flat bitmaps. Clouds are able to move across the horizon, sometimes creating overcast conditions, sometimes bringing rain, sometimes sun, all of which adds immeasurably to the authentic feel of *Le Mans*. Blasting through Suzuka, Donington Park or the Le Mans circuit itself has never been this much fun.

But enduro-racing isn't the only way to burn rubber. Several other modes are available, including Quick Race, the ten-stage Championship and Multiplayer, accommodating up to four players. Those finding themselves straggling can choose from three difficulty levels, the lowest of which assists with automatic braking, similar to *Ferrari 355*, albeit less conservatively.

All these options are fine and good, but how does it play? Well firstly, you need to cast aside all thoughts regarding the unrelated PlayStation crappiest of the same name. The two couldn't be more different. *Le Mans* for PlayStation is bog awful. *Le Mans* for Dreamcast is astounding. The cars



handle fairly realistically, but with a slightly arcade edge that lends the game an intuitive factor. Okay, so you need to keep a careful eye on your velocity in the corners, but there is still plenty of scope for wild speeds and risk-taking. There are limits, however. Push your car too fast on bends and you'll skid. This is controllable to a degree, but eventually you will oversteer and spin nose to tail. Braking is a must and



■ Donington's famous Dunlop bridge is unmistakable in the far distance

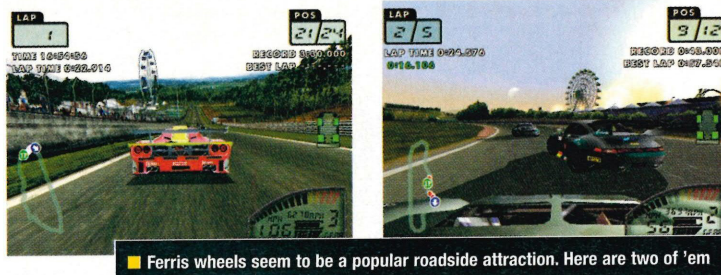
“You have to rely on driving skills to reach first place”

► learning each car's characteristics will aid you in your journey to the top of the rankings.

As you'd expect, all the vehicles are licensed from real models. Everything from the recognisable Porsche 911 GTL to the unheard of Lister Storm turn up in the selection menu, some offering outrageous speed, others firm handling. The grease monkeys among you will have fun tuning them up even further,

adjusting fuel volume, tyre type and spoiler downforce to your heart's content. Additionally, tyre wear is monitored onscreen, letting you plan your pitstops to change wheels, or switch to your wets should it rain.

Happily, since our preview, a couple of the niggles have



■ Hint: when indulging in fourplayer action, don't choose the comedy kart

been cured, both regarding the opponent cars' artificial intelligence. In previous races, nearly all the cars bunched up shortly after the start line, allowing you to pass a good portion of your rivals, thus shooting up through the positions. The final version sees no such imbalance, your car firmly rooted at the rear. This is much better, as you have to rely on your driving skills to reach first place, instead of zooming past half the other cars six seconds into the race.

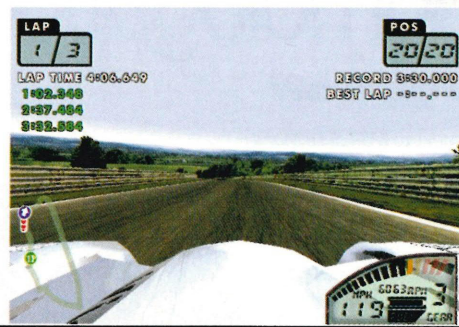
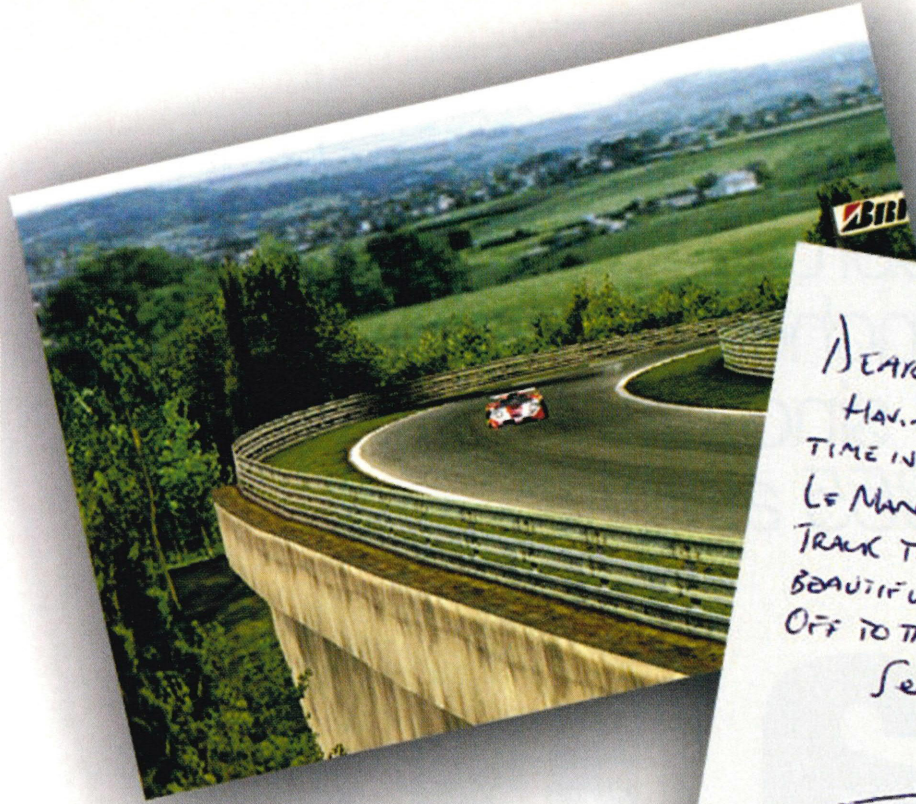
The other annoyance that's been

removed is the inexplicably drastic slowing of rival cars on the corners. Now they keep pace realistically, which makes passing them on the bends a real nightmare.

If you tire of the singleplayer

section of the game, *Le Mans* has a Multiplayer mode that offers a bit of a mixed bag. The two-player splitscreen challenge is a head-to-head style game that's surprisingly good. With no pop-up or slow down, it's a real feat of programming genius. Unfortunately a three or fourplayer race will reduce the frame-rate, thus creating a slow, muddy feel to the cars that gets close to ruining the experience. With





■ The various available viewpoints get you closer and closer and closer to the road surface, and therefore the action. True pros always go with the far right view

graphics as good as these, it's not surprising something had to give.

When it comes to circuits, there's a good variety in *Le Mans 24 Hours*, ranging from the picturesque rolling countryside of our own Donington National Park, to the dusty sun-drenched Catalunya. Most of the tracks are reasonably short, clocking in at around the two to three kilometre mark, but the French track at Le Mans is a monstrous 13.6 kilometres long, which makes for very protracted laps

indeed. Its extremely lengthy straights offer the chance to really throttle it and as the sun sets, the trackside lamps switch on, revealing some of the game's finer lighting effects.

All this visual beauty adds a sharp edge to the *Le Mans 24 Hours* experience. Inside of ten minutes, you'll be totally immersed in its 'feel-good' vibe, unable to put the pad down. This is one of those special driving games that manages to successfully combine high-quality visuals, responsive controls and enjoyable gameplay.

Once you've had your first taste of *Le Mans*, you'll find yourself returning time after time, eager to sample the thrills of long-distance racing. There's certainly no shortage of driving games for Dreamcast but this ranks as one of the most accomplished, resting snugly between *MSR* and *F355* in terms of its *modus operandi*, not quite a hardcore sim, but also never achieving total arcade status. One long day, 24 gruelling hours, 1440 blistering minutes and every one a damn pleasure. Like we said at the beginning: **DC-UK** is tired, but happy ■ Neil 'Maximus' Randall

DC-UK VERDICT

GRAPHICS

Gobsmacking. Amazing lighting and super-slick cars

SOUND

Throaty engine FX and some lightweight jazzy drum 'n' bass

GAMEPLAY

A spot-on mix of realistic sim and arcade thrills. Fast and fun

MULTIPLAYER

No pop up in twoplayer, but a tad treacy in fourplayer. Otherwise fine

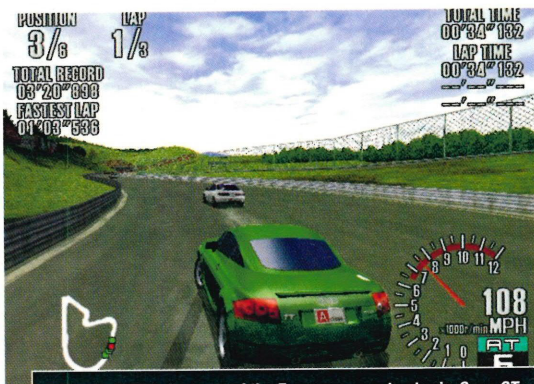
OVERALL

A sparkling title no lover of the genre should be without. Get the Pro Plus in now

“Inside of ten minutes you'll be totally immersed in its 'feel-good' vibe”

9

OUT OF TEN



■ The Audi TT is just one of the European cars to star in *Sega GT*

“Had we reviewed it in February, it would have clinched a nine. Problem is, since then, we’ve had *F355* and *MSR*”

Sega GT:

Homologation Special

Tardy videogames, beware.

Yesterday's darling is tomorrow's cast-off

DETAILS

Publisher: Sega
Developer: In-house
Price: £39.99
Release date: December 8
Players: One to two
Extras: Vibration, 60Hz, VM mini game

Sega GT was a big game when it hit the Japanese stalls ten months ago. It was the *real* driving simulator for Dreamcast, a chance for payback on Polyphony Digital's *Gran Turismo*. Hogging the limelight for so long was, well, a bit rude and this was Sega's chance to redress the balance. The development team admits that *Gran Turismo* was a major influence, with handling, tuning and layout borrowed heavily from the PlayStation *tour de force*. But the fact remains Sega's racer is markedly superior in many ways.

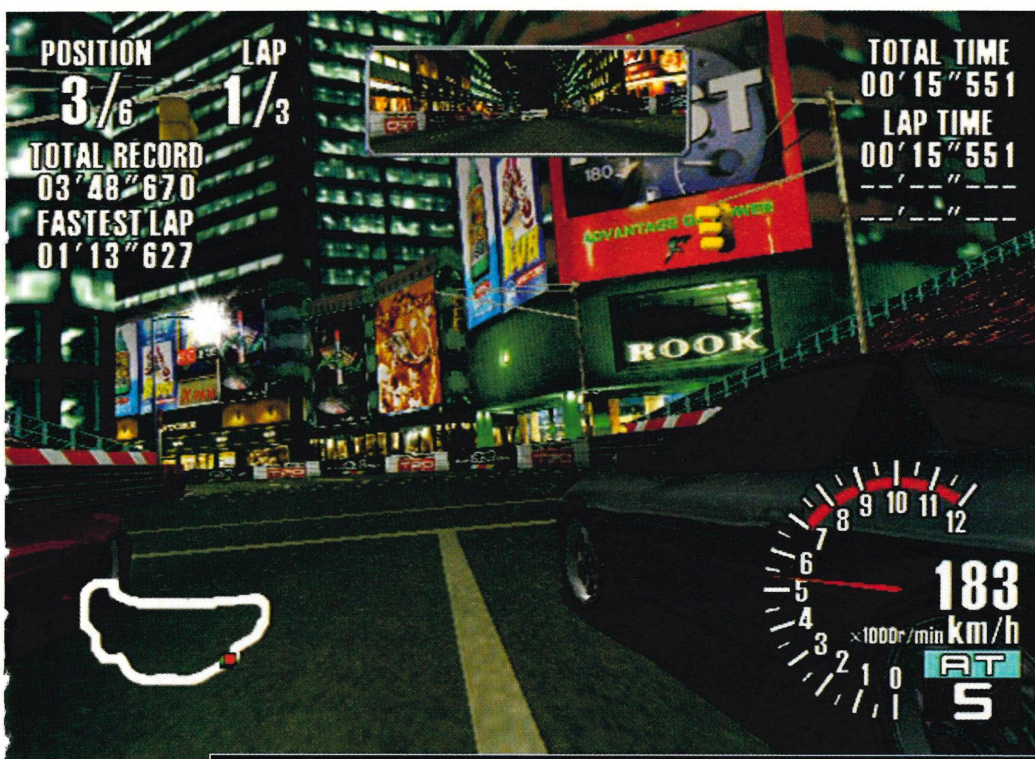
So, from the top, then. Boot the game up and you may think the graphics look a shade bland. Certainly,

when parked next to *MSR* or *Le Mans*, *Sega GT* seems to suffer. Minimal colour grading, clear, unfussy terrains and marginal reflections from car surfaces all appear comparatively muted. However, play for a few hours and you'll realise there is beauty here: the late night circuits are gorgeous, with neon-clad buildings and sudden turns stretching through Tokyo's urban jungle. Playing with the in-car view reveals a terrific sensation of speed, especially with higher-spec vehicles. Hexagonal lens flare from the streetlights and subtle motion blur add to the proceedings. Couple this with a smooth thirty-frames-per-second refresh rate and a lap or two with *Gran Turismo* will prove how graphically tired it is, the PlayStation being forced well beyond its abilities. Effortlessly, Dreamcast runs *Sega GT* in its stride, with absolutely zero clipping or gear-grinding. And so it should.

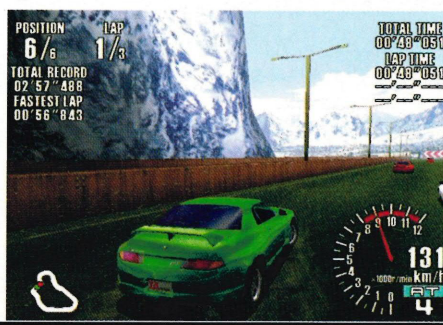
Luckily, *Sega GT* has a solid game engine to complement this attractive skin. There are a supposed two hundred cars available from 17 manufacturers, including plenty of European models, split into four classes, (Entry, B, A and Super A), they all handle very differently, from the chugging treacly nature of the



■ Look at the size of that spoiler. Watch out – you might take off



■ A typical view on the Night Section tracks. Getting overtaken, that is. These are the most difficult circuits



■ These shots clearly show off the basic, primary nature of the cars' colour schemes



small 1,000 cc superminis, to the overdriven monsters that skate on their own four-wheel spin. The wide variety of autos lets you pick each car according to your own taste and driving style and then tune it accordingly. But be warned: you're in sim town now.

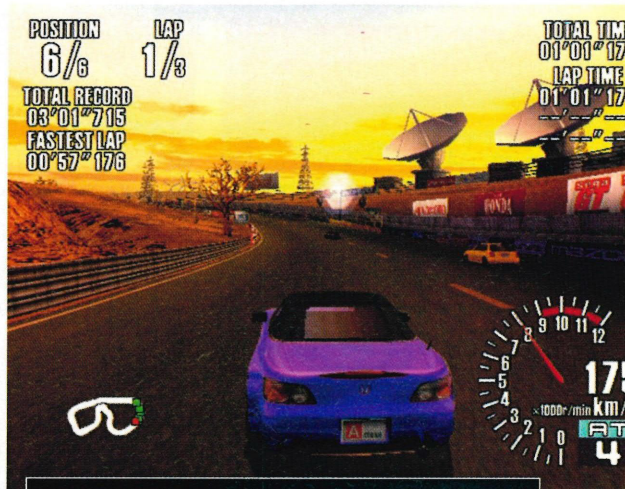
Like a F355 chaser, *Sega GT* features realistic analogue acceleration, braking and steering all of which require dexterity rather than fierce trigger or stick waggling.

With enough practice, powersliding into sharp right-handers becomes second nature, a tug on the handbrake flicking the back end out admirably. *Ridge Racer* fans will love it. So too will F355 aficionados, as there is plenty of scope for grip driving. Negotiating the token oval tracks in the entry-level classes is basically training, simply preparing you for the advent of the more desirable vehicles. These beasts require far more astute judgements when cornering and although delicious to drive, will easily throw the balance of a close-run race if you substitute care for reckless abandon. The adage that 'real men don't use brakes' will simply not cut it here. Learning the cars is as much a part of the process as learning the circuits.

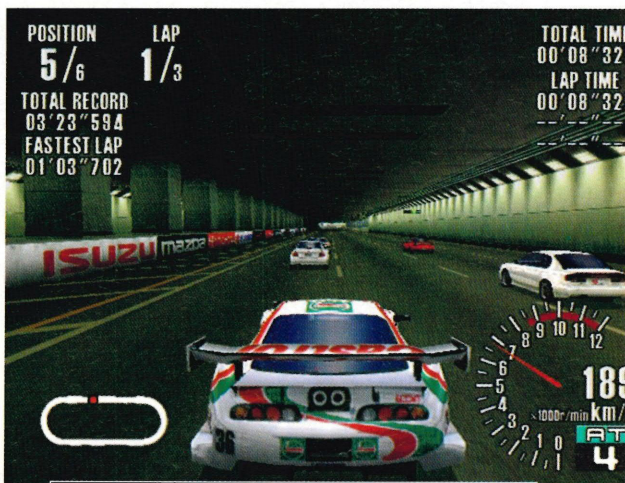
From rocky paths bathed in yellow sunsets to the bright, wintery skies of the mountain courses, *Sega GT* offers wide-ranging locations. You can head for the hills or brave the narrow city tracks, as well as choosing the ovals and drag strips to test your speed driving skills. 12 tracks are available, which is a bit stingy by *MSR's* standards, but still suffices as each one seems very different depending on which car you're using.

Pretty much most of *Sega GT* has been predictable so far. The game structure is also quite

DC-REVIEW



■ An example of the more attractive tracks, complete with sunset



■ The Supra will spin out of control faster than Stan Collymore

POINTS OF VIEW



■ *Sega GT* does headlights brilliantly, as you can see here



■ Trackside and rear bumper views all add to the spectacle

Replays let you see things from a spectator's viewpoint, but with a replay loaded off a VM, there are options for all three racing views, with or without dials, no less than nineteen exterior angles on the car, the aforementioned spectator angle, plus the ability to review the race from any of the rival cars' positions. Stewth! Here are a select few ■

01 FACTORY

DISPLACEMENT

ENTRY CLASS

660	1000
B CLASS	
1300	1600
A CLASS	
1800	2000
SA CLASS	
2500	3000
3500	4000
4500	5000
654x2	
654x3	

EXIT

championship / carrozzeria / factory

■ Pick an engine size. Say a 1,000 cc

02 FACTORY

ENGINE

← STRAIGHT-4 →

OUTPUT 85hp / 8300rpm
TORQUE 9.0kgm / 5400rpm
WEIGHT 81kg
ENGINE STRAIGHT 4 DOHC
DISPLACEMENT 998cc
COST 710,000

EXIT

championship / carrozzeria / factory

■ Next pick your cylinder layout

03 FACTORY

ENGINE

NA TURBO SUPER CHARGER

OUTPUT 107hp / 7400rpm
TORQUE 12.1kgm / 5300rpm
WEIGHT 83kg
ENGINE STRAIGHT 4 DOHC
DISPLACEMENT 998cc
COST 1,990,000

EXIT

championship / carrozzeria / factory

■ Turbocharger, sir? Supercharger?

04 FACTORY

CHASSIS

ENGINE LAYOUT

FRONT
MID
REAR

MID

COST 980,000

EXIT

championship / carrozzeria / factory

MY CAR Favor RS **MONEY** 9,995,939,000

■ Your next duty is decide where to mount your engine on the chassis. Sports cars usually follow the mid or rear-mounted config

MMMMM... CARROZZERIA

Get your spanners out - it's construction time

One of *Sega GT*'s real victories over *Gran Turismo* has to be the inclusion of the 'Carrozzeria', where you can construct a car from scratch, surpassing even the thrills of tunes and upgrades. Choose an engine type, turbo or supercharge it, pick a transmission and engine placement, a body, etc, and build the car to suit your taste.

As mentioned elsewhere, prototype skins are rewarded for completing certain event races, with well over a hundred to open up. Just don't think that you can leap straight to a three-litre brute and pile on all the trimmings. Creating anything over 1,000 cc is only an option after that particular class has been won. So get back to some rigorous practising ■

05 FACTORY

CHASSIS

DRIVE TRAIN

FRONT
REAR
4WD

4WD

COST 3,650,000

EXIT

championship / carrozzeria / factory

MY CAR **MONEY** 9,999,999,000

■ Continuing from this is the Drive Train screen. This sets the car for either two or four-wheel drive

06 FACTORY

BODY SELECT

TYPE01:Favor RS

TYPE01 Favor RS

LENGTH 3328mm
WIDTH 1443mm
HEIGHT 1109mm
WHEELBASE 2280mm
TREAD F/R 1210mm/1264mm
WEIGHT 678kg
BALANCE 279kg/399kg
COST 4,060,000

EXIT

championship / carrozzeria / factory

MY CAR **MONEY** 9,999,999,000

■ Choose a body. Only five initially, but tons more follow

07 FACTORY

BODY SELECT

TYPE01:Favor RS

EXTERIOR
TYPE A
TYPE B
TYPE C

LENGTH 3328mm
WIDTH 1443mm
HEIGHT 1109mm
WHEELBASE 2280mm
TREAD F/R 1210mm/1264mm
WEIGHT 678kg
BALANCE 279kg/399kg
COST 4,060,000

EXIT

championship / carrozzeria / factory

MY CAR **MONEY** 9,999,999,000

■ Pick a vent style. This appears to have little impact

08 FACTORY

COMPLETE

COLOR

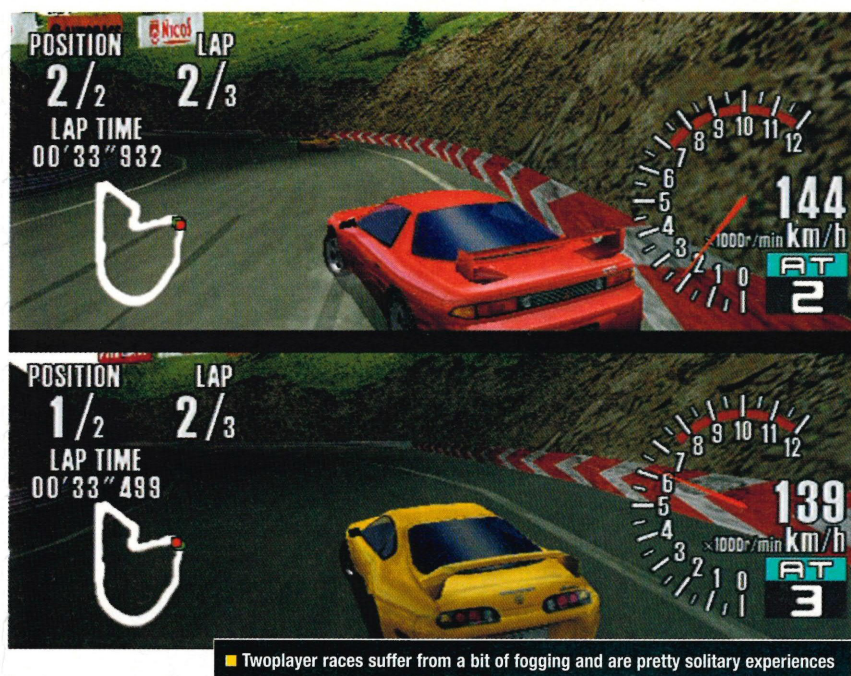
SPEC MOTION

OK
EXIT

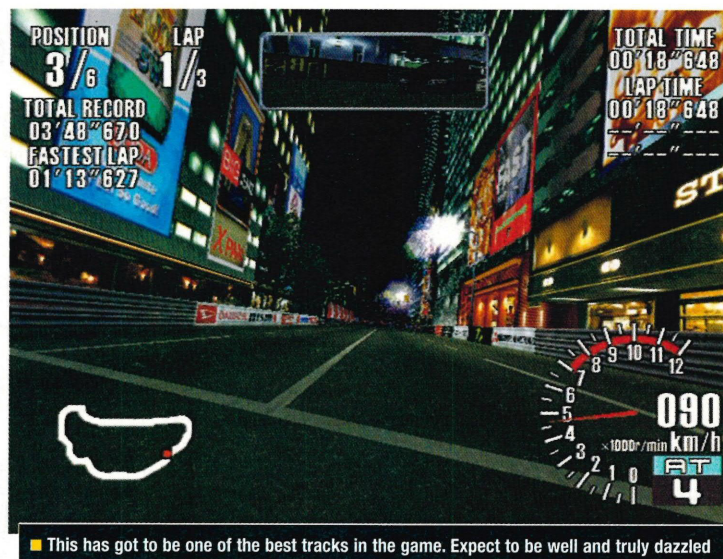
championship / carrozzeria / factory

MY CAR **MONEY** 9,999,999,000

■ And lastly it's the colour scheme. A nice sky blue



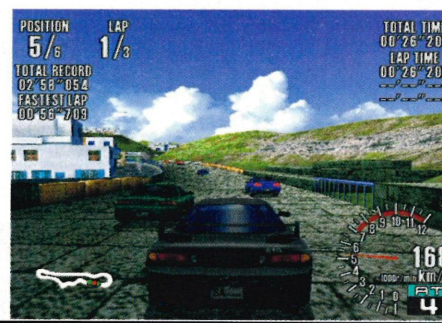
■ Two-player races suffer from a bit of fogging and are pretty solitary experiences



■ This has got to be one of the best tracks in the game. Expect to be well and truly dazzled

► straightforward – to a point. Time Attack, Dual Attack, Replay Theatre (see Points Of View) and Single Race are obvious inclusions, but Championship is where you'll spend most of your time. The basic choices include a Car Dealer for buying and selling autos and Car Select for choosing which motor to use in which race. Additionally, there is a Carrozeria for building a racer from the ground up (see Mmmmm Carrozeria) and a Tuning workshop. This is where you can spend event prize money on part upgrades and add-ons such as turbochargers, racing tyres and the like. Other modifications include weight reduction, adjustable gear ratios and ride height. These alterations play a significant part in changing the characteristics of your vehicle, so the mechanics among you should fiddle to your heart's content.

However, the main bulk of the game exists in License Race, where a number of different challenges await you. The first



■ Blue, Blue Skies. No, it ain't quite *Daytona USA*, but there's still a fair few thrills to be had in *Sega GT*



duty is to obtain your licenses. Cracking them is sometimes a matter of speed, other times negotiation, but all require repeated attempts and solid rehearsal. Once you've got them under your belt, you'll be able to enter a number of Event races that consist of varying tasks; first places, speed records, endurance tests, and drag-style competitions. Each of these demand different classes of car and different approaches. Some require

that your car is left untuned, others are open to all comers. You'll soon learn to drive across the board, as each event opens up some special classes and new bodies for the Carrozeria.

It's this level of detail that makes *Sega GT* what it is – an exhaustive exercise in emulating the incredibly deep Japanese GT Championship. It's just a shame that it's taken ten months to arrive. Had we reviewed it back in February, it would have easily clinched a nine. The problems is, since then, we've had the mighty *F355* and *MSR* unleashed on us and frankly, *Sega GT* can't quite hack the pace. When it burns, it burns brightly. Blast a Mitsubishi GTO Twin Turbo down Night Section B to see what it can *really* do. You'll be amazed. But pootling around a bland oval in a 660cc Subaru Pleo RS is tantamount to slow torture. *Sega GT* is still a brilliant and absorbing title, but with imminent pressure from an avalanche of triple A driving games, it's likely that the window of opportunity has long since passed.

In the end, the real question is not whether *Sega GT* is better than *Gran Turismo*, but whether it's contemporary enough to be picked over the likes of Messrs Ferrari and Metropolis. *Sega GT* can be flash when it wants to be. It's a pity so many people will have already turned their heads the other way ■

Neil 'Maximus' Randall

DC-UK VERDICT

GRAPHICS

Beauty and the beast meet. Flat colours, perfunctory tracks and astonishing lighting effects

SOUND

Great engines, squealing tyres and a fair soundtrack

GAMEPLAY

Great depth and detail, but some s-l-o-w sections to wade through

MULTIPLAYER

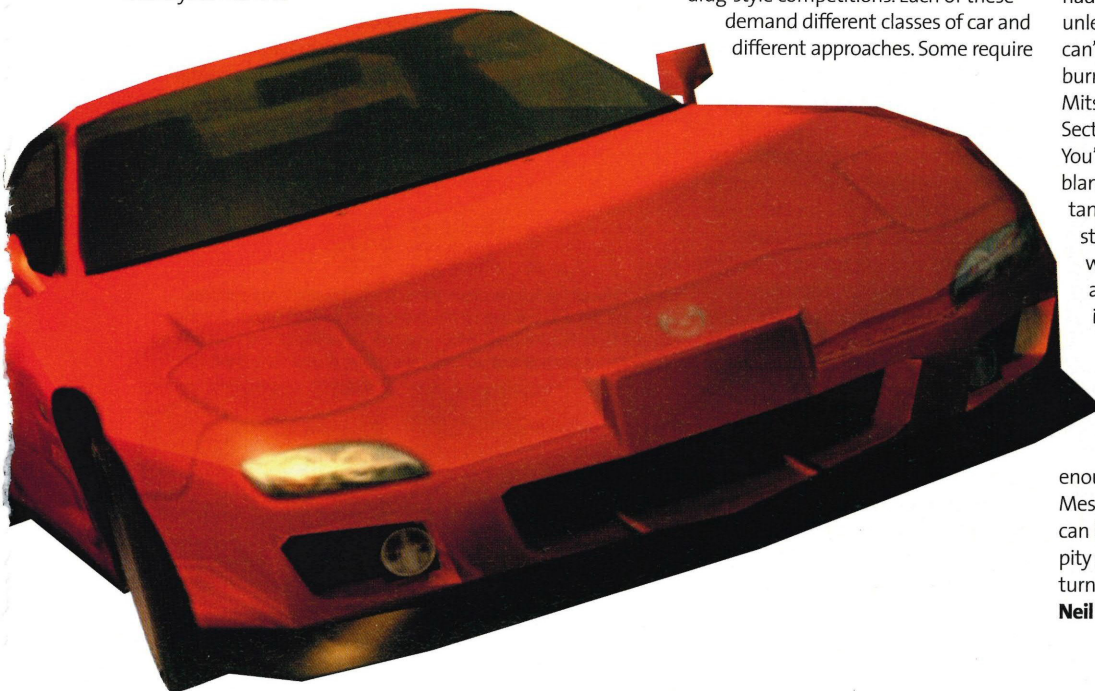
Does the job, but it's the solitary head-to-head kind

OVERALL

A mixture of sparkling pleasure and abject apathy. The DC racing leader ten months ago, now upsettingly in fourth place

7

OUT OF TEN





■ "The keeper's committed himself too soon... It's a goal!"



■ The Stadium detail is impressive. Check out the Sega ads



■ The Cinematic camera angle looks great, but it's unplayable



■ Set pieces use an updated version of the SWWS system

"Most matches are like war zones with tackles flying in way too late, and players bunching together in gangs"

UEFA Dream Soccer



SWWS is back with a new name, new features and a rather unfortunate problem

Fatal flaws are usually a good thing in the world of entertainment. Hamlet would have been over pretty quickly if the indecisive Prince had just gone "Sod it, I'll kill my uncle" in the first act. Similarly, the film Scarface would have been just a touch duller if it hadn't been for Tony Montana's unfortunate character glitch – homicidal psychosis.

But in videogame design, fatal flaws are a nightmare, and there's one in *UEFA Dream Soccer* that comes close to ruining the game. The problem is in the new 'improved' player animation. When you're running toward goal, with only the keeper to beat, you want to be able to tap the shoot button and have the player more-or-less immediately respond. In *UEFA Dream Soccer*, there is a pause while the animation routine winds down, transforming from a running sequence to a kicking sequence. Your player stops for a second, a mere second, but that's all it takes for the goalie – or a nearby defender – to run in and take the ball. The same happens in open play – 80 per cent of your passes get blocked because it

DETAILS

Publisher: Sega/Infogrames
Developer: Silicon Dreams
Price: £39.99
Release date: December 8
Players: One to four
Extras: 60hz

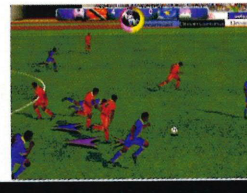
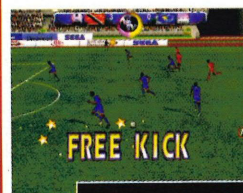
takes so bloody long for them to leave your foot.

Fine you might say, just plan your passes and shots a little earlier. But football doesn't work like that. The difference between a premiership goal-scoring hero and a lumbering third division toiler is being able to respond in one millisecond. The quick passing, instinctive game that *Sega Worldwide Soccer* encouraged has gone forever. It's agonisingly disappointing.

And there's so much good stuff in

FEET 'EM UP

The innovative Arcade mode offers themed football competitions based around beat 'em up favourites such as *Time Attack*, *Survival* and *Team Challenge* (in which you pick three teams and then take on three computer teams one after the other). A genuinely great idea ■



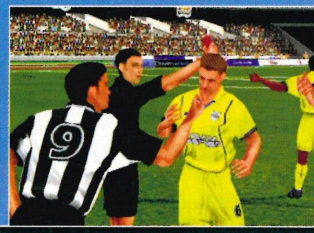
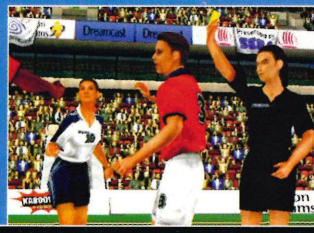
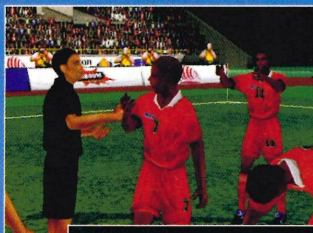
■ The presentation in Arcade mode is much more lively



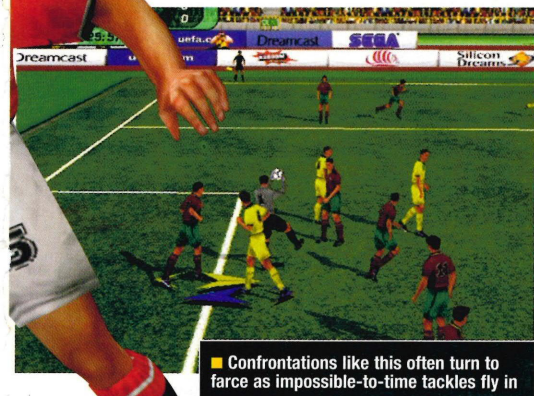
OH, THE DRAMA

No game of football is complete these days without the referee being surrounded by angry players after every decision. *UEFA Dream Soccer* simulates this sorry state of affairs accurately with a range of

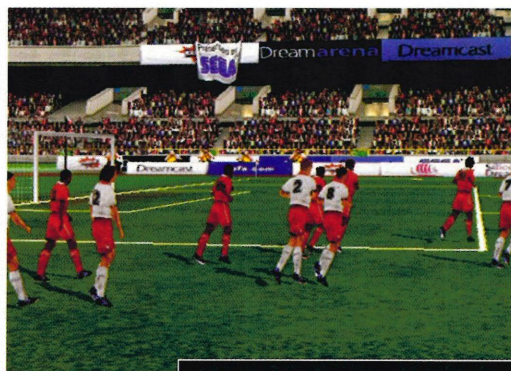
animated arguments. The game also captures several wild goal celebrations and those painful moments of agony after heading the ball into your own net from a 30 yards out ■



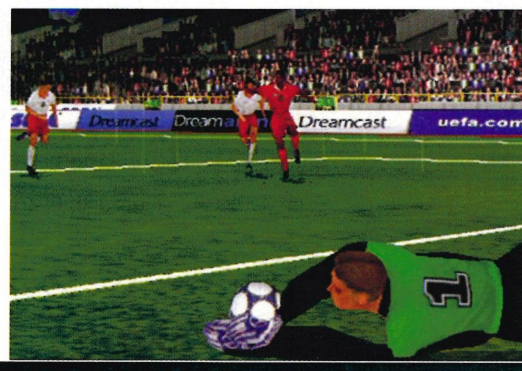
■ Altercations with the ref follow every card-able offence. The players even start arguing and pushing each other around



■ Confrontations like this often turn to farce as impossible-to-time tackles fly in



■ Trinidad vs Denmark – it should be a forgone conclusion... but someone forgot to tell those plucky West Indians!



■ Player interaction with the ball always looks realistic, especially when the camera is very close to the action



effects and competent player models (you can even tell which side of their feet they're kicking the ball with now). Finally, some of the more annoying bugs from *SWWS: Euro 2000* are gone. Most importantly, you can't score from every corner with exactly the same move anymore. Which is a relief.

But what counts in the end is how it plays, and *UEFA* just isn't responsive enough. Most matches are like warzones, with tackles flying in way too late, and players bunching together in gangs repeatedly bringing each other down. You can speed up the play in the game options, you can fiddle with the shot speed, the aftertouch and the skill level, but nothing really helps. Okay, so realistic animation is important, and obviously players have to line up shots before they strike, but that doesn't mean grinding to a halt before kicking the ball – it shouldn't even mean slowing down.

One thing remains to be said. *UEFA* is still fun. If you sat down with a group of friends for a fourplayer game, you could easily play it all night. But that's as much to do with the beautiful game itself, and the inherent entertainment value that lies therein. The entertainment you get out of *UEFA Dream Soccer* is always tarred with disappointment. As with the England World Cup team of 1990, it's sadly a story of what ifs ■

Lee Hart

this game. The menu system is huge, offering a massive variety of club and international competitions in the Traditional mode, and an interesting range of beat 'em up-style gaming options in Arcade mode (see Feet 'em up). Everything from a five minute kick about to a full simulation of a premiership season is possible, and you don't even have to play as men: each International team comes with male and female squads. You can even set up intersex matches: we played a great one

between the male England team and the female Germans. And guess what – the latter won. On penalties.

There are other improvements. The front-end is now much easier to navigate with a smoother 'rotational menu' system, and a more logical match set-up screen (although it's still far from the stylish and intuitive front-ends offered by most Japanese-designed titles). The in-game visuals are, in the most part, better too, with some impressive stadia, decent weather

DC-UK VERDICT

GRAPHICS

Mostly competent, but, oh, what happened with the damn player animation, fellas?

SOUND

Decent crowd response and some funny commentary

GAMEPLAY

Suffers due to some aesthetic changes. Still not terrible, though

MULTIPLAYER

As usual, some great tournament modes

OVERALL

The foundations are there, but fundamental errors spoil the party. Could have been a real contender

6

OUT OF TEN

“One thing remains to be said: *UEFA Dream Soccer* is still fun”



■ SNK-heavy background art really sets the scene perfectly

“The perfect culmination of two different fighting stories, each with its own qualities, its own subtleties”



Capcom VS SNK

You are about to play a videogame masterpiece. Respect the fist

Capcom makes brilliant 2D beat 'em ups. So does SNK. Both companies have their own brand of fighting action and both have their disciples. But like pre-Heat Pacino and De Niro, ne'er the twain had met. Until now. Hardcore 2D fighting fans have been dreaming of this scenario for years and now their dreams are alive and kicking. Welcome to the world of *Capcom Vs SNK* – grudge match of the millennium.

Those unfamiliar with SNK's stable of beat 'em ups won't be aware that the company has been responsible for many 2D Neo Geo classics. *Fatal Fury*, *Samurai Spirits*, *World Heroes* and the stylish *King of Fighters* septet – all have helped fashion the genre into the tightly-tuned brawler it is today. Capcom needs no such introduction. Even the most hermetic of gamers couldn't fail to recognise *Street Fighter*, weary and ubiquitous as it is. Whatever your bend, these franchises are definitely

hardcore territory.

Your first contact with the game reveals the return of *Marvel Vs Capcom's* 3D front end, all spinny and flash. Bypass the standard options and you get to the important bit – the characters. Ken, Cammy, Zangief and co, represent the Capcom side, Terry Bogard, Geese Howard and Benimaru for SNK. 28 characters are available initially, but there are more to unlock (absentees Akuma and Joe Higashi spring to mind immediately) using the Secret Point system. This awards points for skillful play and these can also be spent on extra costumes and new fighters.

Once the game starts, you'll realise you're in traditional territory, with a look that is undeniably SNK. Not only are the visuals staggering, but both characters and backdrops carry all the hallmarks of *The King of Fighters*; rich colours and heavy, almost overstated lines. Rumours that Capcom absorbed 80 SNK programmers

DETAILS

Publisher:	Capcom
Developer:	Virgin
Price:	£39.99
Release date:	December
Players:	One to two
Extras:	Vibration, 60Hz





■ Rugal B vs Geese Howard. Heaven

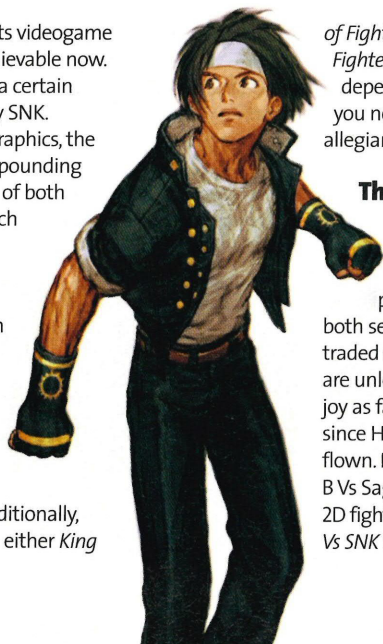
BUILDING BLOCKS

Given that you can only spend a total four blocks in each fight, you could pick from a three-block and a one-block character, two two-blockers, or four one-block characters. Choose carefully, though, as two plus two doesn't necessarily equal four. ■



“Beyond the arresting graphics, the real star is the gameplay”

Beyond the arresting graphics, the real star is the gameplay; a pounding mix that cages the essence of both series', then lets them at each other. To maintain the individuality of the two developers, Capcom has introduced a Groove system allowing gamers to choose either a Capcom or SNK 'groove' before fighting. This affects the power bar, allowing it to charge up once for SNK fighters and three times for Capcom. Additionally, the Arcade route will end in either *King*

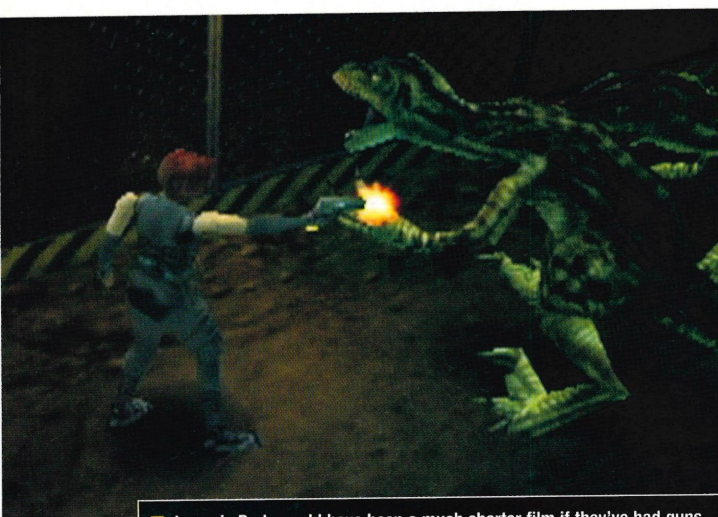


for fans of 2D beat 'em ups, as they realise the weight and balance have been captured perfectly. The solid, meaty feel of both series is prevalent, speed being traded off for power when harder hits are unleashed. Relief will quickly turn to joy as favourite characters face off. Not since Harry met Sally have such sparks flown. Lori Vs Ken. Mai Vs Chun Li. Rugal B Vs Sagat. What more could the lover of 2D fighting games ask? Nothing. *Capcom Vs SNK* is the perfect culmination of two

DC-UK
VERDICT

9

OUT OF TEN



■ Jurassic Park would have been a much shorter film if they've had guns



■ The limited colour palette makes everything look sooooooo grey

Dino Crisis

What's that in the bushes? It looks like a dinosaaaarrgghhh!!

People love being scared. You only need look at the success of modern horror films to confirm that. This theory also applies to videogames, as proven by the the lucrative Survival Horror genre. *Resident Evil*, *Silent Hill* and the upcoming *IllBleed* and *Alone in the Dark IV* all prove that an evil plot and a smattering of supernatural beasts will virtually guarantee any horror adventure a cash-tastic reception.

When it comes to such digital fright-fests, Capcom has been pivotal in popularising the idea, porting over nearly all its gut-splattering hits to Dreamcast, the latest of which is *Dino Crisis*. An abandoned research facility. Huge footprints. Mangled corpses. The sensible advice would be to stay away.

Considering the cold reception

DETAILS

Publisher: Virgin
Developer: Interactive
Price: Capcom
Release date: £39.99
Players: December
Extras: One
60hz, Vibration

handed out to the unremarkable port of *Resident Evil 2*, we were hoping for a totally revamped game engine for DC *Dino Crisis*. This was not to be. Aside from the double-resolution graphics, little has changed. Everything is either charcoal or black and the whole game is pervaded by a sense of darkness. This is not so much due to the atmosphere, but because of the limitations of the PlayStation palette. With little variation in the colour scheme, you won't exactly be bowled over by the visuals.

Gameplay is *Resident Evil* to the core. Secret government types have lost contact with a remote island research facility. As Regina, the Special Forces gal sent to investigate, you must collect clues and info, solve puzzles and vanquish the enemy in time-honoured Capcom fashion. Don't expect shuffling zombies or rabid dogs, though. This residence is full (as if you didn't know) of oversized lizards just waiting to maul you.

Numerous dinos can be found lurking around. Some are swift, others are huge and all are just itching to grab you in their maws and shake you

around like a rag doll. The initial stock enemy is the infamous Velociraptor, a fast and deadly foe. Fortunately, two or three pops of your hand gun is enough to drop them. Shortly after you'll be introduced to the T Rex, then airborne Pteranodons, plus those titchy, spitting monsters, the Oviraptors. There's little to separate their purpose – all should be felled as soon as you see them.

Dino Crisis does have a few tricks worthy of note: the VM acts as a display for your health and ammo, while the other innovation is the inclusion of tranquilliser darts with which to stun the enemy. This helps conserve ammo as well as letting you escape particularly vicious dinosaurs. There is a price to pay, however. Once awakened, the scaly pests will hunt you down, turning up in the least likely places. Like through a wall. You *will* be shocked.

Fear is the bottom line with this kind of title and although nowhere near *Code: Veronica's* league, *Dino Crisis* still provides lashings of atmosphere, tension and blood. It just a shame its PlayStation roots are showing ■

Neil 'Maximus' Randall

DC-UK VERDICT

GRAPHICS

Bleem me up, Scotty. Pretty bland, but they do the job

SOUND

It's all here. A haunting score punctuated by the standard Capcom FX

GAMEPLAY

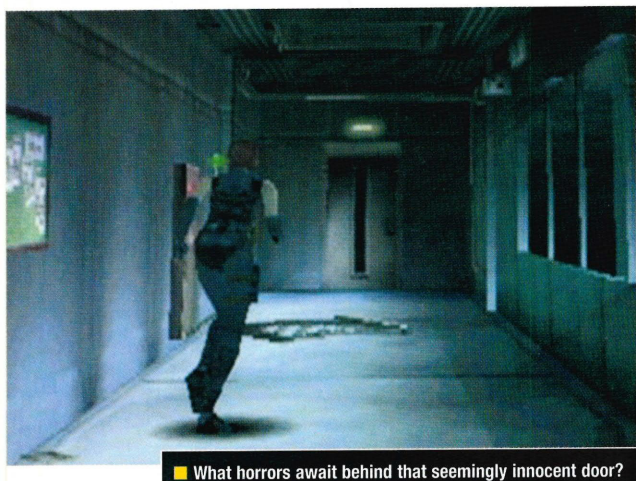
Gripping Survival Horror stuff. You've seen one, you've seen them all

OVERALL

Capcom does its horror thang for Dreamcast. Certainly no *Code: Veronica*, but worth picking up for the fear effect

6

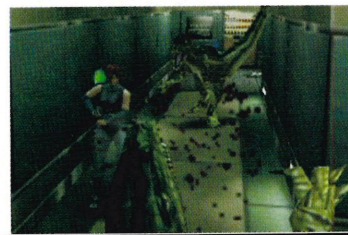
OUT OF TEN



■ What horrors await behind that seemingly innocent door?



■ Close encounters of the prehistoric kind. Cruelty to animals is necessary in *Dino Crisis*





Unfortunately, the point here is to save Jar Jar, rather than slice him in half with your light sabre

Jedi Power Battles

The Star Wars treasure chest is raided for another paint-by-numbers cash-in

DETAILS

Publisher: Activision
Developer: Lucas Arts
Price: £39.99
Release date: out now
Players: One to two
Extras: VM, vibration

Another month, another Star Wars game rushed out onto the shelves before anyone gets chance to review it. As with *Pod Racer*, though, this underhand tactic (usually employed when a Publisher knows that its game is going to get absolutely mauled) wasn't really necessary. *Jedi Power Battles* isn't a terrible game – it's just, well, average.

As if you hadn't guessed by now, the Lucas Arts tactic seems to be to lever a Star Wars game into every possible videogame genre. *Power Battles*, then, is the thirdperson hack and slash adventure. Think of Sega classic *Streets of Rage*, or more recent DC fare such as *Gauntlet Legends* or *Soul Fighter* – and you're in the right galaxy. You begin by selecting either the oneplayer or co-operative twoplayer version of the game. There are initially five characters to choose from – including Obi Wan and Qui-Gon Jinn

naturally – and more become available when you finish the game in its difficult 'Jedi' mode.

Now you don't have to be schooled in the ways of the force to guess how the gameplay works. Players simply wander through ten linear stages, bashing various Episode One baddies with their light sabres (and/or assorted special weapons). You get three different sabre moves, each assigned to different buttons, and each character has his or her own combos for more destructive action. You can also use the sabre to deflect laser blasts back at aggressors, which is pretty good fun and makes you feel like Luke Skywalker (even though it shouldn't because, for the purposes of this game, he's still a twinkle in Anakin's dark side).

The level design is reasonably good, with nicely detailed high-resolution backgrounds taking in some recognisable scenery from Episode One (including Jar



Ooh, it's the sarlacc from Return of the Jedi. Don't fall in!



The scenery is nice in places, borrowing well from the films

Jar's planet, Queen Amidala's palace and the Tatooine deserts). There are also loads of characters from the film including the aforementioned Jar Jar and Princess Amidala and Darth Maul. If you're a fan of the series you'll also enjoy spotting recognisable plot strands, and listening to the predictably stunning John Williams score.

What fans won't appreciate

though, is the mind-numbingly formulaic gameplay. You slash baddies, you collect power-ups, you face end of level baddies (who – gasp – all have one weakness that you must exploit!). Some respite is offered by the fact that you can sometimes commandeer vehicles, but really, there's so little imagination at work here it's practically the game design equivalent of flippin' burgers.

Jedi Power Battles isn't a complete failure. It is, however, frustrating, mundane and bug-ridden (you can often get stuck in bits of the scenery). If you really must buy a hack and slash game, and love Star Wars then this is your boy. You'll get a few days of play out of the main game, and there are training and versus modes to provide a little background entertainment. A better way to indulging your Episode One fantasies though, may be to just put on the soundtrack, close your eyes and pretend. At **DC-UK**, for example, we like to pretend we never saw the film in the first place ■

Darth Keith

DC-UK VERDICT

GRAPHICS

The characters are a bit dodgy, but the backgrounds are very accurate in places

SOUND

Guess what, it plays the Episode One soundtrack!

GAMEPLAY

Standard hack 'n' slash stuff with a few okay ideas

MULTIPLAYER

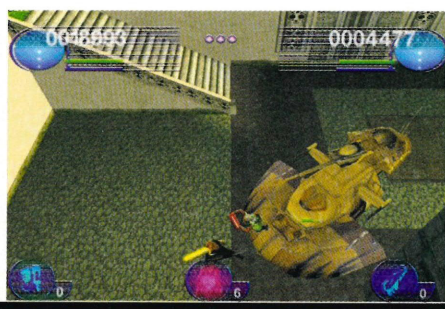
The two-player co-op mode is more fun

OVERALL

Frustrating moments (and bugs) aside, this is a fair-to-middling Star Wars title. Fun for a few hours

6

OUT OF TEN



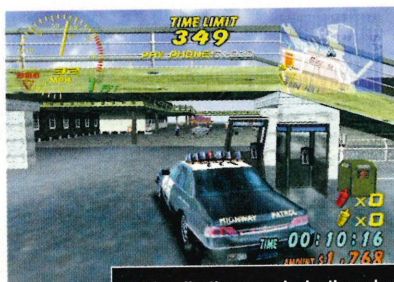
Points are awarded for killing enemies (left), and then you can nick their cars! (right)



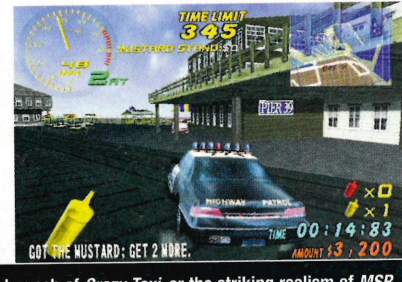
■ The city environments are fun and lively, but the skiddy handling frustrates



■ As in the original Runabout on PlayStation, there are some cool vehicles to collect



■ Visually, the game lacks the colourful punch of Crazy Taxi, or the striking realism of MSR



Super Runabout

You drive around San Francisco in a cop car crashing into trams. What could possibly go wrong?

DETAILS

Publisher: Virgin
Developer: Climax
Entertainment
Price: £39.99
Release date: November
Players: One
Extras: VM mini-game

Free-roaming driving games are all the rage these days probably because they make the world (or at least a good chunk of one city) our playpen and that is fun. The PlayStation hit *Driver* was a fine example, and *Crazy Taxi* took the genre to the very limits of sanity. Now, kicking it back a few paces comes *Super Runabout*.

The idea behind the game is pleasant enough; you take control of either a delivery firm or a police force and then set to work on slowly dribbling through the collection of missions allotted to your chosen characters. From a *Driver*-style set-up, you start off in the mission room where you can select your next errand, view a replay, check the high scores or peruse the garage to run a loving virtual finger along the paintwork of the vehicles you've managed to unlock.

After choosing your job, you're out on the streets in anything from a pick-up truck, to an unlicensed German sports car, or even a moped. The mission objectives vary slightly, but all revolve around collecting items and then heading to a certain point. A map is

provided to guide you towards the nearest object then, finally, to the rendezvous with the end of the level.

It all sounds fairly promising

and the graphics keep the interest peaking for a few moments – although they are only slightly above average, there's a large amount of detail and no obvious sign of slowdown. But, after playing for more than a few minutes, Mr Disappointment arrives, bringing Mrs Disappointment and their children, Regret and Distress with him.

Y'see, nothing fits properly. Yes, the idea and the graphics are fine, but the handling of the various modes of transport (allegedly tweaked for the PAL release) flits between hopeless sliding and sluggish crawling. Motorbikes wheelie for no apparent reason (and then seem unwilling to stop) and cars take corners like stampeding elephants. On ice.

Then, after playing through one of the missions, you try to find the final destination on the map. The arrows are pointing you in one direction, but when you try to head that way you come to

the first of many blocked-off roads. Cutting back on yourself, you waste valuable time as you painfully cruise through the familiar San Fran streets battling against a cruel time limit. Other gaming crimes show up after repeated play. Getting stuck in scenery is all too common and, in one instance while riding the bike up a series of steep slopes, huge chunks of scenery started to disappear before our very eyes!

Everyone seems to like free-roaming driving games and rightly so. This sub-genre offers fantastic scope for realistic gameplay, and current technology should allow large areas of cities to be mapped out and moved around with assurance. Sadly though, *Super Runabout* fails to live up to the interesting expectations raised by its own premise and it looks mediocre.

Things have moved on since the NTSC release of *Super Runabout*. At the time, what seemed like an average game with great ideas, has now been pushed further down the evolutionary ladder by *MSR*, *Le Mans* and *F355*. It's not terrible, but boy, is it in illustrious company ■

Dean Mortlock

DC-UK VERDICT

GRAPHICS

Ah, they're alright, but we've seen better. Much better, in fact

SOUND

Absolutely nothing that will stick in your brain as original

GAMEPLAY

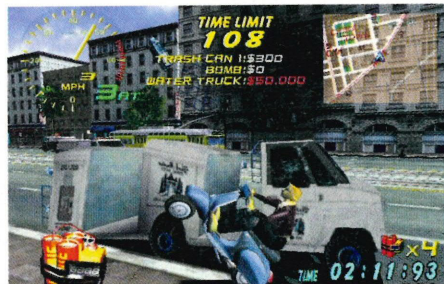
The idea is great, but no real thought or effort has been given to long-term interest

OVERALL

Should be great. Isn't. *MSR* or *Crazy Taxi* are better purchases

4

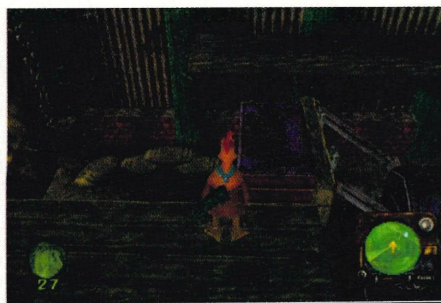
OUT OF TEN



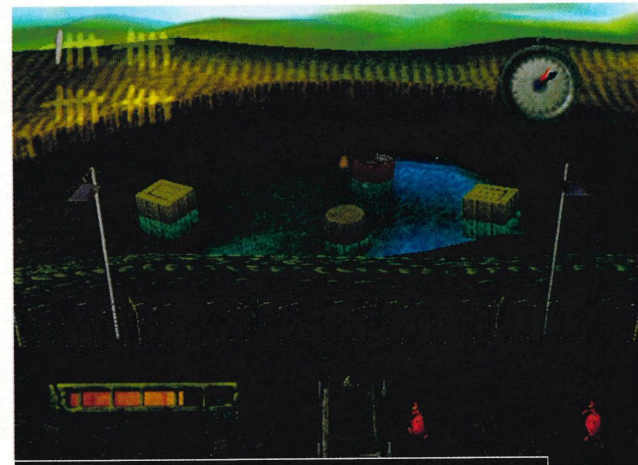
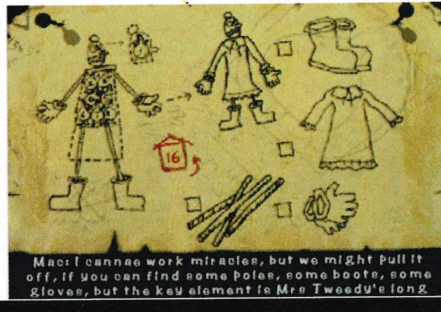
■ Despite supposed handling changes, the moped remains a headstrong beast which pays only partial attention to your frenzied commands



■ From tiny eggs grow mighty roosters (left) Rocky contemplates ending his game here (right)



■ Between the two of them Ginger and Mac hatch out another brood of escape plans



■ The Phantom fowl flinger flings the feathered fellows to freedom

Chicken Run

Long after its cinematic relative has flown the coop, the DC version of *Chicken Run* puts in an appearance

Chickens aren't the kind of creatures you'd expect to take Hollywood by storm, or to appear in computer games. But due to the quality of Aardman's cinematic creations that's exactly what this motley group of fowl have done.

Following the plot of the film, *Chicken Run* the videogame stars Ginger and Rocky the rooster in a scenario obviously acknowledging *The Great Escape*. The plucky twosome must save themselves and the rest of their feathered friends from the clutches of hen-pecked Farmer Tweedy and his scheming wife. The Tweedies plan to turn the chicken-shed residents into their own special brand of poultry products, hoping to follow in the footsteps of their hero Bernard Matthews.

As you may imagine the birds are none too egg-cited by this idea, so plan to make a sharp egg-xit as soon as they can (groan). Unfortunately, the farm is surrounded with plenty of defences to prevent its residents from leaving. As a result, the chooks have to come up with all manner of outlandish plans in order to migrate. Players have to locate specific items to be able to construct bizarre escape devices. Then, once the equipment has been bolted together, get as many birds out as they can before the alarm is raised.

Borrowing heavily from *Metal*

DETAILS

Publisher: Eidos
Developer: Blitz Games
Price: £39.99
Release date: November
Players: One
Extras: 60Hz

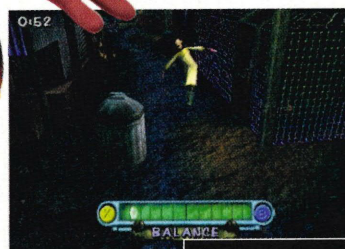
Gear Solid; chicken-liberators negotiate the game by using stealth and guile to avoid the patrolling farmer and his dogs. Crates full of sprouts are scattered throughout the game and can be thrown to distract the farm's clueless canines from your whereabouts. Walking across metal sheets or gravel paths emit noises which alert the guards, so should be avoided. Well-lit areas must also be given a wide berth for similar reasons. When you're captured by the dogs the escape items you're carrying are confiscated and you're sent back to the start of the level. The constant restarting and retracing your steps can be quite frustrating. This frustration is magnified further as the game is punctuated by far too many loading periods. Every time you leave an area, room, or restart, the game pauses to load the next scene.

The action itself is divided into three distinct parts: acquiring items to build escape

machines, putting these bird-brained devices into practice and boss sections where you try to slip past the farmer or his wife. The second and third parts of the proceedings are by far the most varied and enjoyable. Chicken liberation systems range from catapulting birds over the farm fence or strapping them to fireworks, to impersonating Mrs Tweedy and even constructing the movie's gliding contraption. There's also an egg laying mini-game and bonus movie stills to collect throughout the adventure.

***Chicken Run* takes elements** from platform, puzzle and adventure titles and mixes them together within the confines of the film's plot. The result is a title that's definitely aimed at younger players, who, despite the game's niggling faults, won't be disappointed by the accuracy of this game/film tie-in. The rest of us however, may find that things are far too elementary to hold our egg-citment for long ■

Richard Owen



■ Mrs Tweedy wasn't so stern after she'd downed nine pints of cider



DC-UK VERDICT

GRAPHICS

The visuals do their job well enough, but there's nothing much to crow about

SOUND

The Mel Gibson and Julia Sawalha impersonators aren't nearly as engaging as the real deals

GAMEPLAY

A decent blend of genres, but somewhat shortlived with only around eight to ten hours of gaming

OVERALL

Younger players, or fans of the film should find plenty to amuse them here. But its appeal is definitely limited

6

OUT OF TEN



■ Get your timing just right, or you'll be left with a face full of dust



■ Powerball: Beat your opponent up first, then score goals by throwing balls at these posts

MoHo

Rollerball meets running man in Lost Toys' bloody future sports sim

Welcome to the world of *MoHo*, a brutal, futuristic bloodsport played out between convicts, who serve their sentences on vast ships orbiting the prison planet of Alpha 9. Destined to spend the rest of their lives in the slammer or take their chances in the arena, combatants agree to be 'modified' into half-human, half ball-bearing gladiators and take part in a series of increasingly dangerous challenges.

Set over ten prisons, each containing between four and ten levels, *MoHo* is a fast and furious sports game. Seven different events await, including 'Race', 'Powerball', 'Last Man Rolling' and 'King Of The Hill'. These are relatively straightforward to begin with, but soon become a real test of both patience and reflexes. As you complete arenas, you're awarded with either a silver or a gold medal. The former unlocks new areas while the latter reveals the bonus prison, 'Leisure Mountain' and the extra challenges that lie within, such as the wacky *MoHo* golf course.

Developer Lost Toys has used so-called 'Geomorphic Environments', which means that surfaces ripple and move spectacularly when hit too hard – like when you cause an explosion, or jump from a great height. A 'kinematics engine' has been used to accurately recreate the way balls move, which

DETAILS
 Publisher: Take 2
 Developer: Lost Toys
 Price: £39.99
 Release date: November
 Players: One to two
 Extras: 60 Hz



means you need to think about the way you approach things. Follow the curves of walls to increase acceleration, thus gaining the advantage over your rivals, or use slopes to gain some momentum and knock the opposition flying. The key to *MoHo* is in the dynamics of how ballbearings roll. Keeping up speed and direction is everything to these futuristic weeblies. And when you've got five heavily armed androids bearing down on you, you don't want to come to a grinding halt.

There are some nice lighting effects and effective use of colour throughout the game, making use of Dreamcast's powerful graphics chip. Controls are also nicely implemented and you'll find plenty of tricks to help you along the way. During some of the more intense contests, you can make

use of a powerful spin attack that shakes off your enemies and while jumping perform a flying attack that sends opponents crashing to the floor. Weapons are available to provide added power and there's a 'rage attack', which is triggered when you've taken a lot of hits. You'll need to use all of these to become the *MoHo* master.

MoHo should be given credit for being an original title which captures that 'one more go' factor. The twoplayer mode offers added fun and despite the high frustration factor on the later levels, lack of variety in the environments and the repetitive nature of some of the challenges, Lost Toys has created a title that is refreshing to play. The clever use of physics, combined with non-stop action means that if you're looking for something that little bit different, you could do a lot worse than picking up a copy of *MoHo* ■

Adrian Lawton



■ Traps are everywhere in *MoHo*. Electrified water, lasers and flame jets await the unwary. Beware



DC-UK VERDICT

GRAPHICS

Pleasant enough but environments will send you to sleep

SOUND

Lots of metallic clunking but nothing that'll change your life

GAMEPLAY

Addictive to play, but very frustrating. A lack of variety may put some off

MULTIPLAYER

Fun for a while but like the solo challenges, lacks variety. A fourplayer mode would have helped

OVERALL

An original and fun title that dares to be different, but doesn't quite cut the mustard in the long-term

6

OUT OF TEN



■ An enormous green tentacle has a pop at your car when you touch this slime. One of the rare few fun parts



■ Nice landscape. Don't stop to admire it, though. You'll crash



■ The weather can be striking at times. Shame about the game

POD II

This upstart needs a lesson in videogaming. DC-UK gets its mortar board and cane

DETAILS

Publisher: Ubisoft
Developer: Ubisoft
Price: £39.99
Release date: November
Players: One to six
Extras: 60Hz, Vibration, Online play

Attention! **DC-UK** is conducting a detention at the School of Videogames. Today's class contains three of the naughtiest futuristic racers ever to fake playability: *Megarace*, *Hi Octane* and *Magforce Racing*. But their ringleader

goes under the name *POD II*, a new boy whose parents, the Ubisofts, have little control over.

We're not unfair masters, though. We try to encourage all pupils to stretch themselves. It's just that some of them seem to have wax in their ears. They keep missing the point. *F-Zero* set the 'future racer' ball rolling and *WipEout* continued the trend, very successfully in fact, which Ubisoft is wholly aware of. *POD II* borrows heavily from Psygnosis' baby, as alien landscapes, high-velocity vehicles and a handful of weapons all make for rather obvious inclusions.

The problem is, none of these ingredients mesh particularly well. The cars may be quick, but any contact with the edges of the track will stop them dead. Similarly, there are plenty of unannounced corners that leave you miles behind your opponents should you fail to negotiate them properly. Power-ups consist of a meagre speed up or shockwave, both piffing in comparison to *WipEout*'s plethora

arsenal. And as for the graphics – a PC game circa 1997 sums them up best. Do try harder, *POD II*.

This pupil's only original idea is the partially interactive life that populates the levels. From bizarre plants to oversized tentacles, some will block the track, others will actively attack your craft, slowing it down or stopping it altogether. It's hardly conducive of brilliance, though, is it? And things get worse. Jump into a twoplayer game and you'll notice the crippling fog. Nearly half your vision is obscured by a layer of mist denser than a London pea souper.

There is one redeeming feature, however – the online play. Six contestants can compete in a race over the phone lines, a feature that could breathe life into an otherwise underachiever of a game. We've yet to test this mode, but next issue will see a run-down of how it fares. Believe us, there will be tears if it's not up to scratch.

As it stands, singleplayer *POD II* is one of the dullest racing games we've seen for DC. Average visuals, a lack of decent weapons and absolutely no semblance of excitement or energy all add up to a very tedious experience. You'll be bored in an hour. Only the online play could save such a bad apple. This is a clear case of not paying attention in design class. It looks like *POD II* needs six of the best ■

Neil 'Maximus' Randall

DC-UK VERDICT

GRAPHICS

Looks like you were reading an out-of-date textbook, young man

SOUND

Satisfactory. The music is a bit repetitive, though

GAMEPLAY

Dull, dull, dull. In future, we want to see more weapons and better planned circuits

MULTIPLAYER

This twoplayer is diabolical, boy! We'll judge the online functions when you hand them in next month

OVERALL

Simply not good enough. Why can't you be more like *WipEout* and *F-Zero*? Do more revision, next time

4

OUT OF TEN

“This is a clear case of not paying attention in design class”

Reviews

Whatever you're about to buy, stop! Read our comprehensive review listings before spending another penny of your hard-earned cash.

We've listed every game currently available for Dreamcast, together with a few choice comments and our original score. Your days of disappointment are over! ■

KEY

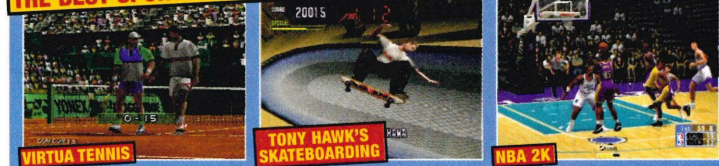
ACTION/ADVENTURE **BEAT 'EM UP** **DRIVING/RACING** **MISC** **RPG** **SHOOT 'EM UP** **SPORTS** **STRAT/SIMULATION**

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
4WHEEL THUNDER	MIDWAY	Hectic, simple arcade racer, with enough modes to keep you interested. But no fourplayer option.	TWO	X	09	8/10
AERO WINGS	CRAVE	Attractive flight sim, but we'd recommend this one to hardcore enthusiasts only.	ONE	X	Not reviewed	
AERO WINGS 2: AIRSTRIKE	CRAVE	A vast improvement on the original with excellent dogfighting action added to its flight sim aspects.	TWO	X	14	8/10
ARMADA	ACCLAIM	Enjoyable, in-depth shooter with relentless action, but there aren't that many different types of missions.	FOUR	X	06	8/10
BANGAI-O	SWING/VIRGIN	Fantastically addictive retro shooter with constant swarms of enemies and vast environments.	ONE	X	14	8/10
BLUE STINGER	ACTIVISION	Unoriginal gameplay and too many frustrating moments, but some nice graphical touches.	ONE	X	02	3/10
BUGGY HEAT	SEGA	Pretty much a dune buggy version of <i>Sega Rally 2</i> , marred by limited depth and slow turning speeds.	TWO	X	03	6/10
BUST-A-MOVE 4	ACCLAIM	Addictive, exciting and mentally challenging. It's the best version yet of Taito's puzzle classic.	TWO	X	12	8/10
CEASAR'S PALACE 2000	INTERPLAY	A Commodore 64-style gambling sim? On a 128bit Dreamcast behemoth? In the year 2000? Do give over...	FOUR	X	Not reviewed	
CHEF'S LUV SHACK	ACCLAIM	Boasts a variety of mini-games and enjoyable fourplayer fun, but it won't keep you coming back for more.	FOUR	X	05	6/10
CHUCHU ROCKET	SEGA	One of the best puzzlers you'll ever play. It's fast, infectious and hilarious. An online gaming essential.	FOUR	✓	10	9/10
CRAZY TAXI	SEGA	Brilliantly original driving game with completely addictive gameplay and infectious mini-games.	ONE	X	07	9/10
DEADLY SKIES	KONAMI	Some nicely designed missions and great scenery, but ultimately a short-lived shooter with a lack of depth.	ONE	X	07	6/10
DEAD OR ALIVE 2	ACCLAIM	The boobtastic beat 'em up is one of the smoothest, sauciest and best fighting games you'll ever play.	FOUR	X	13	9/10
DEEP FIGHTER	UBI SOFT	Fairly original underwater action ruined by dull environments, zero atmosphere and repetitive gameplay.	ONE	X	12	5/10
DRAGONS BLOOD	INTERPLAY	A typical hack 'n' slash game that's fun for a while but is too shallow to be an essential purchase.	ONE	X	12	6/10
DYNAMITE COP 2	SEGA	A dull arcade beat 'em up, with a few humorous touches and little else.	TWO	X	Not reviewed	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	Looks beautiful and plays equally well – except it may be a bit too challenging for some.	ONE	X	11	8/10
ECW REVOLUTION	ACCLAIM	Limp wrestling game with bad graphics, rubbish characters and awful moves. Believe us, it's no revolution	FOUR	X	09	3/10
EVOLUTION	UBI SOFT	Average RPG with some nice touches, but not much to really get excited about.	ONE	X	05	5/10
EXPENDABLE	INFOGRAMES	Old-skool top-down shoot 'em up that soon becomes tiresome.	TWO	X	01	6/10
EXTREME SPORTS	SEGA	Reasonably good-looking sports sim which sacrifices depth for diversity.	TWO	X	16	5/10
FIGHTING FORCE 2	EIDOS	Satisfyingly violent adventure that disappoints due to its lack of depth and awkward movement.	ONE	X	05	7/10
F1 WORLD GRAND PRIX	VIDEO SYSTEMS	Challenging racing sim, marred only by some slow down and an imperfect twoplayer mode.	TWO	X	03	7/10
F1 WORLD GRAND PRIX 2	KONAMI	The best F1 game available for DC but doesn't do anything particularly new with the Grand Prix genre.	TWO	X	15	7/10
FERRARI 355 CHALLENGE	ACCLAIM	The most realistic driving game ever. Totally hardcore, if you can handle it this is virtually peerless stuff.	TWO	X	15	9/10
GAUNTLET LEGENDS	MIDWAY	Half-hearted attempt at regenerating the magic of the original. It rapidly becomes a tedious affair.	FOUR	X	12	6/10
GIGA WING	VIRGIN	Enjoyable retro shooter that is outrageously action-packed but a bit too short-lived.	TWO	X	13	7/10
GTA2	TAKE 2	Worthy sequel that outclasses and will probably outlast the original.	ONE	X	10	8/10
GUNBIRD 2	VIRGIN	Typically frenzied 2D shoot 'em up that is extremely good fun while it lasts.	TWO	X	15	7/10
HIDDEN AND DANGEROUS	TAKE 2	War's never been so much fun than in this engrossing, strategic WWII adventure.	ONE	X	13	8/10
HALF-LIFE	HAVAS	The PC classic works equally well on Dreamcast. You'll need a mouse, though.	ONE	X	16	9/10
THE HOUSE OF THE DEAD 2	SEGA	Arcade perfect shoot 'em up with addictive gameplay, but not much replay value.	TWO	X	01	8/10
HYDRO THUNDER	MIDWAY	Frenetic racing action that never fails to thrill or infuriate. Great level design but gameplay is a touch shallow.	TWO	X	03	7/10
INCOMING	INFOGRAMES	This simple shoot 'em up is fun for a while but it'll soon be gathering dust on your shelf.	ONE	X	01	5/10
INTERNATIONAL TRACK AND FIELD	KONAMI	Disappointingly lack-lustre button basher, seriously letting down its predecessors.	FOUR	X	16	6/10
JET SET RADIO	SEGA	Innovative and addictive skate punk graffiti action game. Unique.	ONE	X	16	9/10
JIMMY WHITE'S 2: CUEBALL	VIRGIN	Above average snooker sim marred by awful loading times and awkward controls.	TWO	X	03	6/10

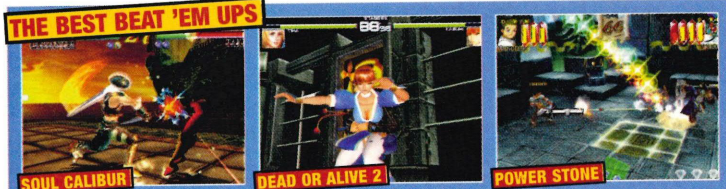
THE BEST DRIVING GAMES



THE BEST SPORTS GAMES



THE BEST BEAT 'EM UPS



THE BEST ACTION/ADVENTURES



GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
JOJO'S BIZARRE ADVENTURE	VIRGIN	Insane 2D beat 'em up offering two games for the price of one. But it's a bit easy with limited moves.	TWO	X	08	7/10
LOONEY TUNES: SPACE RACE	INFOGRAMES	Another sub-standard <i>Mario Kart</i> wannabe. Replicates everything except the addictive gameplay.	FOUR	X	16	5/10
MAGFORCE RACING	CRAVE	Below par futuristic racer that combines <i>Rollcage</i> and <i>WipEout</i> in sick-making fashion.	FOUR	X	Not reviewed	
MAKEN X	SEGA	Innovative firstperson adventure that uses swords rather than guns. Difficult but worth the effort.	ONE	X	13	8/10
MARVEL VS CAPCOM	VIRGIN	Cool characters and attacks but most players will try this once or twice before dashing back to the shops.	TWO	X	03	6/10
MARVEL VS CAPCOM 2	VIRGIN	Fantastically competitive 2D fighter. The graphics will have you drooling all over your Dreamcast.	TWO	X	12	8/10
MDK2	INTERPLAY	With an imaginative three-character set-up and a great sense of humour, it's far superior to the original.	ONE	X	09	9/10
METROPOLIS STREET RACER	SEGA	Totally deserving of only the second DC-UK perfect score. Arcade-style racing taken to a new stratosphere.	TWO	✓	15	10/10
MIDWAY ARCADE CLASSICS	MIDWAY	These are 20-year old titles and it shows. The gameplay is embarrassing by today's standards.	TWO	X	12	3/10
MONACO GRAND PRIX	UBI SOFT	Detailed simulation, enjoyable arcade mode, but more than a little unrewarding.	TWO	X	02	6/10
MORTAL KOMBAT GOLD	MIDWAY	Beat 'em up fans are spoilt for choice with DC's line up of fighters. This dated offering is not one to opt for.	TWO	X	02	6/10
NBA SHOWTIME	MIDWAY	Not much longevity in the oneplayer mode, but fourplayer hoops is superbly addictive.	FOUR	X	04	6/10
NBA 2K	SEGA	Standard-setting visuals, arcade and simulation modes. It's the best basketball sim ever. Need we say more?	FOUR	X	07	8/10
NHL 2K	SEGA	Good looking title that's perfect for ice-hockey fans, but may not appeal to newcomers to the game.	FOUR	X	12	7/10
NFL BLITZ	MIDWAY	Fast, fun and outrageously violent American football game. Ideal for anyone who's into instant sports fun.	FOUR	X	04	8/10
NFL QBC 2000	ACCLAIM	Appalling American football title. Even grid-iron fans should avoid this stinker.	FOUR	X	Not reviewed	
NIGHTMARE CREATURES	KONAMI	A great storyline and atmosphere have been wasted on a game engine that just isn't up to the job.	ONE	X	11	5/10
THE NOMAD SOUL	EIDOS	Graphically flawed sci-fi adventure that allows you take control of other peoples bodies.	ONE	X	09	7/10
PEN PEN TRIICELON	INFOGRAMES	Weird racing game that looks fantastic but is let down by horribly repetitive gameplay.	ONE	X	Not reviewed	
PLASMA SWORD	VIRGIN	An average weapons-based fighter that gets its head cleaved in by the mighty <i>Soul Calibur</i> .	TWO	X	13	5/10
POWER STONE	EIDOS	Groundbreaking beat 'em up featuring giant arenas and eye-popping power-ups and weapons. Excellent.	TWO	X	02	9/10
POWER STONE 2	EIDOS	A superb sequel that adds much to the original, but its big new feature, fourway scrapping, is a bit of a mess.	FOUR	X	14	8/10
PSYCHIC FORCE 2012	ACCLAIM	Beat 'em up with a difference: the action takes place in the air. That really is it. Avoid.	TWO	X	Not reviewed	
RAILROAD TYCOON II	TAKE 2	DC's first real strategy game is a trainspotters dream, but is probably too slow and dull for most.	FOUR	✓	14	6/10
RAYMAN 2	UBI SOFT	Challenging platformer with stunning scenery, huge levels and lasting appeal for those who persevere.	ONE	✓	08	8/10
READY 2 RUMBLE BOXING	MIDWAY	One of the best box 'em ups ever with hugely enjoyable play and superstar characters. Hilarious.	TWO	X	02	8/10
RED DOG	SEGA	Futuristic shoot 'em up with diverse locations, superb missions and great multiplayer games.	FOUR	X	07	8/10
RESIDENT EVIL 2	VIRGIN	Still scary, still absorbing, but still a half-hearted PC port of an old game.	ONE	X	06	7/10
RESIDENT EVIL CODE: VERONICA	EIDOS	Doesn't stray too far from the <i>Resi Evil</i> formula, but is the best yet in the series. Survival horror genius.	ONE	X	11	9/10
RE-VOLT REVOLUTION	SEGA	Remote-controlled car racer with plenty of variety, but the handling is a bit too tricky.	FOUR	X	05	7/10
ROADSTERS	TITUS	Awful driving game that pales in comparison to the likes of <i>MSR</i> . Spend your cash elsewhere.	TWO	X	Not reviewed	
SAN FRANCISCO RUSH 2049	MIDWAY	Enjoyable arcade racer with big jumps and bigger crashes. Boasts loads of cool extra modes, too.	FOUR	X	15	7/10
SEGA BASS FISHING	SEGA	Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly though.	ONE	X	03	7/10
SEGA RALLY 2	SEGA	Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity.	TWO	✓	01	7/10
SHADOWMAN	ACCLAIM	Great visuals and plenty to do in this massive, atmospheric adventure title. Magic.	ONE	X	04	9/10
SILENT SCOPE	KONAMI	Hardcore arcade shoot 'em up with a great console adaptation of the famous coin-op sniping system.	ONE	X	16	8/10
SILVER	INFOGRAMES	The sort of RPG that will appeal to the casual gamer. It's fun to play, but not overly engrossing.	ONE	X	10	7/10
SLAVE ZERO	INFOGRAMES	Linear mech shoot 'em up with a poor multiplayer experience. It's got rather large guns though.	FOUR	X	07	6/10
SNOW SURFERS	SEGA	Badly designed tracks with no sensation of boarding and no opponents. Appalling.	TWO	X	04	3/10
SONIC ADVENTURE	SEGA	Excellent new adventures mixed with tried and tested gameplay in <i>Sonic's</i> impressive 128bit debut.	ONE	✓	01	9/10
SOUL CALIBUR	SEGA	Possibly the greatest beat 'em up ever with an addictive oneplayer mode and twooplayer action to die for.	TWO	X	03	10/10
SOUL FIGHTER	MINDSCAPE	Approach this below par scrolling beat 'em up with extreme caution. It's repetitive and boring.	ONE	X	04	4/10
SOUL REAVER	EIDOS	Truly magnificent visuals, fangtastic design (sorry) and you can't die either.	ONE	X	07	9/10
SOUTH PARK RALLY	ACCLAIM	Comedy racing action in a perfect conversion from TV to DC, but only avid <i>South Park</i> fans will hold it dear.	FOUR	X	12	5/10
SPACE CHANNEL 5	SEGA	Ulala is the undisputed Dancing Queen in Sega's fantastic boogie 'em up. Utterly irresistible while it lasts.	ONE	X	15	8/10
SPEED DEVILS	UBI SOFT	Great fun to play and unique looking, but it's marred by a lack of opponents and few tracks to race on.	TWO	X	02	7/10
SPIRIT OF SPEED	ACCLAIM	Dreadful racer in which you drive 1930s F1 deathtraps. Or don't, because no-one should ever play this game.	TWO	X	Not reviewed	

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
STAR WARS: EPISODE 1 RACER	LUCASARTS	A very entertaining but limited hyperspeed racing game. It hasn't got a fourplayer option either.	TWO	X	11	7/10
STREET FIGHTER ALPHA 3	VIRGIN	Capcom's allstars have never played so beautifully or or looked so good on a console. Loads of options too.	TWO	X	04	8/10
STREET FIGHTER 3: DOUBLE IMPACT	VIRGIN	The definitive sequel to <i>SF2</i> . It lacks <i>Alpha</i> 's options, but the gameplay and controls are pure <i>Street Fighter</i> .	TWO	X	08	8/10
STREET FIGHTER III: THIRD STRIKE	VIRGIN	Hopefully the final title in the <i>Street Fighter</i> series. Already superseded by <i>Capcom vs SNK</i> .	TWO	✓	16	7/10
SUPER MAGNETIC NEO	CRAVE	Enjoyable old skool platformer with great magnetic gameplay, but may be too hard and frustrating for many.	ONE	X	14	7/10
SUZUKI ALSTARE	UBI SOFT	This motorbike racer is a lazy PC conversion that lacks charm and originality. Rubbish twoplayer mode too.	TWO	X	03	5/10
SWORD OF THE BERSERK	EIDOS/ASCII	Incredibly bloody hack 'n' slash adventure with overlong animated story sequences. Fun for a while, though.	ONE	X	10	5/10
SWWS 2000	SEGA	Fun footie game with more depth than <i>Virtua Striker</i> , but poorer visuals. Some find it lacks pace.	FOUR	X	05	7/10
SWWS: EURO 2000 EDITION	SEGA	Quality update which boasts all the Euro 2000 teams and faster, more fluid gameplay.	FOUR	X	10	8/10
SYDNEY 2000	EIDOS	The best button-basher on DC so far is spoiled by some irritating control problems.	FOUR	X	14	6/10
TECH ROMANCER	VIRGIN	Manga-style robot fighting game, filled with standard Capcom touches. Not one for the 'casual gamer'.	ONE	X	09	7/10
TEE OFF GOLF	ACCLAIM	Approachable golf game modelled on the PlayStation title <i>Everybody's Golf</i> . Not quite as good.	FOUR	X	06	7/10
TIME STALKERS	SEGA	Interesting RPG from Climax Entertainment. Similar to <i>Evolution</i> in many respects, but not as good.	ONE	X	12	4/10
TOKYO HIGHWAY CHALLENGE	CRAVE	An admirable attempt to create a totally new style of driving game, which unfortunately fails.	TWO	X	Not reviewed	
TOMB RAIDER: THE LAST REVELATION	EIDOS	Challenging if lazy conversion of the PlayStation and PC hit. Formula fatigue is definitely setting in.	ONE	X	08	8/10
TONY HAWK'S SKATEBOARDING	CRAVE	Excellent conversion of the PlayStation hit with intuitive controls and compulsive gameplay.	TWO	X	11	9/10
TOY COMMANDER	SEGA	Innovative mix of gaming styles and challenges which may frustrate those who lack the patience of saints.	FOUR	X	02	7/10
TRICKSTYLE	ACCLAIM	Futuristic hoverboarding stunt racer with fine visuals. The last few tracks are gut-wrenchingly hard.	TWO	X	01	9/10
UEFA STRIKER	INFOGRAMES	Decent football sim which, like the England Euro 2000 squad, is let down by dodgy throughballs.	FOUR	X	03	8/10
ULTIMATE FIGHTING CHAMPIONSHIP	CRAVE	Surprisingly decent US beat 'em up based on the violent pay-per-view sport of the same name.	TWO	X	16	8/10
URBAN CHAOS	EIDOS	Quality action/adventure set in a massive metropolis with loads of missions and combat.	ONE	X	15	7/10
VIGILANTE 8	ACTIVISION	Poor car combat title with extremely average visuals and one-dimensional gameplay.	FOUR	X	06	3/10
VIRTUA ATHLETE 2K	SEGA	Disappointing button-basher hamstrung by a lack of events and some dodgy control methods.	FOUR	X	15	5/10
VIRTUA FIGHTER 3TB	SEGA	The expert's beat 'em up. More depth than the Marianas trench – and just as inaccessible to most people.	TWO	X	02	7/10
VIRTUA STRIKER 2	SEGA	Limited football game which provides more twoplayer fun than it really ought to.	TWO	X	06	6/10
VIRTUA TENNIS	SEGA	Smashing tennis 'em up that will thrill you with its blisteringly quick and addictive action. An ace.	FOUR	X	13	9/10
V-RALLY 2	INFOGRAMES	Excellent rally game with slick handling but dodgy collision detection.	FOUR	X	10	8/10
WACKY RACES	INFOGRAMES	Poor handling and unimaginative design make this only an average use of a great licence.	FOUR	X	11	6/10
WALT DISNEY	EIDOS	A dreadful <i>Mario Kart</i> -clone that handles like a nightmare and trumps in the face of its Disney licence.	FOUR	X	14	3/10
WETRIX+	TAKE 2	Hectic puzzle game which could have been a classic if it weren't for a couple of design flaws.	TWO	X	08	7/10
WILD METAL	TAKE 2	Tank battle game with some cool features and decent design. But the lack of diversity soon palls.	TWO	X	08	5/10
WORMS ARMAGEDDON	HASBRO	Decent Dreamcast outing for the long-running battle puzzle series. Excellent multiplayer longevity.	FOUR	X	05	8/10
WWF ATTITUDE	ACCLAIM	Typically average wrestling game which aims at appeasing fans of the 'sport' and achieves nothing more.	TWO	X	04	6/10
WWF ROYAL RUMBLE	THQ	Average wrestler with one saving grace – a mad feature enabling nine fat blokes to be in the ring at once.	FOUR	X	15	5/10
ZOMBIE REVENGE	SEGA	<i>Streets of Rage</i> -style scrolling shoot 'em up with gameplay too limited for most console owners.	TWO	X	05	6/10

DC-GLOSSARY

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

Silent Hill

Platform – PlayStation

Genre – Survival Horror

Year – 1999

Developer – Konami

Where Capcom had taken Infogrames' *Alone in the Dark* formula and turbo-charged it to breed *Resident Evil*, Konami took the next logical step and created a title that was truly disturbing. A million miles from the schlock-horror of Capcom's baby, *Silent Hill* turned in a psychologically-invasive game that chilled the player to the marrow.

Set in the mysterious ghost town of the same name, *Silent Hill* enshrouded the main character, Harry Mason, in perpetual fog or night, as he frantically searched for his missing daughter after a near-fatal crash. Puzzles of the most lateral nature helped to maintain the tension, but the real sense of evil is what drove the gameplay to its horrific conclusion. The realtime 3D engine allowed for John Carpenter-esque camera angles, while the atonal score captured the essence of Bernard Hermann's Psycho soundtrack.

With five parallel stories, suspicious characters, foul enemies and some overtly pagan imagery, it's a wonder that the BBFC passed *Silent Hill* uncensored. Indeed, Future's very own Official PlayStation Magazine pulled a cover-mounted demo, as they found the subject matter too strong for young gamers.

Full of subliminal references aimed at the horror connoisseur, *Silent Hill* is a lesson in suspense and dares to tread beyond where other horror games draw the line. Play it in the dark through a good-quality hi-fi to experience *true* videogame fear. But don't ever play it alone.

The Immortal

Platform – Amiga/Mega Drive/NES

Genre – Isometric Adventure/ RPG

Year – 1991 (Mega Drive)

Developer – Will Harvey Productions

Long before the hysterical furor surrounding the likes of *Mortal Kombat* and *Night Trap*, an altogether more unpleasant game was born, unabashed in its explicit portrayal of violence. Will Harvey's *The Immortal* graced Sega's 16-Bit machine just before the whole 'videogame violence' debate flared up, leaving it completely unnoticed by the guardians of the public's morals.

Set in ancient catacombs, populated by goblins, elves and all manner of fantastical creatures, the game had you adopting the role of a wizard who must vanquish an enormous dragon, avoiding various dungeon death traps on the way (many of which

were fatal). Although collecting artefacts and solving puzzles provided the bulk of the game, the real attraction came in the fight sequences. The screen zoomed in to contain both players fullscreen, where combat was turn-based. Physical attacks were effective enough, but the use of magic really brought the game to life, the results of which were all ultra-violent: Orcs were fried alive with lightning spells, their charred corpses smoking madly. Minotaurs were cleaved in two, their torsos tipping over, spilling intestines everywhere. And let's not forget the Goblins who suffered head-inflation until they exploded, the decapitated corpses wavering before falling to the floor.

Obviously, all this carnage was limited by the Mega Drive's graphical capabilities, but there was little left to the imagination. The gore was as gratuitous and offensive as Harvey could make it. It's a damn good job he tacked it to such a classic game.

Pachinko

Pachinko machines are the Japanese version of our old one arm bandits, and you can find packed pachinko arcades everywhere in the country. Players simply purchase a bucket of ball-bearings at the arcade kiosk and then enter them into the top of the machine. The balls then work their way through a series of pins – if they land in the right buckets, more ball-bearings are returned to the player. Balls can then be exchanged for small prizes. One of the major Pachinko makers, Aruze, has just purchased SNK ■

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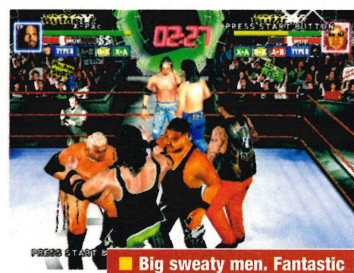
WWF Royal Rumble

Ben Tolfree

Usually, WWF wrestling on the TV seems to mean big, sweaty men in Lycra jumping on each other, with really bad acting skills to boot. But the computer games of the 'sport' are really good fun! I'm not into WWF at all, but I bought *WWF Royal Rumble* on Dreamcast, and it's one of the best games in my collection.

WWF: Attitude was a real disappointment, but *Royal Rumble* is the decent wrestling game Dreamcast was waiting for. You can have nine wrestlers in the ring at once in a 'Royal Rumble' although this can be really annoying at times when you're kicking someone out of the ring and you're stopped by a fighter who punches you in the head, allowing the nearly-out wrestler to roll back in to the fray.

Also annoying is the 'interference'



where, mid-fight, a whole mob leg it into the ring and gang up on you and your opponent before running off again. This can work to your advantage though, if you get out the way, they'll all beat up your opponent, leaving him helpless on the floor.

Special moves are great in this title. Unlike most wrestling games where you have to press a stupidly long combination of buttons, in *Royal Rumble*, 'specials' build up as you do well. When you get three, (which is quite easy to do) you simply press a button and your character does their finisher, which usually knocks the opponent out, or leaves them dazed for an easy pin. Great stuff **7/10** ■

Sydney 2000

Phil Tolhurst

You place your feet in the blocks, the crowd noise is a distant hum, "On your marks." You ready yourself, poised like a wild cat ready to pounce, "Bang!" The gunshot goes and you're off, everything is a blur, you have tunnel vision, your head is down, heart pumping as you fly



along the track, you break the tape and cross the line 1st in a world record time... you have won gold at the 2000 Olympic Games!

Suddenly you wake up and realise you are not there at all but at home in front of your telly playing *Sydney 2000* on your Dreamcast and that your dream is in fact a wish. A wish that this game captured the real feel of the Olympics, that the atmosphere, excitement and fun of the games had been brought to your favourite console. But the reality is you spent £40 on a hollow replica that has average graphics, sound and poor gameplay.

The indepth Olympic Mode has you completing 21 training events and five qualifying events just so you can then enter the Olympics (if your controller is in one piece!) and you've to do this for every event you want to go for gold in. Even when you win the gold and get a world record on the Arcade mode it doesn't even save your high score! You really need an Arcade Stick to play this game but if you manage to secure your DC controller and really go for it, after about five events you start to get really worried you might break the pad! Be warned this game is the worst Dreamcast game I've played - and I own *WWF Attitude*! **3/10** ■

Seaman (Import)

Lewis Rodwell

Okay. Most games you can talk about with your mates without worry of being shunned by society, but when you start mentioning how your *Seaman* is getting on, you'll get funny looks. When you tell them that it's a fish with a Nipponese guy's face that you can converse with, you'll probably end up with people disassociating themselves from you. You'll end up sat in front of the TV, with only *Seaman* to talk to. Yes, *Seaman* is very... different. It involves you taking care of a fish/man hybrid who you must raise from birth. Keeping him happy involves you cleaning out his tank, keeping it at the right temperature, feeding him, and talking to him.

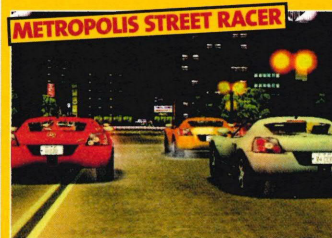
Although at first there were problems due to our different accents, we were soon having compelling conversations about the Egyptian empire. However, this is a very slow burner. It runs off the DC internal clock and will take around two days for the eggs to hatch. Don't expect to start talking properly to him for at least a few weeks. This isn't the kind of title you can put down for a few days and then get back to it later. You'll need to keep coming back at least once a day.

In a nutshell then, this isn't a game, but more like a virtual pet, albeit one that's just a little bit more intelligent than your average Tamagotchi. You won't find it very exciting, but there is no doubt it is interesting. Everyone will just adore your *Seaman*, just as long as you share him with them. Keep him to yourself, and you may just run the risk of descending the long spiral staircase to social isolation. **8/10** ■



WHAT YOU WIN!

In conjunction with our new pals at online shop, www.theslammer.com, we've got a copy of *Metropolis Street Racer* to give away to each of this month's reader reviews. If you want to be in the next issue of **DC-UK**, simply send your review (no more than 240 words) to the usual address (or email it to us on dcuk@futurenet.co.uk). The prize may well be different next month, but it'll be just as good. So start writing.



Dead or Alive 2

Jonny Horne

On buying *Dead or Alive 2* I was very excited as I had seen for myself it's potential, having previously played the title in a videogame shop and thinking that right down to the slick graphics, it was really impressive.

When I arrived home I ripped off the plastic covering and loaded it up in my Dreamcast. Heaven. The cut-scenes were amazing, and definitely of a higher quality than the shoddy PlayStation 2 version.

The gameplay was varied and the fighting styles well balanced, it's also the first time I've ever seen Tai Chi in a game. At first I was a bit worried about the fact that with only 12 characters and not very many modes it may be a bit linear. HELL NO!

The Tag Team Mode is better than *Tekken Tag Tournament* which I played at an import shop, as the speed of the game is breathtaking. Compared to *Tekken Tag*, *Dead Or Alive 2* is faster, has more modes of play and the graphics are smoother with anti-aliasing, but not quite as detailed. Overall the game has to be the second best fighter in the world, only just second to *Soul Calibur*. To be honest the game could have a few more characters and some more modes but though it may have a few mistakes it will pass any beat 'em up tests with flying colours. **10/10** ■

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DC-TIPS

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084 POWER STONE 2

We've got character guides, secret levels *and* secret characters exposed. And to top it all off we help you navigate your way through the bosses. Aren't we good?



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088 DEAD OR ALIVE 2

Want to know how to get these girls moving in exactly the way you want? Turn to page 088 to find out how to press all the right buttons in all the right places...

POWER STONE 2 PLAYERS GUIDE

B army characters, strange locations and mad-cap weapons characterise the Power Stone experience, but it's not all fun, fun fun. Beneath all the frivolity and lobbing about of wooden boxes is a proper beat 'em up, with varied fighters and loads of cool moves.

To help you get beyond the random button bashing stage, we've produced a tactical guide for each character, and a

few brief hints on how to beat the title's two bosses. Finally, we've taken a look ahead at the secrets that can be uncovered if you're good enough to master the game. There are six added stages to open up and you can also get your hands on two great extra characters, including that mummy shopkeeper.

Now get out there and challenge your less knowledgeable friends. The poor fools won't know what's hit them ■

CHARACTER GUIDES

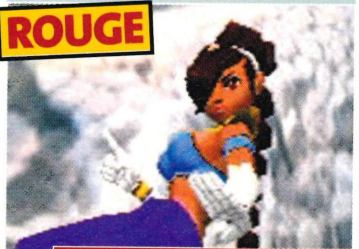
FALCON



■ Falcon is a good all-round character

Falcon is one of those standard characters that every fighting game possesses. Average strength and run-of-the-mill speed make him a good all-rounder who is well suited to beginners. Once powered up, Falcon fires off rockets that home in on his enemy. These are particularly handy against people who manage to dodge well. Both of Falcon's power fusion moves also home in on the enemy making him quite a pain when powered up.

ROUGE



■ Saucy Rouge breathes fire on you

As most females tend to be in

fighting games, Rouge is blessed with speed and agility rather than brute strength. This means you should try and use objects more and make good use of her extra speed in order to collect the power stones. Once powered up, Rouge fires long-reaching flames at her opponent, this is handy for maintaining a distance between you and your enemy while inflicting damage. Both of Rouge's power fusion moves release fire, one from the mouth of a skull and another from her bare hands. Best to use fairly close to an opponent for maximum results.

WANG TANG

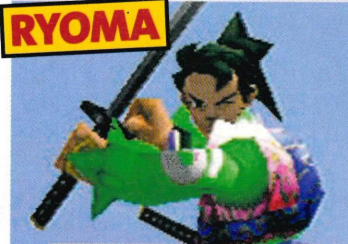


■ Dodgy name. Nevertheless, he's fast

Wang Tang has amazing agility. Players who choose him are advised to make the most of this fact by using all available space and the interactive scenery. His strength is not quite on the same level as, say, Falcon, but his agility makes up for this. Once powered up Wang Tang is able to fire huge beams across the whole distance of the arenas making him a considerable danger. His power fusion moves include a huge ball of energy which he throws at his opponent, this can be used from a comfortable distance, and a

manoeuvre that sees Wang Tang dart around the screen in lines of energy which works best when close to your opponent.

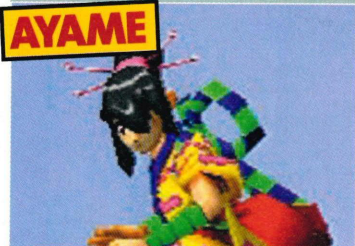
RYOMA



■ Ryoma's weapon has a long range

Ryoma is a bit different from the rest, mainly due to him going into battle already equipped with a sword. While the extended reach does give a slight advantage it doesn't act like a sword you would get from a treasure chest; for instance, jump attacks work like any other character who is unequipped. Once powered up, Ryoma's attacks cause lightning to shoot down to his sword, electrifying his enemy. The bolts don't have the distance of many of the others power-up attacks but are still powerful. His power fusion moves involve either incasing himself in a ball of energy and firing off half-moon shaped discs at an opponent, or drawing in a huge load of energy in mid air and then crashing down to the ground and exploding. Both of these work best at medium to close range.

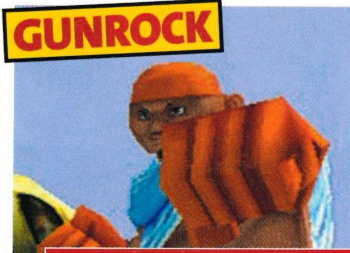
AYAME



■ The Oriental beauty loves those birds

Ayame is one of the most irritating opponents you could come up against. She is probably the quickest of all the fighters and her special attacks are frustratingly difficult to avoid. She is weak though when compared to the rest of the fighters, so really needs these advantages. When powered up Ayame throws out large death stars, which can travel across the whole of an arena and do so very quickly. Her power fusion moves involve chucking out multiple death stars, all of which cover a huge amount of ground and rebound off walls a good number of times before vanishing. As well as this, she has a move where she leaps into the air firing hairpins. Not quite so useful...

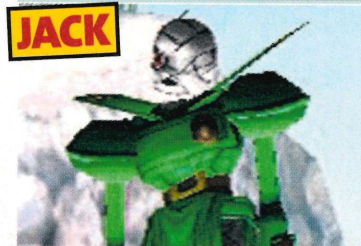
GUNROCK



■ This geezer is absolutely enormous

This guy's a real toughie. We think he's probably the strongest character in the game, but is very, very slow and can't easily avoid the kind of attacks characters like Ayame dish out. The advantage of having such brute strength (apart from the obvious) is the ability to surprise your opponent with attacks they wouldn't normally expect, for instance, objects that other characters merely use to swing round or roll over, Gunrock can pick up and use. Once powered up, Gunrock throws huge rocks at his enemy, ideal for close to medium range combat. His power fusion moves involve either stamping on the ground while rocks fall from above or simply rolling across the floor towards his enemy. It's best to be fairly close when using these.

JACK



■ A twisted, creepy mummy - that's Jack

Probably the most normal sounding name is



bestowed upon the most diverse character in the game. His fighting style is hard to get used to but in the right hands very hard to predict and battle against. Mainly thanks to the fact he crawls about when fighting rather than standing upright, Jack can confuse opponents easily and his fairly quick speed helps accomplish this. He is very weak though, so be warned. Once powered up Jack attacks his enemy with huge blades that stretch out almost all the way across the screen, so you will have to move in a touch to make a hit. His power fusion moves involve him either spinning upward juggling his enemy (close range) or firing off projectiles (long range).

GALUDA



■ Galuda is a slow but powerful chap

As with Gunrock, Galuda is another character that can make more use of certain parts of the scenery. Galuda is not quite as strong as Gunrock, but isn't quite as slow either. Once powered up, Galuda doesn't actually fire a weapon at his enemy, he uses his body weight and lunges at them, barging them down. His power fusion moves include firing arrows into the sky that then fall on his opponent and one where Galuda has to be quite close to his opponent so he can grab his foe and drive them into the ground.

PETE



■ Little Petey is quick and nimble

Looking like a cross between Pinocchio and Oliver Twist, this little urchin doesn't really seem much good for anything when you first use him, but once you realise he's quite good at avoiding attacks and has excellent specials you start to realise what he's about. Once powered up, he turns into some kind of toy robot capable of shooting lasers at enemies. His power fusion moves see him either lining up a wall of toy soldiers and having them shoot you down (great if your enemy is cornered) or surrounding himself

with harmful energy waves.

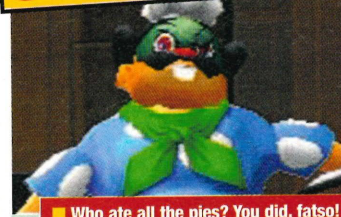
JULIA



■ Julia - Mary Poppins in disguise?

You wouldn't think it but Julia is a real force to be reckoned with. While she looks useless and doesn't have a great deal of strength, once powered up she can absolutely crush you. This is mostly thanks to her power-up move, which sees her fire out rectangular objects that render your enemy motionless for a few seconds. This gives you enough time to pull off a power fusion move right next to them without the worry of having them dodge it or hit back. For one of her power fusion moves she creates a merry-go-round, which traps her opponent and spins them around, sapping energy on the way. The other is a huge amount of electrical energy being fired at the opponent, this is good as it has a long reach.

GOURMAND



■ Who ate all the pies? You did, fatso!

Despite his ridiculous-looking get up, Gourmand is quite handy. He has a lot of strength and probably the longest reach of any character, thanks to his Frying pan and knife. Once powered, he turns into a dinosaur capable of spitting out flaming wooden barrels at his enemy. In his first power fusion move he rises up in a huge cooking pot and summons cute animals to launch themselves at his opponent, ideal for medium to long range. Gourmand's second power fusion move is better for close range and sees him spinning round inside an upward swirl of flames.

ACCEL



■ A resident of Cowboy Town - It's Accel

If you thought Ayame was fast wait 'till you get your hands on the appropriately-named Accel in action. Once powered up the cowboy-esque character takes on the form of a robot that fires missiles from his hands in rapid motion. Excellent for medium to long range. His first power fusion move is quite excessive, utilising some mechanical contraption with spikes, he repeatedly drives it in to his enemy. His second power fusion move releases some homing spikes, which chase the opposing character, hitting them a few times before dissolving to nothing.

SECRET CHARACTERS

PRIDE



■ Falcon's long lost dad? Could it be?

This guy is basically an older version of Falcon. He moves pretty much the same and has the same attributes. When powered up he will unleash a tornado on his opponent. His power fusion moves take the form of an uppercut surrounded by energy waves (close range) and an all-angle rocket burst, ideal for use in a fourplayer battle.

MEL



■ "Hey! Don't I know you lady? Oh, sorry"

Mel the Item shop worker, looks a lot like Julia and moves in pretty much the same way. The difference is in her powered up status, which sees her surrounding herself with playing cards whenever the attack button is pressed. Her power fusion moves are interesting and unusual, as they involve either money bags falling from above and crushing her opponents or money being chucked straight at her foes.



LEVELS

BLUE SKY AREA



■ Get ready to freefall down to Earth

Quite an enjoyable level this one. You start way up in the air on some kind of floating construction. It is armed with gun turrets that come in handy indeed. Eventually this blows up, leaving you and any others to have a fight while free falling. Once you land you'll see a stream to the right that dishes out loads of chests, a pair of catapults to the far left and, after a little while, a tank will also appear.

ICEBERG AREA



■ Man the guns and blast your enemies

Another one of the better levels, the same gun turret action found on the above stage is also present here, this time though they are on submarines that dive and rise a

POWER STONE 2 PLAYERS GUIDE

► few times before coming to a halt. Watch out for missiles that fall at random moments.

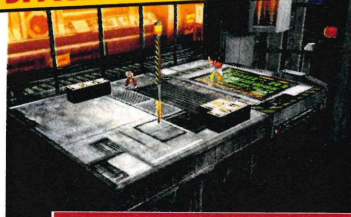
DARK CASTLE AREA



■ First stop – straight into the Lily Pond

This stage starts off by a pond at the bottom of a castle and quickly urges you to climb some platforms to be the first to gain entrance to a room at the top. Once inside, you'll find the usual array of objects to throw at your opponents.

SPACE STATION AREA



■ Eyes peeled for moving platforms

This one gets quite complicated, especially in twoplayer mode. Always keep an eye on the lift and other moving platforms you may encounter. At the very start you can smash the back wall down to reveal a load of chests descending on a conveyor belt. If you can get in there, it is wise to do so.

TOMB AREA



■ A quiet start before the boulder comes

This area starts in a brightly-lit tomb. It's not very stable with things wobbling all over the place. The floor gives way and you are chased by a rolling ball, Indiana Jones stylee. You end up in another room complete with pillars to swing from and lots of well-hidden hazards. Keep an eye on the Cat in the wall's paws.



BLOCK WORLD



■ Get the feeling it's gonna be over quickly?

Rather boring this one, just a room made (funnily enough) of block shapes, some of which can be tossed at your opponent.

BOSSSES

WALKING PHARAOH

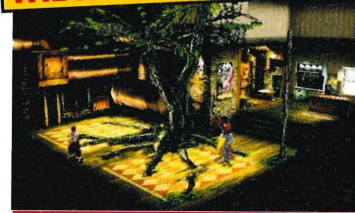


■ Keep away from the Walker's feet

This one's fairly simple when you know how. You'll be instructed to aim for the head, however, all of the target points reduce the machine's energy. The best thing to do is stand underneath its neck and jump-attack, this should make you hit the head and the body. If you're using a character that kicks in the air then you'll have to work a bit harder as you must pick up some weapons to pull off the jump-attack manoeuvre, kicking and hitting the Pharaoh's legs along the way.

SECRET LEVELS

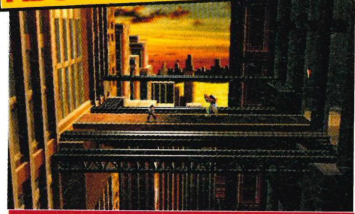
THE ITEM SHOP



■ Who the bloody hell planted that there?

Not much to this, a room that doesn't change but looks nice all the same.

ABOVE THE CITY



■ "Err... I'm not so sure about this. You?"

You and your foes all have to fight on two large construction beams. Falling in between them will happen more than once!

SECRETS

SECRET CHARACTERS:

Complete the game nine times (with a different character each time) to unlock Pride and Mel

SECRET LEVELS:

Complete the game with all the characters and you'll get six extra levels in original mode. Two of them (Pharaoh Walker Stage and Chaos Stage) can only be selected in twoplayer mode.

EXTRA OPTIONS:

Complete the game seven times with a different character every time and each completion gets you an extra option.

CLEAN PAUSE:

Pressing X and Y together when the game is paused removes all text from the screen ■

powering up should help you defeat them. You can just wait them out but if you do kill them you can gain valuable cash! When you meet the Doctor himself use wall jumps to fire weapons in to the side of his head. When you get the chance to power-up, take it. Powering up is sometimes essential to winning. Stay focused, keep your timing and follow his attack patterns and you'll get past him in no time ■

DR ERODE



■ Yo, Fugly! I gotta present for yo ass!

Sometimes he's easy and other times he's completely frustrating. Mainly due to the fact that if he beats you, you have to fight your way through his minions again. Wall jumps should see you avoid these wooden soldiers and



Can't wait?



DEAD OR ALIVE 2

PLAYERS GUIDE

Tecmo's stunning fighting game sensibly combines two of life's great pleasures – ultraviolence and girls in kinky and revealing costumes. But if you want to get more out of this classic beat 'em up than a quick fight and a few generous helpings of saucy flesh, then

you'll need some guidance from our world class warriors.

Below you'll find a proper guide to each character, along with instructions on how to open up all those little secrets you've been told about. And we all know very well which one you're going to uncover first. You dirty little readers!

CHARACTER GUIDES

We shall begin with a comprehensive guide to each of the characters strengths and weaknesses. To help you not only get the best out of them, but to beat them efficiently as well.

KASUMI



■ Faster than a speeding bullet

Kasumi is an excellent choice for beginners and more accomplished gamers alike. While her power doesn't match up to the beefier of the male combatants, her speed is far in advance. She also has combos that flow freely and that often result in an impressive victory. Her only main weakness is the previous mentioned lack of strength and the fact that her attack patterns can become predictable, and thus be susceptible to reversals.

AS KASUMI:

Try to duck, dive and weave about with fluidity. Also try and keep attacking diverse. This can prove tricky to get used to because

Kasumi's style means that overly familiar and at first successful combos, are the order of the day. The main problem is that as soon as you go up a master at the game the main combos you are so used to churning out will often result in a reversal. Weigh up your opponent first and if they are not overly competent then let yourself go. If they are, then tread carefully.

KEY MOVES:

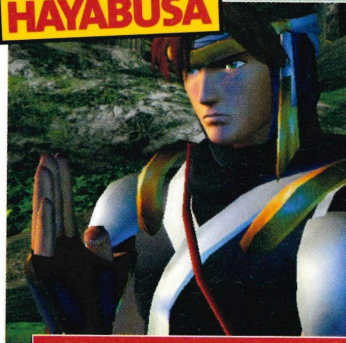
Y + A. This will unleash a huge kick, best for hitting your enemy out of the ring or into a hazard. **Back + Y, Y,** followed by **back-up + Y** when your opponent rises. This is one of Kasumi's more useful combos. **Forward-up + Y** makes Kasumi do a somersault kick that can be used without fear of reversal.

AGAINST KASUMI:

Obviously use the benefit of your own characters expertise but watch

out for Kasumi's speed and agility. Experience against her is the key and the more time you spend getting used to her combos the better you will become at predicting and thus, reversing them.

HAYABUSA



■ "Hi, I'm the weediest man in DOA2!"

Hayabusa has been dragged from another Tecmo game to be in *Dead Or Alive 2*. He was previously known for his role in *Ninja Gaiden* on the NES. You can even get his *Ninja Gaiden* suit for use in *DOA2* as well. Hayabusa has a lot of speed and agility at his disposal, but does lack the strength that the other male combatants are blessed with.

AS HAYABUSA:

Use your full range of moves as much as you can. Hayabusa can link them together with fluidity far superior to any of the other characters. Some of the flashier looking moves will be easy to reverse by competent players so be careful not to over use and get too predictable. Make good use of Hayabusa's moves that aren't so easy to reverse. He does have a few and their reach and speed is favourable. The **back + kick** then **kick** repeatedly move automatically springs to mind.



■ Knocking your opponent into the scenery is a highly effective attack

TAG MODE:

Although you can link go into a tag battle using any two characters you wish, only certain pairs can produce certain tag moves. The ideal tag partners are as follows.

Ayane/Ein	Bass/Tina
Gen Fu/Helena	Hayabusa/Kasumi
Jann Lee/Leifang	Leon/Zack

KEY MOVES:

X, X, back + X, Y is a nice little combo which works quite well and is easy to pull off, but over use may lead to reversal. **Back + Y** will do an overhead kick, if it connects with an opponent you will do a handstand. From here press **Y** another couple of times and you shall spin around kicking.

AGAINST HAYABUSA:

Keep a sharp eye on him and watch for his combos. Don't rely too heavily on your reversals, just try to follow his attack pattern and catch him off guard. Make sure that you are never too hesitant and get in on the attack early. In other words it's in your interest to hit him before he gets on a roll and hits you.



GEN FU



■ Senility is Gen Fu's excuse for his outfits

Gen Fu is the token old geezer of the pack. As every fighting game has hot tottie on the fighting rota, so must they have a wise old man as well. Gen Fu isn't particularly blessed with an obvious strength. His moves seem sparse, his power isn't on a level with most other fighters and he doesn't have any speed either. However if you're willing to practice you'll uncover some subtle combos that if done right can make quick work of any of the others.

AS GEN FU:

Make use of his low to high combos and keep moves very diverse. Try to always look for moves in your opponent which are reversible, as Gen Fu can take a lot of energy off them with his multi-hit reversal. Get used to dodging to further aid Gen Fu's defensive qualities and take it from there.

KEY MOVES:

X, X, X, will create a punch combo that will send your opponent into hazards and off ledges. **Back-down + X + Y** will knock your enemy into the air, gaining you room and depriving them of energy. **Forward-down + X + Y** pulls off a shoulder barge, ideal for hitting into hazards.

AGAINST GEN FU:

Beware as he'll beat you and you won't be able to recognise why. His subtle nature makes it easy to stay unaware that he is doing any real damage and by the time you do notice you'll be dead. Just use powerful surprise attacks and don't let him reverse you too often and you should be fine.

HELENA



■ She's graceful and deadly. And lovely

The more elegant of the ladies, Helena is very deadly. She has moves that stun, juggle and everything else besides. With little effort all these moves can be accessed. Her only real weakness (apart from being a feeble female of course) is her lack of fluidity. Her moves are a bit stop/start at times, but really she is an all round competent fighter.

AS HELENA:

Helena has many devastating moves. Think ahead and don't get stuck favouring a couple of moves. If you use her to the maximum of her potential opponents will not stand a chance.

KEY MOVES:

Y, Y, Y, unleashes a simple barrage of kicks, easy to pull off and takes your enemy by surprise. **X, X, X** – a punch combo, simple to pull off and highly effective. **Forward-Up + Y, Y**, double jump kick, ideal for setting your enemy up for something else as well.

AGAINST HELENA:

Try to keep your distance, yet you must get your attacks in first at the same time. Always have your thoughts on reversing her as well. She does have a habit of leaving herself open to those.

TINA



■ "Oh golly, my top's undone itself"

Big bad bouncy Tina is also a one of a kind; she's the only girl to use wrestling in her barrage of attacks. She is by far the strongest, but the slowest of all the girls. She heavily relies on her throws and throw combinations to relieve most players of their energy.

AS TINA:

Use **P, K, K, K** combos etc, to soften up your opponents, while dodging and reversing their attacks and when you see the chance finish them off with a deadly throw combo. You can't fail.

KEY MOVES:

X, X, X, Y: three punches followed by a kick. **Forward-up Y, Y, X, X, Y**: this produces a nice five hit combo, ideal against a wall.



■ Tengu has a number of annoying attacks. Stay our of range until he's vulnerable

AGAINST TINA:

Watch out for her throw combos, they will do you the most damage. Keep tapping away at her and don't give her a chance to throw. Don't be overly tempted to reverse her either, although this may be necessary, over use will leave you open to a throw.

BASS



■ Bass: also moonlights as a bouncer

The big boy of the bunch, by far the strongest character in the game, Bass, as you would expect, lacks speed and finesse. Like Tina he is a wrestler and benefits mostly from using throw combos.

AS BASS:

Use a similar attack pattern as you would if you were controlling Tina, except don't rely on the normal combos so much, as Bass is easier to reverse. Instead just try to catch your opponent off guard with a few powerful hits and throw whenever you get the opportunity.

KEY MOVES:

Forward-up + Y, X, X, X: produces an excellent four hit combo. **Forward + X, X**: takes away a chunk of energy and gives you room to breathe after.

AGAINST BASS:

Just keep your distance and keep tapping away at his energy whenever you can. Don't let him throw you and you'll be fine.

SECRETS

ADDED BOUNCE

In options/game setting/others is an option asking for your age. The higher you put this the bouncier the girls wappage becomes.

3D CHARACTER MODELS THE SELECT SCREEN

When you normally select your character a 2D image of the character highlighted is displayed. Well go into options/game setting/versus mode and switch quick select to off. Now whenever you are in the select a character screen you can see a three dimensional image of the character highlighted. You can also see the current costume selected on the character as well.

CONTROL CAMERA DURING VICTORY POSE

When the match has ended and you character is doing their victory pose, hold down B button and use the d-Pad to rotate the camera.

ROTATING FREEZE FRAME EFFECT

During a replay hold down B and Y while pushing the analogue stick up-right. The fighters will now freeze mid combat while the camera rotates around them.

CLEAN PAUSE

To get rid of the word 'pause' from the screen when paused, press X and Y together.

TAUNTS

All the characters have taunts as well, which are accessed by pressing forward, back, forward + Y+B. Some characters have more than one, to access the second taunt press back, forward, back + Y+B ■

DEAD OR ALIVE 2 PLAYERS GUIDE

ZACK



■ Zack is the first fighting Teletubbie

▶ Along with Jann Lee, Zack is probably one of the most deadly characters a beginner can use. Every button press seems to unlock barrage after barrage of quick but powerful hits. He has a lot in his favour and his only real weakness is that anyone familiar with his combos will be able to reverse them fairly easily.

AS ZACK:

Figure out his fastest moves and use them to completely suffocate the other player. Don't give them a chance to move or think and the match will be over very quickly. Just stick to the moves which seem to come out of nowhere. Problems start when you begin using certain flashy moves over and over. While they may be nice to look at they will get reversed eventually.

KEY MOVES:

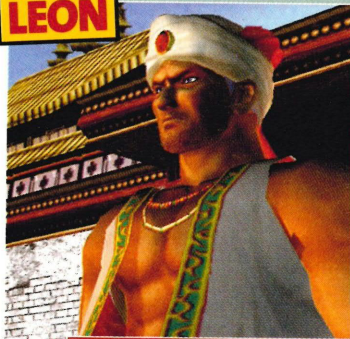
Y, Y, Y, Y: produces four kicks, the first

two should floor your opponent but if they dodge the second the third and fourth will finish the job. **Down-forward + Y, Y, Y, Y, Y**: five fast kicks – very quick.

AGAINST ZACK:

Watch him, he is very difficult to beat in the right hands. Just make a note of his move habits and try to reverse his favoured ones. Other than that just don't let yourself get caught in his combos. Use your own character's strengths to good effect and you should find a way through.

LEON



■ Leon also does Aladdin in panto

Leon is probably the most under used of all the fighters. Lacking any characteristics that make him memorable or desirable to use. That aside though he is a fairly competent fighter. He lacks speed but has some impressive and powerful combos at his disposal.

AS LEON:

The only real advice for using Leon is to just spring combos upon your opponent at every available opportunity. Try to catch them off guard and always think about reversing your opponent. Leon's moves take down a lot of power so make sure you keep attack patterns unpredictable and hit as often as you can. Throwing whenever you get the chance.



■ Try and manoeuvre the fight so your enemy ends up near a large precipice

KEY MOVES:

X, X, X: this produces a swift three hit combo, which floors your opponent and saps a lot of energy to boot.

Back-up + Y puts your foot firmly in the face of whoever is in front of you and sends them across the stage, ideal for pushing into hazards.

AGAINST LEON:

Respect his power, he may not look like much of a threat but before you know where you are he's taken down a considerable amount of your energy. Keep him confused and be ready to anticipate his slow attacks and counter them with reversals.

JANN LEE



■ He's good at quick and powerful combos

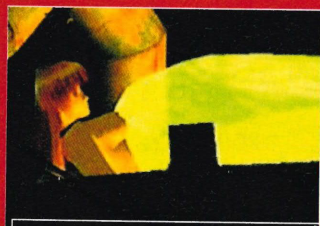
Jann Lee is probably the most irritating character to fight against, as much so for the annoying sounds he makes as for his quick and powerful combos. Beginners will be well at home with the character, pulling off moves they can't be sure of doing properly again and winning round after round. While the more experienced players can find themselves humiliating many an opponent in battle.

AS JANN LEE:

Use your quickest and most powerful combos and

NAKED KASUMI ORIGINAL DEMO

To gain the original intro movie (the one with Kasumi naked) you have to do the following. Set the age at 99 and save. Then enter the survival mode and try to last as long as you can. If you get the highest score type in your name as **REALDEMO** and then save and restart the Dreamcast. Now when the demo plays there is an added bit with Kasumi naked. Which is nice! ■



■ "ATCHOOO! Oh, I'm covered in snot"



■ Ayane forgets the first rule of fighting Helena: keep your distance



you'll be fine. Just don't be too predictable. A lot of players won't be able to keep up if you always think ahead and keep surprising them with fast attacks. Make use of his flying kick as well as it's very difficult to avoid.

KEY MOVES:

X, X, X, forward + X, a four hit combo ending with your opponent flying backwards. **Y, Y**, a two hit kick combo which also sends your enemy flying. **X, X, X, Y**, another devastating combo.

AGAINST JANN LEE:

The main thing to remember is that all his main combos can be reversed at some point. If he is ever giving you a hammering just keep tapping the hold button, you'll find you can often stop him in his tracks this way. Apart from that though it's pretty touch and go against Jann Lee. He can be very tough to beat.

LEIFANG



■ "Hi, I'm not as useless as I look!"

At first Leifang seems pretty useless, as her kick reversals don't apply any damage to the character being reversed. They merely parry to the left or right and for the most part seem to give the enemy an equal chance of getting the first hit in afterwards. Luckily her punch reversal does do some damage. If you find a good move to do after the kick reversal then it's not so much of

a problem really.

AS LEIFANG:

Like all the other females, use her speed. She has some nice combinations and some power moves which will completely floor your enemy. Use them but don't over do it as most of Leifang's useful moves can be reversed if predicted quick enough.

KEY MOVES:

X, X, Y, Y, two punches followed by two kicks, very nice. **Forward-up + Y**, a double jump kick. **Back + Y, Y**, two kick combo, the first knocks down your opponent, the second follows up and even hits on the way down if you're close enough.

AGAINST LEIFANG:

Watch her speed and make the most of her limited kick reversal. Do this by using kick moves far more than punch moves; as if you do get reversed you have a better chance of saving you energy.

AYANE



■ Don't be fooled by the innocent look folks

If used properly Ayane is very hard to reverse. Her moves can be very diverse and unpredictable. Her attack patterns should often vary in height and some moves come from nowhere to floor her opponent. Her usefulness is based on the skill level of the person controlling her.



■ Ein's multi level attacks can be used to catch opponents off-guard. The idiots

AS AYANE:

Using the full repertoire of moves is a must. Use high and low attacks and completely confuse your opponent. Depending on how well you choose your attack patterns, you'll either breeze through or get reversed often. It really is dependent on your ability to diversify your attacks. Practice makes perfect and if you practice enough you'll become an unstoppable fighting machine.

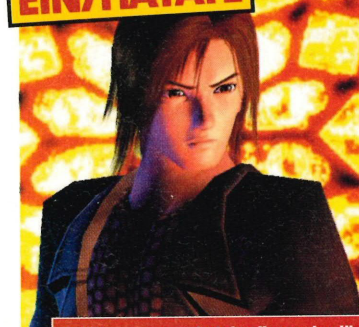
KEY MOVES:

Forward-up + Y performs a rolling somersault that kicks your opponent down. **X, X, Y, Y** is another handy combo, but not one to over use. **Back-up + Y** causes Ayane to leap back and kick, ending up with your back towards your floored opponent. By pressing **Y** when they rise again will cause you to do a powerful spinning kick.

AGAINST AYANE:

The best way to combat Ayane is to be familiar with her. Use her yourself to get a gist of how she works. By understanding what makes her become good you can then combat her successfully, as you'll be aware of what to expect from good and not so good players alike. If she uses too many mid level combos she can be easily reversed, however if she makes use of her moves well, reversing her won't be as easy.

EIN/HAYATE



■ "Use my easy, but deadly combos!"

Ein as we shall call him, has a lot more to him than just two identities. His moves travel well between height levels and leave opponents off guard and wondering what to expect. The moves are powerful and some of his easiest combos end with crushing blows. His speed is slightly lacking but his fluidity does make up for this.

AS EIN:

Use his combos, particularly the real nasty ones. But as with most characters beware of getting reversed. Keep attack patterns varied and you should be okay.

KEY MOVES:

Back-up + Y, X, X, X, hits your opponent into the air and punches him three times on the way down. **Back-down + K, K** is a double kicking combo, the first hits 'em low the second hits high. **Back-up + X** produces a pretty powerful punch but takes a while to power up – don't over use.

AGAINST EIN:

Don't let him get the upper hand, keep moving and hitting away. If you notice your enemy using the same devastating combo over and over, reverse it, as chances are it will be reversible. Most of Ein's favoured and powerful ones are ■



■ "Can you see if my pants are on straight? Oh, sorry I've kicked you through the window"

COSTUMES

Complete the game on Story mode to earn an extra costume for the character you used. Some characters have more costumes than others.

Kasumi	4	Hayabusa	3
Gen Fu	2	Helena	2
Tina	2	Bass	2
Zack	3	Leon	2
Jann Lee	3	Leifang	4
Ayane	3	Ein/Hayate	2

Q and A

Sit down, relax and let **DC-UK** sort your gaming life out

CRAZY TROUBLES

I'm having trouble with *Crazy Taxi*. In your challenge section, people get almost 400m in the crazy jump, but I only manage 170m. I do a crazy dash but always get the same. Am I doing something wrong or am I just crap?

Chris Rossdale, Grimsby

Chris, you need to do as many crazy dashes as you can, all the way down the ramp. Try to time it so you do your last dash just as you're leaving the ramp. Incidentally, this tactic can be employed in-game and will significantly increase your score. Unfortunately, it requires faster reaction times and will make the game slow down a lot more.

RETRO BEAT 'EM UPS

I'm writing this letter to ask you if there is any chance of a *Streets of Rage* game appearing on the Dreamcast, as it's one of the best scrolling beat 'em ups around along with *Final Fight* and the *Double Dragon* series. I've just picked up *SOR2* on Mega Drive for £3 and am trying to find *No3* - why doesn't Sega release all three in a retro style disc on the Dreamcast? Or the company could do another sequel with updated moves and levels. Please do them, Sega and Capcom as it would be brilliant! Talking of beat 'em ups, what's happening with a conversion of *Spikeout*?

Ian Sewell, Merseyside

Ian, we gotta admit, *Streets of Rage 2* really was the last word in scrolling beat 'em ups and it's unlikely that Sega will ever resurrect the series for the 3D age. Half the reason these types of games were popular was because true 3D games didn't exist. We suspect that given a DC makeover, *SOR* would be awful. Just look at *Fighting Force 2* and *Dynamite Cop 2*. Great 2D games rarely translate well to polygons.

A retro compilation would be great, but again, you'd be better off sticking to your trusty MD. There's nothing quite like owning the original game. Alternatively, Sega may one day bring its online download scheme to Britain. This is currently allowing Japanese punters to download the back catalogue of MD and PC Engine games to their DCs for a small fee. The game stays in their machine until they switch it off.

No news on *Spikeout*, although its successor, *Slashout* is rumoured to be on the way for DC. Fingers crossed.

FOOTBALL MANAGEMENT

Are there any football management sims coming to the DC?

Tom Ford

It seems your sheepskin-coated, red-faced touchline ranting dreams are about to come true. Smilebit, the in-house Sega team previously responsible for the sensational *Jet Set Radio*, is currently working on *Soccer Special*, a football management title due to be released soon in Japan.

Little has been revealed about the game so far, but we do know it'll boast some classy online features, such as network leagues and, best of all, a transfer market allowing guv'nors to wheeler-deal with fellow managers across the globe. Without a single example of the genre, DC is crying out for a footie management sim, so we'll be over the moon if *Soccer Special* turns out to be a bit tasty. However, we'll be as sick as a parrot if it doesn't come onto the UK transfer list.

STAINES MASSIVE ON DC?

Is it me, or is the bloke on the Half-Life box, non other than Ali-G?

Larry Bundy Jr

No, it's you. PS, Any relation to Al Bundy from *Married With Children*?

WHERE'S THE MP3?

Do you know when the Dreamcast MP3 player is coming out and how



■ "Am I doing something wrong in *Crazy Taxi* or am I just crap?" Chris asks

much it will cost?

G Whiting

The MP3 player has been officially scrapped, but don't fret. Sega is releasing an adapter that will allow all manner of electronic jiggery-pokery to be connected to a DC, MP3 players included. So there you have it.

I NEED A DATING GAME

I am interested in the Japanese dating games featured in the 'Forbidden Games' article in **DC-UK** 14. I would like to know if you can get it in English or if the Japanese version has a language selection screen. If so, which English sites sell them? How much do you think I should pay for a dating game as I found a site selling *Memories Off* for \$65 which is over £50.

Ricardo Smith

Ricardo, the whole point to the *Forbidden Games* feature was that it encompassed Jap games that would never make it over here. For this reason, no the games do not have English language options and the only way to get hold of them is through an importer.

If you want to give this a go, try Dreamware on 0870 443 0387 or The Videogame Centre on 01202 527314. Both are importers that should be able to get hold of the obscure Jap titles. Expect to pay around £50/£60, or less if you get a second hand copy. Don't forget that they won't run on a standard UK machine. Talk to the shop about ways round this.

Other advice is to be aware that you may find any Jap dating games very unplayable, as they will be text-heavy. Unless of course you are fluent in Kanji. Good luck.

TRACK AND FIELD ADVICE

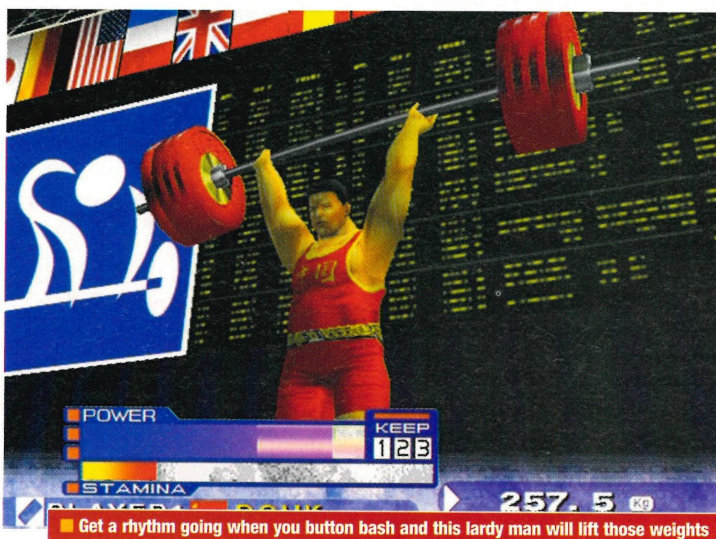
I have recently purchased *ESPN International Track and Field*, but I have a problem with it. I cannot open the last four events. So far I have six gold and one silver medal in the events but have a problem with the weight lifting. Even at the lowest weight I cannot achieve the third section of the lifting as I just can't lift the damn bar. Have you got any advice or cheats so I can open the other four events?

Michael Croydon

There are no cheats that we're aware of, but there is help. At the difficult third stage of the weightlifting, you need to form a rhythm rather than frantically bash away. Get a mate to hold the pad and stop the cursor in the zone while you tap the buttons in an even manner. This will deliver a much better result.

IS DC GOING TO DIE?

I need advice. I'm intending on getting a DC for Christmas, but I'm worried. I do not want to get a DC and find out that the PlayStation 2 is the bigger seller leaving me with an obsolete console. Could you tell me what will happen at Christmas? What does the future look like for DC? Will these new games for the Dreamcast and the price drop



■ Get a rhythm going when you button bash and this lardy man will lift those weights

shift more consoles? How long do you think the DC will last for before becoming like the Mega Drive? Is Sega having problems with the DC or is this just rumour? I would be very grateful to you if you get back to me on this as Christmas is not far away.

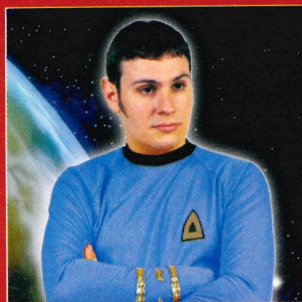
Peter Thackway

Right. First things first. PS2 will outsell DC. No doubt about it. But not because it's a better machine. Far from it. The Dreamcast has the single greatest software line up of any Christmas in the last five years and no amount of corporate rubbish is going to detract from that. Secondly, with DC reaching its first-year targets, and significant sales improvements taking place in Japan and the US, things are looking rosier all the time. There is no way that Sega is just going to roll over and die. It took three and a half years for the Saturn to completely disappear, so we fancy there are a good few years left in Dreamcast yet. Besides, Sony has the twin terror of Nintendo and Microsoft to take on next year.

Irrespective of sales figures, there is still room for more than one console in the market. A monopoly isn't the only way for the industry to exist. Just imagine if all restaurants were McDonalds and all cinemas showed awful Hollywood blockbusters all day. Were PS2 to achieve this lone status, you'd find a sharp drop in the quality of software. Oh look, we just described the last three years of PSX gaming.

Sega having problems? Mechanical problems? Or problems in the public eye? Not as far as we know. The bottom line is BUY A DC. And if you think we're biased, it's worth noting that **DC-UK** are hardcore gamers and will play a quality game, no matter what platform it's on. And so should you. Case closed.

BTW, the MD was one of the most successful consoles ever.



SCIENCE OFFICER MAXIMUS

Got a question that requires a really lengthy technical answer? Yes? Maximus is the man you need to know...

HOW CAN I IMPROVE PICTURE QUALITY?

In **DC-UK** 14, you recommended getting a SCART lead to improve picture quality. Well, I have a thirdparty SCART lead and I would like to know if the performance it is giving me is normal. Basically, while operating my Dreamcast with this lead the colour level on any of my TVs remains 'fixed', if I move the colour level fully up or down it stays the same, not allowing me to change colour at all. I need to change the colours because reds, for example, seem particularly bright and 60Hz games look washed out. I contacted Sega customer service and was told that I should be able to change the colour level and that it was my TV at fault. When I stated that I have tried it on various TVs (as many as five) they were at a loss as how to help. Conversely, other people have said their lead is fine so I don't know who is right. Since you are familiar with the performance of DC SCART leads, could you answer my questions? Is Sega right? Should I be able to change colour while using a SCART lead? Will, for example, the official Sega lead allow colour adjustment, as I don't want to pay for a lead that does the same thing. If the lead's not at fault then is there a fault with the console itself? There are SCART leads available for the PlayStation – can colour be adjusted on that console with one of these leads?

Deb, via email

A puzzler, indeed, although I have encountered this problem before. Unfortunately, Sega may be correct when it says that the fault is with the television. If there is no control over the colour levels, then it's because there are no variable resistors in the SCART circuitry. This is not atypical, as even TVs from well-known manufacturers do not allow picture adjustments when using the SCART input. As the French standard cable allows a direct video feed, no alteration should be necessary, the television theoretically displaying exactly what the DC is outputting. Unfortunately, if the input is inaccurate, or veers toward boosted or cut colour levels, the picture will appear too vibrant, with colour smear or bleeding especially in the red values.

Bear in mind that only the most expensive of TVs will employ a true RGB display, lesser models instead using the more common Composite video feed. This is the same signal as carried by the standard yellow RCA/Phono leads supplied with many television sets and is a single video send, as opposed to separate red, green and blue information. Also important is the SCART lead itself, as only the highest quality ones are wired for RGB. Even if the pins in the television are connected, only a RGB SCART lead will transmit this information. A standard thirdparty lead is unlikely to be wired for RGB, unless otherwise marked.

Of course, it's entirely possible that your SCART lead is

defective. If one of the pins is loose, this would explain the imbalance in the colours. Change the SCART lead as a precaution, just to be sure by either borrowing one from a friend or buying a new one.

Failing this, some high-end televisions and monitors, (such as those manufactured by Hantarex) have RGB level controls, but are prohibitively expensive, ranging from £800 up to several thousand pounds for the larger models. This would at least give you some degree of control.

The only other way to alter the picture to your tastes would be to have an external device specifically made to directly control the colour levels through three potentiometers, one each for red, green and blue. This is normally the kind of user controls found on video editing suites and would no doubt require specialist manufacture.

Obviously, changing your TV or buying an editing suite are both extreme measures, so make sure you try a new SCART lead first or consult Sega's designated Service Centre, Mikrolive, on 08456 090 090 for a possible fault in your DC video output. If it's under warranty, they'll repair it for free. Otherwise ask for a quote to inspect your machine.

I KEEP GOING BACK TO SQUARE ONE

Sometimes when I am playing a game, my TV screen goes blank and my console resets itself and starts back at the beginning where the DC 'swirl' logo appears. Is there something wrong with my Dreamcast?

Chris Gunn

My first thoughts would be that the DC is overheating and switching off. However, there is no thermostatic cut out that I am aware of, thus I suspect it may be a poor wiring or a loose connection, possibly in the mains cable. Be sure that it's connected properly. I would also advise checking the wiring in the plug, but as the cable supplied with your DC has a moulded plug, you'll be unable to detect faults there.

The only other potential problem is a dry solder joint on the power board, which would account for the sporadic power cuts. This is a symptom of dirt or grease on one or both of the connecting parts that are to be soldered, resulting in eventual separation. If the connector that joins the mains cable to the power board develops a dry joint, the electrical supply will cut out, but only intermittently, as the two parts are still close enough to touch. You can retouch a dry joint with a dab of solder, but enlist the help of an electrician if you are unsure of how to use a soldering iron. **DC-UK** and Science Officer Maximus will not be held responsible for any failed home repairs effected by readers. Look in your local Yellow Pages under TV and Video Repairs for the relevant services ■

"I contacted Sega and was told it was my TV at fault"

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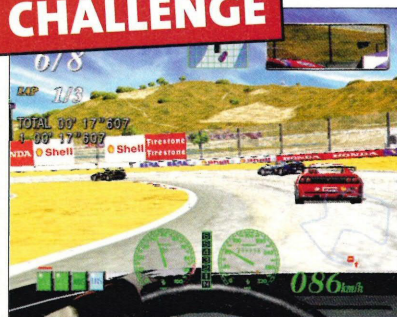
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Future Publishing,
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Bath, BANES,
BA1 2BW
Fax: 01225 822744
Email:
dcuk@futurenet.co.uk

Challenge

Show the world how talented you are!

Are you good at videogames? No, we mean REALLY good? Are you tired of beating your rubbish friends again and again and again? Do you often dream of receiving some sort of reward for your brilliance? Well, **DC-UK** Challenge is the place for you. Just take a look at the challenges we've set below and then beat them so convincingly that the previous record holder feels like a talentless gimpoid. It'll feel good and might earn you a joypad! ■

FERRARI 355 CHALLENGE



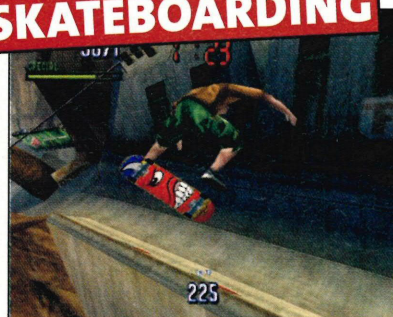
Ferrari 355 Challenge is extremely hard to master. Do you think you're up to this driving challenge?

THE CHALLENGE

BURN SOME RUBBER!

> Race at Suzuka Short with all assistances off, manual gearbox and tuning measurements at default. Choose Single Race, Racing Mode, and do three laps. Go really fast. Then prove it! ■

TONY HAWK'S SKATEBOARDING



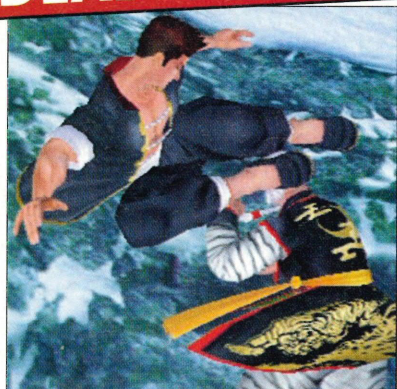
We've honed down our skating challenge into one ollie-tastic grind-fest. Rad

THE CHALLENGE

BUST THAT MOVE DUDES!

> Go to the Warehouse, where you can only use the rail in the middle of the floor. Hop on it and pull as many tricks as you can along it. Take a shot of the total score for your combo and make sure you wear knee-pads ■

DEAD OR ALIVE 2



Get to grips with our saucy DOA2 challenges. Filthy sods...

THE CHALLENGE

TIME ATTACK

> How quickly can you battle past the six opponents to finish the game? Send in your best times and impress us

SURVIVAL MODE

> Send us evidence of your highest number of consecutive victories in Survival scraps ■

SOUL CALIBUR



Namco's fighting game has enough depth to keep even the most hardened warriors coming back for more

THE CHALLENGE

TIME ATTACK

> Can you beat 00'35"93?

Or:

SURVIVAL MODE

> Keep sending in evidence of your highest number of wins ■

SEGA BASS FISHING



Sega's bass-catching romp provides a decent challenge for the determined angler

THE CHALLENGE

LAND A BIGGUN!

> Just catch the biggest darn bass you can, then send us a photo of the weight (in metric). You'll have to beat John and Lachlan's 9998g though ■

CRAZY TAXI



Pick one of the challenges below and go for a manic ride!

THE CHALLENGE

CRAZY JUMP

> Can you beat David's leap?

CRAZY JAM

> Glyn holds 1st place with 26.69

CRAZY FLAG

> Robert McMillan is still at the top with a fantastic time of 5.05 ■

VIRTUA STRIKER 2



Is it possible to get over 800 points? Be the first to find out!

THE CHALLENGE

SCORE A BEAUTIFUL GOAL!

> Gary has smashed the 700 mark. It'll be hard for you to top that. Try your best, though, and send us proof of your score together with the team and goal type ■

VIRTUA TENNIS



Prove you're a tennis ace in Sega's superb racquet 'em up by sending us your best times and scores for the Training games

THE CHALLENGE

TRAIN LIKE A PRO!

> World Circuit mode has a selection of eight fantastic Training games. Smash your way to the third stage for each of them, then send us your best scores/times for any of the Training games on level 3 ■

HIGH SCORES

Can you beat this month's top scores?
The three best get a Mad Catz joypad...



CRAZY TAXI

CRAZY JUMP

1	397.99	David Chennells, via email	◆
2	397.91	Zakir Ahmed, Kent	◆
3	396.66	Dan Martin, Wimbledon	◆
4	392.26	Patrick Clarke, via email	◆
5	388.43	Stephen McLeod, Manchester	◆

CRAZY JAM

1	26.69	Glyn Horsley, Nottinghamshire	◆
2	27.47	Daniel Bell, North Lincs	◆
3	27.57	Dean Tallon, Penzance	◆
4	27.70	Dean Taylor, Cumbria	◆
5	27.94	Dipen Karia, Peterborough	◆

CRAZY FLAG

1	5.05	Robert McMillan, Bedfordshire	◆
2	5.14	Daniel Salway, Bedfordshire	◆
3	5.15	Glyn Horsley, Nottinghamshire	◆
4	5.44	Richard Lee-Wright, Devon	◆
5	5.49	Steve Ashley, Kent	◆



TONY HAWK'S

PULL AS MANY TRICKS AS YOU CAN ON THE WAREHOUSE RAIL

1	555007	Gareth Shipley, Nottingham	★
2	293800	Jamie Slater, Hampshire	◆
2	241598	Paul Leighton, via email	◆
3	208307	Daniel Moffat, via email	◆
4	194512	Richard Sutton, Kent	◆



VIRTUA STRIKER 2

SCORE A BEAUTIFUL GOAL

1	711 points	Gary Coleman, London	◆
2	698 points	Edward Barnieh, London	◆
3	667 points	Jake Lawrence, East Sussex	◆
4	653 points	Barry Knapp, Kilmarnock	◆
5	608 points	Bryan Ellwood, Luton	◆



VIRTUA TENNIS

PIN CRASHER

1	\$2,580	Mark Wells, via email	◆
2	\$1,380	Freddie Silver, Cheltenham	◆

RETURN ACE

1	\$3,800	Leigh Brown, Wakefield	◆
2	\$3,400	Mark Wells, via email	◆



DEAD OR ALIVE 2

TIME ATTACK

1	2'07"35	Sabina Carpenter, Leeds	◆
2	2'13"41	Stuart Blyth, West Midlands	◆

SURVIVAL MODE

1	800000	Stuart Blyth, West Midlands	◆
2	627250	Candy Campbell, Edinburgh	◆

INTERACTIVE



SOUL CALIBUR

HIGHEST NUMBER OF WINS IN SURVIVAL MODE

1	109	Jayne Barker, London	◆
2	101	Bon Pang, London	◆
3	91	Guljar, Kent	◆
4	78	Aidan Fitzgerald, Cheshire	◆
5	77	Andrew Blatch, Kent	◆

TIME ATTACK

1	00'35"93	★ Marcus Butcher ★ Hartlepool	WIN! ★
2	00'45"15	Sam Smith, Essex	★
3	00'52"62	Mark Culley, Hartlepool	▼
4	00'54"47	Thomas Rutherford, Fife	▼
5	00'55"35	Kevin Bremner, Inverness	▼



SEGA BASS FISHING

CATCH A BIG ONE!

1	9998g	★ John Roche ★ Co. Cork	WIN! ★
1	9998g	Lachlan Bastiaen, (we need your address Lachlan!)	WIN! ★
2	9985g	John Tuckey, London	★
3	9984g	Adam Ketley, via email	▼
4	9979g	Toni Mason, Kidderminster	★

WIN! WIN! WIN!

A joypad or **DC-UK** T-Shirt!



■ Become a DC-UK challenge winner and get one of these prizes for your trouble

The THREE best new game scores we receive every month (we write WIN! next to their name, so you know who they are) will each win a Mad Catz joypad – perfect as a second, third or fourth pad for those multiplayer gaming sessions. Other top new entries will receive a **DC-UK** T-shirt. To get on the chart, simply attempt one of our challenges and send us proof of your massive score. A Polaroid will do the trick (or a Game Boy camera pic) – you could either post it to us, or email it. Oh, and for heaven's sake send us your address so we know where to send the prize! NB: Chart-toppers only receive one prize each, even if they stay on top for more than a month

Send proof of your high scores to one of the addresses below:

Email: dcuk@futurenet.co.uk

Fax: 01225 822744

Write:

DC-UK

Challenge

Future Publishing PLC
30 Monmouth Street
Bath, BA1 2BW

DC-INTERACTIVE

D-mail

Enlist now for Dreamcast opinion warfare!



HAVEN'T YOU GROWN!

Happy birthday to you, happy birthday to you, happy birthday dear Dreamcast, happy birthday to you! On October 14, it was my DC's first birthday as you well know. I would like to thank it for providing me with many enjoyable times in the last year. It's amazing how all my friends have accepted it as one of the group. It's as if my old mate N64 never existed. For my DC's birthday, I bought it *MSR*, *Ferrari 355* and *Space Channel 5*. These should keep me entertained up until its second birthday and beyond. Hopefully, it will

provide fun for years to come. Long live the Dreamcast.

Richard Hargreaves, Lancs

We're going to buy our Dreamcast a big cake. And then eat it all.

YOU'RE WRONG DC-UK!

I am writing to say how biased you can be with game scores sometimes. For instance take *Gauntlet Legends*, it's a fabulous game – long lasting gameplay, loads of different levels, a great selection of characters and a brilliant multiplayer mode. However, you said that this game was repetitive and tedious. Yet with *Soul Calibur* which scored a ridiculous ten out of ten, you said that we would never tire of the game. I was tired of it within three days! It most certainly is repetitive. It contains daft looking characters who jabber in Japanese, tiny little arenas, dull and boring end sequences and pathetic moves. This is definitely the more repetitive and tedious game of the two. It's just the same old characters simply knocking each other out stage after stage. Yawn. *Gauntlet Legends* keeps me playing for hours on end and I never tire of it. It deserves a nine out of ten and *Soul Calibur* deserves a four out of ten. It's all just a matter of taste. So before you go printing things about games, just remember that we are all different.

Jason Williams, South Wales

It's ironic that you spend you're whole letter telling us that our review was wrong, only to finish by saying "It's all just a matter of taste... we are all different." Exactly. Reviews can only ever be the opinion of the writer – if he or she tried to take account of all the tastes of all the readers it would be a complete mess. And anyway, some people really like our reviews. See below...

I CAN ONLY TRUST DC-UK

Just a small note to congratulate you on a fine magazine. Although just how fine has only recently become apparent to me. How? You may ask. Well, after reading every magazine's scathing reviews of the first two wrestling games available for the Dreamcast I wisely decided not to buy and wait for a decent one to come around. Obviously I was quite excited by the prospect of

WWF: *Royal Rumble* as the previews were favourable and it was from a company that I consider respectable. I waited for a few reviews to come out and low and behold everything looked fine and dandy and the game scored well with even a nine out of ten and a 91 per cent in some magazines. So, off I went to buy it, but once home all I could ask myself was how could this terrible games score so highly? Two days later your mag came out and you gave it a more realistic five out of ten. I thought, if only I'd read your mag sooner, I wouldn't have bought such tat. So now I can tell you that I only trust your reviews of games. So thank you **DC-UK** for being honest! I will keep your magazine in high regard next time I buy a game and carry on kicking myself for not buying *Virtua Tennis* like I should have done!

Dave Giles

I DON'T WANT EA ANYWAY

I don't really know why everybody is going on about the fact that EA isn't going to develop for the DC. It makes it sound like a bad thing. In my opinion this is good news rather than bad for the average DC owner. Most EA titles (especially the sports ones) are rehashed versions of their predecessors which offer nothing new on the gameplay front. Despite this, they always sell well because of good marketing. The prime example of this is the *FIFA* series which is the same game released each year, yet they are still the best selling football games around (despite the fact that *International Superstar Soccer* is better but doesn't sell well because of the lack of real player names).

So my message to fellow DC owners is not to worry about the lack of EA titles on the DC because they aren't really that good and there are plenty of DC titles that more than match the EA games. Firstly there is *SWWS Euro Edition*, which although not as good as the *ISS* games, is much better than the latest *FIFA* incarnation. Why have *Madden 2000*, *NBA Live 2000* and *NHL 2000*, when you can have *NFL Blitz 2000*, *NBA 2K* and *NHL 2K* on the DC?

Why would you want *Need for Speed* or *Test Drive* when you could have *MSR* and *Crazy Taxi*. The only EA title I



MAIL OF THE MONTH

GIVE US SISTERS SOME MERCY

I am a female gamer who is deeply annoyed at the chauvinist attitude of male gamers. Whenever I go down to my local arcade to play games that I love I get no respect from the fellow (male) gamers, they laugh at me and say I should be in 'the kitchen', or something equally as unfunny. Even your magazine is very sexist at times, in the things it says and it looks like you currently only have two female reviewers.

Even when I am going to my local Electronics Boutique or Game (or any other videogame shop for that matter) the staff show me no respect. They don't even view me as a proper customer just because I am a girl. It is about time that female gamers stood up and kicked all the chauvinistic blokes asses. I regularly beat my brother when we play videogames against each other and I can beat many of the blokes down at the arcade with ease! So I demand that we girls get some proper respect as we are just as good at games as you blokes.

Suzanne Spence, via email

We're sorry to hear you get hassle at your local arcade. In a very caveman way, the blokes probably feel threatened by a female gamer who can beat them – the male ego is, after all, a very fragile thing. And the only reason we don't use more female reviewers is that there are hardly any around! The unfortunate fact is, most girls simply don't like videogames – or refuse to give them a go. Perhaps you should try and spread the message: in the US there are dozens of all-girl Quake clans online (although separatism isn't the only solution), and we've seen quite a few homepages set up by female gamers. Don't just sit there fuming, take some positive action! Get some girlfriends together and storm the arcade – you won't see the blokes for dust!



You win...

This month, thanks to those chaps at Simply Games, we are giving away four top games and a VM to the reader lucky enough to win Mail of the Month. So, well done, Suzanne.



"Don't worry about EA pulling out of software development because there are far better games coming to DC"

have been looking forward to is the sequel to *Medal Of Honour* but even that was made up for by the wealth of firstperson shooters such as *Half-Life*, *Quake III* and *Outrigger* on their way to DC. So don't worry about EA pulling out of software development because there are far better games coming to DC both from Sega and other developers.

Nick Dorrington,

Hants



The main worry people have is that if huge publishers like EA decide not to develop for DC, it sends out a message to the rest of the industry that the console is not worth developing for. Also FIFA titles ARE successful so to have one on Dreamcast would do it no harm at all. However, as you point out, Sega's machine has plenty of excellent games – it's up to consumers to ignore the lack of licenses and actually play them.

SEGA BEHIND PIRACY?

Over the past few months I have been reading with interest your readers' views on the DC piracy situation. Do your readers not think that the ability to copy Dreamcast games has come with remarkable timing? Of course it has, Sega will do all it can to dent PS2 sales, remember Sega has had its fingers burnt once – never again! Sega will never encourage piracy publicly or otherwise but with the restricted availability of the PS2 how many new DC owners can the company get before

the release? A lot more if cheap games are available, a price reduction, ability to play old PlayStation games on DC via Bleem (at a higher resolution) adapters to plug all your PlayStation peripherals into the machine, a DVD add on – the list goes on. All brilliant marketing at the right time. Was this an inside job I hear you cry? We'll never know the truth but the evidence is that Sega has turned a blind eye for

the time being. One thing is for certain, as underhand as piracy is, it will never go away in the game or any other industry. Sega knows this and if it can be used to the company's advantage to sell consoles then who can blame 'em?

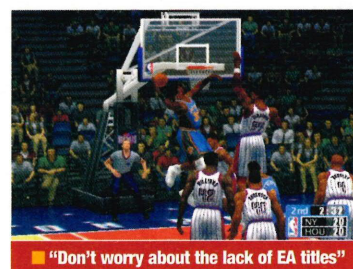
Dave West, via email

We very much doubt that Sega secretly provided pirates with the means to copy Dreamcast games. Remember console manufacturers usually make a loss on the sales of hardware because of the long R&D process involved with developing a console and the low retail price they eventually have to sell them for. Most of the money they make comes from games – so it would be a bit silly to hand that profit over to pirates.

PS2 TOILET PAPER...

I am so pissed off at the moment due to the distinct lack of adverts for DC on TV. I emailed Sega Europe about five months ago asking where all the adverts are and they said, "We have something exciting in the pipeline but can't say now." I just hope this "something exciting" comes before the explosion of the PS2 hits the UK shores hypnotising people to buy the console even though it's a bunch of arse!

You can bet your house, car and family on the fact that the PS2 ads will be bloody great and on every second of the day on TV and somehow make their way onto everything you use. My personal favourite thing they could advertise on would be toilet paper...



"Don't worry about the lack of EA titles"



Royal Rumble: "If only I'd read your mag sooner, I wouldn't have bought such tat!"

How satisfying would that be? Wiping all over a PlayStation 2 ad...

DC needs to get as many people behind it as possible before the PlayStation poo hits our shores and the ads can't be obscure, show the games, show rolling demos, not some people talking about online gaming. Those ads were good but loads of people who knew nothing about the DC were just thinking "So where are the games?"

I've played a MSR demo and seen *Shenmue* movies. These games are good! I was blown back by the quality. SHOW THESE EVERYWHERE SEGA! If this doesn't happen the PlayStation 2 will sweep the DC under every carpet in the world. Sega, you make great games but lets see some great ads so I can wipe my arse on PS2 toilet paper!

Ed Hallifax, West Sussex

We've said it before and no doubt we'll say it again – it all comes down to budget. Sega Europe simply doesn't have the cash to plaster Dreamcast all over primetime TV. The company is putting DC demo pods in shopping centres up and down the country for hands-on marketing, and hopefully there will be some TV advertising before Christmas. Just don't expect a series of 50 second ads to appear during Coronation Street or Who Wants to Be a Millionaire.

EASY KUDOS IN MSR

Here's a letter from The Netherlands. Sadly enough, I have to read English DC-mags because Dreamcast is already undergoing near-dead experiences over here in Holland (it's the Saturn-story all over again I'm afraid). But we know DC rules, so we keep the faith, right? To the point then: I recently played a *Metropolis Street Racer* demo and it got me

thinking. Why? Well, here's the deal: the demo gives you kudos by simply rounding each and every corner by handbrake! (not very rewarding then).

Furthermore, the VX220 does 0-60 in three and a half secs (real-life: six secs). My idea is for developers to release game-demos earlier to let gamers check it out, and email back with remarks for improvements or changes to the final version. This way the gamers get the game as THEY want it; and everybody is happy. I think this could work out with little extra cost. What do you think?

Dennis, The Netherlands

It would be too expensive and complicated for publishers to release their own GDROM demos of forthcoming DC games prior to putting the product on the shelves. Instead they hire game testers who are meant to root out any problems before the final version is submitted. As for your MSR complaints – we agree that it is easy to get kudos points by power-sliding, but that way you also lose speed – you'll find it harder to keep up in the later levels. Also, the VX220 goes faster in the game because it feels more exciting.

As Martyn Chudley, the MD of Bizarre Creations, pointed out in our preview of MSR (DC-UK 14) "0 to 60, in real-time, without the G forces hitting your body feels dead slow. So we exaggerated it a bit."



Email: dcuk@futurenet.co.uk

Fax: 01225 822744

Write:

DC-UK

D-m@il

Future Publishing PLC

30 Monmouth Street

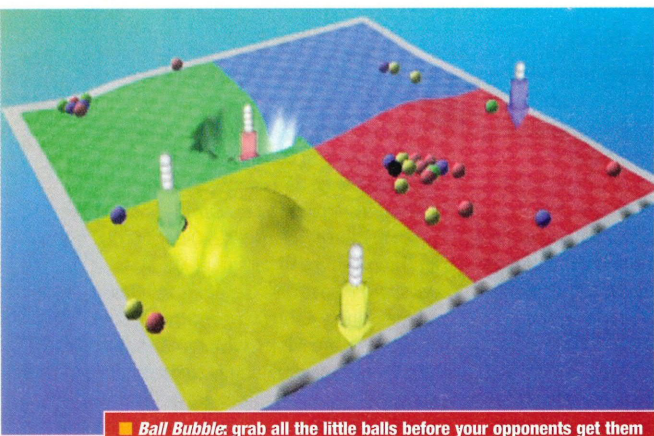
Bath, BA1 2BW

Internet News

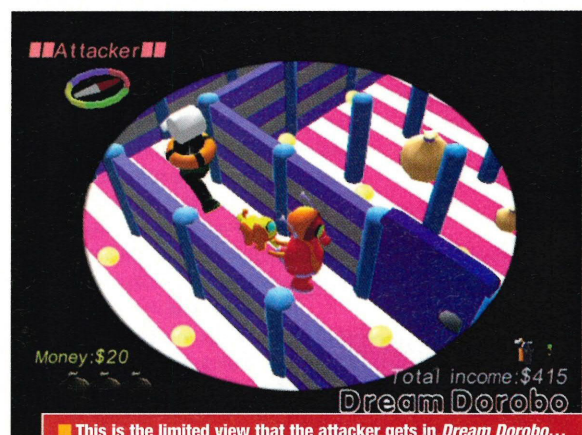
DC-UK heads out on another Web surfing safari

Roll Up! Roll Up!

All the fun of the fair in your own front room!



■ Ball Bubble: grab all the little balls before your opponents get them



■ This is the limited view that the attacker gets in Dream Dorobo...

This winter Sega plans to turn your humble Dreamcast into an electronic funfair. But fear not. It won't involve salmonella-infested hotdogs, unsafe rides or leering attendants hanging off the back of your dodgem trying to look down your girlfriend's top.

Planned in conjunction with the DC microphone, Planet Ring is an 'Online theme park' where Dreamcast owners will be able to get together, chat and play. The system is set to launch with four online multiplayer games, all of which look quite basic, but have the potential to be great fun. First up is *Soar* which sees you piloting a flying contraption with the aim of bursting balloons. Then you've got *Dream Dorobo*, an action

packed twoplayer maze game in which one player – the navigator – must shout directions to another – the attacker – who is searching for treasure. The attacker only has a limited view of the maze, and is all the while being perused by police dogs, so it's a game of co-operation mingled with frenzied shouting. Only good can come of this.

Also on the menu is *Ball Bubble* in which you have to get as many balls as you can back to your property. (Sounds a bit like *Hungry Hippos*.) And finally, there's *Kosejik*, a simple variation on battleships.

If none of these are quite up your gameplay alley, don't fret. Frequent content changes are planned, with users getting to decide what goes and what stays via the wonders of Internet voting. Planet Ring will also be providing additional attractions like a loudest voice competition. Which means that soon you will have an excuse for screaming at your Dreamcast, other than skidding off the track for the 100th time in *F355 Challenge*.



■ ...but the navigator sees this

Sonic Team Embrace Net

Download maraca fun!

Sega lovers should adore Sonic Team. Responsible for many classic gaming moments, the crazy bunch are now embracing the Internet as if they're jobs depended on it. Which they do, probably.

First up, the team has released a list of the tunes you can download from the Net to play *Samba de Amigo* to – these include themes from Saturn favourites like *NIGHTS* and *Sonic R* and from arcade classics such as *Outrun* and *Afterburner*. To follow that, the team has arranged for those desperate enough to pre-order a copy of *Phantasy Star Online* to be rewarded with a free preview beta-test version to play before it's officially released. Now, you could either look at this as a hugely philanthropic gesture, or a way to



■ Shake your instruments with Sonic!

get cheap game testing, but frankly we're bordering more on the side of jealousy that those lucky Japanese once again get all the good stuff. Much like the limited edition Sonic Team VM that's only scheduled to be released over there. Oh well.

BROWSER

Speedy news snippets from the WWW

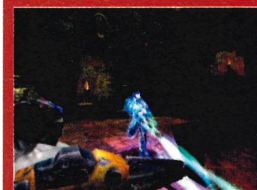
AOL on DC?



The worldwide twenty four hour rumour mill that is the Internet never fails to throw up surprises. This time the DC Web-community has been rife with talk of Sega entering into a deal with AOL (a huge world-conquering ISP) to allow their respective services to become interactive with each other.

Speculative talk maybe, but with the early success of SegaNet over in the land of inept presidential candidates it seems that the rest of the digital world is finally waking up to Dreamcast's online potential. Now if only we could get some of those US style free local calls...

Quake some nice new friends

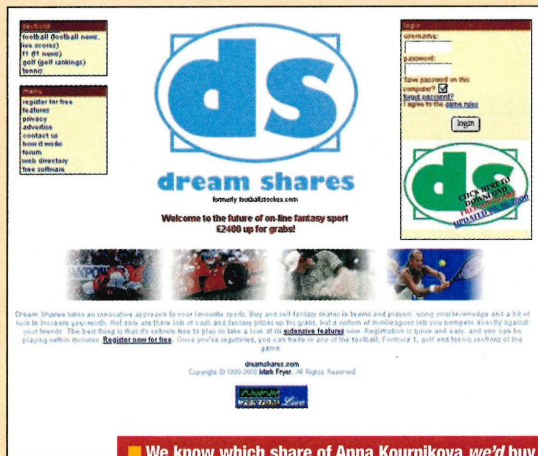


Online gaming is fun, but wouldn't it be better if there was a feeling of camaraderie between you all? Why, you'd never have to interact with real life again! Other than to eat, obviously.

Welcome to the world of clans, *Quake* ones specifically. With the launch of *DC Quake III: Arena* looming, now's the time to get involved. We've spotted recruitment ads on the bulletin boards of Dreamarena, www.clanhosting.com and www.clanworld.org, so take a look or go the whole hog and set up your own. Finally, to get a taste of how the pros do things, leg it over to www.gamers.com/s/feature/001015-dcq3/index for a report on the SegaNet staged battle between virtual *Quake* celebs Thresh and Makaveli.

MANAGE THIS!

Nowadays anyone can become a celebrity in a matter of minutes. It's easy, but also quite passé really. No, the real fun comes in pulling the strings and being the kingmaker. Get practising for the real world with these online management games.



ds
dream shares
formerly todaltrades.com

Welcome to the future of on-line fantasy sport
£2400 up for grabs!

■ We know which share of Anna Kournikova we'd buy

WHAT? Online management simulations – they're the biggest thing since, well, last month's recommended way to run up an obscene phonebill. Covering pretty much everything from popstars to sports celebs, you get to buy and sell stars as though they were nothing but mere objects (which, of course, they are). Why would you want to do this? To win prizes. How? By gaining points when they do newsworthy things. Like what? Getting to number one in the pop charts. Or being arrested.

WHERE? There's more of these online management simulations about than you've possibly got time to play or checkout, and that's where the good taste of **DC-UK** comes in. For general celebrity entertainment head over to www.fatdogexchange.com, if you're a movie buff then check out www.movieboss.com or if you prefer to dabble in the world of camp boy bands then try challenge.billboard.com. Alternatively, if you think you're up there with Big Ron in the football cliché stakes you can't go wrong with www.scorecast.org.uk, or for some George Graham type financial wheeling and dealing why not make a few grand over at www.dreamshares.com. And if nothing here catches your eye, go over to www.fiso.co.uk and look for yourself.

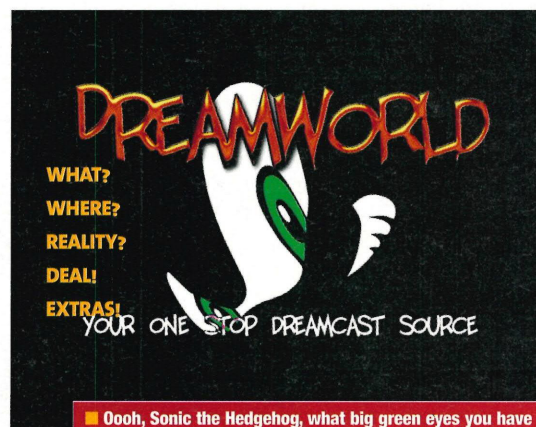
REALITY? The first and most important choices you'll make are the ones at the start. When considering acquiring a certain celeb, song or movie, think about how it's going to perform in the real world. You may be the biggest fan in the world of some underground beat-combo from East Dulwich, but if they're not going to break the pop top 40 then you're not going to get any points. As a rough guide then, think tacky and short term instead of quality and long term. Once you've bought some stuff you've now got what's called a portfolio.

DEAL! Okay, so you've got the newest pre-pubescent pop sensation on your books, and it looks like they're making an impact on the charts. Now's the time to start thinking about ditching them. Remember the oft-quoted motto 'buy low, sell high'? Apply it here. Keep hold of your shares of celebs too long and their appeal in the real world will wane. Today's Met Bar patronising popstar is tomorrow's bargain bin fodder. It's a cruel world, and the game of business has no time for sentiment.

EXTRAS! In Fatdog's world it's possible to join forces with other like-minded entrepreneurs and set up syndicates. Remember though, business and friends don't necessarily mix. Most of the football based ones even allow you to set up mini-leagues with your chums. And if you ever get completely bewildered with the options on choice, just visit the online helpguides for advice ■



Every issue our online experts comb the Net for useless VM downloads. (Then they go back to the same site we get them from every month)



DREAMWORLD

WHAT?
WHERE?
REALITY?
DEAL!
EXTRAS!

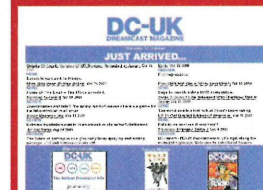
YOUR ONE STOP DREAMCAST SOURCE

■ Oooh, Sonic the Hedgehog, what big green eyes you have

As we're finally about to get some more online games, why not relive those hazy *ChuChu* memories courtesy of the nice people over at booyaka.com. Download *ChuChu* and get ready to flip things around by taking control of one of those quite frankly freaky cats and chop down some mice. Let the A button do the dirty work for you. And after you've got revenge on those infuriating little rodents for all those late night 'just one last game' sessions, head over to dreamworld.vgamin.com for some retro *X-Wing* action.

The descriptively titled *Star Wars Asteroid Chase* sees you piloting a blocky little spaceship through a blocky asteroid field, although we were more impressed with the way in which the title screen scrolls up as in the original films. But then we're geeks like that. And if all this sci-fi space nonsense bores you rigid, try your hand at *Athena Man* from the same site. Not, as you might reasonably expect, a Pokemon style collect 'em-up involving a search for massmarketed prints that could have only existed in the '80s, but rather another one of those increasingly popular interactive animations. Use that trusty A button and the direction pad to move about, and watch out for the quite bizarre ending. And after all that excitement, what about some lovely new games saves to relax with? Over at dreamsaves.cjb.net there's a huge list of stuff, nicely split up into alphabetical sections, of which the complete *Virtua Tennis* save (including all the clothes) and one for cult-cartoon fest *Wacky Races* caught our eye. Ignore the warning that some don't work with the UK browser (many do) and shop around. Oh, and happy cheating! ■

FOR ALL YOUR ONLINE SHOPPING NEEDS, TURN TO PAGE 100 FOR THE **DC-UK WEB DIRECTORY**

DC-UK
JUST ARRIVED...

DC-UK
www.dc-uk.co.uk
This month our new online editor Adrian Lawton has taken over. See what kind of mess he's made of it before we sack him, and bring in that work experience girl again!

Mr Monkey's Home Page
<http://www.citizenlunchbox.com/monkey/>
A site dedicated to monkeys which includes every mention of monkeys ever to appear in *The Simpsons*. No honestly.

Turntables
<http://www.turntables.de/>
A brilliant interactive DJ toy that lets you scratch a little record while a looped drum beat plays in the background. It only works on PC or Mac unfortunately, but it's so clever we had to put it in.

The Official Stevie Case site
<http://www.stevana.com/>
To celebrate the release of *Quake III* on Dreamcast, why not pop along to the official Website of Stevie Case – aka KillCreek – the best female *Quake* player in the world or something. She's going out with John Romero, the creator of *Doom* and *Quake* – how lucky is that?! Oh, and she's reasonably attractive.

Melanie Griffith
www.melanieonline.com/
Claire thinks this is the most disturbing site on the Internet. She might just be right ■

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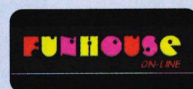
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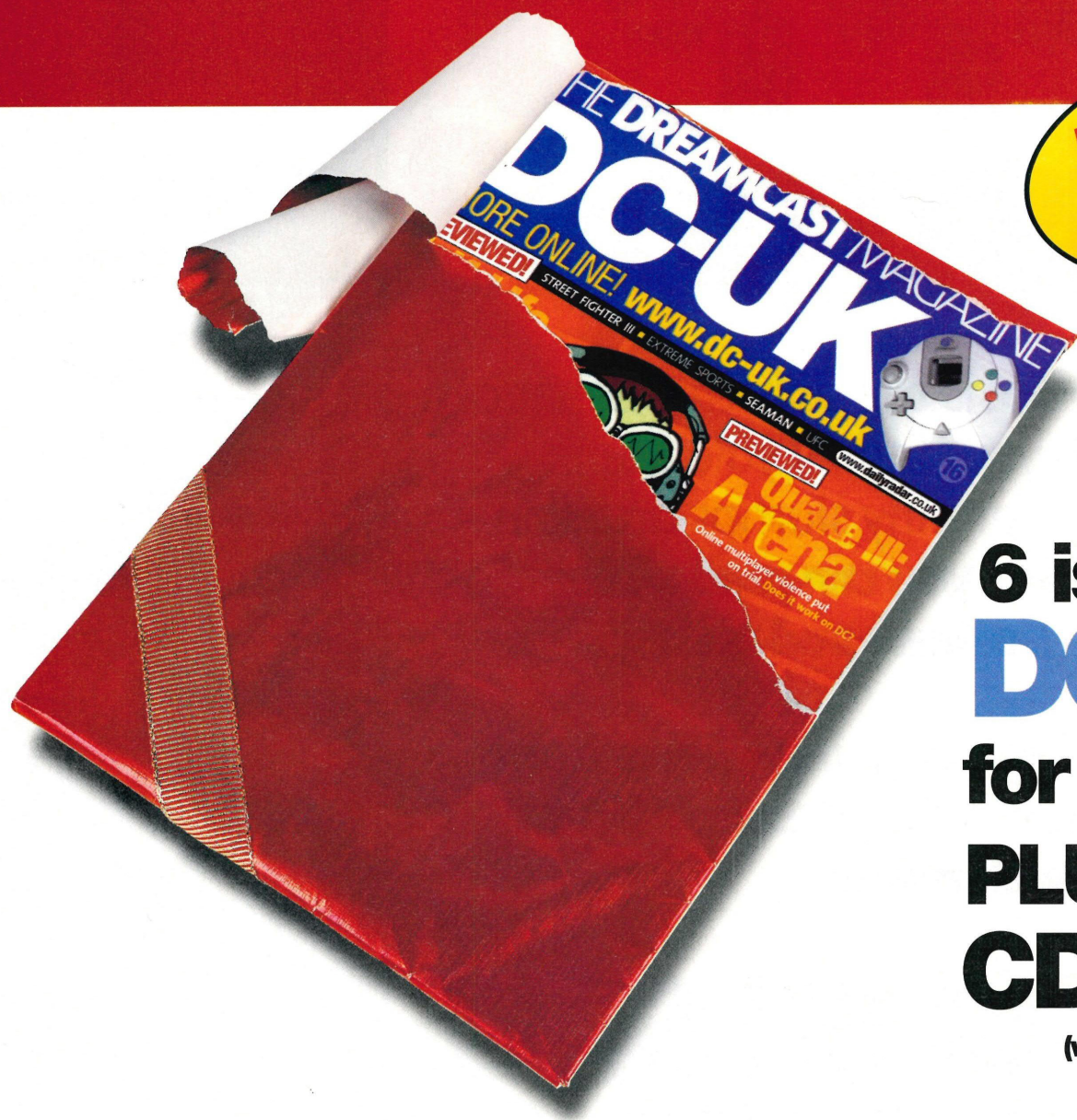
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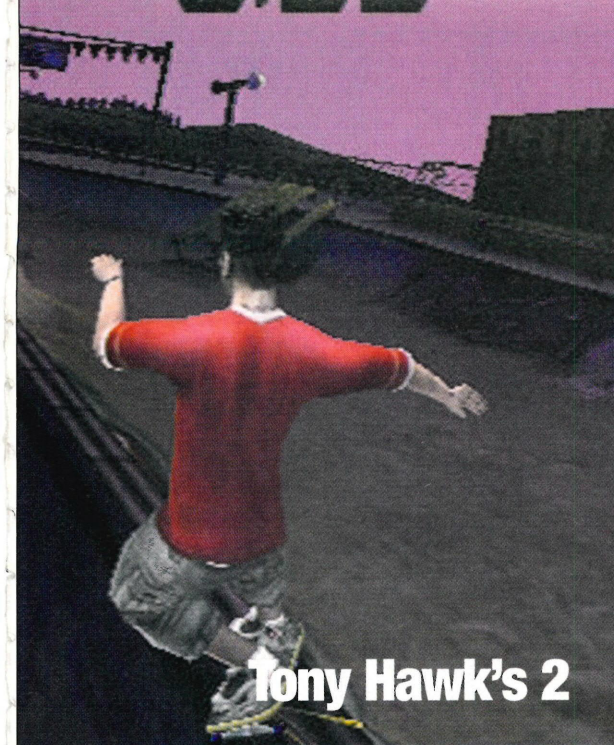
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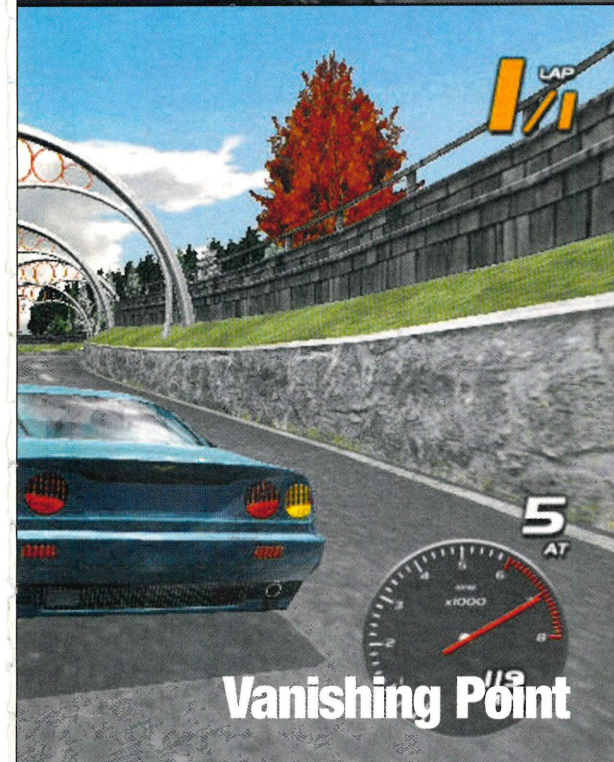




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DC-FINAL Team Diary

This month Keith gives you a glimpse into how **DC-UK** is put together

FRIDAY OCTOBER 5

It's the first day on Issue 17 of **DC-UK**, but we don't expect to get a hell of a lot done. Issue 16 over-ran by a day and we were working late to get it finished. Could well turn out to be a day of meetings and brainstorming. Or clearing our desks of all the rubbish that builds up through the month: print-outs of pages, drink cans, magazines, GD-ROMS, press packs, etc. Lee's desk, though, remains curiously clean and tidy throughout the process.

MONDAY OCTOBER 9

We get together a highly speculative plan of what will be in the issue, based on what the videogame publishers have promised us will come in. The mag layout is displayed on 'a flatplan' – a piece of A4 paper which shows what is going on each page. Everyone gets a copy and we all have a different system of marking off on it what's been done. By the end of the month, they could be hung in the Tate Modern – especially mine which tends to be covered in everything I've eaten for the past week.

On this early flatplan we have 16 games down for review, including *European Super League* and the PAL versions of *Samba De Amigo* and *Tokyo Highway Challenge 2*. *Dave Mirra BMX* has already arrived in the office, so we give it to our ex-production editor Stephen Lawson to review. He takes it home happily, along with one of our DCs...

TUESDAY OCTOBER 10

... the wrong one it turns out. He needs PAL, he took NTSC. How we all laugh. He promises to take the right one tonight. In the meantime, we've added *Worms*

and *Stunt GP* to our reviews section. We still don't have a clue about the news, but I'm not overly concerned – we usually just make it all up on the last day anyway. We spend the day finishing off the 12 Games of Christmas feature. Stephen comes in to collect *Dave Mirra* and the right Dreamcast. "I promise I'll get it right this time" he says as he leaves the office...

WEDNESDAY OCTOBER 11

... forgetting to take with him a system disc - the vital GD-ROM that allows us to play 'gold label' (ie, pre-production) games. He is apologetic. We mutter among ourselves. A complete, fully boxed-up-copy of *Star Wars: Jedi Power Battles* arrives in the post. We didn't even know it was due out. It goes in my desk. Again, Stephen takes home *Dave Mirra* plus the right Dreamcast, plus a system disc.

THURSDAY OCTOBER 12

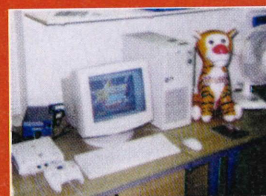
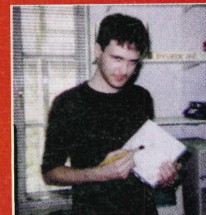
Stephen looks sullen as he enters the office. "It keeps crashing" he complains. We beat him senseless.

TUESDAY OCTOBER 17

Suddenly everything is looking less solid. After phoning Team 17 it seems that neither *Worms World Party* or *Stunt GP* will be ready this month. *European Super League* is looking dodgy too. Drastic measures are required. I remove *Jedi Power Battles* from my desk and manfully decide to review it myself. At least one positive thing has happened though. Core has offered us an exclusive review of *Tomb Raider: Chronicles*. A cover is mentioned. Its a tough one to call – *Last Revelation* was hardly a masterpiece and Lara has been on

THE (H)ART OF GRABBING

Taking good screenshots requires years of practice. As Lee explains...

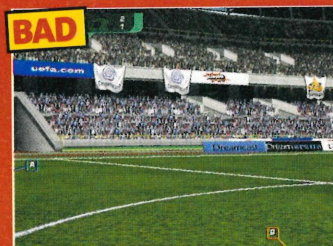


THE GRABBING SYSTEM

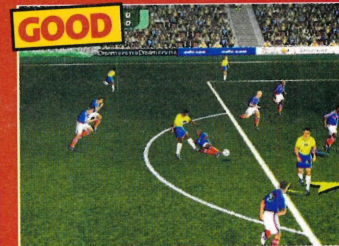
"Hi, I'm Lee Hart, you may remember me from such magazines as... this one. The picture on the left is our 'grabbing' system, which we use to 'grab' screenshots of DC games. It's just a standard PC with a special adaptor. We simply play the game and hit the space bar to 'grab'!"

HERE ARE SOME I GRABBED EARLIER

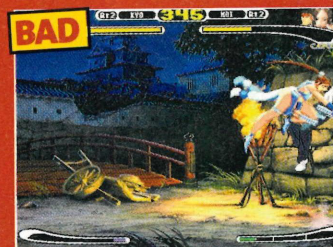
"Grabbing a game while playing is not easy, and you'll often end up with hundreds of screenshots to look through. But what makes a good one? I'll explain!"



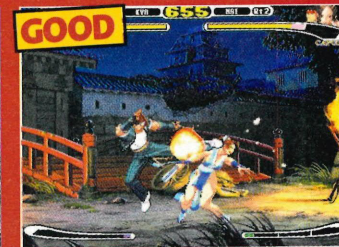
BAD
"This is *UEFA Dream Soccer*. As you can see, all the players have somehow wandered off the screen – which makes this a bad grab."



GOOD
"That's better. You've got action, you've got wild tackles going in, you've got that guy in yellow taking a casual stroll inside the penalty area. Marvellous."



BAD
"*Capcom Vs SNK* is difficult to take a rubbish grab of, but I've managed it here. What are Kyo and Mai doing over there on the far right of the screen?!"



GOOD
"This is much better because you get to see Kyo giving Mai a big old kick in the face. And it's in the centre of the screen, which is pleasing."

thousands of covers. However, we haven't had a girl on the cover since Claire Redfield in issue 07 and the fact that EVERYONE knows Lara is a plus point. It's now a case of getting on the phone and chasing everything – reviews, previews, news - and trying to ensure it arrives by the beginning of next week.

THURSDAY OCTOBER 19

We're still waiting for much of the magazine. Maximus has written a couple of reviews and is now playing Neo Geo games on the sly, Lee is grabbing *Shenmue* (see The (H)art Of Grabbing), and I've volunteered for *Ready 2 Rumble 2* duty. *Quake III* is the real worry. It's one of the biggest games of the year and there's no sign of it. We're on the phone to Sega's PR chap Stuart Ledger everyday. We fear he grows weary of us. We consider putting on a silly accent and pretending to be from Edge magazine.

TUESDAY OCTOBER 24

Almost the whole of the back section

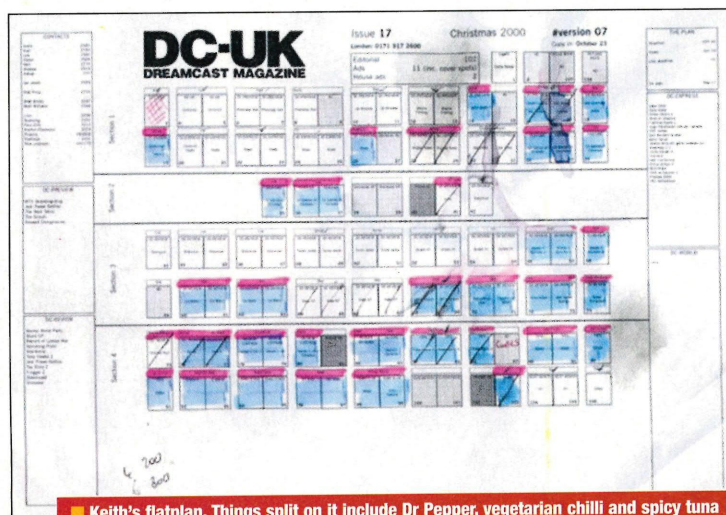
(from *Chicken Run* onwards) is complete, apart from the Diary of course. This means we'll be able to send it to the printers early. *Ready 2 Rumble 2* and *Le Mans* are written. We've played them solidly for three or four days, and will no doubt be scurrying back to them when the deadline is over next Monday. Still no sign of *Quake III*. Consider breaking into Sega Europe and stealing it.

WEDNESDAY OCTOBER 25

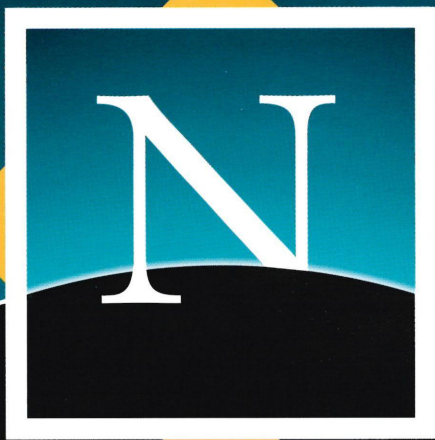
Caught breaking into Sega.

THURSDAY OCTOBER 26

We've been working till midnight every night this week to make sure everything is done by Monday. *Quake III* is still not here, but we're expecting it this afternoon. *Tomb Raider: Chronicles* is in today, so Adrian will have to play it solidly for the next four days. We've managed to rope Joao Sanches into previewing *Sega Marine Fishing* for us. Heck, we've even got some news! Things are looking up. I think we'd better leave it there. We never saw Stephen or *Dave Mirra* again ■



■ Keith's flatplan. Things split on it include Dr Pepper, vegetarian chilli and spicy tuna



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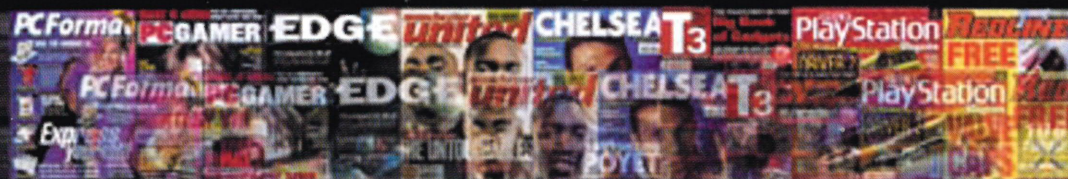
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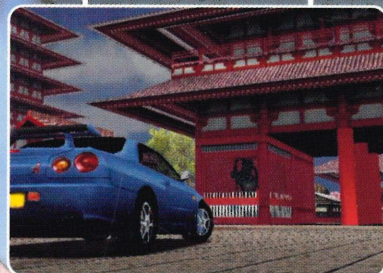
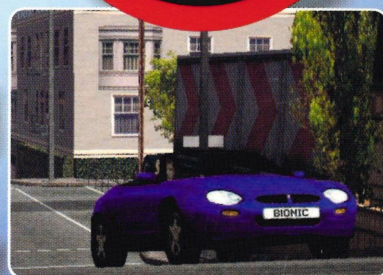
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