THE DREAMCAST MAGAZINE

NEW LOOK ISSUE!

THE DREAMCAST MAGAZINE DC-UK

September 2000

13

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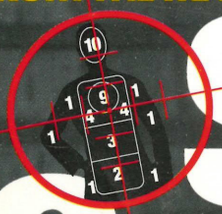
REVIEWED! RAINBOW 6 ■ MAKEN X ■ PLASMA SWORD ■ MR DRILLER

www.dailyradar.co.uk

FROM THE MAKERS OF METAL GEAR SOLID

Silent Scope



Exclusive preview of Konami's awesome assassinate 'em up

Jet Set Radio

The grooviest game of all time

30 PAGES OF IN-DEPTH PREVIEWS!

REVIEWED!

Hidden and Dangerous

Fun with the Hun: We take the WWII shooter into battle!

REVIEWED!

GET IT HERE FIRST

Virtua Tennis

Videogame, set and match to Sega!

INSIDE! DEAD OR ALIVE 2
The REAL UK version reviewed p060

PLUS! POWER STONE 2 and SEGA EXTREME SPORTS
Previewed to the Max!

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REVEALED! Half-Life, Space Channel 5, Slash Out, Soldier of Fortune

THE DREAMCAST MAGAZINE DC-UK 13 SILENT SCOPE ■ VIRTUA TENNIS ■ DOA2 ■ JET SET RADIO WWW.DC-UK.CO.UK

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ON THE COVER

006 *Silent Scope*

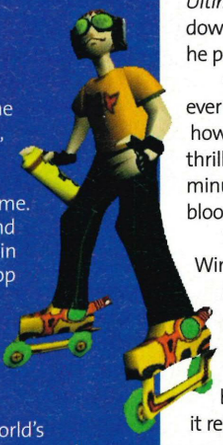
Dispense justice from a quarter of a mile away in Konami's anti-terrorist sniper romp. We've played almost the whole thing for this first ever preview of the Dreamcast conversion. That's right we've **played** the Dreamcast version. Rather than, say, claiming we've played it on the cover and then simply going down the arcade and having a bash on the coin-op that's been out a year.

"Don't shoot! I'm just a pretend terrorist!"

030 *Jet Set Radio*

In-line skating never quite had the cultural impact of skateboarding, but that hasn't stopped Sega turning it into one of the most thrillingly original games of all time. Tag walls, listen to pirate radio and run from the law – it's like being in one of those early Eighties hip hop movies, except without the subtext of urban decay and restlessness. Hmmm.

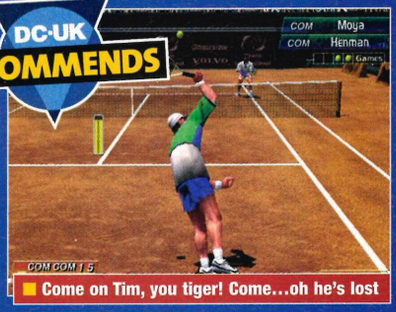
Watch out, it's the rozzers



DC-UK RECOMMENDS

056 *Virtua Tennis*

From *Pong* to *Super Tennis*, the world's favourite racquet sport has always proved a good bet for videogame fun. Now, the finest example ever has appeared on Dreamcast. Yes Dreamcast. Filled with real players, realistic courts (clouds pass by casting shadows on the grass for heaven's sake!) and a great oneplayer challenge. But the fourplayer option is the reason to buy it. Find out why in our smashing review.

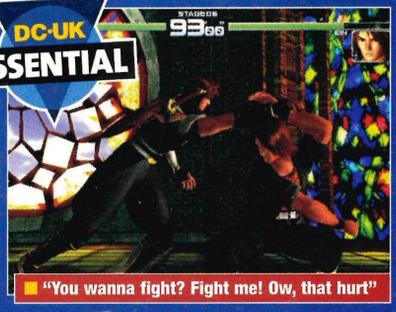


Come on Tim, you tiger! Come...oh he's lost

DC-UK ESSENTIAL

060 *Dead or Alive 2*

Finally the PAL version strides into our office like some bloodied samurai warrior. Actually it arrived in a little brown envelope (addressed to the wrong magazine, we might add), but that doesn't sound quite as impressive. Okay, you know the drill. Amazing backgrounds, super fast fighting action and more fabulous chests than 'Treasure Island'. FIGHT!

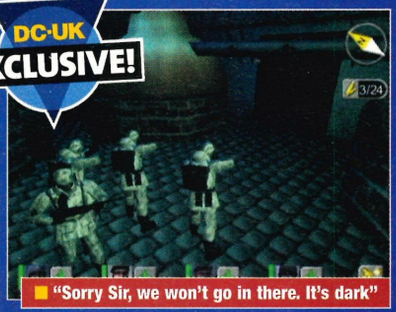


"You wanna fight? Fight me! Ow, that hurt"

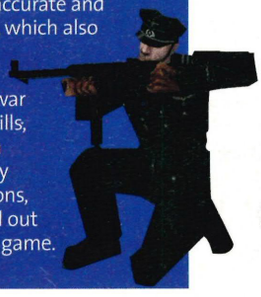
DC-UK EXCLUSIVE!

064 *Hidden and Dangerous*

At last a thought-provoking, accurate and realistic battle strategy game, which also happens to be exciting and rewarding. If you were brought up on Bank Holiday war films with the likes of John Mills, Alec Guiness and David Niven keeping stiff upper lips as they carried out courageous missions, you'll be in your element. Find out just how much you need this game.



"Sorry Sir, we won't go in there. It's dark"



Welcome

There's been a lot of conflict in the office this month. I'm not talking about the usual petty squabbles that flair up when, say, Andy comes out with one of his staggeringly sexist remarks, or when Karl creeps up behind Neil in the games room and attacks him with an inflatable tiger (sadly, that actually happened). I'm talking about the games themselves. *Silent Scope*, *DOA2*, *Hidden and Dangerous*, *Power Stone 2*, *Rainbow Six*, *Half-Life*, *Ultimate Fighting Championship*: its all fighting, fighting, fighting.

Not that I'm really complaining. *Silent Scope* is a bullet-riddled dream come true for anyone who's ever seen 'Dirty Harry', 'Day of the Jackal', 'Two Minute Warning', or 'Leon', and wanted to have a go at shooting someone in the head from half a mile away. *Ultimate Fighting Championship*, meanwhile, allows you to knock down a very large man then smack him about the face a lot until he passes out.

Of course, I'm not condoning violence per se. Anyone who's ever been outside the wrong pub at 11:15 on a Friday night knows how rubbish and depressing the real thing is. But the visceral thrill of performing multiple flying kicks on a charging Jann-Lee, or minutely planning a savage attack on a German base makes bloody fantastic entertainment.

There have been a few moments of calm between the wars. Wimbledon may be over, but we STILL play *Virtua Tennis* everyday and we can't seem to stop. Like 90% of the hardcore import community we also got *Jet Set Radio* in as soon as it was released in Japan, and now everyone wants a pair of in-line skates for Christmas. Read all about it now – you'll need the background info for when you inevitably buy the game on its it release in November.

And that's all I have to say on the matter for now. I'm expected on centre court at 12 pm and, unlike Tim Henman, I can't let my fans down. Enjoy the mag and I'll meet you here again next month ■

Keith Stuart
Editor

September 2000

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Because it's not just about playing

006 Silent Scope

Cover Story It's silent but deadly... and we're not talking trumps here. Konami's coin-op classic has its sights trained firmly on Dreamcast and the assassinate 'em up has received an arcade-perfect conversion. Steady your nerves, look down the barrel and prepare to be blown away

036 Alone In The Dark

The *Resident Evil* series may have taken the plaudits but it was *Alone In The Dark* that started the survival horror frightfest. Now it's back – and it's scarier than ever... Brrr!

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Games to watch out for

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Fourplayer beat 'em up madness is on the way. If you loved the original, this superb sequel will knock your socks off!

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News, views, hype, happenings

040 Dino Crisis It's official: the dinosaurs are coming to chew us up with their big teeth and slap us with their stupid little arms. Plus, Capcom might well be sending *Resident Evil: Nemesis* to scare us silly as well. Okay, they may be PC ports, but the more the merrier!

043 Soldier of Fortune

Blast terrorist scumbags in this ultra-violent firstperson shooter. *Quake* it aint, this is 'Rambo II' in videogame form. Mmm, gory!

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Reviews you can trust

056 Virtua Tennis

Sega's latest sporting smash hit has been served onto DC like a Sampras thunderbolt . It's the best tennis game ever made and it'll turn you into rabid racquet junkies

060 DOA2 Yes, it's got lovely laydeez with big bosoms. Yes, it's got plenty of gratuitous knicker shots. But incredibly, the sexy beat 'em action somehow manages to match the sauciness of it's characters. The minxes

064 Hidden And Dangerous Re-enact WWII in one of the best strategic adventures you'll ever play. Stealth, planning and lots of heavy-duty machine gun action. War really has never been so much fun

068 Maken X A firstperson shoot 'em up without any shooting? It may sound unlikely but this chop 'em up swordfighting adventure has a few more surprise up its sleeve...

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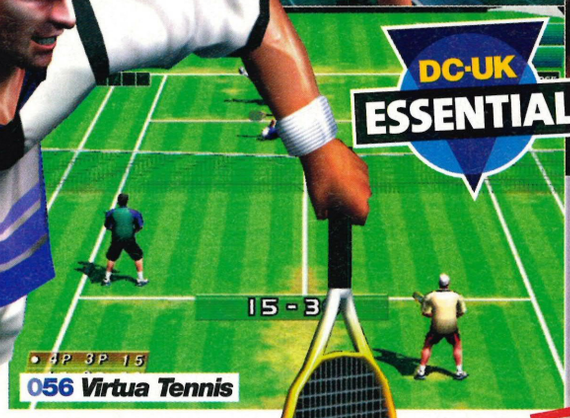

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ALONE IN THE DARK IV
THE NEW NIGHTMARE

036 The original survival horror makes its long-awaited reappearance. Be afraid. Be very afraid

DC-UK EXCLUSIVE!

006 **Shoot To Thrill: *Silent Scope***
From the roof of a tower block you see a terrorist holding a hostage. Steady your sniper rifle, take aim and shoot him squarely between the eyes

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Your favourite games made easy

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Since it became the first ever online console game the world has gone *ChuChu* bonkers! If you're having trouble beating those online rocketeers check out our guide to Internet mouse madness. And we've also tipped all 100 of the singleplayer puzzles

094 ***Fur Fighters*** Bizarre Creations' fantastic furry adventure turns the cute factor up to eleven, but don't let that fool you, 'cos it's teeth are sharper than a mother-in-law's tongue. Our in-depth guide will take you every step of the way past its cartoon claws

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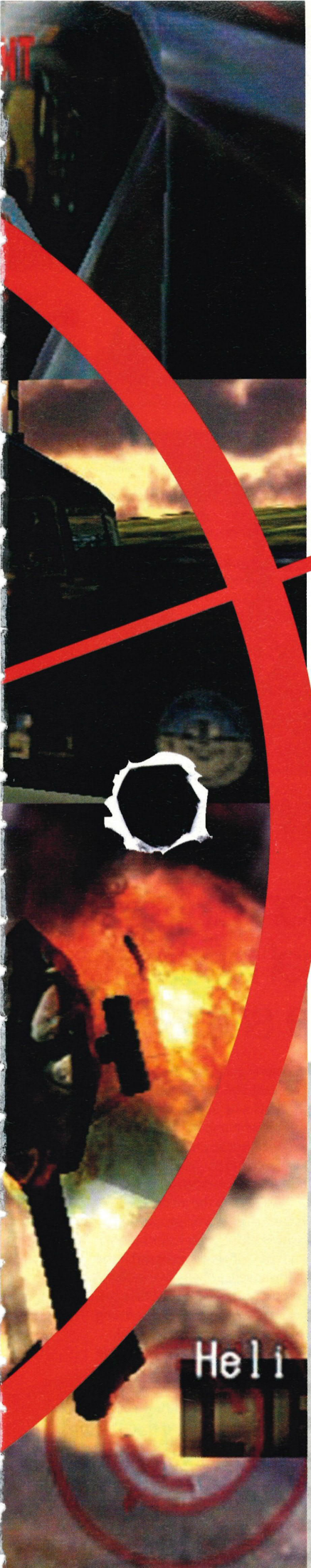
REMOVED REMOVED

SHOOT TO THRILL!

ENTER THE LETHAL WORLD OF THE PROFESSIONAL ASSASSIN IN ONE OF THE GREATEST SHOOT 'EM UPS YOU'LL EVER PLAY

The man lies perfectly still atop a tower building, rifle pressed against his shoulder and sights trained on an unsuspecting victim standing at street level. He inhales deeply, holds that breath and steadies both his nerves and his weapon. Target positioned squarely between the crosshairs, he squeezes the trigger like a surgeon guiding a scalpel and the bullet flies from the barrel with barely a sound. A heartbeat later, the target is lying dead on the pavement, blood trickling out of the inconspicuous hole in his forehead. The sniper rises, calmly dismantles his rifle and replaces it in its black case. Without a backwards glance, he walks away, another job successfully completed. This is the world of the assassin and this is the world of *Silent Scope*, Konami's groundbreaking shoot 'em up. Do you have the nerve for it?

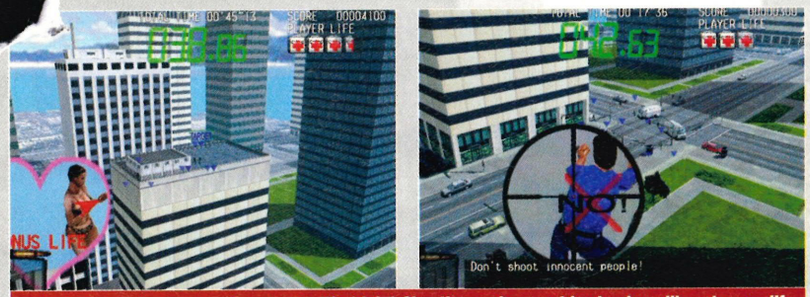
Released in the arcades last year, *Silent Scope* breathed new life into the lightgun shoot 'em up genre. With a big sniper rifle stuck on the machine and an eye-scope with an actual monitor displaying a zoomed-in view of the environments, the big concept was to pick enemies off using stealth and cunning rather than bursting in with all guns blazing. As the first ever 'assassinate 'em up', *Silent Scope* received its fair share of controversy but the punters voted with their pockets and turned the game into one of the biggest coin-guzzlers in the arcades. A year on, and its sights are trained firmly on Dreamcast. Better take cover... ▶



Words: Lee 'The Hitman' Hart

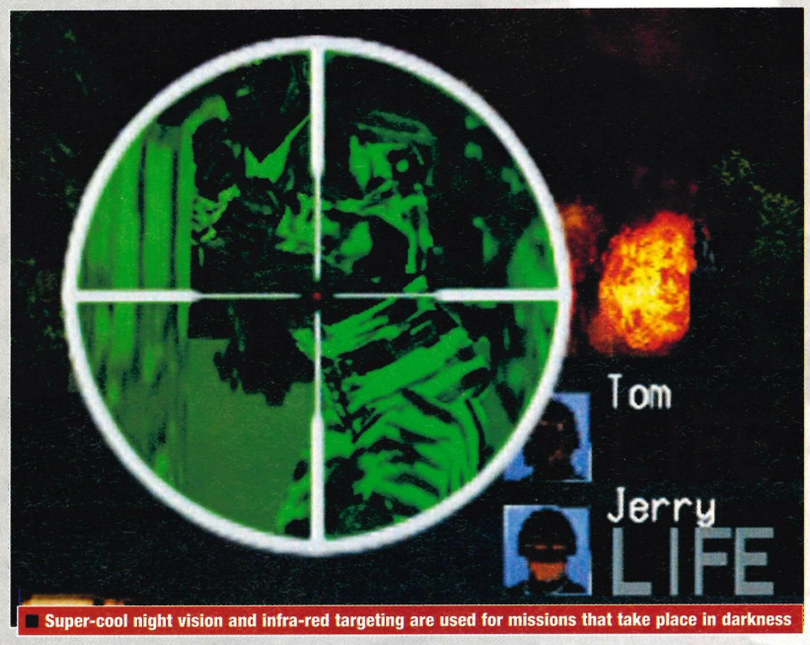
To reach the enemy base you can either parachute down or trek through the woods

Kerboom! We've blasted the helicopter five times and it's cheerio chopper



(Left) Target the laydeez for a bonus life (right) Shooting an innocent bystander will cost you a life

The Hotel Imperial. Kill bad guys but spare innocents who wander into view



Super-cool night vision and infra-red targeting are used for missions that take place in darkness

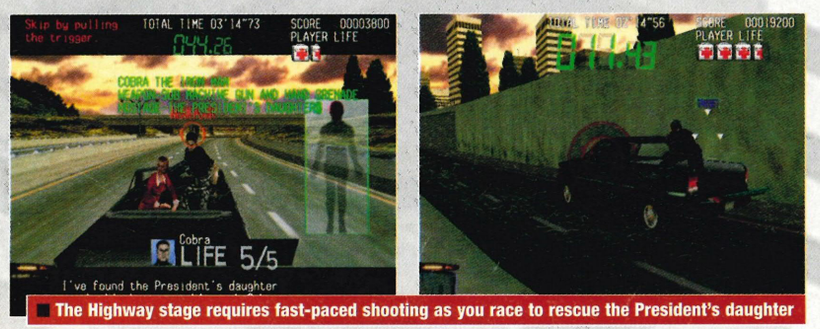
> "The action puts you in the lethal boots of a police sniper"

The first thing that must be said about the *Silent Scope* home conversion is that, unsurprisingly, you won't be playing it with a sniper rifle, as the cost of producing such a peripheral would have been prohibitive to say the least. What may be a little more unexpected is that the game offers no lightgun support whatsoever. This is mainly thanks to the crazy Americans who, in one of the most blinkered political decisions in living memory, have chosen to ban all lightguns rather than tackle the real issue of real guns that fire real bullets and harm real people.

Although playing *Silent Scope* with the rifle added greatly to the sense of interaction, there's no reason to be too upset about its exclusion because Konami has come up with the perfect substitute. On Dreamcast, the telescopic sight is zoomed in by default to provide a magnified view of events, and if you'd like a wider outlook you simply press the left trigger to zoom out. The analogue stick moves the crosshairs around the screen and once your target is between the sights, simply press A to put a bullet in them. We've played right through the DC conversion and are delighted to say that its new control system loses barely any of the subversive charm the sniper rifle brought to the coin-op.

The action itself puts you in the lethal boots of a police sniper, so you'll be shooting bad guys squarely between the eyes rather than randomly wasting innocent people and rattling the cages of our moral guardians. The largely irrelevant plot involves a gang of terrorists who have kidnapped the US President and his family. It's up to you to rescue the big cheeses and bring the bad guys to justice through the crosshairs of your rifle.

Aside from the innovative aspect of using a telescopic sight, what really separates *Silent Scope* from the shoot 'em up crowd is the fantastic sense of strategy in the gameplay. Unlike most titles in the genre, you won't get very far diving in with all guns blazing. Instead, stealth is the keyword as you move the target around the screen, zooming in and out to locate terrorists, and then putting a bullet in them before they spot you. Enemies can be doing anything from hiding behind obstacles to using a hostage as a human shield, and you must shoot them quickly

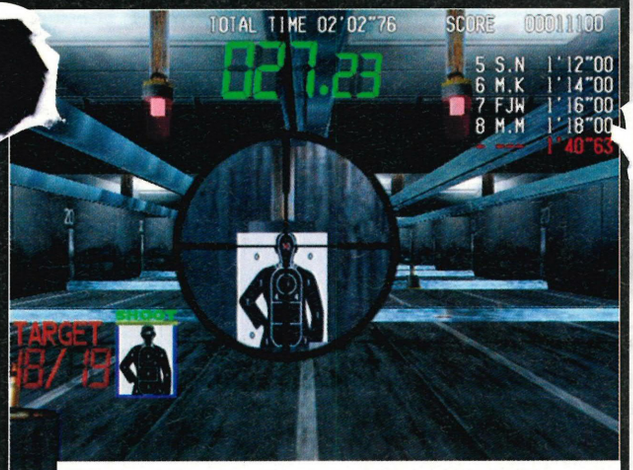


The Highway stage requires fast-paced shooting as you race to rescue the President's daughter

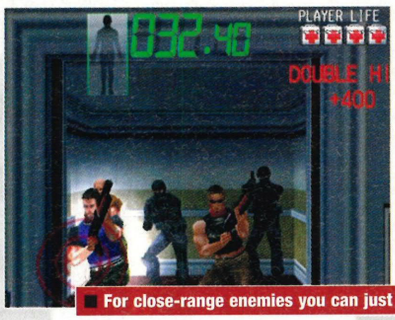
TARGET PRACTICE

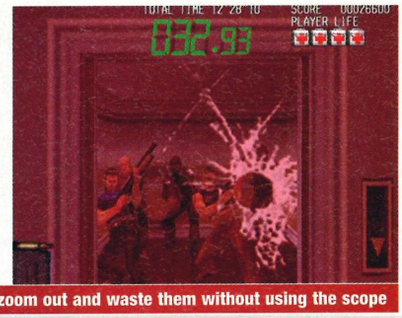
■ These targets move up and down the range making it tough to aim for bull

> *Silent Scope* has an extremely useful training option enabling you to get your sniper's eye in before braving the lethal terrorists and armoured vehicles found in Story mode. It actually turns into a minigame in its own right as you attempt to get the highest score possible by hitting a procession of bullseyes and head shots ■

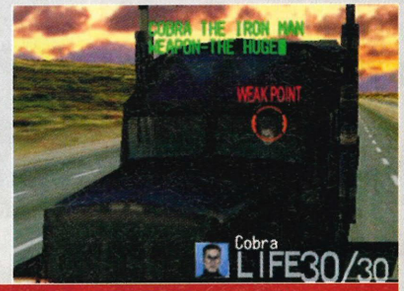


■ Aim for the famed 'head shots!' to get top marks in the firing range

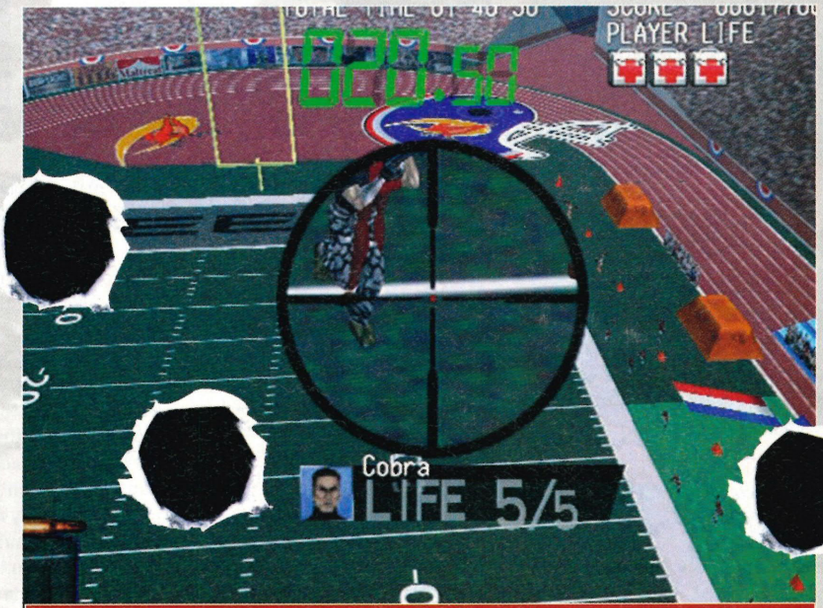




■ For close-range enemies you can just zoom out and waste them without using the scope



■ Boss battles include these shootouts where you must target weak points in a gunship and a truck



■ Avoid wasting the innocent US footballers and take down Cobra as he wreaks havoc on the field

otherwise the screen will flood red as their bullet cracks through the scope and takes one of your lives.

The arcade version's Story mode has been transported wholesale to DC and uses a clever branching system as you attempt to rescue the President. Beginning on the streets of Chicago, you have to pick off all the bad guys from the top of a tower block. After cleaning the city streets of terrorist scum, you can choose which branch of the story to take next, between an air battle against a helicopter gunship and a 'Two Minute Warning'-inspired shoot-out in a US football stadium.

The next destination is the enemy base found in a secluded forest. This level takes place at night and you can either reach the base by parachuting in and blowing enemies away during the descent, or sneak through the woods and use ultra-stealthy, green-eye night vision to spot terrorists in the darkness. Other stages include targeting people in a hotel's windows and speeding down a highway in a car, trying to shoot baddies in their vehicles as you swerve through traffic. There are also several boss encounters and you'll face different ones depending on which route you take through the game. The branching system continues throughout Story mode and ensures you'll have to beat the game several times to see everything it has to offer.

Aside from the coin-op's Story mode, other gameplay options are Training which lets you practise those sniping skills by shooting targets in a firing range (see Target Practice box for more info), and the usual Time Attack antics of blasting through the game as quickly as possible. Longevity is always a problem in arcade conversions and to combat this, Konami is currently developing an all-new Original mode that will provide the kind of depth required for home play. This option is still very much a work in progress and details are unavailable at the time of writing.

> "Konami is currently developing an all-new Original mode"

With a release targeted for October, *Silent Scope* is all set to be one of Dreamcast's winter smash hits. There really is nothing else like it on the market and our time spent peering through its sights left us with an insatiable urge to become known as Leon, start drinking gallons of milk and strike up a dubious relationship with Natalie Portman. All your hitman dreams are about to come true. Just aim the scope and squeeze that trigger... ■

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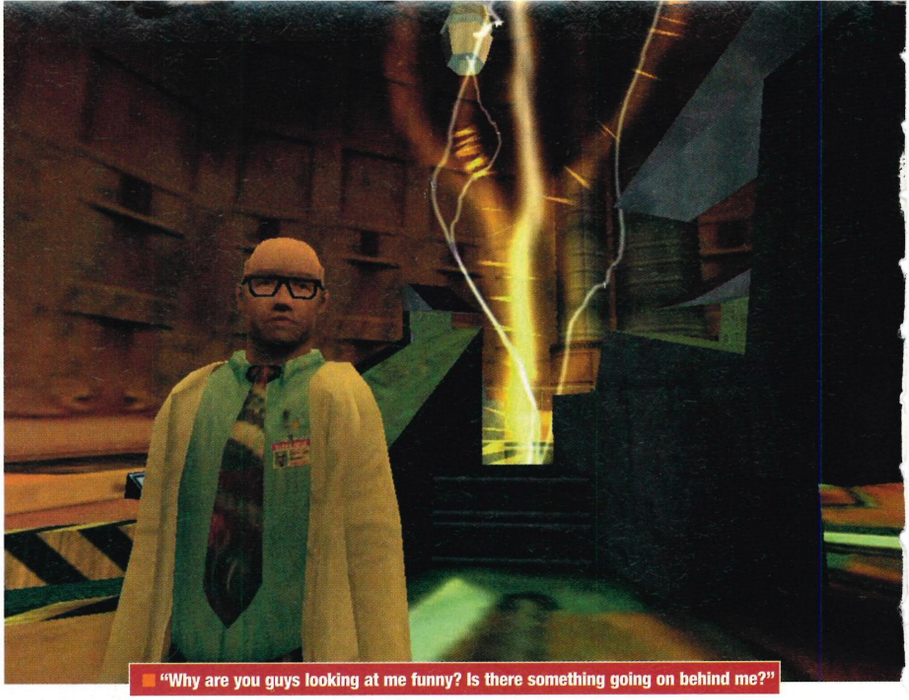


"Why are you guys looking at me funny? Is there something going on behind me?"

HALF-LIFE

It's been voted the best PC game of all time and now it's coming to Dreamcast. Prepare for terror

IN A NUTSHELL

> **The finest PC game ever made comes to DC with improved visuals and a whole new mission.**

Guide Gordon Freeman and Barney the guard as they face hideous aliens and deadly SWAT teams. Humanity is at stake! ■

DETAILS

Publisher:	Havas Interactive
Developer:	Captivation/ Gear Box
Origin:	US
Players:	One
Release date:	November

The day in question starts like any other for security officer, Barney. After reporting for duty at the Black Mesa research lab he makes his way through to the changing room, watching the white coats bustling about excitedly (as they had done for months previously). Donning his body armour and picking up his 9mm Berretta, he then heads down to the shooting range for a little target practice before taking the lift to the basement complex.

And then all hell brakes loose. This is the beginning of Guard Duty (working title) – the Dreamcast-specific mission set to be packaged with the DC conversion of *Half-Life*. Yes, if a full translation of the original game wasn't enough, we're also getting a unique spin-off designed by Gear Box Software – the Texan team previously responsible for *Opposing Force* (see page 012).

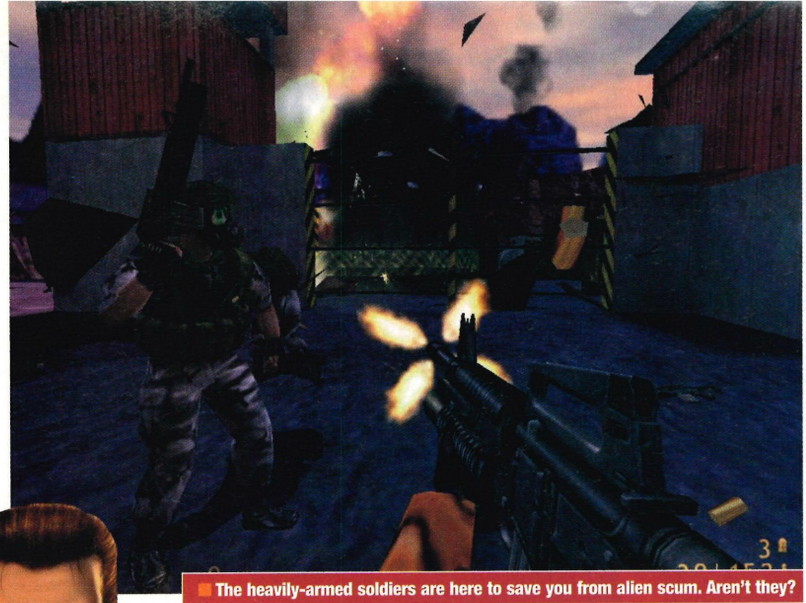
When we met up with Gear Box level designer David Mertz recently, we were keen to find out how this whole guard duty thing would work. In *Half-Life*, the lead character – Gordon Freeman – is a scientist and has some understanding of the whole Black Mesa Experiment (look at the column on the left if you've never played the original). He soon understands what's going on and gradually the game becomes a mission to save Earth from marauding alien beasts. As for the guards, all they do is stand by the

HALF WHAT?

> Released on PC at the end of 1998, *Half-Life* is a firstperson shoot 'em up filled with plot twists, great action set-pieces and memorable locations. The action takes place in the subterranean Black Mesa Federal research facility where scientists have opened a portal to another world in another dimension. As Gordon Freeman, a young research associate with low level security clearance and only half an idea of what's going on, the player starts the game by entering the 'Anomalous Materials Lab' to perform a simple experiment with a strange crystal.

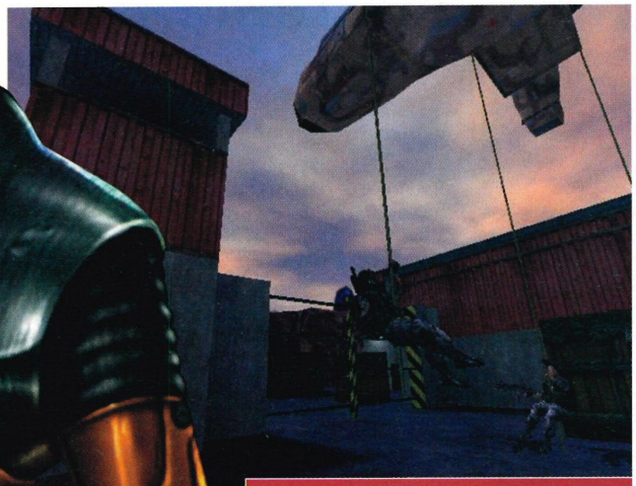
But everything goes wrong. There's a massive explosion and when Gordon comes round he discovers chaos – the lab is a burning wreck, security guards and scientists lie mortally wounded and bizarre creatures are stalking the sterile corridors hunting for flesh. To make matters worse, when the armed forces arrive, it's clear they're not here to save anyone, they're here to cover up the whole mess. And that means carnage. It's your job to get Gordon out of the base and maybe even back up to the alien planet to stop these hideous monsters slipping into our dimension ■

Both character and weapon models have been improved for the DC version



The heavily-armed soldiers are here to save you from alien scum. Aren't they?

"Don't shoot! I'm not an alien! I just look funny!" "Liar!" Blam, blam!



This is a great bit. Which we won't ruin for you

Barney plays *Half-Life* on his PC

doors, or join up with Gordon for brief gunfights in which they often act as little more than bullet fodder.

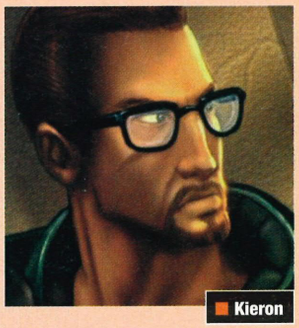
Mertz is unconcerned about the apparent bit-part nature of the guards – he does after all have official backing. "We worked closely with Valve and their story guys to make sure we didn't break with the whole *Half-Life* story. After *Opposing Force* they really trusted us and gave us more freedom creatively."

What Gear Box has done is use Barney's blue collar background and his ignorance to the scientific activities to create a different type of game that runs alongside Freeman's. Barney isn't involved with the conspiracy and when the warp gate opens and aliens spew out all over the base, all he wants to do is escape – that's his mission. In this way Guard Duty becomes more 'survival horror' than first ▶

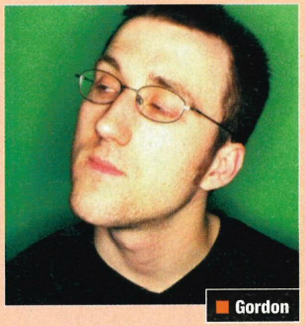
> "The game becomes a mission to save Earth from marauding beasts"

MY **HALF-LIFE** STORY

A personal reflection on the original *Half-Life* by PC Gamer's Kieron Gillen



Kieron



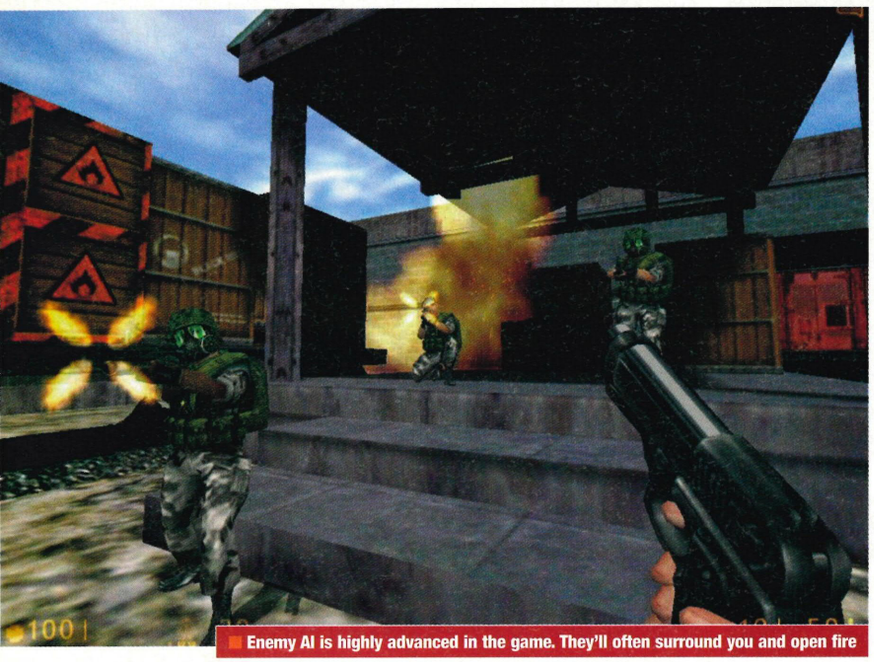
Gordon

> Great moments in *Half-Life*? Good people, *Half-Life* is nothing but great moments. And that isn't lazy hyperbole. More than any game of recent years, Valve's meisterwerk is all about choreographed carnage and ironic counterpoint of the deepest kind.

But initially, the first impression was of a game with unparalleled self-confidence with a simultaneous lack of bravado. Rather than the usual gung-ho rendered intro sequence, *Half-Life* is classier than an Audrey Hepburn dress. When you finally choose 'Start new game' the screen fades to black. Then, in simple text, the games title appears in the middle of the screen. A return to the blackness. When the lights come back on, you join geeky hero Freeman on his way to work.

For the first 15 minutes it plays with your emotions, going through your normal routine, making everything seem painfully normal. You familiarise yourself with your workplace, your comrades. The game creates a context of normality – which makes it all the more powerful when the proverbial brown stuff hits the fan. Previously tranquil places of work are turned into a tortured pile of mangled concrete and broken flesh. Never has a world gone wrong been conveyed with such palpable power.

The rest of the game's beautiful, but *Half-Life*'s first claim to fame must be as the first firstperson shooter that's confirmed its genius before the first shot's been fired ■



Enemy AI is highly advanced in the game. They'll often surround you and open fire

Rumours are that another trip to the alien world will be made in Guard Duty

person shooter. It's *Resident Evil* meets 'The X-Files'.

His humble position in the Black Mesa pecking order has many subtle effects on the game. When he meets up with scientists during the action, they're rude and condescending, refusing to share the info they willingly blurt out to Freeman. Barney is also unable to operate the rad suit that Freeman picks up in *Half-Life* which protects him from enemy fire and can be topped up with energy cells. Instead, Barney gets body armour, making him more vulnerable to flying alien acid bombs.

Barney's 'regular worker' status also has an effect on the locations used in Guard Duty. The story takes you to older, more grimy areas of the base – places that Freeman doesn't even know exist. This makes him rather valuable with scientists also desperate to find a covert way out. Mertz was cagey about this but it looks as though Barney might find himself leading an escape party of egg-heads – like honest oil-rigger Bruce Willis, laying down the law to NASA scientists in 'Armageddon'.

What has captured most of the attention so far though, is the way Barney's story intertwines with Gordon Freeman's. In the PC version of *Half-Life*, the game begins with Freeman taking a monorail ride into the heart of the Black Mesa Complex. At one point on the journey he looks through the window and sees a guard banging on a door – well that's Barney. According to Mertz, you'll bump into Freeman several times throughout Guard Duty but he wouldn't go into detail.

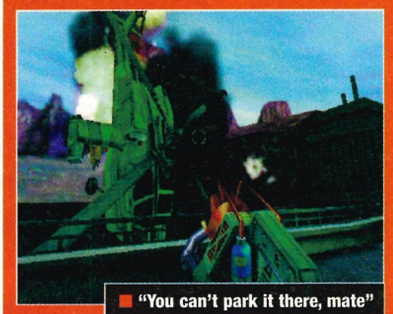
As for weapons and baddies, Gear Box has kept new additions to a minimum; thereby remaining within the accepted *Half-Life* universe. Apparently, though, there will be a new alien slave monster, and some of the weapon models have been spruced up. Gear Box is particularly proud of the shotgun that now goes off with a truly meaty explosion.

The original *Half-Life* has been pretty much left as it is, transferred intact from one machine to the other. For this job San Francisco-based design team Captivation was brought in, with Gear Box helping out on some of the character re-design. The key

FAMILY HALF-LIFE

Considering the huge success of *Half-Life*, and the depth of its storyline, it's hardly surprising that the title has spawned several spin-offs and add-ons. Along with the following titles there have been countless MOD levels designed by home coders and distributed on the net ■

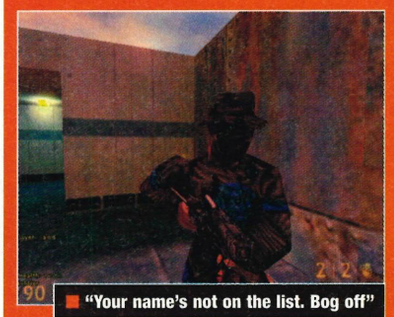
Name: Half Life
Released: 1998 **Developer:** Valve



"You can't park it there, mate"

The original title made it on to American shelves in November 1998. What really impressed gamers at the time was the sheer atmosphere of the single player game. Everything from the choice of weapons to the conspiracy-led plot, to the ambient sound effects just worked. Nothing has really got close to it since ■

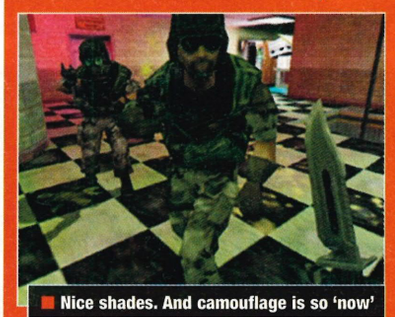
Name: Team Fortress Classic
Released: 1996-9 **Developer:** Valve



"Your name's not on the list. Bog off"

Team Fortress started as a free fan-made addition to *Quake*. Online only, it was a team-based game, which allowed you to choose from seven different classes of character. It took over the world. Then Valve hired all these fanboys and converted it to *Half-Life* in a newly polished form ■

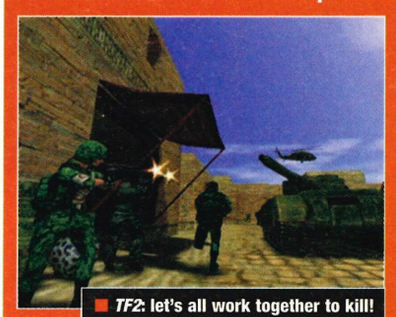
Name: Opposing Force
Released: 1999 **Developer:** Gear Box



Nice shades. And camouflage is so 'now'

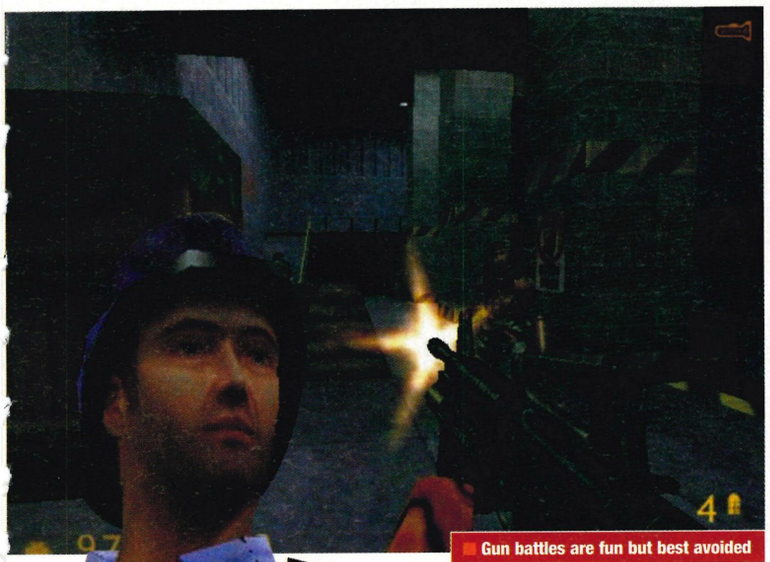
Half-Life's official expansion pack, with Gearbox's help, kept up the quality and design philosophy. The game plays in parallel to the father-game, with you playing a marine sent to investigate the complex gone wrong. Excellent post-modern references to 'Full Metal Jacket', too ■

Name: Team Fortress 2
Released: 2000 **Developer:** Valve



TF2: let's all work together to kill!

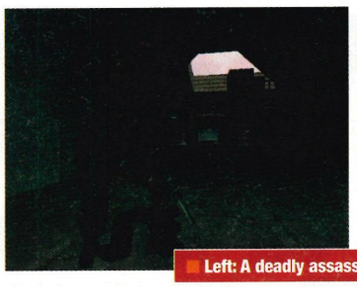
This takes the Team Fortress formula to a higher level. It promises death on an interactive, unprecedented scale. It'll almost certainly be the first pure team-based game to have the blood of God through its veins, and to have PC owners spontaneously combust daily in anticipation ■



Gun battles are fun but best avoided

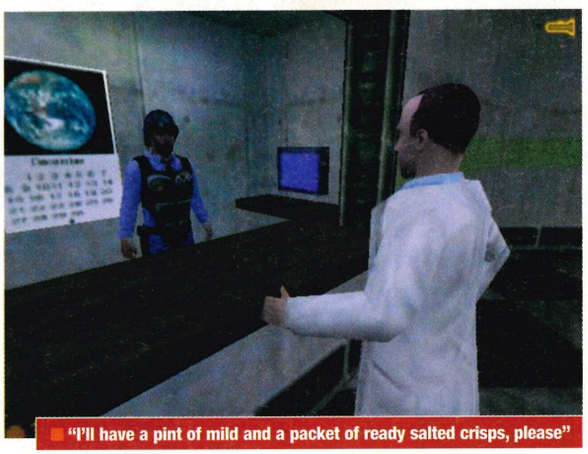
"Cease fire! CEASE FIRE! Now, can anyone see my contact lens? It fell out when I fired my grenade"

"But it's only our first date!"



Left: A deadly assassin. Right: "Hello, I'd like to make a withdrawal"

"You lie down there and trip him when he comes out!"



"I'll have a pint of mild and a packet of ready salted crisps, please"

changes are subtle and visual. Scientists and soldiers will now be made up of more polygons, and there will be more individual models (in *Half-Life* the same scientists would pop up again and again as there were only about four or five different versions of them).

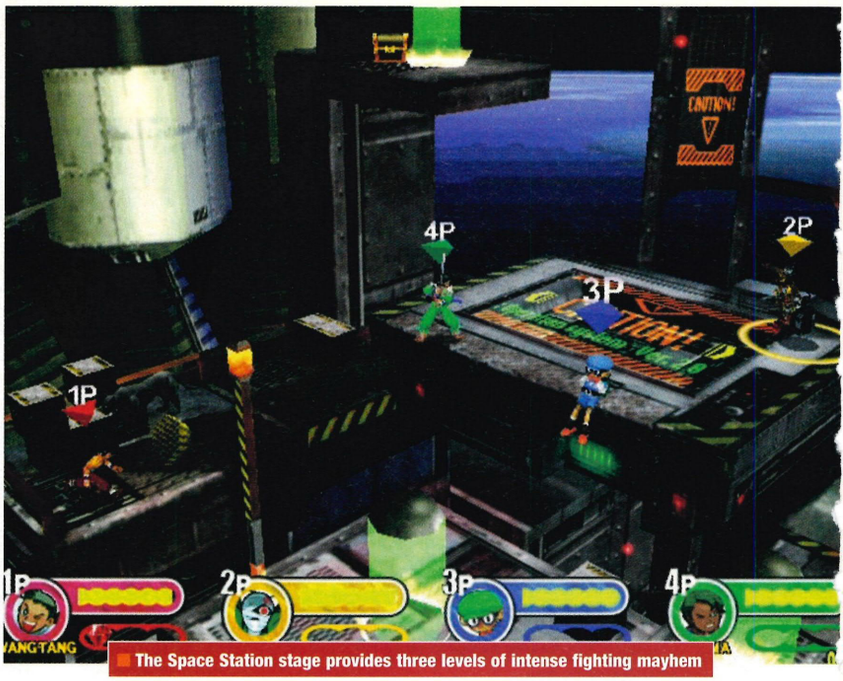
The biggest question mark is the one currently hanging over multiplayer support. Sierra, the company publishing *Half-Life* DC in the states, refuses to even discuss the possibility of online gaming, or even some kind of split-screen mode. However when we spoke to Gear Box at E3 earlier this year they told us that they're "playing around" with online content and aim to get a series of Death Match levels in the game. There have also been rumours that a multiplayer add-on could be released after *Half-Life*.

> "You can hear aliens slithering about, the hum of machinery, distant screams"

But then, unlike with *Quake*, multiplayer has only ever been a small part of the *Half-Life* experience. The key reason the game performed so well on PC was the quality of the singleplayer mode. Videogame designers aren't usually very good at creating stories, let alone interesting stories with regular twists.

And you never tire of this game. Right to the end, there's always a new shock round the corner. You can hear aliens slithering about in the dark, the hum of machinery, distant screams... Suddenly, you'll enter a room just in time to see a scientist being sucked into an air vent, only to be spat out seconds later as a collection of gooey limbs and a gush of blood. If only all nightmares were this much fun ■

Jump in the gun pods and blast massive shells at the enemy. Feel your stress disappear



The Space Station stage provides three levels of intense fighting mayhem

POWER STONE 2

Take on the mighty Sphinx. With a squeaky hammer

Capcom's fresh and funky beat 'em up is back with new fighters, new levels... and a shop

IN A NUTSHELL

> One of the best fighting games of all time is back.

Once again you get real 3D stages to explore and objects to throw, but now there are new characters, sub-quests and shopping trips. Oh and simultaneous fourplayer combat. Capcom rules ■

DETAILS

Publisher:	**Eidos**
Developer:	**Capcom**
Origin:	**Japan**
Players:	**One to Four**
Release date:	**September**

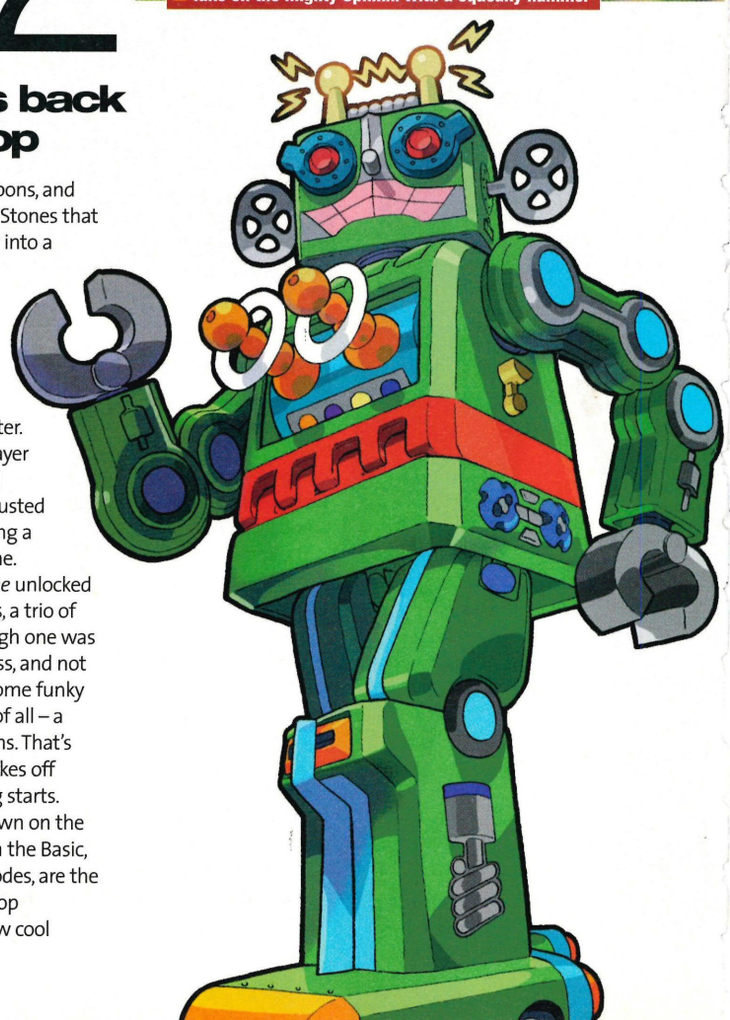
Falcon and Ayame are pushing a trolley through their local supermarket. "Right" says Falcon, "come on love, if we skip the fruit 'n' veg and dairy aisles, don't bother with the breakfast cereals, and forget about the frozen stuff, we'll get round to the heavy weaponry a lot quicker." This is shopping *Power Stone 2* style.

Capcom's genre-busting beat 'em up *Power Stone* hit Dreamcast last October, just after the console landed on our shores. The game featured simple controls (forget about learning 56 combos for each character, because there weren't any), free-roamable and interactive 3D levels, a pile of weapons, and the eponymous Power Stones that boosted your character into a frenzied super attack. Gracing the cover of **DC-UK 02**, it was one of '99s best releases – on any console.

That's not to say it couldn't have been better. In particular, the oneplayer mode could be romped through once you'd adjusted to the oddness of playing a proper 3D fighting game. Completing *Power Stone* unlocked a couple of extra stages, a trio of new characters (although one was the monstrous final boss, and not much fun to control), some funky VM games, and – best of all – a handful of new weapons. That's where *Power Stone* 2 takes off from. And the shopping starts.

Fourth and fifth down on the options screen, beneath the Basic, Arcade and Original modes, are the Adventure and Item Shop selections. Realising how cool

> "It can now be played by up to four people"



ON A LEVEL

In Arcade mode, there are five stages accessible from the start menu. These are split into several sub-levels, plus there are three hidden stages that can be accessed by beating the game with all the characters. So there's plenty to look at while you're pummelling your friends with great, huge iron pipes and wooden boxes. Here's a quick guide to those initial five environments.

BLUE SKY AREA

Avoid the swooping, energy-sapping eagle while throwing your opponents off the side of a floating ship. Later, you have to glide to earth fighting all the way down. You see, this is why Capcom is so cool ■

DARK CASTLE AREA

Start next to a delightful ornamental fishpond, then quickly climb the walls of the castle before finally reaching the haunted throne room. The spooky music is cool and the ghost hands out energy treats ■

ICEBERG AREA

Start off battling it out on a boat, then hop across to a surfacing sub with a massive gun-emplacement. Finally, in a touching tribute to 'Titanic', the boat hits an iceberg and you have to swim ashore. Luckily there's no sign of DiCaprio ■

TOMB AREA

You start in a 'Raiders of the Lost Ark'-style tomb filled with sarcophagi and falling rubble. Then you have to run away from a massive boulder before reaching the final section. Easily more fun than 'Temple of Doom' ■

SPACE STATION AREA

This one is split into three stages linked by an elevator. Leap onto continually moving platforms to get the goodies before facing the huge alien spider at the end. Great choral music plays in the background ■

The flamethrower returns from the original *Power Stone*. There are many new weapons too

Characters have full interaction with the environments. Shinning up poles is possible, but silly

It's so varied! Flying though the air (left), blasted in a dungeon (right)

discovering the minigun, raygun and extending stick was in *Power Stone*, Capcom's team has added a few more toys to unlock. 120 more to be precise.

Rather than revealing the extras by completing levels, battering opponents in the Adventure mode sends coins and bags of cash flying from their pockets. Dive in there quickly and gather it up and the moolah will be added to your total. As in the first game, chests materialise around the stages containing the standard range of weapons, and it's worth grabbing and using as many of these as possible. Occasionally, some strange cards can be gathered from around the levels, too. After finishing each stage your loot is tallied; once the game is over, it's off to the Item Shop to spend, spend, spend!

Actually, that's not strictly true; just buying new weapons wouldn't be much fun on its own. Instead, the giggly shop attendant will show you to the combining oven, where the weapons, cards and other items you've collected can be baked together (we're not winding you up here), to create wondrous and bizarre new concoctions. Melting a raygun and chaingun in the strange device will result in a natty beamgun being produced, but it gets much odder than ▶

SHOP TILL YOU DROP

The Item Shop's rather charming owner presents five options: Combine, Shopping, Conversation, Item Encyclopedia and Dressing Room. Here's a brief run-through of what each one is about, and how they work.

COMBINE

■ Mix and match! Create new things!

This is where you take items you've collected in the Adventure mode, or bought in the shop, and cast them into the combining oven. We came up with some pretty fruity cocktails, from a trumpet (blasts giant notes) to a scarecrow stick (turns your opponents into, er, scarecrows), and a grenade (obvious). Get the mix wrong and your precious belongings are melted into a lump of scrap. Oops ■

DRESSING ROOM

■ "Hmm, can I try this in lilac?"

If you made, bought or grabbed a funky new hat or a groovy pair of shoes, then this is where you can pick a character and dress them up virtual Barbie style. You can select any fighter from the game and attach new clothing to their head, body, legs or arms. Work it baby!

Although we managed to coax Falcon (aka Fokker in Japan) into a fetching pair of giant rabbit's feet, we couldn't get him to strut his stuff in the actual game. Again, that's only a matter of waiting for the fully translated version. Bring it on! ■

SHOPPING

■ "Oy, are you going to buy that Uzi?"

You can sell as well as buy items here, although the sell rate is pretty dreadful. If our attempts at translating are right (and lord knows we have enough trouble on holiday converting pounds to pesetas), a fire card costing 10,000 credits sells for just 800. Suddenly that sweet little shop owner looks a bit like Arthur Daley. Nicer hair, though. ■

ITEM ENCYCLOPEDIA

■ Decisions, decisions...

So that you can learn more about the various weapons and other items you've gathered, Capcom has thoughtfully included this encyclopedia. It also helps you keep track of which combinations create what item, and how many of each items you have left ■

CONVERSATION

■ "I'm open all hours, you know"

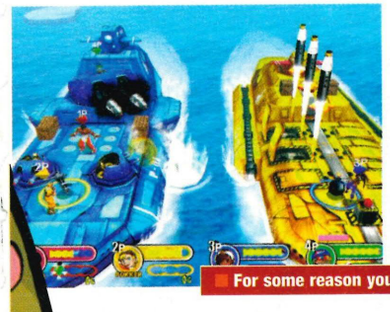
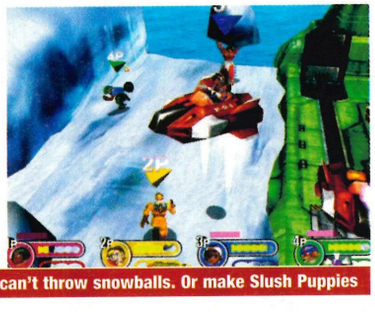
That's right folks, chat away with the shop keeper about all sorts of stuff (we find the weather is always a good fall back option). You can also give her a present from among your collection of items, ask for advice, and play a curious form of roulette ■

■ Spin the wheel of fortune. Spin it!

In space no one can hear you scream, "where is the insect repellent?!"

Like Kate Winslet in 'Titanic', the fighters must haul their fat arses from the icy water

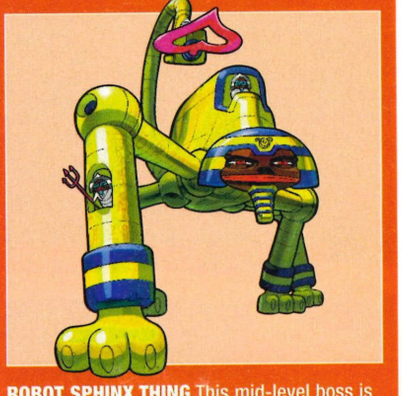
With fourplayers in a confined space it's like a game of beat 'em up Sardines



For some reason you can't throw snowballs. Or make Slush Puppies

LOOK OUT IT'S THE BOSS!

A beat 'em up is never complete without one...

DR ERODE This is the final boss. He's a giant who shoots electric death rays at your fighters. His weak point is his face


ROBOT SPHINX THING This mid-level boss is a deadly mix of yup, Sphinx and robot. Don't be fooled by his 'love heart' tail. He hates you

that – see 'Shop Till You Drop' for some of our better results.

Returning to the main game, popping open the item chests brings your fresh toys into play. Nearly all are spins on existing weapons – so the trumpet is based on the megaphone, but that doesn't stop it being hilarious to use. The fun is in realising that there are so many extras to discover, that they've all been properly animated (the trumpet blows out giant musical notes), and that it'll take hours of experimentation to work out all the right combinations. The collectable cards represent materials like fire, gunpowder, medicine and so on, and can be blended to make items too.

Power Stone 2's other big change is that it can now be played by up to four people, where the original supported two. Sadly, the Japanese version's online fighting won't make it to the UK – but that's a story we've all heard before. You could be forgiven for wondering why Sega Europe isn't pushing for games as cool as this to make the flight from Japan with their online gaming intact. Because we are.

The thing is, though, that while fourplayer fighting sounds like a cool idea, we're not convinced that it works. Beat 'em ups have always been about two characters, locked in a symbiotic dance of pain and mortality, expressing the essentially combative nature of mankind, channelling our innermost desire to dominate into a stream of... Wait a minute, this isn't Edge is it? Let's put it another way; having four characters bounding around the screen is just too bloody hectic – especially as *Power Stone 2* features some seriously explosive weapons.

The problem is that Capcom has also made the stages a lot bigger, and so when there's four fighters running into the furthest corners to pick up that really cool weapon that just appeared, the camera pulls so far back that you can't really work out what's going on – a least, not if you're trying to fight. Luckily, there's plenty of twoplayer action to enjoy. And you will. A lot.

We can remember playing the Londo stage in *Power Stone*, wondering whether the double doors on one wall could be smashed open, revealing a new area. You couldn't then, but you can now – well, sort of. *Power Stone 2*'s new levels are much larger than before, and a lot more interactive, with everything from gigantic fruit machines hewn from rock, to crumbling airships, surfacing and then submerging submarines, and alien insects to contend with. We won't go into too much detail, because the levels have been talked about quite a lot already. But they're cool.

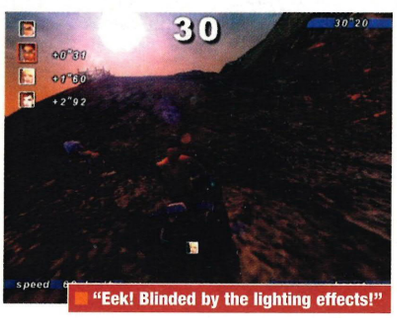
When Capcom rolled out the original *Power Stone*, it was a breath of fresh air in the stale, old beat 'em up room, offering something genuinely new with its true 3D fighting. There's still a lot of translation work to be done before it can be really appreciated, but we reckon that *Power Stone 2*'s Item Shop will add a lot to the basic game, with a pile of new weapons to reveal. Coupled to the fact that the core experience of playing *Power Stone* is still a thrill, the sequel should be everything we hoped for. And possibly a little bit more than that

> "Items you've collected can be baked together"

Snowboarding offers a variety of fancy stunts but speed is of the essence

You have a handy speed boost which must be used wisely as it has to last through all the events

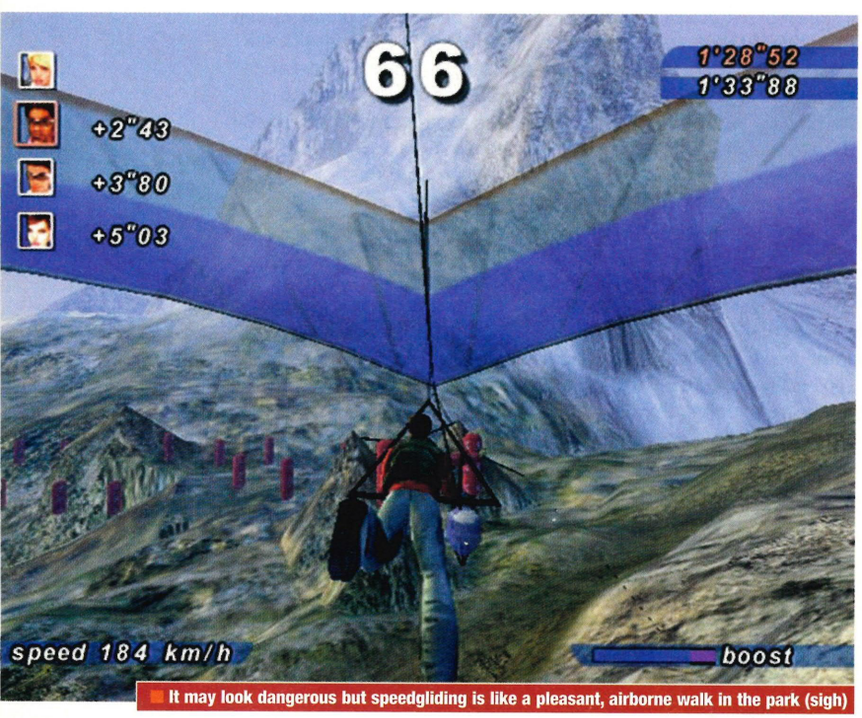
The TV-style replays are the business



"Eek! Blinded by the lighting effects!"

EXTREME SPORTS

Alright, dude! It's like, totally bogus! We're takin' these extreme sports to the max! (Cue: air guitar)



It may look dangerous but speedgliding is like a pleasant, airborne walk in the park (sigh)

Extreme Sports, eh? Any dangerous activities that whittle down the number of mulleted Americans who use the word 'radical' are absolutely fine with us. Over-population is a terrible thing and if human lemmings wish to sacrifice themselves on the altar of stupidity then fair play to them, we say. Go on Brad, jump out of the aeroplane and activate your parachute at the very last second! Oh dear, it didn't open and you're splattered across a ten-mile radius. Hey, that's a bit of a bummer isn't it dude?

But enough with the cynicism because some of those so-called 'extreme' sports actually seem like quite a good laugh if only we were deranged enough to give them a try. Fortunately, people with more common sense than Hilfiger clothing can now attempt these activities without risking life and limb thanks to the latest game in the Sega Sports range.

Extreme Sports takes place in three inhospitable areas of the globe: the mountainous inclines of the Himalayas; the volcanic landscapes of Maui; and the snowy, consonant-crazy climes of Stryn in Norway. There are five extreme events in the game at present, although more may be added in the finished version. Snowboarding is a typical *Cool Boarders*-style

IN A NUTSHELL

Sega Sports goes EXTREME! with a pentathlon of radical activities guaranteed to get adrenalin rushing.

Boasting clever transitions between events and bangin' speed, stunts and sounds, *Extreme Sports* is looking way cool, man

DETAILS

Publisher:	**Sega**
Developer:	**Innerloop**
Origin:	**Norway**
Players:	**One to Two**
Release date:	**October 27**

Tracks are designed to suit each event, with the ATV sections full of fast downhills and big jumps

An example of the transition gameplay: Bungeejump, grab the pole, then get on your bike

"I want my muuumyyyy!"

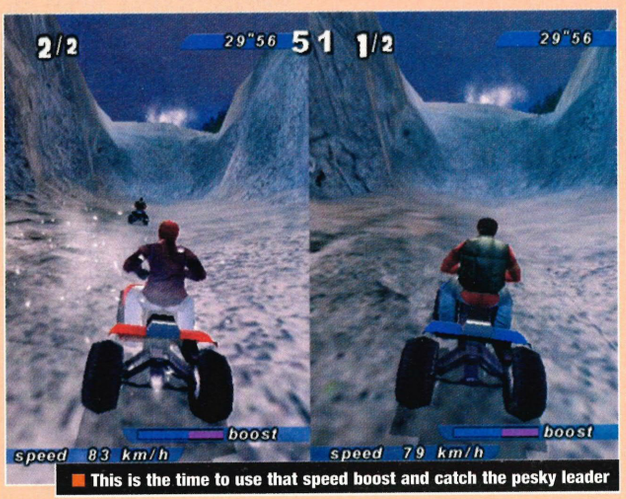
A Norwegian wood (insert Beatles joke here)

CHASE ME!

***Extreme Sports* has a wicked twoplayer, splitscreen mode for some ultra-competitive action. Unfortunately, it's just you and a mate with no CPU opponents to add extra spice, but they're not really missed as you'll be spending most of the race trying to elbow your pal in the throat.**

That's right, the crazy fools have included a barging move in the game which means, instead of trying desperately to win the race, more effort is spent trying to sneakily sidle up alongside your human rival, strike them across the boat race and leave them eating snow or going arse over handlebar as they say farewell mountainbike and hello mountain. That's gotta hurt ■

It's like a scene from a 'James Bond' film. Mmm, nice chopper



This is the time to use that speed boost and catch the pesky leader

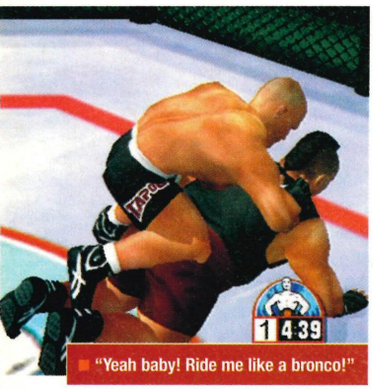
Ignore the glider and tap A to sprint over to your opponent and smack him

> "*Extreme Sports* takes place in three inhospitable areas of the globe"

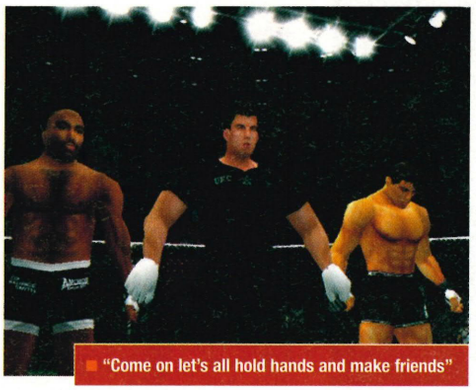
swoosh down a mountain with plenty of outlandish tricks available if you're feeling adventurous. ATVs (all terrain vehicles, or quad bikes to the layman) are raced over rocky areas full of big ramps and big air while mountainbiking is much the same but with the added thrills of fancy cycling stunts. A more serene experience is provided by speedgliding where your glider is towed by a plane and you merely have to steer into blue balloons to speed up and avoid the red balloons which slow you down. Finally, there's bungeejumping which acts as a link between stages as you jump from a large structure before grabbing hold of a pole to bring you back down to Earth for the next sport.

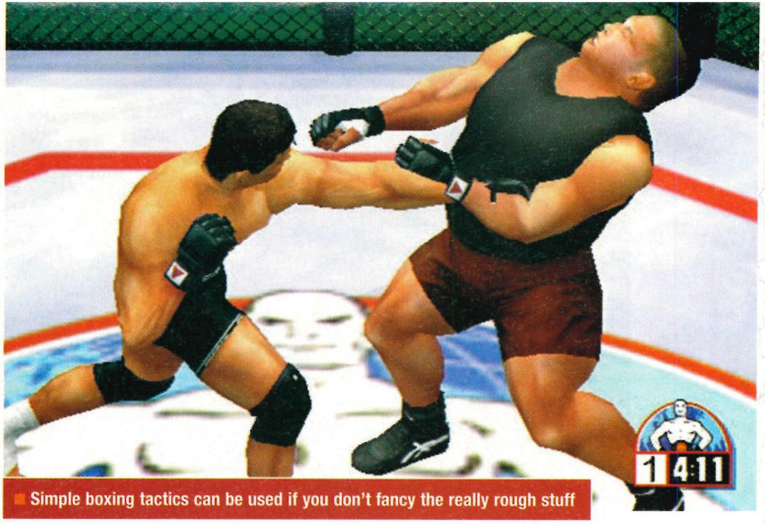
And that's the big, juicy concept in *Extreme Sports*. Instead of merely attempting each event in isolation, the gameplay utilises a pentathlon format where up to five sports are performed in sequence. For example, you might begin with a spot of snowboarding and after finishing the descent you'll leg it as quick as you can on foot (tapping A to run faster) over to your glider and take to the skies. As you reach the end of the speedgliding you can jump to the ground, get on your mountainbike and burn it to the finish line to beat your three competitors. Phew.

On their own, the five individual challenges don't really cut the mustard but with this fairly unique transition between events, *Extreme Sports* turns into an exciting, action-packed addition to the Sega Sports library. Keep an eye out for this radical, blond-streaked airhead when it freefalls onto Dreamcast in October ■



"Yeah baby! Ride me like a bronco!"


"Come on let's all hold hands and make friends"



Simple boxing tactics can be used if you don't fancy the really rough stuff

ULTIMATE FIGHTING CHAMPIONSHIP

Oh, the joy of getting an opponent on the deck and battering his face to a pulp!

IN A NUTSHELL

> **Fancy punching, kicking, kneeing, wrestling and headbutting people without getting your collar felt? Course you do.**

UFC gives you the chance with a faithful recreation of the ultra-violent US event of the same name. It'll make your knuckles bleed!

DETAILS

Publisher:	Crave
Developer:	Anchor Inc.
Origin:	US
Players:	One to two
Release date:	October

Prepare for a bout of real street fighting...

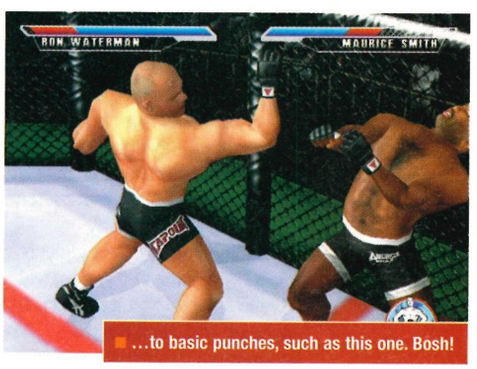
Oi! One more word out of you pal and I'll smash your bleedin' face in!" "Come on then, you slag!" "Leave it, Darren, he's not worth it!" "Shut it luv, or I'll give you something to moan about!" Ahh, a typical, if somewhat sanitised prelude to a good old British brawl. Now, call us picky, but we've never played a fighting game that truly reflected the tattooed, stonewashed-jeaned barnies that can be seen outside pubs and clubs up and down the land every Friday night. Dragon punches? Fireballs? Flying-roundhouse-chopsocky-piledriving-nadcrunchers? All well and good, but they hardly resemble the amusing thuggery of actual tear ups, do they? Headbutts, knees to the crotch, elbows in the throat – they're the kind of 'special moves' you get in real fights and it's about time they were included in a beat 'em up. And, would you Adam and Eve it? They have been!

Ultimate Fighting Championship is based on the finger-snapping, teeth-loosening, face-pummelling scrapping extravaganza of the same name. As you'd probably expect, the UFC is an American phenomenon and its special brand of savage ultra-violence is a pay-per-view smash in the Land Of The Free And Psychotic (see Hard As Nails! box for more info). Handily, the videogame version lets you step into the ring and take part in the carnage without any risk to life and limb. Unless your twoplayer clashes turn particularly nasty, that is.

The game features 22 real-life UFC bad boys with names like Frank Shamrock, Jeremy Horn, Bas Rutten and Sicky Wifebeater (note: we've only made one of those names up). The fighters all have their own grappling styles ranging from wrestling to boxing and from various martial arts to skilless but viciously effective streetfighting techniques. As well as the basic kicks, punches and throws available to each fighter, they also have a number of moves specifically tailored to their individual style.

Six modes of play will be included in the finished version. The usual Training and twoplayer Versus options are in there and Create Fighter allows you to customise your own mohicaned redneck and train him until he's ready to take on the UFC's best. Other modes include the competition-based Tournament and Title Defense, but the game's

3000 moves will be in the final code, ranging from holds...



...to basic punches, such as this one. Bosh!

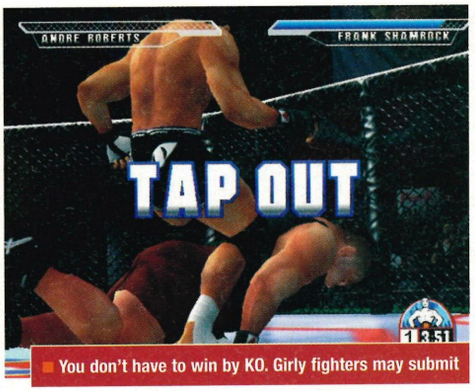
> "Take part in the carnage without risk"

HARD AS NAILS!

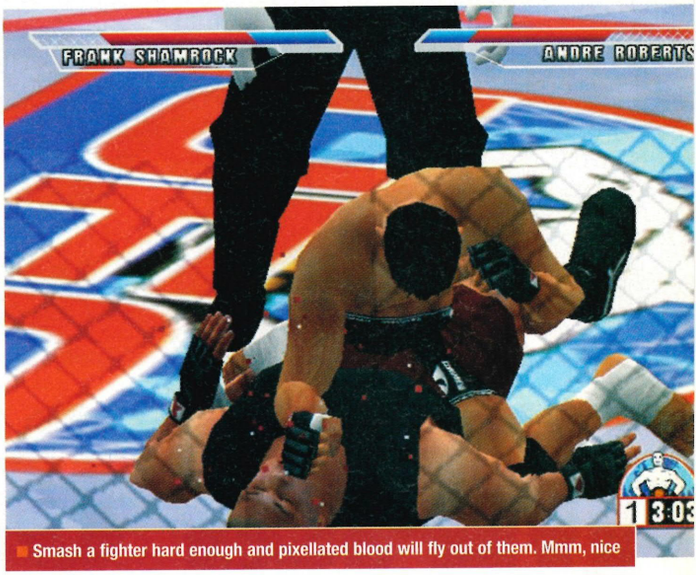
The Ultimate Fighting Championship began in 1993 as the brainchild of the Brazilian, Helios Gracie. The Gracie family have their own unique scrapping style called Gracie jujitsu which combines the ancient art of jujitsu with floor grappling techniques and is virtually impossible to defend against because of its freeform mixture of throws and stranglelholds.

The aim of the UFC was to discover which form of fighting was best in a freestyle contest where all styles are welcome and the only rules are no biting and no eye-gouging. Helios's son, Royce Gracie, proved his family's style is best with three Championships in four contests (he was injured one year) before retiring undefeated. The brutal event has gone down a storm in the bloodthirsty US, despite being banned in most states, and the UFC circus is growing in popularity with every passing year. Not surprising as it really is the ultimate in fighting and makes wrestling look like the ridiculous lycra-clad pantomime that it is ■

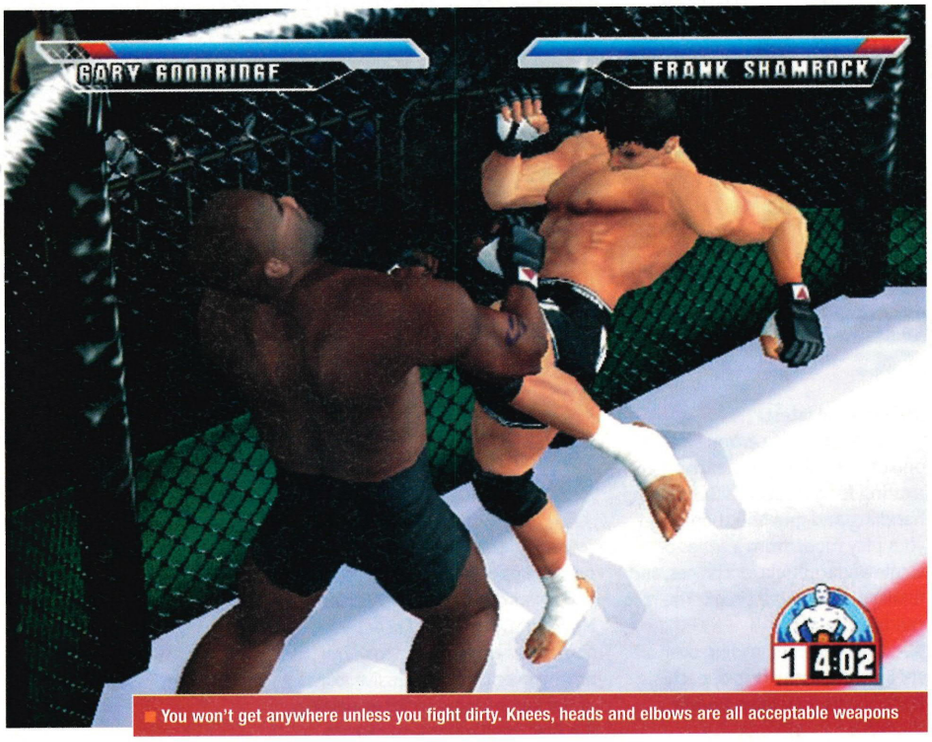
■ Scott 'The Pitbull' Ferrozo and Contre Bohlander fight over who's got the stupidest name



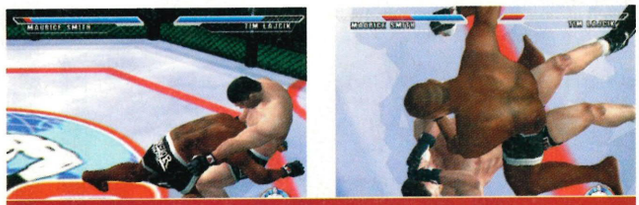
■ You don't have to win by KO. Girly fighters may submit



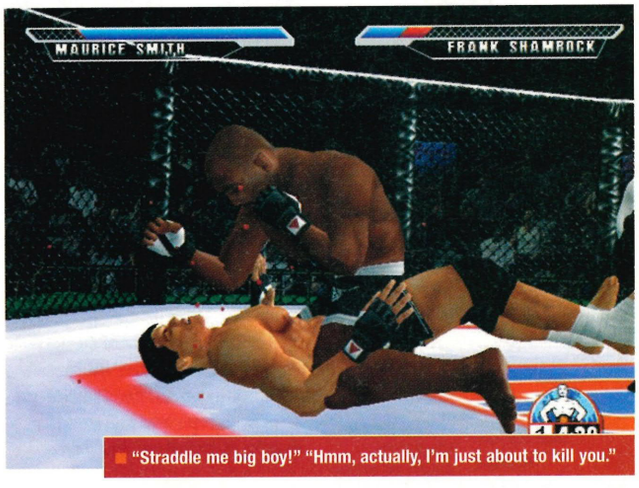
■ Smash a fighter hard enough and pixellated blood will fly out of them. Mmm, nice



■ You won't get anywhere unless you fight dirty. Knees, heads and elbows are all acceptable weapons



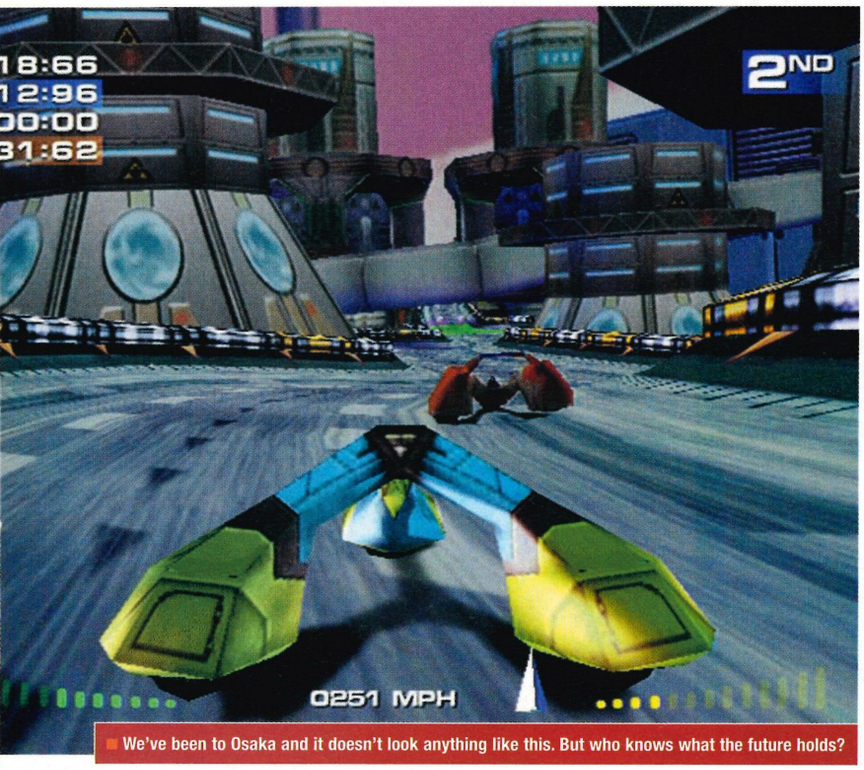
■ A foolproof winning method: wrestle 'em to the deck and punch their lights out



■ "Straddle me big boy!" "Hmm, actually, I'm just about to kill you."

biggest and most appealing challenge is Career. This in-depth singleplayer game puts you in charge of a young, dumb and full of fun UFC rookie and you have to move him up through the ranks, learning new moves and styles, until your boy is hard enough to fight for the championship.

Besides the generous selection of options, what really sets *UFC* apart from the wrestling games it resembles is the sheer fluidity and brutal violence of the fighting action. Where wrestling games are slow, cumbersome and largely restricted to chucking your opponent out of the ring or kicking him repeatedly up the arse, *UFC* is fast, responsive and has a massive variety of styles, moves and combatants. No other beat 'em up on the market allows you to grab an adversary by the throat, knee them in the head, throw them to the floor, sit on their chest and punch them in the face again and again until their mother wouldn't even recognise them. It's not big, or clever and the moral guardians will be rattling their jewellery in outrage... but it's gonna be fun ■



We've been to Osaka and it doesn't look anything like this. But who knows what the future holds?

Alternate tracks sometimes criss-cross and circle each other. Bleurgh!!

Hmmm, did the designers watch 'Bladerunner' by any chance?

MAGFORCE RACING

Go back to the future with another stomach-churning sci-fi racer coming to DC

IN A NUTSHELL

> If you've ever played *WipEout* you'll know what to expect from this futuristic racer.

Yes, plummet though a series of sci-fi landscapes at ridiculous speeds in craft that look like groovy frisbee designs. Will possibly make you feel very, very sick ■

DETAILS

Publisher:	**Crave**
Developer:	**VCC Entertainment**
Origin:	**Germany**
Players:	**One to four**
Release date:	**August**

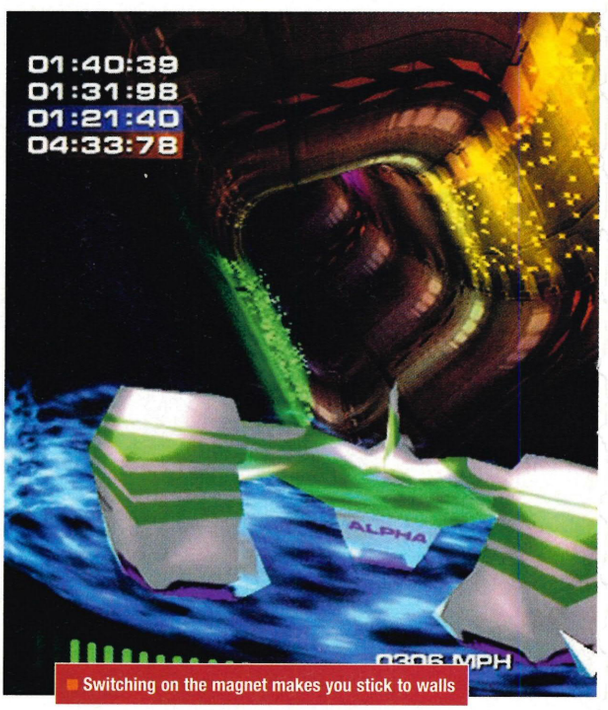
It all started with *WipEout*. The 1995 Psygnosis racer featured spaceship-style pods zooming across hi-tech urban landscapes, picking up weapons and blasting each other into cyberdust. With its slick graphics, cool design (courtesy of Designer's Republic) and 'wicked' music, *WipEout* jump-started PlayStation sales in Europe and spawned dozens of imitators. *MagForce Racing* is the latest.

This is the set up. You select one of several 'tri-pods' each given a rating for top speed, acceleration, handling and grip. You then select your play mode from a series of single and multiplayer choices, and finally you choose a circuit. The race can then begin.

As in *WipEout*, gliding over specially marked areas of each track boosts your speed, while collecting icons provides you with a range of power-ups, from missiles and lasers to force fields. And like N64's hit *Diddy Kong Racing*, you can power-up your weapons by driving over three successive icons of the same kind – so, for example, the first missile icon you pick up provides you with just a simple missile, but the next one gives you a guided missile, and the one after that gives you a super-deadly triple missile. Simple.

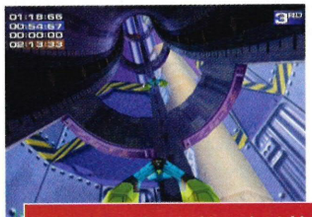
We've played a cut-down demo version of the game with four of the final 22 pods available and five courses. Handling is a bit

> "Like cheap alcohol they're fun and make you feel sick"

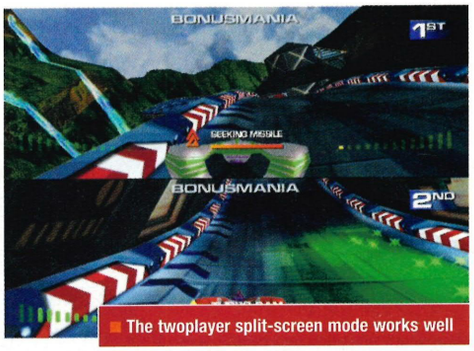


Switching on the magnet makes you stick to walls

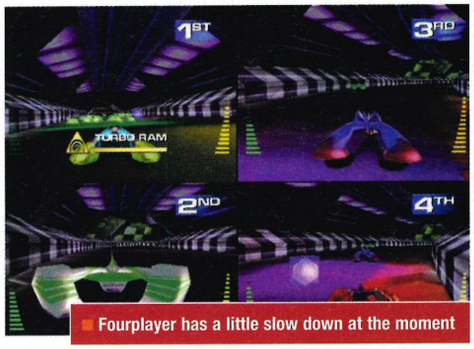
The see-through tunnels allow you to spin around and around and around...



The game mixes inside and outside track sections well to keep you guessing



The twoplayer split-screen mode works well



Fourplayer has a little slow down at the moment

weird at present. The X and B buttons allow you to strafe across the course, in a kind of homage to *WipEout*'s shoulder button airbrakes, but these often just make you drive sideways into the barrier. Jumping to your immediate left or right may work in a first person shooter, but it doesn't quite work in a racing game.

The courses are pretty impressive though. With snaking tunnels, sheer drops and gravity defying loops, your stomach often feels as though it's been jammed in a washing machine set on maximum spin. The inclusion of a magnet feature, activated by the left trigger, means your pod can grip the walls and ceilings so you're actually racing in 360 degrees. When the speed gets up, and you finally gain some sort of control over the vehicle, this is quite an exhilarating experience – and we've probably only seen the easiest courses.

There's no doubt DC needs a decent futuristic racer – like cheap alcohol, they're fun and they make you feel sick. VCC will have to tweak the handling though to make this more than just a novelty item with ideas above its station ■

I FEEL SICK!

Only five of the game's circuits have been revealed so far, but if they're anything to go by, prepare to meet your lunch again and again! Here's a quick quide to what you can expect

HAWAII

Lulls you into a false sense of security with its quaint ocean-side setting and green, rambling hills. However, the circuit begins with a stomach-ejecting drop, before turning upside down (you see the sea above you and the sky below) and then finally plummeting into a twisting undersea tunnel.

MARS

You'll recognise the red sky and looming red mountains if you've ever watched 'Total Recall'. You may also recognise the space station-esque architecture from the same film. Most of this challenge takes place in a series of swooping tunnels. It's quite a high speed track, but only once you learn how to exploit the magnet feature thereby clinging to the track sides like a speeding limpet.

OSAKA

Combines some really narrow rat runs with wide freeways, both allowing you to keep the accelerator pushed to the max. The futuristic urban setting includes some more of those groovy glass tunnels. Not the most challenging circuit by a long shot. Nice buildings though.

HIMALAYA

This epic mountain circuit is just one big roller coaster. Truly nausea-inducing 90 degree plunges are followed by sections of the track that split off from each other and then entwine dramatically. The constant twists and turns make this a tough one to perform well in. Good use of that weird strafe feature is probably a grand idea. I feel... unwell.

MOSCOW

The easiest track of the lot, both in terms of skill and stomach constitution. Familiar Russian architecture blurs past, mixed up with grubby industrial buildings and strange posters. There's a massive jump into the unknown somewhere in the middle which reminded us of one of the best circuits in *WipEout*.

AEROWINGS 2

Last year's flight sim is back. And this time it's armed to the teeth

IN A NUTSHELL

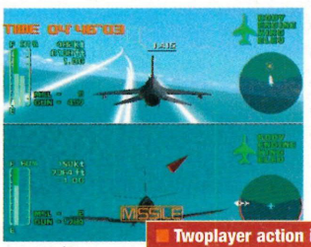
Aerowings 2 gets the *Afterburner* treatment. Ultra-realistic controls and graphics meet air to air combat as you bravely attempt to out-fly and out-gun both machine and man. It will take Iceman's breath away! ■

DETAILS

Publisher:	Crave
Developer:	CRI
Origin:	Japan
Players:	One to Two
Release date:	November

When the Dreamcast arrived on our shores last year, one of the lower-key games that accompanied it was *Aerowings*, a tough, technical aerobatic flight sim that required pinpoint control from the player. As good as it was, the biggest complaint was that you couldn't shoot anything. Talk about missing the point. In light of this, CRI saw fit to turn the sequel into a full-on military flight sim and the resulting fly 'em up is looking like a bally good show.

Our first flight test with *Aerowings 2* revealed that the enjoyably realistic controls and the way the aircraft handles haven't changed at all. If you sampled the original game, you'll be aware of the analogue stick's flight sensitivity and of how to correctly utilise the flaps, airbrakes and throttle. Mastery of these is paramount when you take to the skies and tackle the game's various modes.



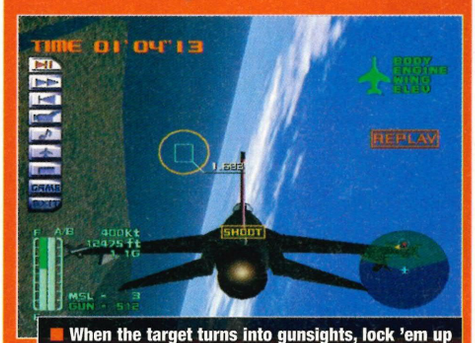
■ Twoplayer action is furious stuff. One lock-on and it's over

The first of these is the training section, which is fairly similar to the original, with all manner of increasingly difficult aerial trickery required of the player to access the tastiest planes. Take-off, level flight, barrel rolls and corkscrews return to frustrate the virtual pilot, but with perseverance you'll be looping the loop like a latterday Waldo Pepper. Once you've got a bit of a

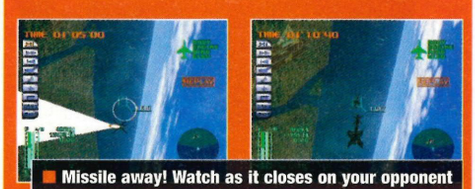
> "Take to the skies in a deadly game of cat and mouse"

ANATOMY OF A MURDER

One of the neatest touches in *Aerowings 2* is the replay function which allows you to watch the last dogfight from many different perspectives. Cameraman, Onboard and Formation all offer different aspects, but by far the coolest is the Missile replay, which follows a launched sparrowhawk all the way to its target. Here's a shot-by-shot guide to the kill ■



■ When the target turns into gunsights, lock 'em up



■ Missile away! Watch as it closes on your opponent

■ Booyakasha! Game over, man!

■ Light aircraft are generally for training purposes, not, as demonstrated here, for strafing frigates

The interior view allows the use of a confusing heads-up display (HUD)

The planes are highly manoeuvrable, with airbrakes, afterburners and flaps

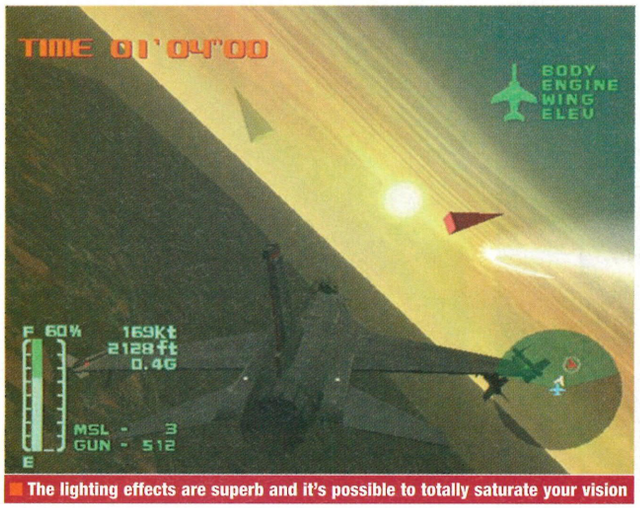
feel for the controls, your trigger finger gets a good workout through tactical challenges, which are made up of various airspaces containing balloons on fixed moorings. These need gunning down in the allotted time frame in order to open up the next mission. Ammunition is also limited, so firing non-stop will simply empty your cannons before the targets are destroyed.

Both these parts of the game are there to prepare you for the big new attraction – namely, dogfighting. This is where the real action begins, as CRI has not only included a one and twoplayer split-screen option, but has also felt kind enough to bless us with a tremendous link-up facility. With two Dreamcasts, two copies of the game and a serial link cable, you and a friend can take to the skies in a deadly game of cat and mouse that will inevitably end with one of you ditching in the drink. Undoubtedly, this is where most gamers will spend the majority of the game; the sensation of panic that you get when your enemy achieves radar lock is unparalleled, always providing a bigger thrill than a computer-controlled foe.

Boasting an extensive complement of military aircraft (such as the F16A and the F/A 18C), a replay mode that uses 30 camera angles, and some of the most realistic and gorgeous graphics to grace DC, *Aerowings 2* is looking like a flyboy's dream and could well find itself 'Top Gun' when it lands this November ■

The balloons that populate the training missions are harder to hit than you might imagine

"The sky ahead has gone green, it looks like I'm flying straight at the ground!... Oh pants"



The lighting effects are superb and it's possible to totally saturate your vision

SPACE CHANNEL 5

She's got legs and she knows how to use 'em

IN A NUTSHELL

> **Save the world and free hostages, by using the method of outdancing a bunch of aliens.**

Copy their moves by bashing your pad in time to the funky, funky tunes and you'll also get the highest possible rating for your TV show, Space Channel 5. Prepare to get down ■

DETAILS

Publisher:	**Sega**
Developer:	**Sega**
Origin:	**Japan**
Players:	**One**
Release date:	**October 6**

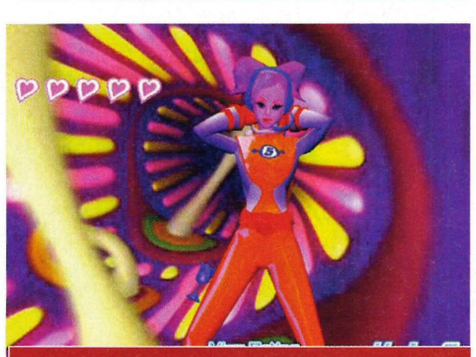
You're tuned to the grooviest channel in the solar system. Don't touch that dial!

Dancing games have never been popular in the UK. Most players wouldn't be seen dead with a rhythm/action disc in their console, let alone reading a preview of one. They'd much rather be carving up their opponents in *Soul Calibur*, or 'fragging' their mates to death in *Quake III Arena*. Most of the time we feel the same. But *Space Channel 5* is no ordinary dancing game. No, *Space Channel 5* is sexy. In fact it's sexier than a group shower with All Saints. You will, no matter how hard you struggle, get jiggy with it.

The gorgeous intro starts with an alien race known as the Morolians invading a spaceport, hypnotising the tourists and forcing them to dance against their will. As fiendish and unstoppable as this plan sounds, help is soon at hand in the foxy form of fledgling reporter, Ulala, fresh out of *Space Channel 5*'s School of Scoop and on the hunt for her first story. Pink-haired and wearing orange PVC, Ulala is one hot chick, an überbabe with ruby lips and legs right down to the floor, (Hubba Hubba!). Arriving at the spaceport, she keeps her viewers updated through regular live news bulletins and with a little help from you, the player.

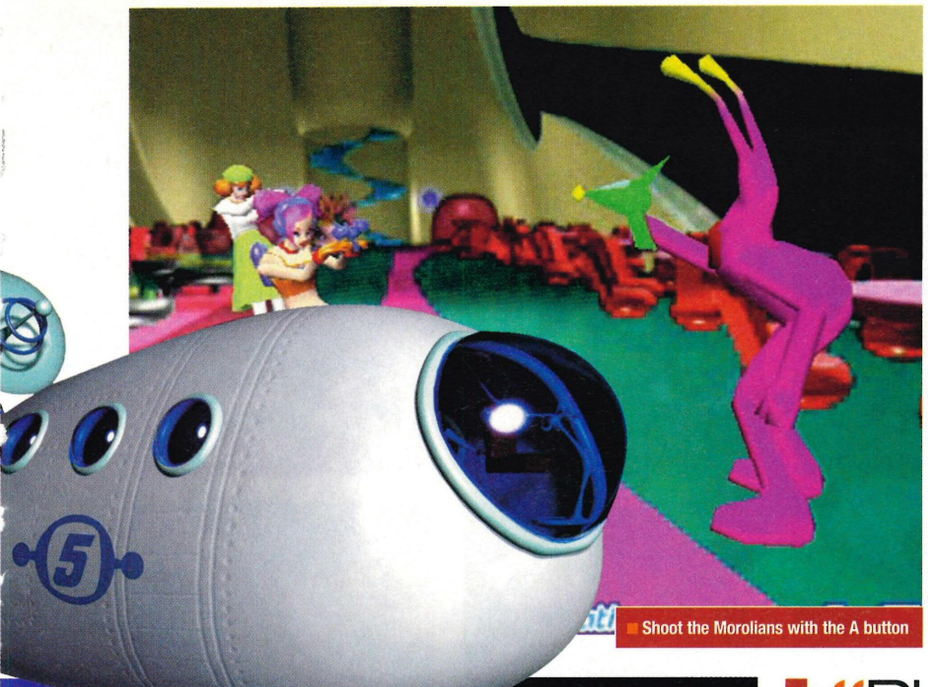
It's your job to outdance the Morolians in order to release the hostages, all of whom join your crew when freed. And by dance, we're not talking about ballroom. This is a hip mix of Jazz, Funk and Street styles, and once in game, learning to shake your booty takes just seconds as the control method is incredibly unfussy. The Morolian dancers have four directions, Up, Down, Left and Right and they also manage to get in a few shots with their rayguns. When you first encounter them, they perform a short dance routine in time to the music, which starts very simply, but becomes more complex as the game progresses. Each routine usually lasts a bar or two and needs to be memorised, as you have to copy the sequence exactly in order to defeat the aliens and release the prisoners. The only additional thing to remember is to

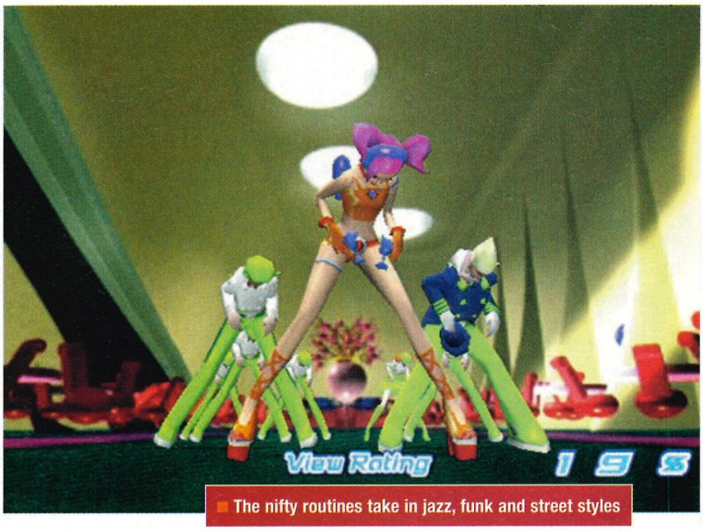
The Teletubbies-style Morolians are a weird looking bunch



You'll be falling in love with Ulala after watching her dance

The dance moves get more complex as the game goes on


Shoot the Morolians with the A button



The nifty routines take in jazz, funk and street styles

"You put your left leg in, your left leg out, you do the hokey cokey and you..."

"Pink-haired and wearing orange PVC, Ulala is one hot chick"

THE GREATEST DANCER

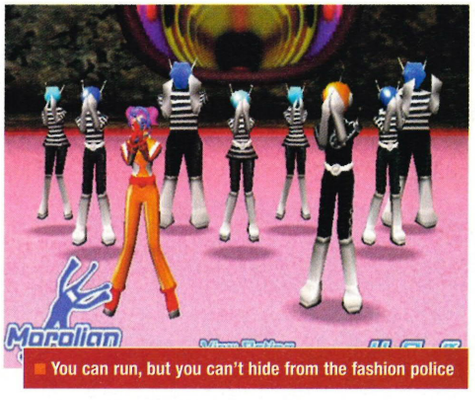
***Space Channel 5*'s beauty lies in its simplicity. Even the most inexperienced of gamers should be strutting their stuff like a diva within seconds, as our guide shows:**

1) Ulala spies the Morolians. Oh no, they've got the Captain! Time to get busy!

2) The diminutive aliens tap out their routine, hoping to foil Ulala's rescue attempts.

3) Our feisty Dancing Queen isn't going to be outdone by a bunch of teletubby rejects.

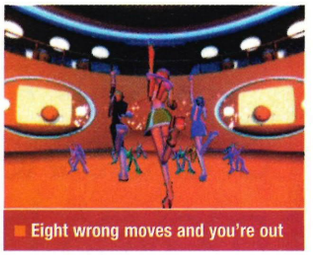
4) No match for Ulala, the Morolians are forced to free the Captain. Hooray!



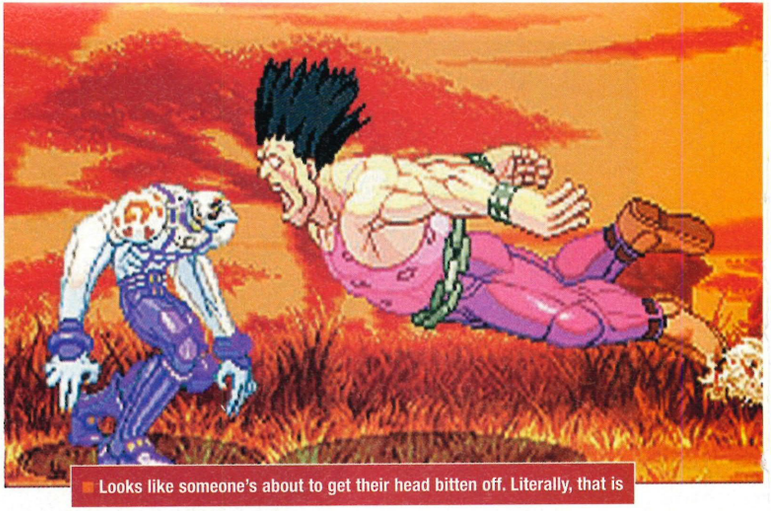
You can run, but you can't hide from the fashion police

shoot aliens with the A button and hostages with the B button. At first, you'll whip through a large chunk of the first of the game's five scenarios, confident of victory. But keep in mind that one wrong move during any sequence and you lose a health heart. Eight errors and you're out. Not only that, but the music speeds up, forcing you to do the whole thing a lot quicker than before. Before you know it, the ratings have plummeted, the show is cancelled and you're out of a job.

As limiting as this sounds, it's *Space Channel 5*'s simplicity that makes it so addictive. Memory and reflexes are your two weapons here and they both get tested to the max; especially when the Morolians get up to tricks like unexpected half-time signatures and reverse dance patterns. With a soundtrack that could have been lifted from 'Austin Powers' and spookily accurate animation, *Space Channel 5* is looking and sounding like a totally groovetastic romp of pant-swinging proportions. Get ready to dance the night away ■

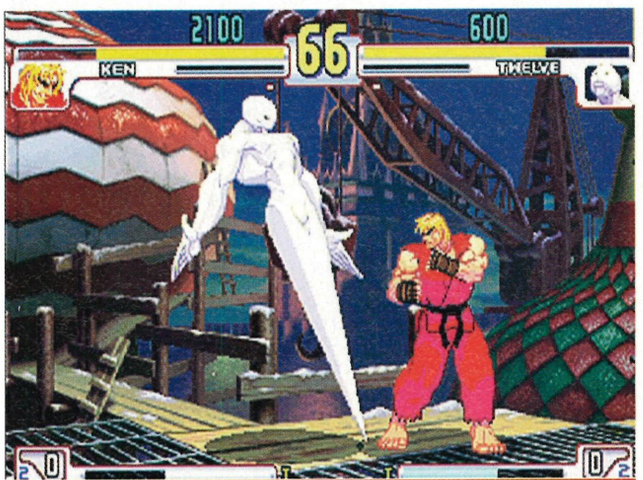

Eight wrong moves and you're out

Chun Li, Ryu and Ken, are the only surviving characters from *Street Fighter II*


Looks like someone's about to get their head bitten off. Literally, that is

The last Boss, Gill, is a rock-hard mutha and has a habit of winning every round

STREET FIGHTER III 3RD STRIKE



Twelve has no pity or remorse and he absolutely will not stop until you are dead

IN A NUTSHELL

DETAILS

Publisher:	Virgin Interactive
Developer:	Capcom
Origin:	Japan
Players:	One to Two
Release date:	Winter

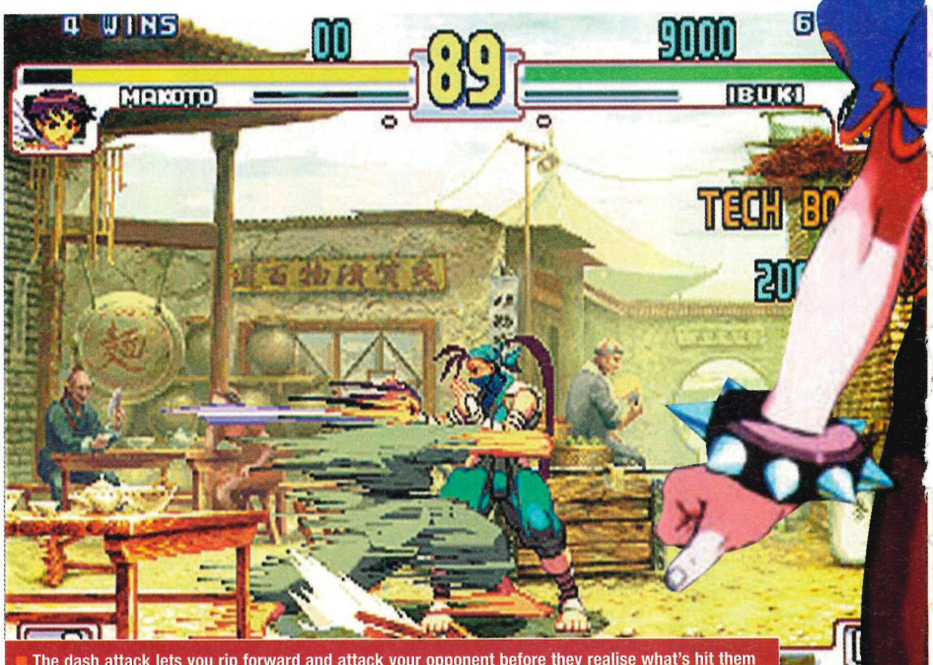
> If you've never heard of *Street Fighter*, then you've either been living in the treetops of the rainforest or a coma claimed you 15 years ago.

Whichever is true, this is the oldest genre in the world. You and a friend punch and kick each other until one of you falls over. Cool! ■

Stripped down and bare-knuckled, the iron fist of 2D beat 'em ups is back. And it's spoiling for a rumble

There are many things in life that are a dead cert. Late buses, losing your keys, not winning the lottery every Saturday. The world of videogames has its own similar little foibles, like delayed launches, faulty games and the fact that Capcom releases a new *Street Fighter* every six seconds. Or at least it seems that way. Not that we're complaining, you understand: we love Capcom's premier beat 'em up series. We just wonder where on Earth they keep getting them from.

Given that neither *Street*



The dash attack lets you rip forward and attack your opponent before they realise what's hit them

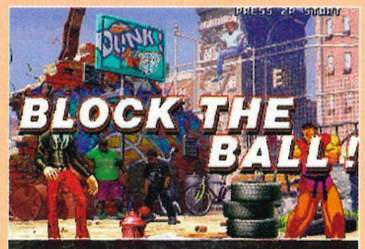
> "*Street Fighter III: 3rd Strike* looks and moves beautifully"

This is really easy: knacker that car as fast as you can

IT'S MINDLESS VANDALISM!

It's such a long time since *Street Fighter II* graced the 16-Bit machines, that we plain forgot about the bonus levels until they appeared in *Street Fighter III: 3rd Strike* and *SF: Double Impact*. And what a blast from the past!

Three different rounds featured, including dodging wooden barrels and kicking flaming barrels, but the most memorable was destroying some poor innocent's brand new motor, using your hands and feet. The *Alpha* spin-offs aside, it's taken about eight years for a true sequel to arrive, but now they have, we can relive all those wonderful vehicle-smashing moments in glorious technicolor. Crush the car!



Block the basketballs as they come at you

Take that! You want to get that hair cut, mate. It's all over your face

The Super Arts moves are spectacular stuff

Metal-faced Q pauses the fight to do a spot of dusting

Fighter Alpha 3 or *Street Fighter: Double Impact* have been released in the UK, (they've yet to put the online features in), many of you may never have experienced their canny delights on Dreamcast. To remedy this, get yourself back to Issue 08 of our lovely mag to see why we gave *Double Impact* a hearty eight out of ten. Done that? Good. *SFIII: 3rd Strike* is the third verse of the third chapter of a fighting series that has survived the recent onslaught of 3D beat 'em ups with gusto. So what better place to house a potential swansong episode, than on the DC? Sega's joy box is King of the Consoles when it comes to all things 2D, so naturally, *Street Fighter III: 3rd Strike* looks and moves beautifully. The number of frames of animation remains high and the backdrops, while not quite as good as *Street Fighter: Double Impact*'s, still set the right mood for a round or three of fisticuffs.

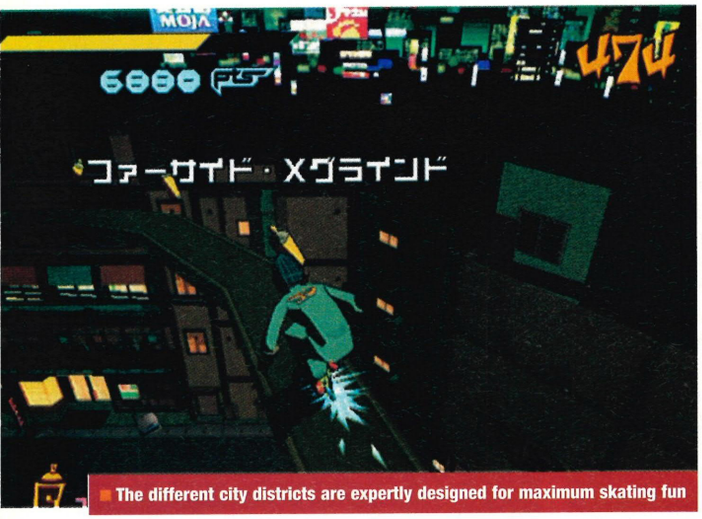
The fighting system is familiar stuff, but with a few new tweaks. Firstly, Arcade Mode lets you pick each successive opponent from a choice of two, which means that you can tailor your fighting style to suit the opponents that you meet. This allows for gentle tactics, such as avoiding enemies that are particularly troublesome.

The other new feature is an option known as the System Direction. This is for toggling the different types of Block and Guard Block on or off and for altering their timing. While *Street Fighter* disciples will no doubt spend hours getting the settings just right, the majority of players will prefer to select their antagonists and jump straight into action.

> "Familiar stuff, with a few new tweaks"

One thing *SFIII 3rd Strike* isn't short of is characters. Choose from 19 fighters, including some rather interesting strangers such as the skinny, long-haired Frenchman, Remy, and Twelve, a bizarre, shape-shifting entity that does a great impression of a Terminator T1000.

SFIII: 3rd Strike certainly looks like carrying on the illustrious tradition of the series. As usual it probably won't convert newcomers to the cause but who cares? This bus is heading straight for hardcore city and it's not picking up passengers on the way



The different city districts are expertly designed for maximum skating fun

If the police get hold of you, they'll try and wrestle you to the ground to inflict a good hiding

JET SET RADIO

The future of gaming in one gloriously funky spraying and skating package. *JSR* will blow your socks off!

IN A NUTSHELL

> **Skating, tagging, stunting, and high speed getaways from the cops. If there's ever been a cooler game than *JSR* then we haven't played it.**

Add bangin' sounds and breath-taking visuals to the mix and we're looking at one of the best games ever made ■

DETAILS

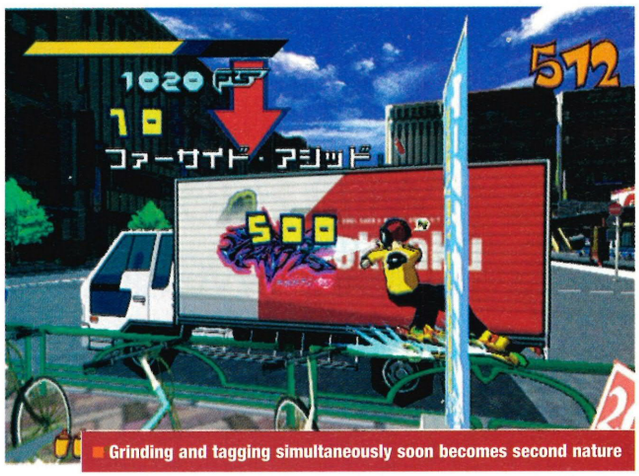
Publisher:	**Sega**
Developer:	**In-house**
Origin:	**Japan**
Players:	**One**
Release date:	**November**

There's one area where Dreamcast already leads in the next-generation war: innovation. *Roommania #203*, *Seaman*, *ChuChu Rocket!*, *Shenmue* and, in some respects, even *Space Channel 5* either revitalise existing concepts by introducing novel gameplay aspects, or make an Armstrong type giant leap and invent whole new ones. It's a refreshing approach that other publishers would do well to emulate before the whole videogames industry crashes to its knees and is forced to roam the streets selling Big Issues for a living.

But enough digression. *Jet Set Radio* is the kind of game that will spare the industry the indignity of kneeling on a pavement attempting to convince strangers too involved with their own existence to caringly hand over their spare change. Part of this, of course, is because *Jet Set Radio* looks like nothing you've ever been able to control with a joypad before. The famed cel animation routine Sega's in-house team has used (and coming soon to many copycat games near you) offers the game a visual identity that is both aesthetically astounding and wonderfully apt. *JSR*'s world never ceases to be a thoroughly engaging proposition and one you'll find very difficult to resist.

The premise is simple. Skate around the streets tagging areas with your spray cans. There is, naturally, a little more to it than that. Different sized tags use up different numbers of cans (see Such A Perfect Spray) and working out which to do first soon becomes a priority. You see, the city's police presence increases as the time limit runs down and considering the opposition can pack anything from simple truncheons and bazookas to missile equipped helicopters and tanks, getting the larger tags (or those located in more secluded areas) out of the way is usually a good plan. And beware of the trenchcoat wearing maniac cop intent on piercing your delicate flesh with one of his Magnum bullets – tag his back just to infuriate him further. In addition to the law enforcement teams, as you grind your way around Tokyo's varying districts (the areas increase as you get deeper into the game), you'll come across members of rival gangs – knock them out of the way, steal their paint cans and graffiti over their feeble attempts at art. It's all rather satisfying.

Loads of fancy big air stunts can be pulled off



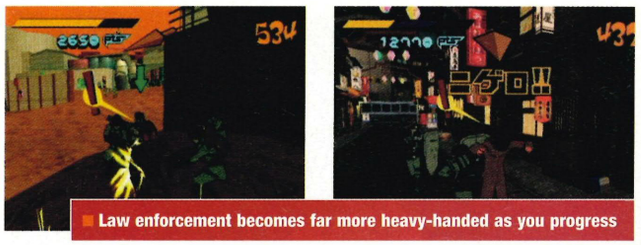
Grinding and tagging simultaneously soon becomes second nature

> "Believe the hype, this game is going to be massive"

SUCH A PERFECT SPRAY

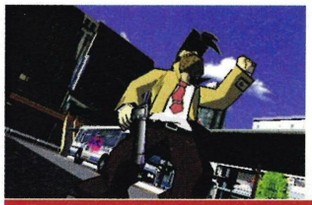
One of *JSR*'s ingenious game balancing plans is to limit the number of cans you can carry at any one time, forcing you to collect more from the various locations if you want to progress. Completing the level is achieved by tagging all of the red areas on the map and generally following the red arrows on screen (green tags are bonus points). While small tags only need one can of spray paint, large designs are dealt with by completing a series of combo-like orders – sometimes using ten or more cans. You can also save your own designs to use in the game

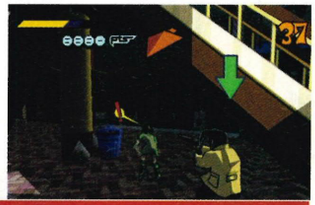
Hold down left trigger to spray and manipulate the analogue stick to create the funky designs



Law enforcement becomes far more heavy-handed as you progress

The filth is here! Give it some legs before they can grab you

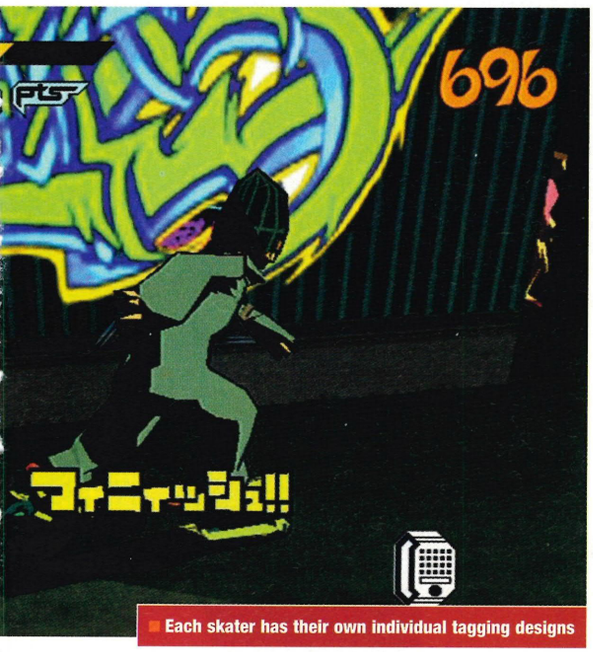




Onimisha, the crazy police chief who likes to shoot you with his 44 Magnum

Replacement spray cans are scattered throughout the environments

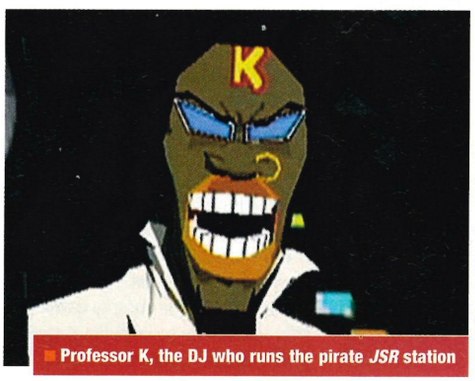
"There's nothing that will put people off their *JSR* dinner"



Each skater has their own individual tagging designs

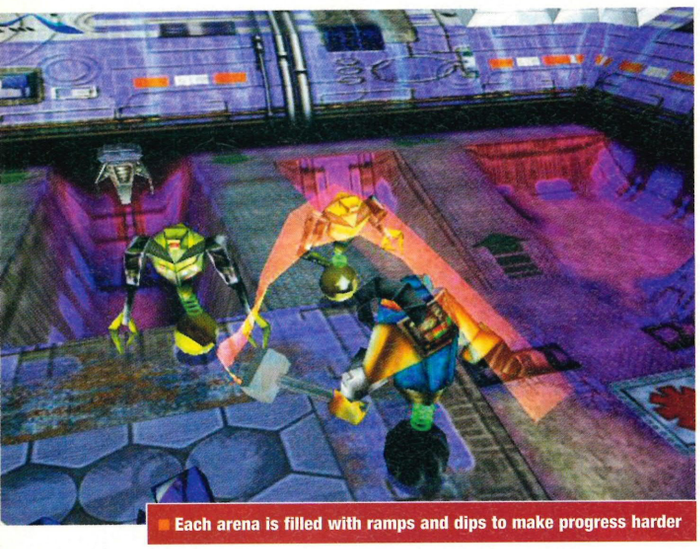
Every now and then a new character appears to teach a fresh trick. Successfully complete the lesson and you'll subsequently find your instructor waiting patiently alongside all the other selectable characters. You may start off with a choice of three inline skating taggers but pretty soon you'll have built up your very own posse of hip-hop grinding groovers, each with his/her own attributes and dance repertoire.

With a balanced gameplay system firmly in place (the game is neither too hard nor too easy), the only area left for *JSR*'s potential downfall is its control method. But Sega wasn't going to mess that one up either. At speed, getting your skater to negotiate tight turns, weave in and out of traffic and grind his way to a building top is pleasingly intuitive resulting in admirably fluid play. True, the range of stunts is limited, but they're also fun and easily achievable, although regular *Tony Hawk's Skateboarding* players may find things feel floaty at first. Furthermore, manoeuvring at slower speeds can occasionally be a little on the clumsy side but there's nothing that will put people off their *JSR* dinner.



Professor K, the DJ who runs the pirate *JSR* station

Which essentially means that were you to boil all of the above paragraphs until reduced, you would be left with a golden stew comprising one of the tastiest games of recent times. Sega's hungry, Big Issue selling days are still a long way off if it can keep up the levels of innovation on show in *Jet Set Radio*. Believe the hype, this game is going to be massive



Each arena is filled with ramps and dips to make progress harder

The game has a futuristic, industrial look – all stainless steel, swirling lights and scaffolding

MoHo

Futuristic convicts get legless in this intriguing sports-sim from Bullfrog renegades Lost Toys

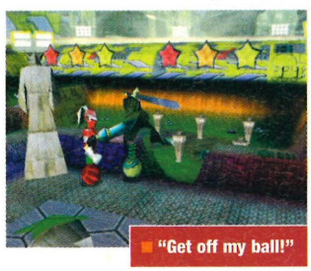
IN A NUTSHELL

> **Sci-fi sports sim with a nod to classic movies like 'Running Man' and 'Rollerball'.**

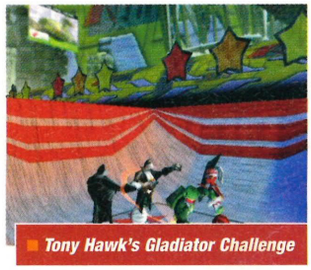
You're a prisoner in a high security jail and your only chance of escape is victory in the regular gladiatorial challenges. Oh, and you also have a metal ball for legs

DETAILS

Publisher:	**Take 2**
Developer:	**Lost Toys**
Origin:	**UK**
Players:	**One**
Release date:	**October 27**



"Get off my ball!"



Tony Hawk's Gladiator Challenge

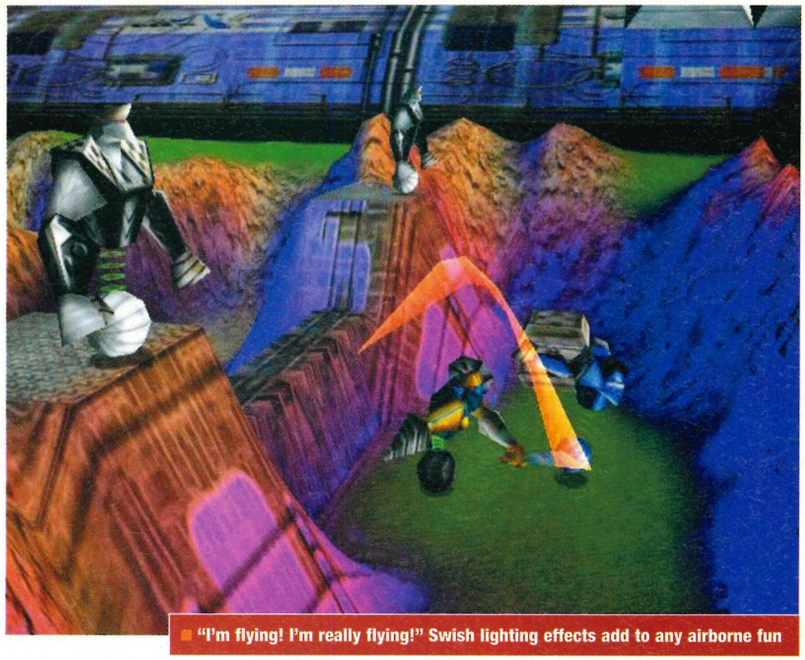
Back in the early '90s, legendary Brit developer Bullfrog couldn't put a foot wrong. Excellent, innovative titles such as *Populous*, *Powermonger* and *Syndicate* were responsible for creating both the god-sim and real time strategy genres, and it seemed as if everything it touched turned to videogame gold.

A few years down the line, however, Bullfrog seemed to be turning into its own tribute developer, with real-time strategy game after real-time strategy game becoming the firm's bread and butter. In 1999 a clutch of veteran Bullfrog staff took matters into their own hands and broke away to form Lost Toys, a small company located in exotic Guildford. Their mission: to create the sort of original, quirky games that used to be so popular at their previous company. *MoHo* is the first fruit of Lost Toys' labours, so join us as we investigate what could become the Dreamcast's premier no-legs sports game.

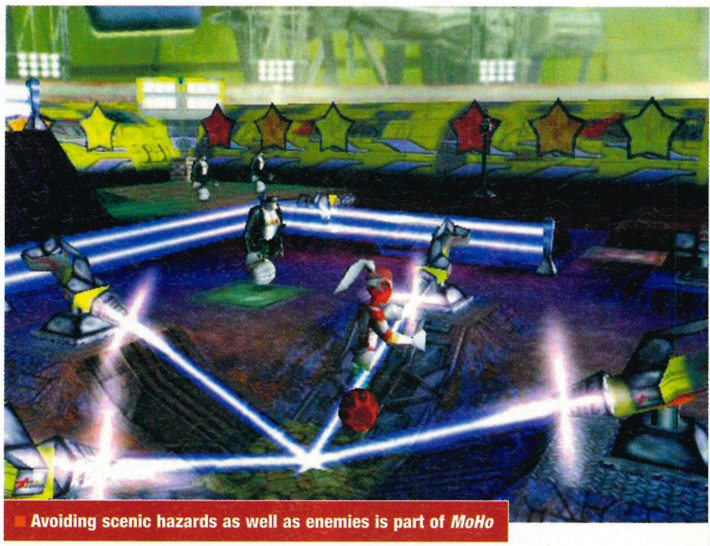
Okay, before we go any further we'd better explain exactly why *MoHo*'s heroes have a distinct lack of anything limb-shaped below the waist. According to the intro video, the people of the future get their kicks from watching convicted criminals take each other on in a series of violent sporting events. Becoming the ultimate champion could lead to a ticket home, but the catch is the lower half of your body must be removed and replaced with a large, metallic ball to compete in the games. It's not as bad as it sounds, though, as this spherical wonder allows you to roll around quicker than a dalek on speed. Plus you'll never have to go through the nightmare that is trouser shopping ever again.

This frankly unlikely back-story is of little consequence to the actual game. What matters is that you have to attempt a series of gladiatorial challenges (there are

> "Quicker than a dalek on speed"

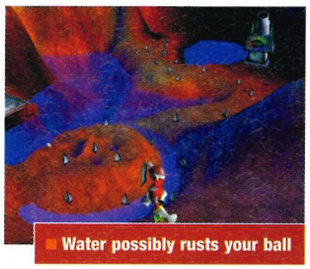


"I'm flying! I'm really flying!" Swish lighting effects add to any airborne fun



Avoiding scenic hazards as well as enemies is part of *MoHo*

Ooh, see how it undulates



Water possibly rusts your ball

MMM... FOURPLAY

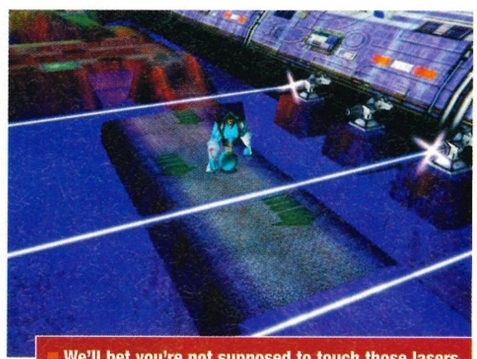
The only completed version of *MoHo* is the PlayStation one, and – as you'd hope – the Dreamcast edition promises to be rather more sexy. One feature we're really, really hoping for is a fourplayer mode: while the twoplayer shenanigans were fair enough on the PlayStation, we'd love to be able to have a satisfying four-way rumble.

Unfortunately Dreamcast *MoHo* is at such an early stage that Lost Toys simply isn't sure whether there will be a fourplayer mode or not, though it's certainly not ruling it out at this stage. Also to be confirmed are any online options, but we're sure there will be a Web-based high score table at the very least. Keep your fingers crossed ■

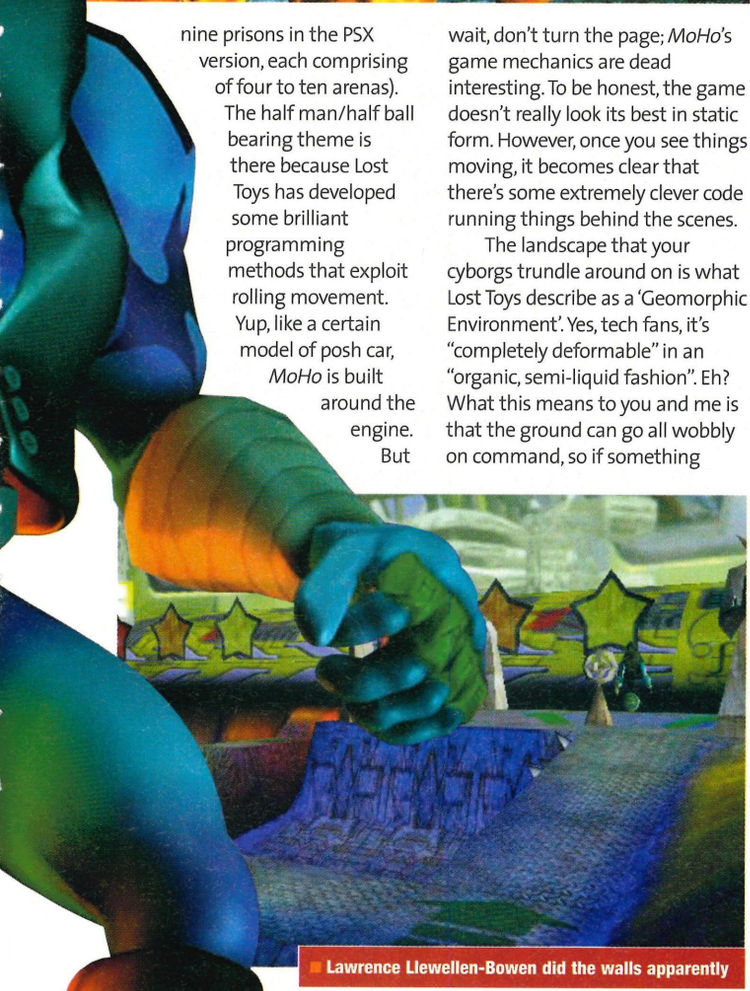
nine prisons in the PSX version, each comprising of four to ten arenas). The half man/half ball bearing theme is there because Lost Toys has developed some brilliant programming methods that exploit rolling movement. Yup, like a certain model of posh car, *MoHo* is built around the engine. But wait, don't turn the page; *MoHo*'s game mechanics are dead interesting. To be honest, the game doesn't really look its best in static form. However, once you see things moving, it becomes clear that there's some extremely clever code running things behind the scenes.

The landscape that your cyborgs trundle around on is what Lost Toys describe as a 'Geomorphic Environment'. Yes, tech fans, it's "completely deformable" in an "organic, semi-liquid fashion". Eh? What this means to you and me is that the ground can go all wobbly on command, so if something smacks the ground up good (like a bomb detonating, for example), shockwaves will emanate out from the blast area causing ripples in the landscape. These actually affect the way in which your character moves, and on some levels you're even required to 'surf' the undulating surface in order to progress. It looks incredible, and it's incorporated into the gameplay so well you almost forget what an unusual feature it is.

A more subtle, but equally as impressive bit of coding is the kinematics engine. This is the bit which works out how your character is going to react with other contestants and the landscape, and it feels great. The 'Chorlton and the Wheelies'-style gladiators roll about just as we imagine they would in 'real-life', and if you're clever it's possible to use the environment to your advantage. For example, if you build up a bit of speed you can knock your opponents flying with a well-aimed punch, or carve ▶

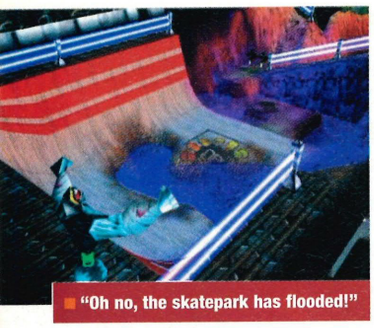


We'll bet you're not supposed to touch those lasers



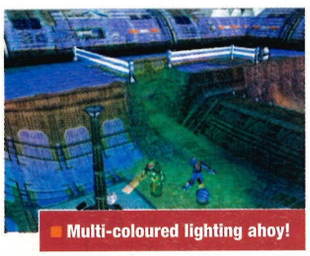
Lawrence Llewellen-Bowen did the walls apparently

> "On some levels you're required to 'surf' the undulating surface"



"Oh no, the skatepark has flooded!"

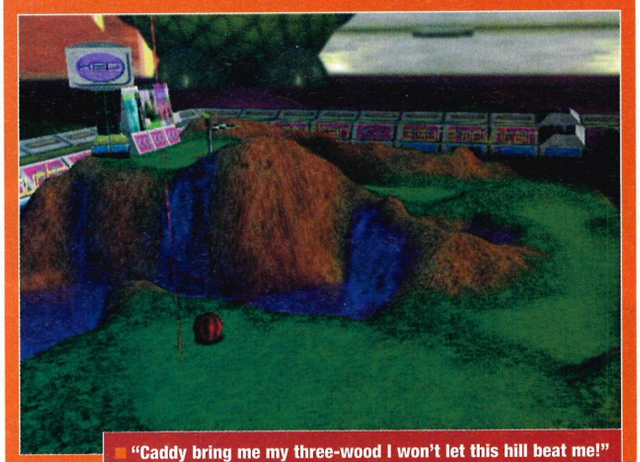
"Ow!... Oh... Argh... Ooo... Ah", etc



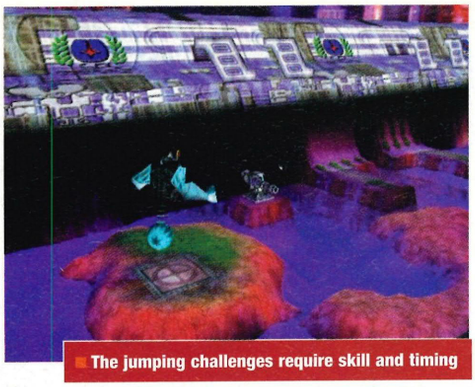
Multi-coloured lighting ahoy!

MOUNTAIN ANTICIPATION

If you complete one of *MoHo*'s levels exceptionally quickly you'll be rewarded with a gold medal. Get enough of these babies and you get the chance to attempt one of several bonus stages set in the Leisure Mountain bonus prison. These entertaining diversions include such oddities as *MoHo* golf where you use huge shockwaves to knock your ball in the appropriate direction



"Caddy bring me my three-wood I won't let this hill beat me!"



The jumping challenges require skill and timing

Suddenly, things got nasty on the dancefloor...

corners in order to reach immense velocities. Plus, the levels are full of interesting architecture to experiment with, including half-pipes which will have you emulating those classic *Tony Hawk's* moments.

The events themselves are a varied bunch, each requiring different disciplines to master. The simplest is the cunningly-titled 'Last Man Rolling', where you're charged with knocking out all your rivals within a strict time limit. 'Race' is – no, really – a race where you've got to come first despite the dishonourable knockabout tactics employed by your opponents. It's possible to give just as good as you get, but if you concentrate too much on decking your rivals you might never reach the chequered flag.

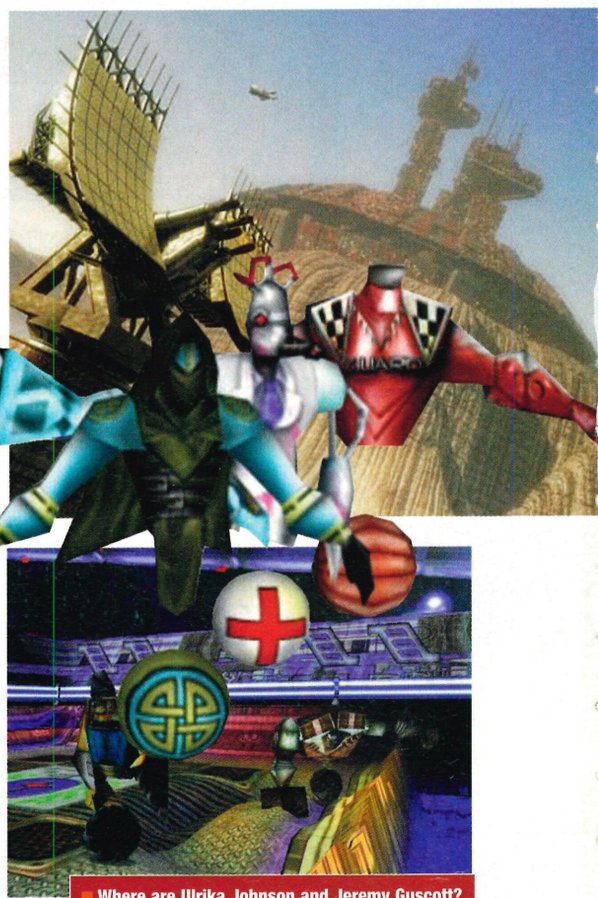
'Run the Gauntlet' sadly has nothing to do with the ancient TV show of the same name, but is instead a make-it-to-the-exit-before-the-timer-runs-out speed-fest. These levels are chock-full of obstacles, ranging from deadly pools to flame-throwers and laser turrets. 'Pursuit' is more of the same, but with the level gradually sinking into the water. 'Powerball' is the most 'Gladiators'-influenced of

"Powerball is the most 'Gladiators'-influenced stage"

the stages, requiring you to locate the eponymous Powerballs and throw them at a large vertical pole which acts as a goal. Things are made trickier by the nasty goal guards who'll do anything to stop you scoring.

'Tag' is a relatively simple token collecting affair that doesn't feature any tagging at all. Finally there's 'King of the Hill' – our favourite. In order to win you've got to spend a certain amount of time occupying the hill, and to succeed you must knock opponents off the edge so they have to painstakingly make their way back up. Superb!

Currently *MoHo* is a long way from completion, but we're sure it'll make an appearance before the year is out. Until then, keep reading your fave Dreamcast mag (this one, stupid) for more news on how it's coming along ■



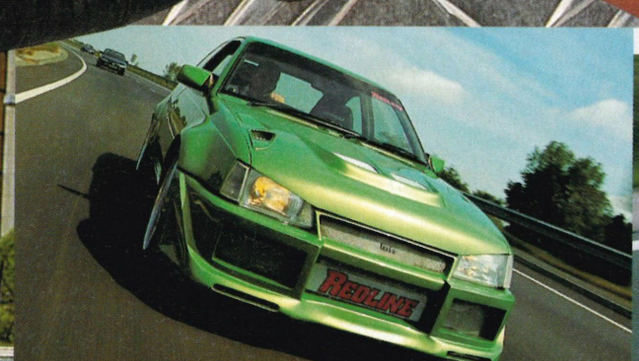
Where are Ulrika Johnson and Jeremy Guscott?

"*MoHo*'s heroes have a lack of anything limb-shaped below the waist"

REDLINE

WANNA SEE MORE?

Check out *REDLINE* complete with massive free sexy laydee poster, and a whole load of mental modified motors



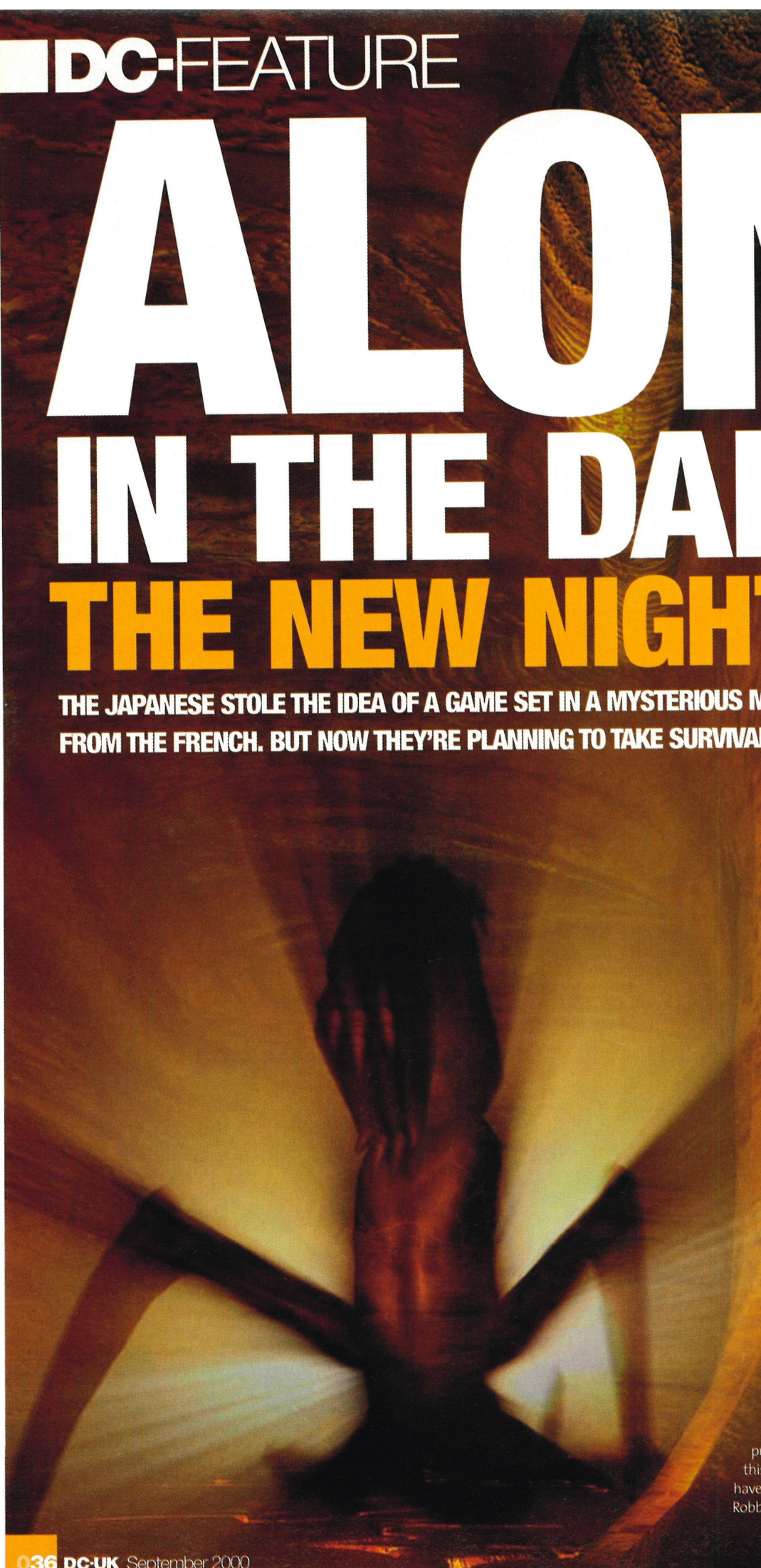
***REDLINE:* cars, foxy birds and some muckin' about**

ON SALE 14TH JULY

ALONE IN THE DARK IV

THE NEW NIGHTMARE

THE JAPANESE STOLE THE IDEA OF A GAME SET IN A MYSTERIOUS MANSION WITH AN EVIL HISTORY FROM THE FRENCH. BUT NOW THEY'RE PLANNING TO TAKE SURVIVAL HORROR BACK TO ITS ROOTS

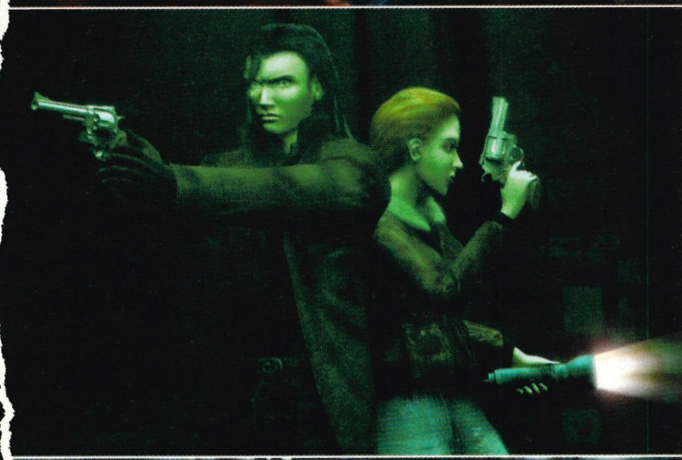


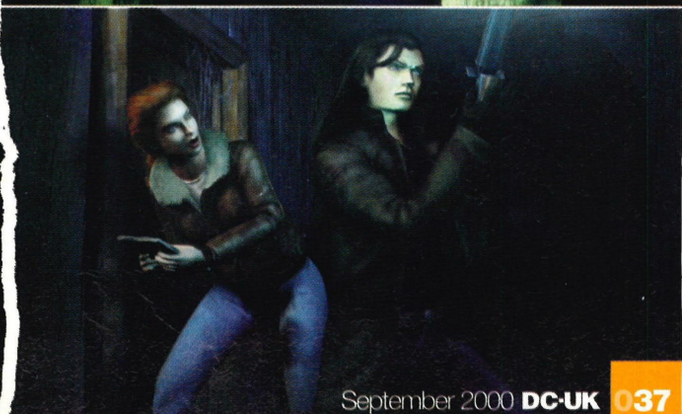
Buying something with a 'Made in Japan' sticker used to be your guarantee of a cheap and cheerful counterfeit. The blueprints for Triumph motorcycles, Austin cars and Rediffusion TVs have all been bought up, sent East and mass-produced by inscrutable Oriental industrialists – or so the story goes. Talk to any red bloodied French developer and he'll tell you a similar story.

Back in 1991, a tiny French publisher named Infogrames, released a PC game entitled *Alone in the Dark*. It introduced the concepts of a haunted house, movie-style camera angles and a host of bloodcurdling monsters, including zombies, into gamers' nightmares. Amazingly it went on to be a number one smash hit in Europe, America and even Japan. Two sequels followed; Japanese giant Capcom took note. The company stopped churning out *Street Fighters* and introduced a 'new' game genre to the world, Survival Horror. *Resident Evil* was the result and the rest was history. No wonder the French still feel a little piqued.

But nine years on, the makers of *Alone In The Dark: The New Nightmare* find themselves in another scary situation. Just as the Japanese moved quickly from copying to reinventing consumer goods, so Capcom has evolved the survival horror genre into a pure-bred monster. It now controls the DNA of fear and it's the French who have to decide how to reinvigorate the genre they invented.

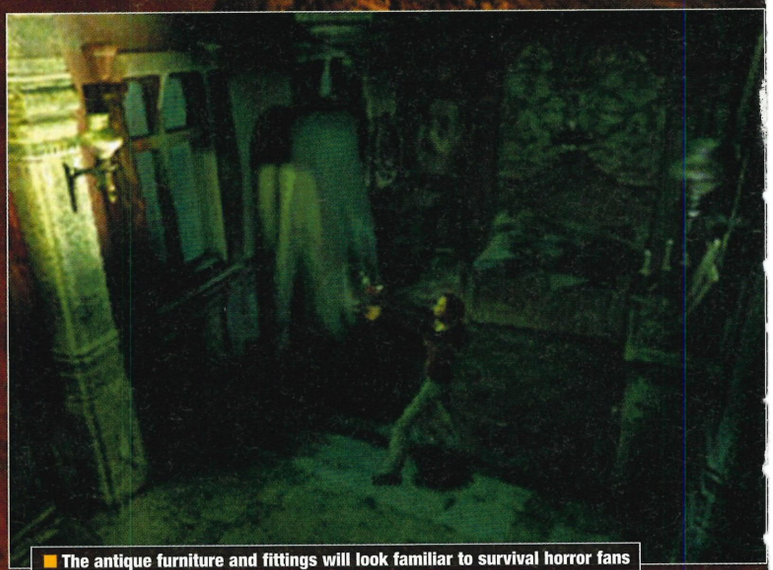
In the heart of Darkworks' Parisian offices, pulses are racing; the team are beginning to sweat but this time it's nothing to do with fear. "I'm afraid we haven't got air conditioning," gasps jovial co-founder, and Robbie Coltrane lookalike, Antoine Villette, great patches ▸





"The question we asked was 'what kind of death would you least like?'"

Colourful lighting effects accentuate the spooky atmosphere



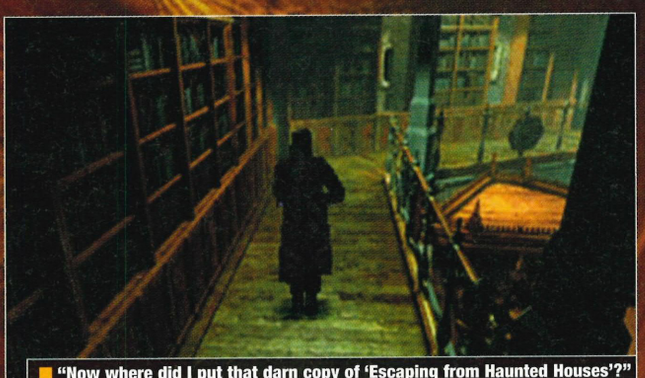
The antique furniture and fittings will look familiar to survival horror fans

SECRET **STORIES**

Chilling secrets on an occult island. You go first, mate, I'll be right be right behind you

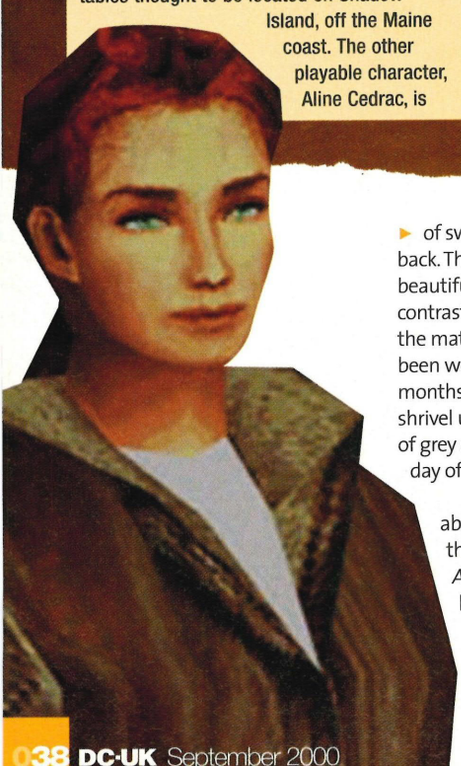
> The background of *Alone in the Dark 4*, concerns the death of Charles Fiske – a friend of supernatural private investigator, Edward Carnby. Carnby is persuaded to continue Fiske's search for three ancient tables thought to be located on Shadow Island, off the Maine coast. The other playable character, Aline Cedrac, is an anthropologist who agrees to join up for the mission. They communicate using walkie-talkies, and there are plenty of cut-scenes to flesh out their mission and on-off relationship with each other.

The game starts in a mansion but only 15 per cent of the action is set here so players must go out and explore the island too. And as for the occultic underground finale… our lips are firmly sealed ■



"Now where did I put that darn copy of 'Escaping from Haunted Houses'?"

A monster. A cellar. It's every kid's worst nightmare!

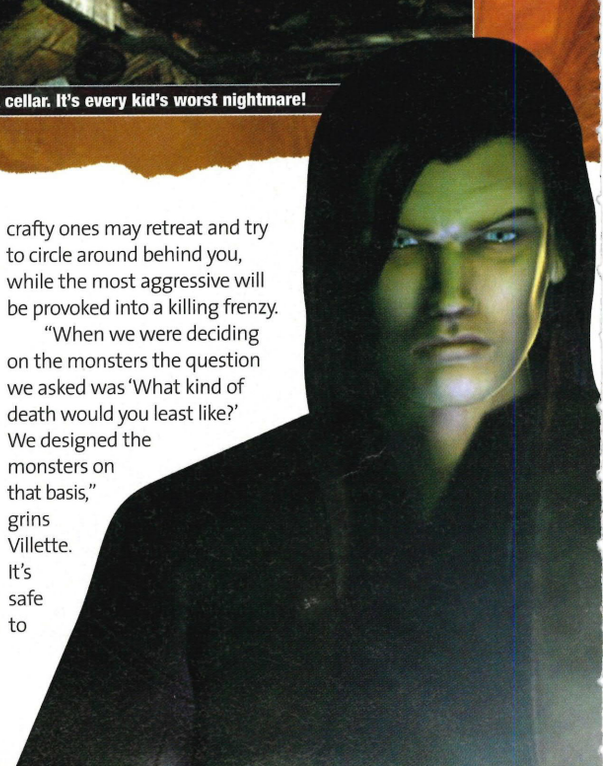


> of sweat developing down his back. The oppressive heat and the beautiful sunlight are in marked contrast to the shadowy gloom of the material his 45-man team have been working on for the past 18 months. You half expect them to shrivel up and disappear in a puff of grey smoke during the hottest day of the year.

And yet, the presence (and absence) of light is the main theme running through *Alone in the Dark 4*. Monsters hide in the shadows: and weapons are based on protolaser steampunk technology such as prisms and plasma. Unlike the straightforward environments of *Resident Evil*, *Alone in the Dark* is more akin to the misty claustrophobia of *Silent Hill*. It looks and plays much better though.

One of the key gameplay ideas is that both playable characters come equipped with a flashlight. All the environments are dark so you have to use the light to explore. Useful objects will reflect the torch's light back, for example, although it attracts monsters too. Each species reacts differently: weaker beasts will back off when confronted by light, giving you time to escape and save ammo. More crafty ones may retreat and try to circle around behind you, while the most aggressive will be provoked into a killing frenzy.

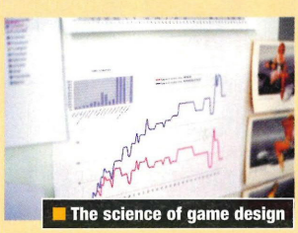
"When we were deciding on the monsters the question we asked was 'What kind of death would you least like?' We designed the monsters on that basis," grins Villette. It's safe to



THE GAME PROFESSOR

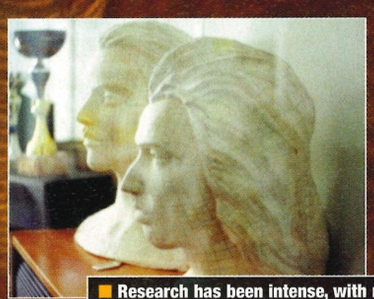
> There are plenty of creative types working at Darkworks, but all their ideas have to be cleared by chief game designer, Pascal Luban, the guardian of all things *Alone in the Dark*. Using a self-designed tool he can place monsters, ammo and health packs throughout the game's 120 locations and then generate walkthroughs to see how hard the game will be to complete. He points to some graphs on the wall. "This one is far too easy," he says, gesturing to the highest spiky line. On the other hand, the lower line sinks perilously close to zero. "When the line hits zero, the game becomes impossible," Luban says. It's not an exact science. Object placement still requires a bit of hand tweaking but it saves a lot of time.

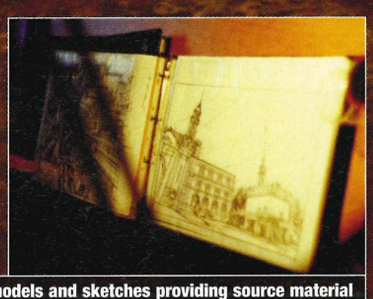
Another of Luban's graphs displays the rhythm of the game. "I want a big hit about halfway through," he explains, refusing to give away what it will be. "You'll have to wait and see," he smiles. Just expect it to be big and carry a sharp stick ■



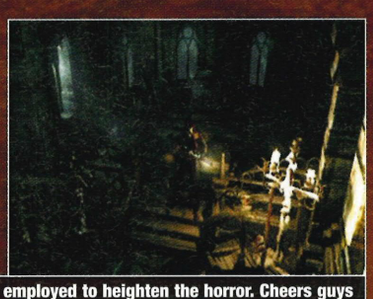
■ The science of game design

■ As with Capcom's *Code: Veronica*, the designers have gone all out to create beautiful, atmospheric locations



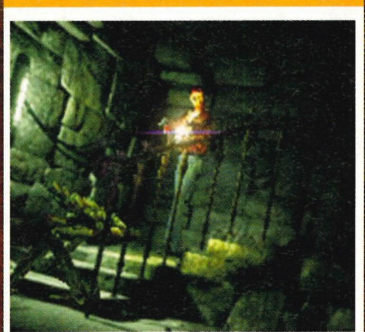


■ Research has been intense, with models and sketches providing source material



■ Cinematic camera angles are skillfully employed to heighten the horror. Cheers guys

IN A NUTSHELL



DETAILS

Publisher: **Infogrames**
Developer: **Darkworks**
Origin: **France**
Players: **One**
Release date: **November**

> Survival horror goes home in this creepy adventure. But *AITD IV* relies more heavily on paranormal scares than zombie gore ■

assume no one at Darkworks is afraid of dying from natural causes. Instead consider: having your chest opened by a ten-foot long tentacle attached to a plant-squid hybrid; decapitation by a three-legged louse the size of a small truck; or the combined assault of twenty spiders ready and willing to eat through your feet. "Bloody spiders," shouts Villette, as onscreen a troupe edge ominously towards our hero. "Look at those spiders go." He is a man consumed by his work. Indeed he wrote the initial 800 page design document. Yet the impression remains that the phantom of Capcom's series still hangs over the game. When asked if having both a male and female character, each with their own interlinked game discs isn't a bit like *Resident Evil 2*, he snaps "No, it's a bit *Alone in the Dark 1*," with considerable Gaelic pride.

"There are 150 people working on *Resident Evil*. We only have 45," Villette continues. "We have to find quality in another way. Yes, *Alone in the Dark* is a survival horror game, but I think the spirit is very different." He prefers to call it 'ambient survival horror' to underline the paranormal aspects. And interestingly it seems that *Alone in the Dark* is having an effect on the Japanese. "When we were at E3, a producer from Capcom came over to us. He said the next *Resident Evil* will also be using a flashlight," Villette laughs heartily. He knows the early battles are won; the game is looking great. Now all he has to worry about is all those bloody spiders ■

> "The makers of *AITD* find themselves in another scary situation"

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

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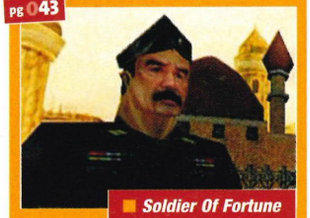
Soldier Of Fortune

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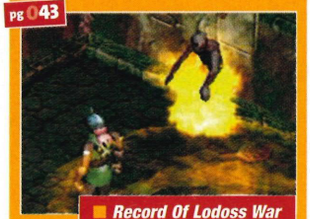
Record Of Lodoss War

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Grandia II: Spring release!

PG 045

Ooh scary! *Evil Dead* on DC!

PG 046
MadCatz competition mania

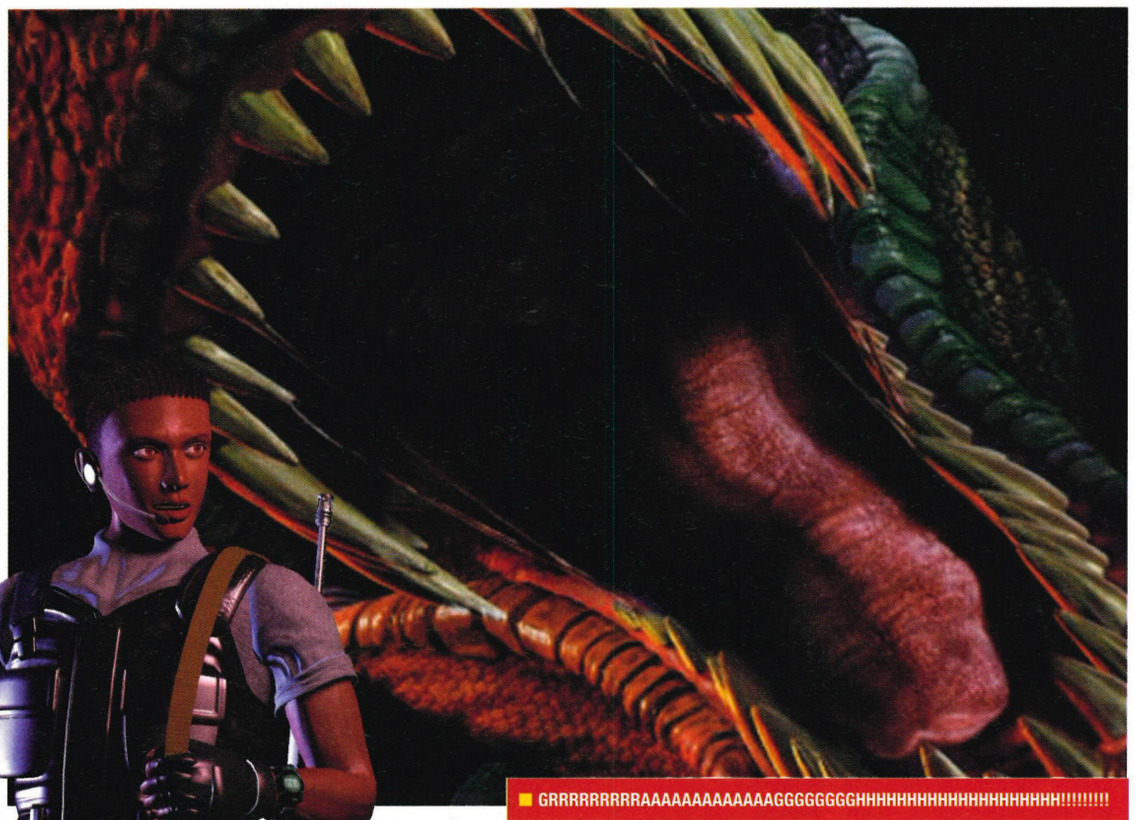
PG 048

Dark Angel

PG 050

Slash Out joins DC

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


GRRRRRRRRRAAAAAAAAAAAAAGGGGGGGGHHHHHHHHHHHHHHHHHHHHH!!!!!!!!!

Huge **Dino Crisis** to hit Dreamcast

Whatever you do, keep perfectly still

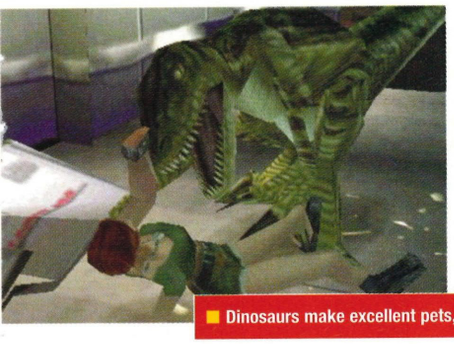
Although at the time of going to press Capcom Japan was still refusing to confirm it, *Dino Crisis* is set for release on Dreamcast. Capcom is porting the PC version across right now and Japanese gamers will see it in September.

For those who didn't sample the Jurassic jollities of the original PlayStation outing, *Dino Crisis* could be described as *Resident Evil* with dinosaurs. The story is this: contact has been lost with a science research base on a remote island and a special forces team is sent out to find out what's happened. They soon discover that

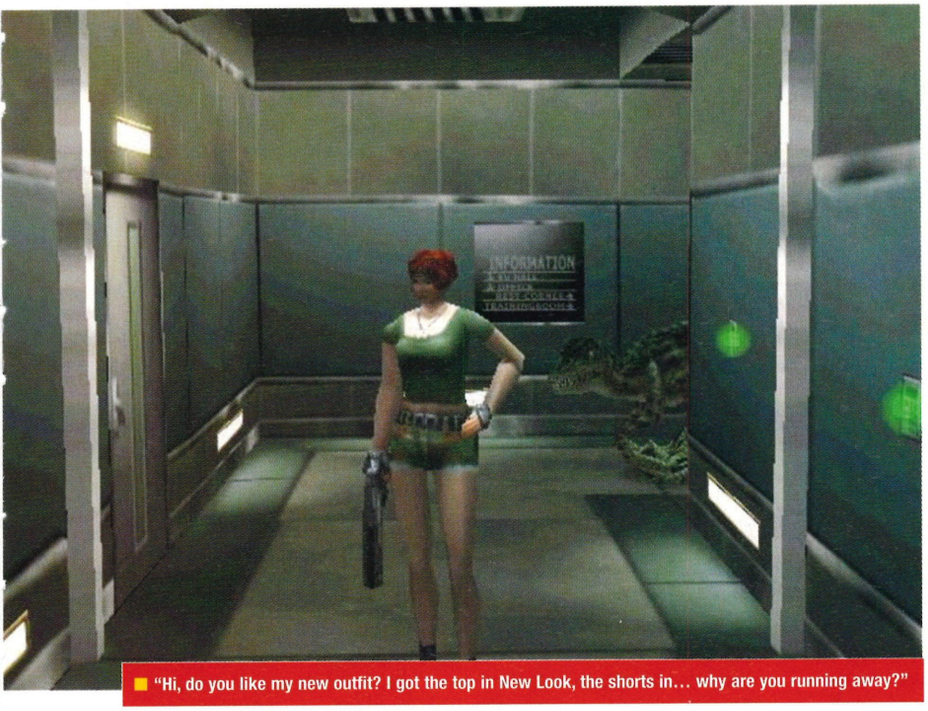
> "Described as *Resident Evil* with dinosaurs"

MR DRILLER

Namco has revealed an arcade sequel to *Mr Driller* at a private show in Japan. The game now has a twoplayer mode – an element missing from the original game. It's now possible to turn your opponent's screen upside during play thereby trapping them under tons of rubble. Although home conversions are planned for Game Boy, Game Boy Advance, and likely for PSX (the coin-op uses a souped up PSX architecture) – a DC version hasn't been confirmed – yet. Perhaps until an online mode is perfected.



■ Dinosaurs make excellent pets, although their playful nature can make them unruly at times

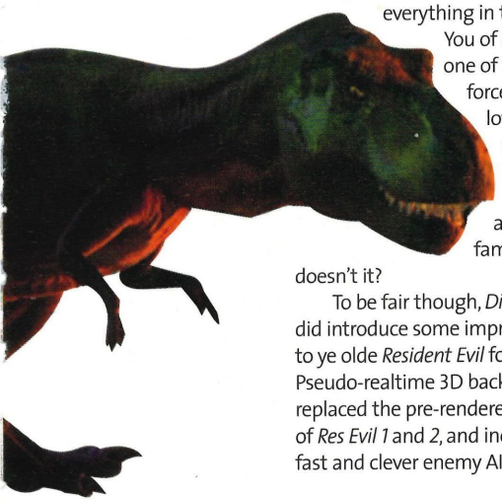


■ "Hi, do you like my new outfit? I got the top in New Look, the shorts in... why are you running away?"

TOO HOT TO HANDLE?

COMING SEPTEMBER/OCTOBER	HOW FIRED UP SHOULD YOU BE?
Ferrari 355 Challenge	5
F1 World Grand Prix 2	3
Gunbird 2	3
Half-Life	5
Le Mans 24 Hour	3
Metropolis Street Racer	5
Power Stone 2	5
San Francisco Rush 2049	2
Silent Scope	5
Space Channel 5	4
Stunt GP	4
Super Magnetic Neo	3
Sydney 2000	4
Ultimate Fighting Championship	3
Urban Chaos	4
Vanishing Point	3
Virtua Athlete 2K	4
WWF Royal Rumble	3

COMING NOVEMBER/DECEMBER	HOW FIRED UP SHOULD YOU BE?
Alone in the Dark IV	5
Cannon Spike	4
Colin McRae Rally 2.0	5
Extreme Sports	3
Grandia II	5
Jet Set Radio	5
Mr Driller	3
Phantasy Star Online	5
Quake 3: Arena	5
Ready 2 Rumble: Round 2	4
Sega GT	3
Shenmue	5
Spawn: In the Demon's Hand	5
SWWS 2001	3



the scientists have created a large rip in the space time continuum and dozens of dinosaurs have leapt through, determined to eat everything in their path. You of course play one of the special forces team – a lovely girl named Regina. All sounds a wee bit familiar really, doesn't it?

To be fair though, *Dino Crisis* did introduce some improvements to ye olde *Resident Evil* format. Pseudo-realtime 3D backgrounds replaced the pre-rendered locations of *Res Evil 1* and *2*, and incredibly fast and clever enemy AI (raptors followed the trail of blood if you became injured) replaced those lumbering zombies. There was also a rather grisly level of violence – the first person you meet being a mangled cadaver ripped to bits by extinct monsters. Not one for the kids, then.

Details on Dreamcast-specific extras are nonexistent at the moment, but with luck, this will be a better PC to DC conversion than the somewhat lazy *Resident Evil 2* (**DC-UK 06**, 7/10). The success of *Code: Veronica* will no doubt persuade Capcom to spend a little more time filling this project with DC-only goodies. No word yet on a US or Euro release, but expect us to swipe at any further news like a hungry Tyrannosaurus Rex ramming a horse in its mouth ■

Nemesis could also be close at hand...

Jill Valentine to take refuge with Sega?

Capcom is a veritable rumour mine at the moment and news of a possible *Dino Crisis* conversion is not the only nugget to be dug up this month. As *Resident Evil 3: Nemesis* has also recently found it's way onto PC – a fertile breeding ground for future Dreamcast titles – there are whispers that this too is DC bound.

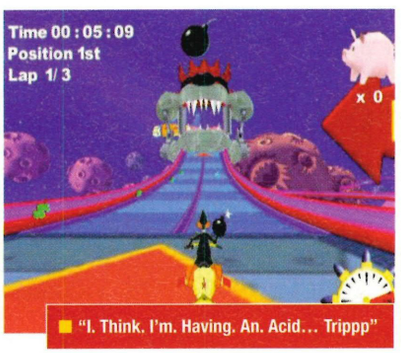
Once again the company in question is keeping quiet, letting rumour spread like an oil slick across the Internet ocean. So much Dreamcast activity does have the whiff of implausibility about it, though – how many teams does Capcom HQ actually have working on conversions? Well, what ever the case, we should have the full low-down for you next month ■

DC-EXPRESS

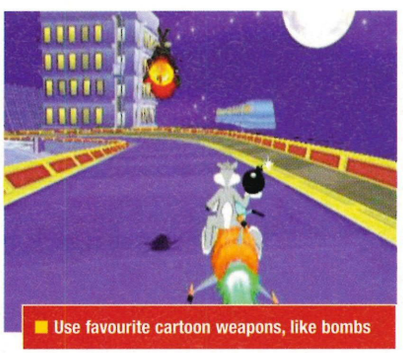
CHICKEN RUN

You've seen the film, you've probably already bought the novelty boxer shorts, now prepare for the game. Yes, 'Chicken Run' – the latest animated masterwork from Aardman animations – is coming to Dreamcast in November. The game closely follows the plot of the movie with several 3D environments based around Mrs Tweedy's farm. Plus, your objective, like that of the feathery film stars, is to escape using stealth and puzzle-solving skills. There will also be a few amusing sub-games (shoot the chicken into the lake) and you get control over three or four of the film's poultry protagonists. The game is being developed by Blitz games based in Leamington Spa. The technical director of Blitz went to school with Keith, by the way. Hi Jon.

Wile E Coyote and Elmer Fudd show off their powerful rockets



"I. Think. I'm. Having. An. Acid... Trippp"



Use favourite cartoon weapons, like bombs

Looney Tunes

Warner Bros in Mario Kart clone shock

Well, it's certainly been a good year for gamers who love *Mario Kart*-style racing games starring well-known cartoon characters. We've had *South Park Rally* and *Walt Disney's World Quest: Magical Racing Tour*. Now prepare yourself for *Looney Tunes Space Race*. Shown off at the E3 videogame show in May this year, the game is scheduled for a UK release in October – just in time for that inevitable pre-Christmas '*Mario Kart*-style racing game' rush.

As the name may suggest, *Space Race* allows you to select from eight different Looney Tunes characters, each manning their own specialised hover racer. You then charge through 12 different tracks, based on six individually themed planets.

Bugs Bunny, Daffy Duck, Elmer Fudd and Wile E Coyote all turn up for the fun and, in honour of that irrepressible Looney Tunes humour, pick up-able traps and tricks include portable holes, falling anvils and disintergrator pistols. To give the game a little depth for the post-pubescent market, there will be 60 events to take part in and plenty of unlockable secrets to discover. A fourplayer mode and free VM minigame complete the bumper package.

What really excites us, however, is that the game is being developed by Infogrames' Australian team, Melbourne House. This lot have been around for donkey's years and designed a fantastic early beat 'em up named *Way of the Exploding Fist* for the Commodore 64 and Spectrum. Can we have a Dreamcast version of that next, please? ■

Cosmic Smash

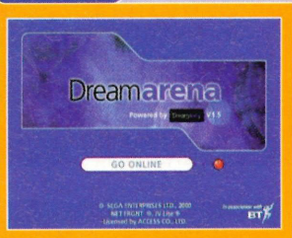
Sega serves another coin-op ace

Based (at least visually) on Disney's '80s sci-fi romp 'Tron', Sega's coin-op *Cosmic Smash* is part squash and part *BreakOut*.

You have to smash an energy ball against a wall of differently coloured bricks to make them all disappear. Some will vanish after one strike, some take more effort. You can also use special moves and there are multi-angle replays of cool strikes. The game will hit Japanese arcades later this year. A DC conversion is highly likely ■

All in all: Another brick in the wall

LITE NEWS



Sega beds Virgin

Sega Europe has joined forces with Virgin Net to offer a film channel called Dreamscreens, accessed free of charge through Dreamarena. The **dreamscreen.virgin.net** site is exclusive to Dreamarena and will provide a full range of film related content including previews, celebrity Webcasts, top ten movie charts and a UK film finder.

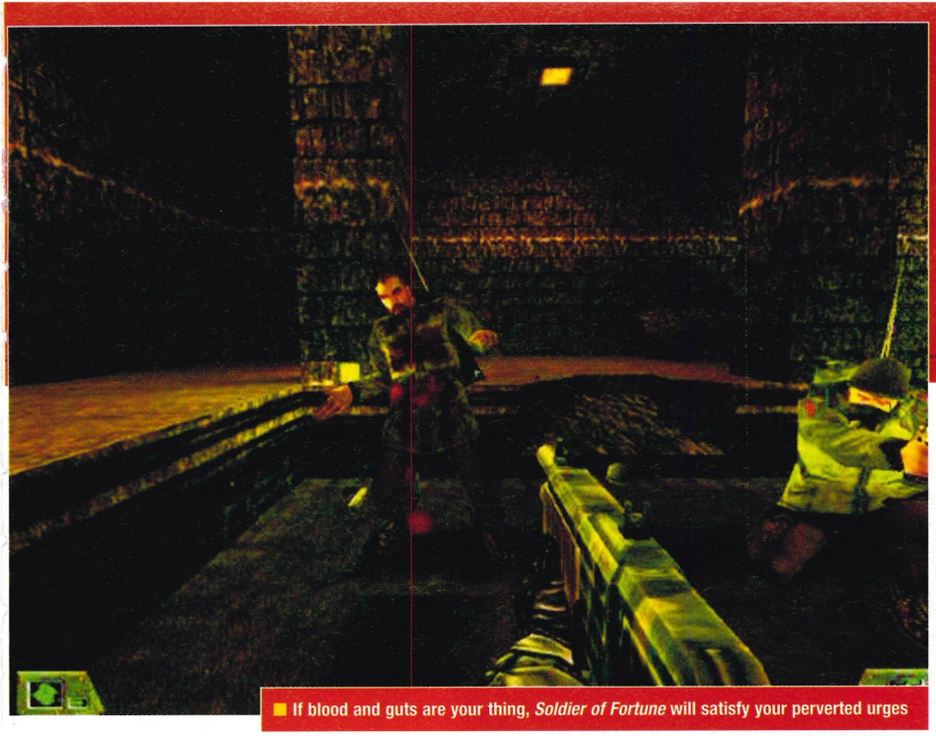
JF Cecillon, Sega Europe's CEO, blurted: "Dreamscreens is set to be the ultimate film information service on the Web. What is doubly exciting is that it will be available exclusively through Dreamarena. Attracting partners of Virgin Net's calibre reflects the significant progress we have made in developing our portal site. We won't be stopping the hard work here and are looking to increasing content further." "Mmm, virgin!" he didn't go on to add ■

Sega goes broad

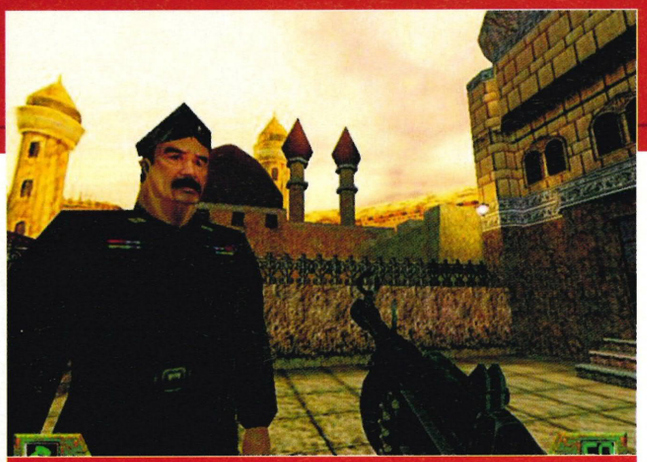
Sega Europe's newly independent online division, Dreamarena Ltd., has confirmed that Dreamcast will be going broadband in spring 2001. Replacing the weedy 33.6Kbps modem, a broadband adaptor will mean you'll be able to connect to the Net at around 50Kb per second. That's about 10-15 times quicker than at the moment.

Using a technology called ADSL that allows loads of data to be shoved down normal phone lines, Dreamarena is planning to offer a stack of new services through its site. It's already signed the aforementioned deal with Virgin to offer movie clips online, and there's loads of potential for MP3 (the downloadable music format) tracks to be used – especially when the MP3 VM comes out.

The other advantage is that online games will run a lot more smoothly over broadband, so characters won't pop up out of nowhere. It's hoped a Dreamcast ADSL modem won't cost much more than £20-£30 ■



■ If blood and guts are your thing, *Soldier of Fortune* will satisfy your perverted urges



■ "No, I'm not Saddam Hussain. I just look a bit like him. Please don't shoot me"

Soldier of Fortune

Lock and load: the world's goriest game is shooting straight for DC

It's based on an American magazine that fetishises military action and guns. It caused shrieks of terror from the 'moral majority' when released on PC. It is a hyper-realistic firstperson shooter in which you blast bloody chunks off the bad guys, then check out the entry and exit wounds. Yep, this heavyweight gorefest is the latest game to make the journey from PC to DC, joining the likes of *Half-Life*, *Quake III* and *KISS Psycho Circus*. Raven developed the original version but this DC crossover is being handled by Treyarch – previously responsible for the *Tony Hawk's Skateboarding* conversion.

Here's the debriefing... A terrorist organisation known as the Brotherhood has stolen four Russian nukes. It's up to John Mullins, special forces consultant to the US government, to get 'em back. The game's 32 missions are set in realistic locations ranging from a New York subway, to an Iraqi palace to a Siberian chemical factory. And the action throughout is frantic. Inspired by the adrenaline rush of *Doom*, there are hundreds of enemies to gun down and the more noise you make, the more enemies get generated. You don't have to sneak around with a silenced pistol, however. If you're up for a massacre, the thunderous heavy machine gun is for you. But beware, there are no health power-ups to save your sorry ass. The best you'll get is the odd flak jacket.

> "Enter a code to unlock blood and headless corpses"

And if all this talk of graphic violence worries you, don't fear, Crave expects to fit a parental lock feature. When you place the GD in your Dreamcast, you'll have to enter a code in order to unlock red blood and headless corpses. Sadly there won't be any DC-specific levels, though. Treyarch has its work cut out making sure everything that was in the original PC version makes the cut. Unfortunately, this means no news yet on whether *Soldier of Fortune* will be online multiplayer. But as it's based on the *Quake II* engine, like *Half-Life*, we can live in hope! Unlike those bad guy terrorists, of course ■

■ "Welcome to Madam Fifi's dungeon. Bring out the gimp!"

Record of Lodoss War

Strange name, familiar gameplay...

Virgin Interactive has picked up the number one-selling Japanese RPG *Record of Lodoss War* for release in the UK. We covered the game back in DC-UK 10 where we helpfully informed you that it was a Western-style RPG very similar to the likes of *Baldur's Gate*. In other words, instead of cute little kiddies wandering around a bright Manga world, you get realistically designed wizards, warriors and clerics exploring a dark isometric landscape.

Based on the anime series and comic book of the same name, *Record of Lodoss War* has you guiding a party of adventurers through a Dungeons and Dragons-style escapade. Scrolls can be picked up en route to give you access to new spells, and killing enemies earns you character points which upgrade your fighting and magical abilities. Virgin is planning to release the game later this year. We'll give you a proper preview to get your teeth stuck into next month ■

■ A familiar RPG stats screen. Yawn

DAILY RADAR UK

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

Sega Get Snazzy

Sega Japan has gone all chic with a range of snazzy new custom Dreamcasts and peripherals. From sleek gunmetal consoles to, well, strange leopard skin VM Units, Eastern Gamers can now furnish their front rooms with Dreamcast stuff that blends in to the environment (as long as they live on the set of a seventies porn film). There's no official release confirmed over here in the UK yet, but we reckon it's just a matter of time until Sega of Europe give in ■

Original Quake Update

Last month a tiny development studio named Titanium Studios based in Perth, Australia, converted *Quake 1* to DC in nine days as a bit of fun. At the time it seemed unlikely the game would be released, but the developers' founder Jayeson Lee-Steere recently told told FGN Online, "Given the age of the game, I wouldn't have thought there was any chance of this ever being released. However, the response has been huge so perhaps there is some small possibility." The final decision would lie with id, currently writing a new *Doom* sequel. Let's wish real hard... ■

Sega In Soccer Fracas

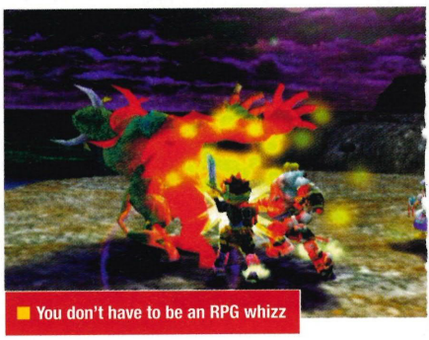
If you spotted Sega's hilariously xenophobic *ChuChu Rocket!* ads during half-time breaks in Euro 2000 you might have noticed that the German one went missing after the first week. That's because, the ITC (the independent board that regulates TV advertising) banned it for being "Ill judged and irresponsible". They later banned Phil Neville's tackle on Moldovan for the same reason. We wish ■

HYDRO SPORTS

Boat racing may bring to mind a bunch of privileged toffs filling up the now somewhat bare BBC Sport schedules, but Mattel Interactive has something else in mind. "Truly *Gran Turismo* on water," is the way developer Promethean unwisely describes *HydroSport Racing*, while a similarly understated press release claims that, "the controls define the term pick up and play." They'll all be demanding their money back from that subtlety course then.

Anyway, *HSR* will feature 20 boats – ranging from powerboats, and jet-boats to bat-wings and catamarans – and gives you 50 races across the biggest cities of the world. The screenshots look impressive but we'll reserve judgement on that 'GT on Water' boast.

■ Sprint around the gorgeously rendered locations for no reason whatsoever!



■ You don't have to be an RPG whizz

■ Queueing for a bus is commonplace

Grandia To UK

More details on GameArts' Epic RPG

Okay, so we know almost nothing about the plot, but we've uncovered some new information on this hugely promising RPG from one of Sega's veteran third-party developers. Set for UK release in Spring 2001 via Ubi Soft, *Grandia II* takes place in the mythical land of Surisen where a massive war between God and the devil has created a huge fissure in the planet surface which no one dare cross. Right. Okay, then.

From here RPG veterans will be right at home – you explore a series of beautifully rendered locations, get involved in fights and wander though dungeons looking for treasure. There are some nice innovative touches, too. Some levels feature complex waterways with floodgates and levers so you can redirect the flow to open up new areas. There are also snow storms that can bury your characters, and huge mushrooms which reveal power-ups if hacked into slices. Sounds... great.

Although this is a sequel, the designers aren't taking it for granted that you're an RPG whizz. The intuitive control system features a compass display which crops up when you find out about a new place to visit or object to collect. It not only shows you which direction to go, but how far away the item is. Plus, as you discover new items or areas an icon will pop up in the corner of the screen explaining what do with them. An arrow pointing up for example, might tell you that there's a cliff or tree nearby to climb. And if all that isn't enough, there is actually a special in-game help character who crops up now and again to aid in your quest.

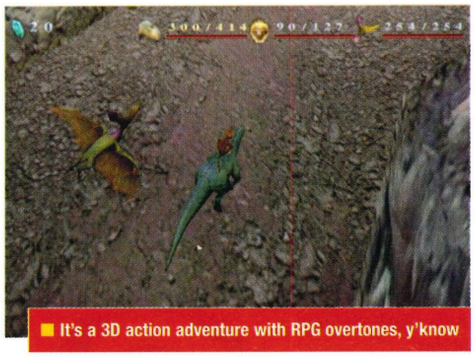
With some truly staggering locations, huge enemies and cool characters, *Grandia II* is going to be a very hard title to ignore – even if we've already stuffed our faces on *Shenmue*, *Phantasy Star Online* and *Skies of Arcadia* by then. The hyper-easy control interface sounds intriguing, as does the water-directing system. And apparently the designers are promising loads more traps and puzzles to keep you on your toes. Hopefully, they might even let us in on the plot one day ■

> "*Grandia II* is going to be a very hard title to ignore"

UPDATE

Dinosaur lives on DC!

Disney's lumbering beast heads our way



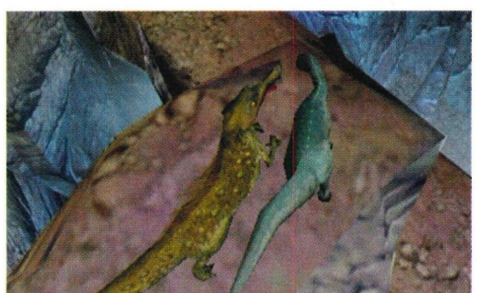
■ It's a 3D action adventure with RPG overtones, y'know

As 'Jurassic Park' proved, you should never let the extinction of your species get in the way of a film career. To prove the point, the dinosaurs are back this Xmas in Disney's animated adventure, erm, 'Dinosaur'. Inevitably, there will be a videogame developed by Disney Interactive and published by Ubi Soft.

The film goes like this: an orphaned Iguanodon named Aladar is brought up on an island by a group of lemurs. But, the island is hit by a comet and the family must flee to the mainland where beasts and famine lurk. Will they reach safety or will they be eaten to death by Velociraptors?

The game takes this premise and turns it into a 3D arcade adventure with RPG overtones. You control three of the movie's main characters and have to get them through a series of 14 missions each with various sub plots. There are four types of mission – some have you protecting dinosaurs, others are based around exploration, etc. The characters have their own strengths and these can be upgraded throughout by killing baddies. That's the RPG bit.

The game uses many of the environments and creatures from the film and should be out a few weeks after it in the UK. Not like *Toy Story 2* then ■



■ "So then I said to him 'Extinct? Us? You're having a laugh"

CHARTS

ChartTrack

Dreamcast top ten...

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

1 **Tony Hawk's Skateboarding**
Publisher: Crave
★ The world's greatest skate 'em up grinds straight to the top of the charts.

2 **Wacky Races**
Publisher: Infogrames
★ Dastardly and Muttley are predictably pipped at the post after trying to sabotage Tony's skateboard.

3 **Resident Evil Code: Veronica**
Publisher: Eidos
▼ The best survival horror ever is beginning to stumble down the charts. Probably because every DC owner has already bought it.

4 **Ecco the Dolphin**
Publisher: Sega
★ The eco-friendly mammal returns with an in-depth (groan) adventure providing hours of puzzles, action and swimming around in confusion.

5 **Crazy Taxi**
Publisher: Sega
◆ One of Dreamcast's true smash hits is still holding its own in the charts.

6 **Silver**
Publisher: Infogrames
★ A decent RPG finally appears on DC in a puff of smoke and orc droppings.

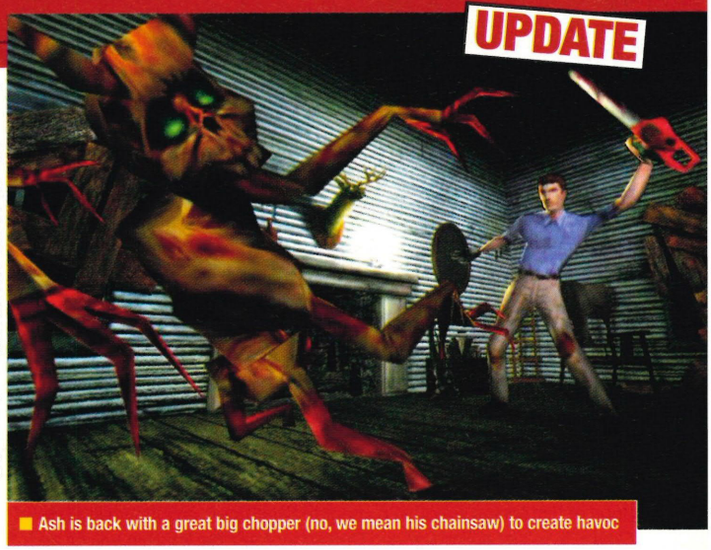
7 **V-Rally 2**
Publisher: Infogrames
▼ DC's best rally game is powersliding down the slippery chart slope.

8 **Tomb Raider 4: The Last Revelation**
Publisher: Eidos
▼ Lara's still going down faster than a... we'd better stop right there, actually.

9 **UEFA Striker**
Publisher: Infogrames
★ A surprise re-entry for the ageing kickabout, no doubt due to Euro 2000.

10 **Sega Bass Fishing**
Publisher: Sega
▼ "You're losing him!" Bass madness is sadly sinking out of the charts.

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



UPDATE

■ Ash is back with a great big chopper (no, we mean his chainsaw) to create havoc

Evil Dead

Attack ghosts with saws in THQ's forthcoming hack 'em

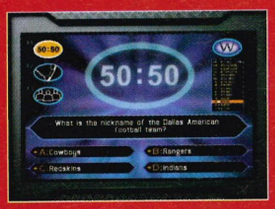
What was the finest movie trilogy of the eighties? Was it 'Back to the Future'? Was it 'Indiana Jones'? Was it Jackie Chan's 'Police Story'? Or was it Sam Raimi's cult comedy horror series, 'Evil Dead'? We love 'em all to bits, but only one has a man replacing his severed hand with a chainsaw – and this is the one coming to Dreamcast courtesy of THQ Interactive.

Evil Dead: Hail To The King, apparently takes place 8 years after the final film. Ash, the off-kilter hero of the series, has returned to the cabin in the woods where the whole ordeal began and must once again face legions of undead monsters. The game is essentially a third person arcade adventure like *Resident Evil*, except here the character can move and use weapons at the same time, creating a much more fluid and violence-orientated style of gameplay.

According to developer Heavy Iron Studios, we can expect several scary environments to wander around in. The cabin and surrounding woods make up a large part of the game, but you also get transported back to Damascus to investigate the origins of the Necronomicon: the evil book of the dead that Ash found in the Cabin at the start of the first 'Evil Dead' film.

Boasting some highly atmospheric backgrounds, disgusting creatures and plenty of puzzles, *Evil Dead: Hail To The King* is shaping up to be the best possible translation of this brilliant Trilogy we could hope for. There are even vocal samples from Bruce Campbell (Ash), and Sam Raimi has apparently provided feedback throughout the development process. We'll give you a full preview as soon as we've come out from behind the sofa ■

■ "He's at the window... ooh no! Now he's behind you. Oh I give up"



WHO WANTS TO BE A MILLIONAIRE?
Well, around 18 million people every day, judging by the TV figures. Part of the appeal of the show, apart from taking the mick out of stupid people who think Kylie Minogue is the capital of Ecuador, is playing along at home and answering the questions yourself.

Thanks to Eidos, you'll soon be able to this on your DC with the September release of *Who Wants To Be A Millionaire?* in videogame form.

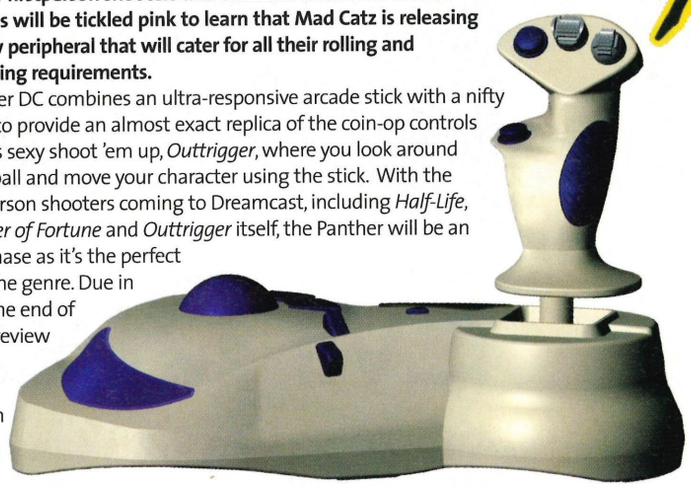
Featuring over 1,000 questions, dedicated singleplayer and multiplayer modes and all the familiar aspects of the TV show – 50:50, Ask the Audience, Phone A Friend – the game even includes audio clips of Tarrant giving the answers and offering his irritating comments. Let's hope he doesn't use as many dramatic pauses as he does on TV, the cackling muppet.

THIRDPARTY PIECES

Mad Catz Panther DC

Fans of firstperson shooters and trackball-controlled arcade games will be tickled pink to learn that Mad Catz is releasing a new peripheral that will cater for all their rolling and shooting requirements.

The Panther DC combines an ultra-responsive arcade stick with a nifty little trackball to provide an almost exact replica of the coin-op controls found in Sega's sexy shoot 'em up, *Outtrigger*, where you look around by rolling the ball and move your character using the stick. With the flood of firstperson shooters coming to Dreamcast, including *Half-Life*, *Quake III*, *Soldier of Fortune* and *Outtrigger* itself, the Panther will be an essential purchase as it's the perfect controller for the genre. Due in the shops by the end of October, we'll review this lovely peripheral as soon as we can get our hands on one ■



Mammoth MadCatz Compo!

Win all this lot!!

DREAM FORCE PACK – £14.99

This lovely little rumble pack is even better than the official one as it has a red light that flashes in response to the on-screen action.

Perfect for *Code: Veronica*'s shocking, heart-pounding gameplay ■

MC2 WHEEL – £59.99

As good a steering wheel as you can get for Dreamcast with its plush stylings and responsive controls.

Play it with *Crazy Taxi* for arcade thrills and spills ■

DREAM PAD – £17.99

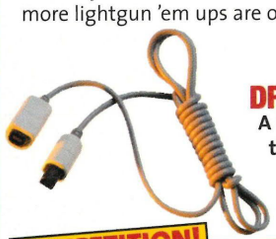
The best thirdparty joypad on the market is even better than Sega's pad in one aspect.

The triggers are far sturdier than Sega's notoriously flimsy and breakable ones ■

DREAM BLASTER – £24.99

With Sega's lightgun having been removed from the shelves, this is the definitely the shooter to own.

Only *THOTD2* is out at the mo', but more lightgun 'em ups are on the way ■



DREAM CABLE – £7.99

A handy 6ft extension cable to satisfy those long-distance gaming needs.

Ideal for when you want to play and iron your shirts simultaneously ■

COMPETITION!

WIN MAD BUNDLES!

Four lucky people can win a Mad Catz bundle containing all of the peripherals shown above (worth £125.95!). Answer the question and complete the tie-breaker for a chance to win. Send entries to:

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

How does this well known saying end: "It's raining…

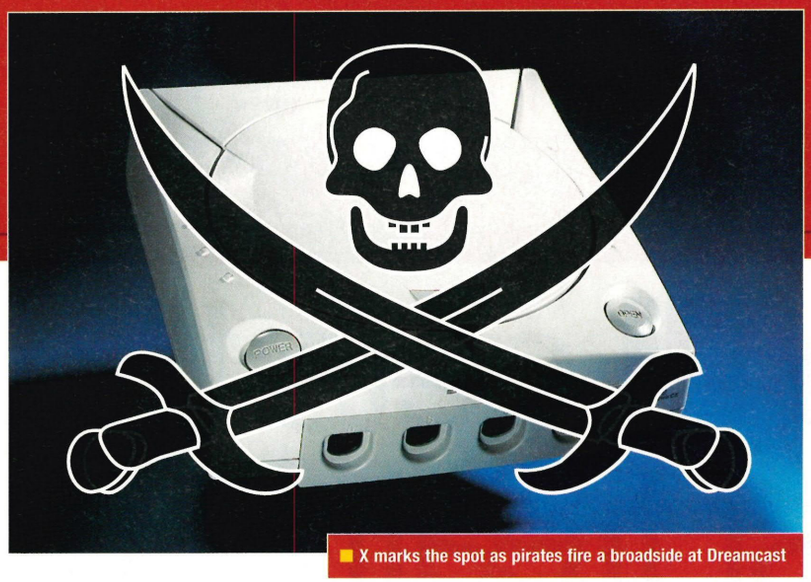
A. Men. Hallelujah!
B. Cats and dogs
C. Dirty underwear

And now complete this sentence in not more than ten words.
"I need a 6ft extension cable for my joypad because…"

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

You need to consult the
DC-UK GAME LINE
0906 466 4445
15 hours daily, 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 bill payer before calling.



X marks the spot as pirates fire a broadside at Dreamcast

Pirates ahoy!

Sega's encryption system hacked

After nearly two years of piracy-free life, it appears that Dreamcast has finally fallen foul of the bootleggers. An American Dreamcast site (that will remain nameless, we don't want to encourage them) has recently posted complete instructions for the copying and writing of software and likely as not, it will open the floodgates to a black market of knocked-off and dodgy DC copies.

The origins of the hackers who finally cracked DC's protection is the cause of some debate. One story suggested that a team known as Utopia had created a Dreamcast boot disk which allows you to play pirated games burnt onto CDs. Another source insisted the pirates are two German coders who somehow got hold of a DC dev kit.

But there is good news: as far as the posted pirating instructions go, the procedure is complex, requires specialist hardware and software, and won't yield results without a strict attention to detail. Secondly, these pirated games are burnt on to CD ROMs which have a lower storage capacity than GD ROMS – this means pirates have to cut out rendered sequences, music and other files to fit them on. Some games will simply never fit onto a CD.

Meanwhile, Sega of America has put an anti piracy program into effect that allows members of the public to report known counterfeiters via email. An excerpt from Sega's official comment states: "We are in the process of analysing the practices of the counterfeiters and these products. Rest assured, we will aggressively take all appropriate actions to prevent such illegal activities and reclaim the market for legitimate products."

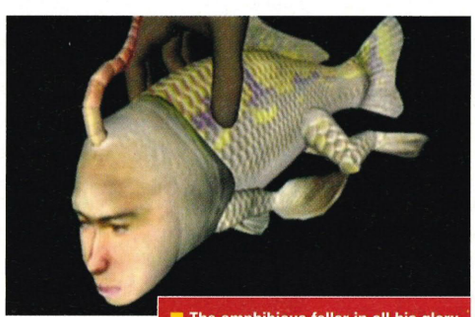
Although the temptation of getting cheap/free games is understandable, piracy is theft and takes money away from the very people who make the games you want to play. With even giants like Eidos suffering from financial troubles, buying bootlegs puts game companies in serious danger of going out of business. If you're offered pirated games you can email Sega America at piracy@sega.com. Hopefully, Sega Europe will set up a similar service ■

Fresh Seaman

The fishy freak is getting a sequel!

We know the original hasn't even been released over here yet, but our obsession with *Seaman* means that any news of his activities is of vital importance.

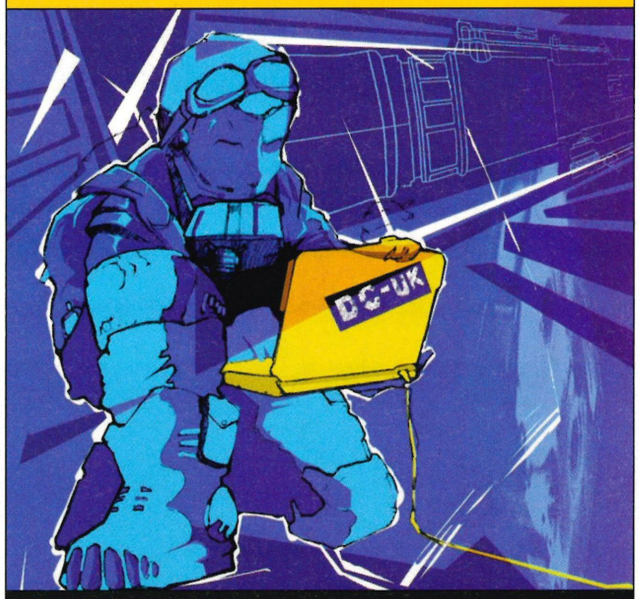
Consequently, we're delighted to report that the highly-anticipated sequel, *Seaman Version 2001*, will be swimming onto Japanese DC's in August. We still await the original with baited breath... ■



The amphibious feller in all his glory

DAVE 2000

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



"Come on in! The water's fine!" Dave 2000 swims with the fishes...

This is a personal plea on behalf of a close personal friend, Ecco the Dolphin. Please buy his game, it's a beautiful creation that will make you feel happier than you actually are. Okay, so the human/dolphin co-habitation and space exploration plot is quite possibly the worst videogame storyline of all time, but the actual meaty part of the underwater dolphin play is the most enjoyable experience you'll have on a games machine.

You start playing a mission, then for no reason you're hit by an urge to see if you can jump out of the water high enough to get among the birds that loop around in the sky. Cue an hour of joyous playing about and experimenting.

It's more like a toy than a videogame, something you can pick up, play with for an hour or two without accomplishing anything at all. Then stop and realise how strangely happy you feel. Takes you back to being a kid, when it was acceptable to just waste time and do nothing all day.

It's so soothing to play. In the same way that swimming with dolphins in real life makes those TV presenters giggle and smile like they have mental problems, *Ecco* will make you love games again and grin like a moron.

Some of the later missions get very difficult and you're often left wondering what on earth (or in space) you're supposed to be doing, but that doesn't matter at all. Just don't bother getting involved with the plot. The training mission is all you need to enjoy *Ecco*. Think of it as an executive toy, a stress reliever, the gaming equivalent of getting your secretary to rub your tired shoulders.

More games should do this. Games with storylines inevitably become boring after you've completed them. So do away with plots altogether. Let's just get back to mucking about. Did *Pong* have a plot? Did *Space Invaders* have a 20-minute rendered intro detailing the terrible alien invasion and bizarre sequence of events which lead to you being the only able-bodied man capable of wiping them out? No, they just gave you something fun to muck about with. *Ecco* is the ultimate retro game, a real gamer's game. Oh, and girls think Ecco is really cute ■

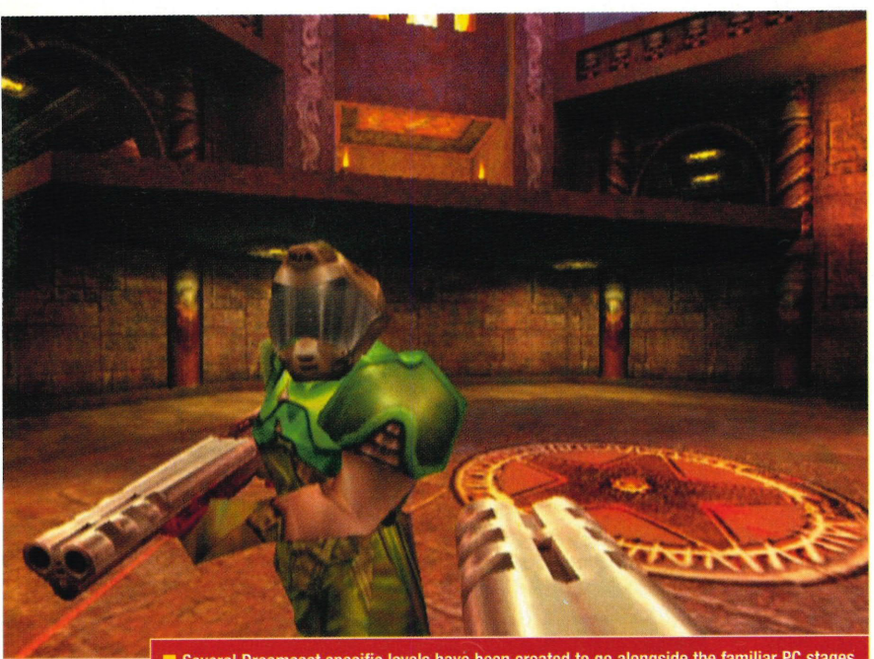
Dave 2000 resides in tax exile off the coast of Argentina.

International News

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

Quake III gets the Dreamcast treatment

New levels, speedy online play and keyboard support? Yes, please



Several Dreamcast specific levels have been created to go alongside the familiar PC stages

Raster Productions, the development team behind the new Dreamcast conversion of *Quake III Arena*, has just released brand new details on its conversion of the highly acclaimed first-person shooter.

Raster was also responsible for the conversions of *Quake II* to N64 and PlayStation, both of which were fantastic to play despite only supporting joypad control. Proving that the series could succeed on a console format, the team is taking it one step further with the Dreamcast version. This time round you get to take PC gamers on at their own game via the Internet.

For those of you who've been locked in a shed for the last couple of years, *Quake III Arena* is one of the best-selling games ever to hit the PC, engaging gamers all over the world in some top multiplayer fragging action. Adopting a first-person perspective, your job is simply to survive and to ensure that nobody else remains alive. You do this with the help of an arsenal the likes of which Arnie has never even imagined. Simple, but effective. ▶

> "There's a larger selection of maps in the DC version"

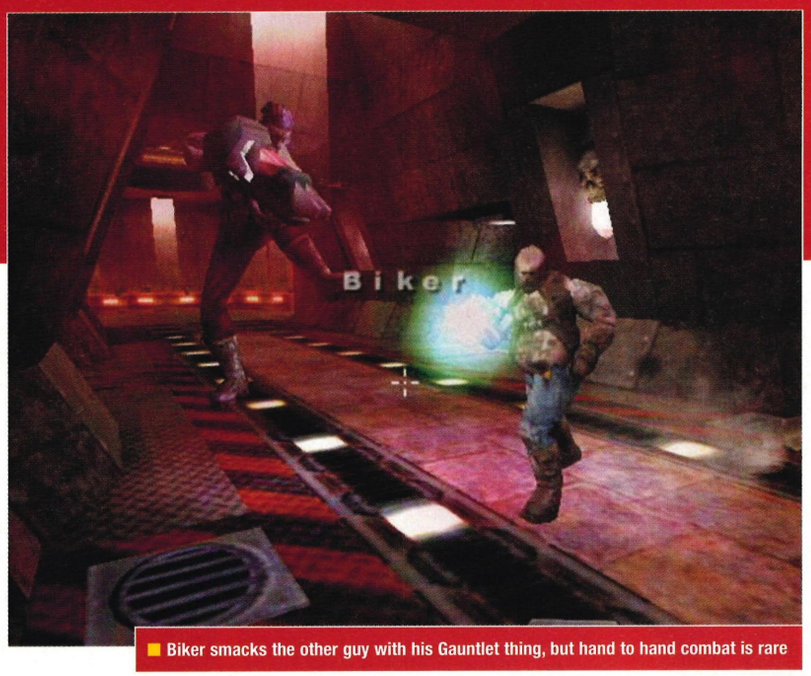
Dark Angel

Save Gothos from Yagma!?!

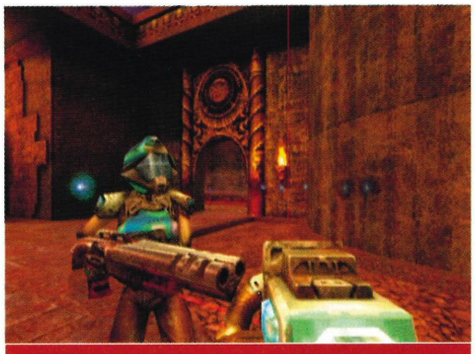
It seems that mutants and vampires are all the rage. Good thing, because you're getting them both in *Dark Angel: Apocalypse*, the new action and strategy game from Metro 3D. The story is thus: Warlord Yagma has gained control over the kingdom of Gothos by making a secret pact with the Vampire Underworld. Thirteen years later a strange plague has descended upon the people of Gothos, turning them into mutants. Full of hope, the remaining survivors turn to Anna, a woman with special powers, to find a cure for the disease and, in the end, destroy Yagma. Lord help us, it sounds like an episode of 'Xena Warrior Princess'.

Metro 3D's proprietary game engine takes full advantage of DC's 3D acceleration hardware. The game's landscapes change depending on the successes (or failures) of the lead character. Cities may grow prosperous or turn into plague-ridden cesspools. Tranquil forests may become blasted battlefields. And beware any crypt. They're unlockable and each contains an unspeakable secret. The games AI is pretty cool too. Monsters who cower at first, later attack when your back is turned. Mutants may band together, or go rogue, joining up with Anna to fight other baddies. The question is, can you ever trust a mutant? In September you'll find out!

"Behold! I can juggle with fire, Earth's most powerful elem... oops, sorry mate"



Biker smacks the other guy with his Gauntlet thing, but hand to hand combat is rare



"You're dead meat!" "No, you are" "No YOU are!" "No..."

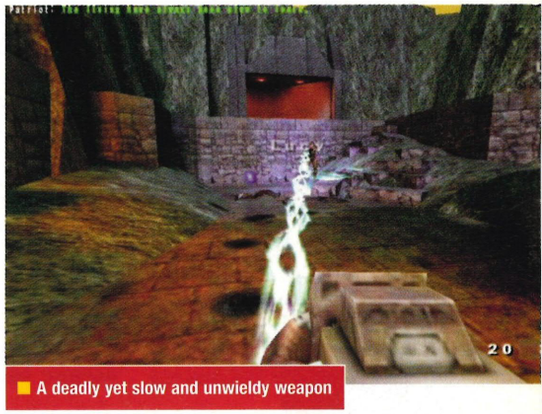
Featuring mouse and keyboard support, you'll be on level ground with PC gamers on every front, and that includes visuals. The DC version features high-resolution textures and a superb frame-rate; you'd normally need at least a Pentium III 500 with a Voodoo 3 graphics card to shift it at the speed we saw the game running at E3.

Raster has also promised a split-screen multiplayer mode, allowing fourplayers on one Dreamcast if you want to save on your phone bill. The team is also talking about having an option to download skins (ie, new costumes) in the game, bringing it even closer to its PC incarnation, although this feature will depend on how much time is left at the end of the project.

There's also a larger selection of maps in the DC version, mixing the best of the PC maps with some new console-specific ones that look superb. Not only that, but Raster has added some new levels to the single player game, providing even more of a challenge than the PC version for those who want to hone their skills.

The game is also running very smoothly on a US Dreamcast 56.6 kbps modem at the moment, and Raster has even stated that there will be very little (if any) lag on the US version of the game running over Sega.Net. We can't be sure about how the UK network will cope with the game, but with DreamArena 2.0 officially arriving in October, we reckon on a speedy connection for UK gamers.

Quake III Arena is set for a UK release towards the end of November, so you can rely on **DC-UK** to bring you a full preview very soon ■



A deadly yet slow and unwieldy weapon

Armada 2 : Exodus

Is it a 2D shooter? Is it an RPG? Is it a strategy game? Yes!

The first *Armada* may well have been scrapped in the UK, but that hasn't stopped Metro 3D developing a sequel. Which is good news as number 2 is shaping up to be a highly promising space-based strategy game – rather than a simple 2D shooter like the old one. And this time it might even get released outside the USA.

With that in mind, you'd better get clued up on the story. In the original adventure, human space pilots formed the Allied Command to repel an invading Alien Armada. They succeeded. However, unbeknown to the celebrating earthlings, the embittered extraterrestrials managed to deploy a device called the Armada Beacon just before the last of them was blown into orbiting pieces of space meat. This summoned a horde of biomechanical aliens right back to Earth, and – tah dah!! – thus begins *Armada 2: Exodus*.

This is where you come in. As governor of a frontier outpost your goal is to develop safe-havens throughout your region in the hope that some humanity might survive the second *Armada*. You can also clamber into a powerful spaceship when the mood takes you and blast a few aliens, thus gaining points and money to upgrade the ship and improve civilization.

The 'coolness factor' in *Armada 2* includes stuff like: realtime, online action for up to four people; online trading (ie, swapping items you've discovered with other players); invasive nanotechnology for subverting nasty aliens; and super nasty alien boss critters. There are also numerous hotspots in space (asteroid fields, plasma clouds, and wormholes) as well as convincing planet environments (ice, desert, lava, and the ever-popular 'infested jungle') for additional fun. Look out for a preview soon ■

Shoot aliens to gain experience and upgrade your spacecraft

International News

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

Axle prepares to beat the crap out of a Jigglypuff. Or something

It's a big pink pig with boxing gloves! Kill it! Kill it now!

Slash Out rages in

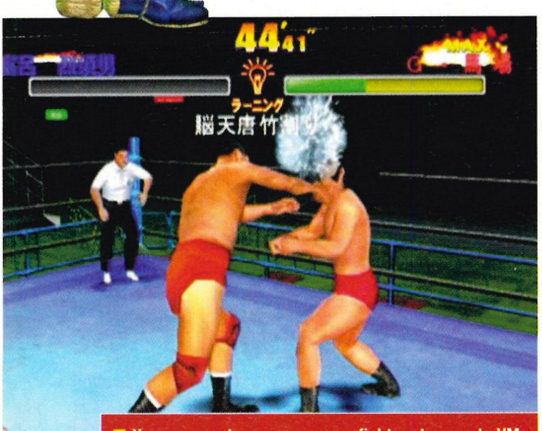
Sega gets medieval on your ass with its *Spike Out* sequel

It's the most keenly anticipated follow-up since 'Toy Story 2' and it's in Japanese arcades very soon. Yes, the 1998 arcade hit *Spike Out* is back, but this time it's called *Slash Out* – and that's the least of the changes. While the original roaming beat 'em up took place in the ghettos of NYC, *Slash Out* brings things to a Dungeons and Dragons-style mythical realm where swords and sorcery replace iron bars and uzis.

The good news is that the team behind the original has returned to oversee the changes. Producer Toshihiro Nagoshi was once a member of Yu Suzuki's legendary AM2 team knocking out hits like *Daytona*, and *SCUD Racer* as well as *Spike Out*, while director Itoh Yutaka has Saturn greats *Fighting Vipers* and *Fighters Megamix* on his CV. What they've ensured is that *Spike Out*'s complex, combo-ridden fighting system remains, except now there are no bare-knuckle or fire arm attacks – all of the characters fight with swords, which has prompted Eastern gamers to dub it "*Soul Calibur* in free-roaming 3D." Nice.

As with *Spike Out* though, the player's route is pre-programmed. However, the designers have created a new multi-scenario system for *Slash Out* so the route alters in real-time depending on the actions or decisions of the players. Which means every time you play you'll be able to discover new areas.

With eight stages and 40 baddies to stab, *Slash Out* promises one hell of a challenge. Players will even be able to pick up special objects that upgrade strengths and give them access to magical attacks – useful against the game's end of level bosses. As this is a Naomi title, conversion to DC is highly likely. We can't wait ■



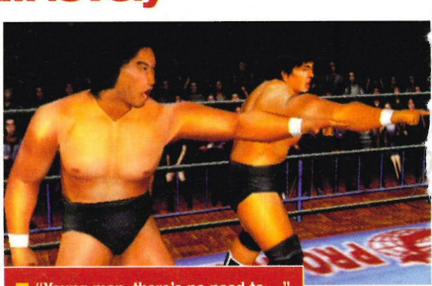
You can create you own scary fighters to save to VM

Giant Gram 2000

Fat sweaty men in pants. Mmm... lovely

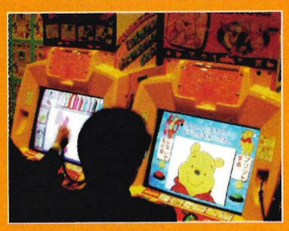
Porky men in lycra pushing each other over isn't just confined to the US. Sega's Japanese wrestling title *Giant Gram* had massive success in its home country last year, and the sequel – due for release on Naomi and DC in August – is set to be just as huge.

In *GG 2000*, players have 31 fighters at their fingertips, 20 from the current Japanese Professional Wrestling Association and 11 classic fighters. (We're also expecting a few hidden characters including Wolf and Jeffry from *Virtua Fighter*). The DC version contains a new training mode, a fourplayer VS mode and an option to create your own fighters which you can save to VM and take to the arcade. With *Royal Rumble* and *UFC* also on the way, 2000AD is shaping up to be The Year Of Fat Violence ■



"Young man, there's no need to..."

LITE NEWS



Sega colours in

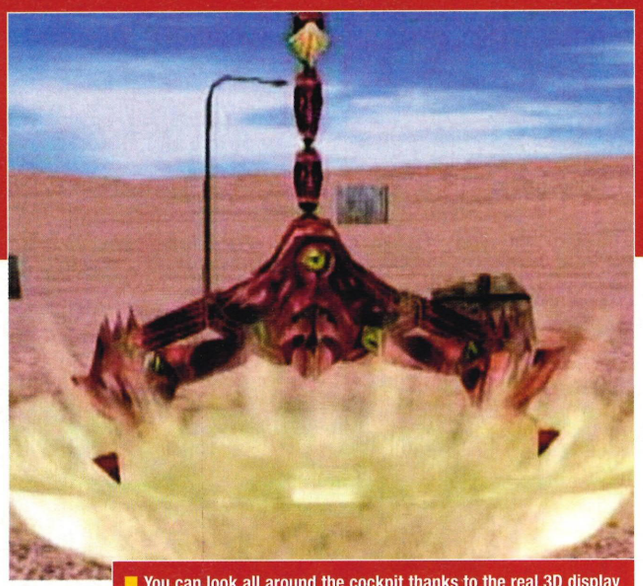
Look, this isn't going to interest most of you, but we thought it was funny. Sega Japan has created a range of arcade games especially for very young children, based around Mickey Mouse and Winnie the Pooh. Players get a range of cyber crayons with which to 'colour in' on-screen pictures of their favourite characters. They probably get bonuses for staying within the line. A DC version is unlikely, but we've written a very long letter to Sega explaining why our art dept could really, really do with a copy ■

Magic the Gathering

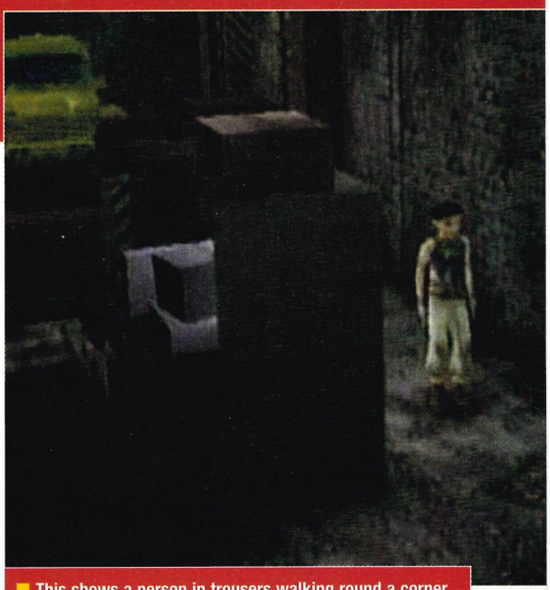
Sega Japan is converting the hugely popular card trading game Magic: The Gathering© to Dreamcast. Apparently there are around 100,000 fans of the Dungeons and Dragons-style Top Trumps… thing… in Japan, but Sega isn't going to just target them – the designers are including a user-friendly interface and introductory tutorial to ensure everyone can enjoy the magic of Magic: The Gathering©. Expect both solo and online multiplayer modes, and a whole new scenario starring original characters. It's going to be trading heaven ■

Planet Harrier!?

Prepare to get very excited. A rumour emanating from Japan suggests that a sequel to the legendary *Space Harrier* will be released in Japanese arcades by the end of September! This sequel, entitled *Planet Harrier*, is expected to utilise similar gameplay to the classic original: shooting enemies with homing missiles and the trusty Vulcan cannon and buying new weapons and power-ups from the shop at the end of each stage. We do know that Sega's Amusement Vision dept is working on a shooting game that 'resembles' *Space Harrier* which will be revealed at a big arcade show in October. Fingers crossed ■



■ You can look all around the cockpit thanks to the real 3D display



■ This shows a person in trousers walking round a corner

Metal Max (not Mickey)

The ancient NES RPG launches onto Dreamcast

If there's one thing Japanese developers really enjoy it's reincarnating old RPGs for Dreamcast. GameArts did it with *Grandia*, Sonic Team did it with *Phantasy Star*, VIS did it with *Sorcerian*. Now Ascii is doing it with the NES and SNES series *Metal Max*.

Details on this latest instalment are pretty scant – what we do know is that you play a monster hunter who travels freely across a 3D landscape hunting for beasts. You can drive and customise a variety of vehicles including nifty jeeps and hefty tanks which can be found by exploring buildings. You can also converse with other people and visit shops in towns and villages. And that's all our Japanese correspondent could come up with. So we sacked him ■

■ There's monsters in them there hills

> "You play a monster hunter who travels freely across a 3D landscape"

Ring Age cometh

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

It's another RPG – but this time with monsters. Crumbs

■ *Ring Age*: Singleplayer and online gaming action

Another Japanese developer has joined the overcrowded DC RPG market. Takuyo, though, is essentially offering two experiences for the price of one with *Ring Age*. First, there is a single player quest in which you visit various towns and carry out missions. You start as a rookie, but by slaying monsters you gain points and become a master adventurer. You also pick up items to improve attack, defence and energy, but each has a side effect which reduces another ability.

Secondly, there's an online mode against three other players. The object is to collect the most magical items within the time limit. You slaughter a few monsters en route, too, and discover keys to open chests. You can also set traps for your opponents which you must be careful not to trigger yourself. Sounds like an RPG take on *Bomberman* – which is good.

Ring Age is due out in Japan this summer, but there's no word on a Euro release. Shame ■

SCOOCH VS SPACE CHANNEL 5

■ Scooch and *SC5* found common ground – they're both manufactured. Ooh bitch!

You're bound to have an opinion on all the sound-a-like pop acts around at the moment. Say what you will about the musical ability of Scooch's Natalie, David, Caroline and Russ, but they all ranked highly at dance school, triumphed in musicals and have a down-to-earth attitude to what they see as just another showbiz job. We're not about to tell you that the band is different to all the countless others, because we know they're not. But, in fact, Scooch couldn't care less about gaining rock star kudos. As we arrive, they're ready and waiting, gorgeously made-up and with no artistic moodiness in evidence.

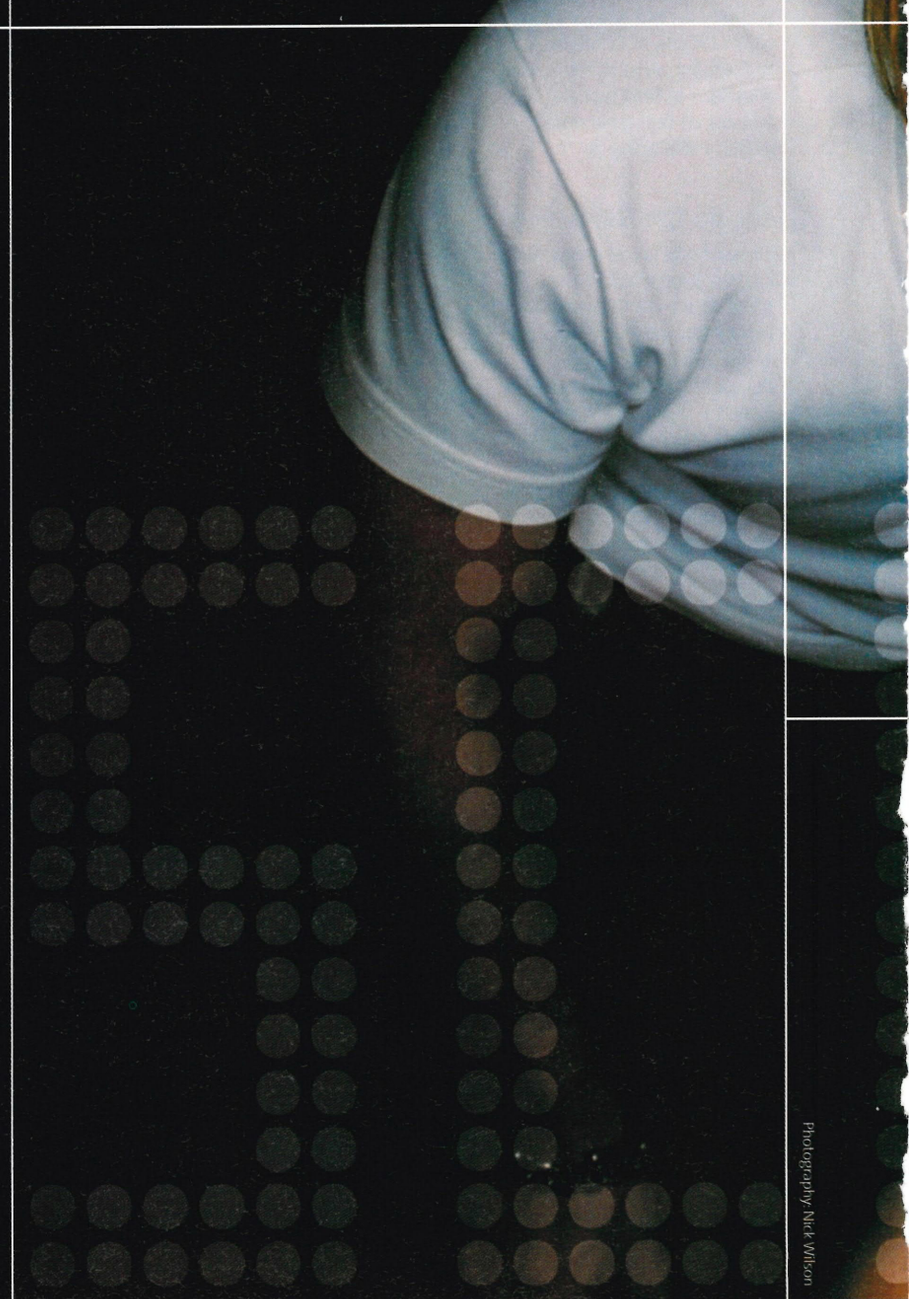
Playing *Space Channel 5* thankfully shows that, despite burgeoning pop stardom, they have normal insecurities. Not surprisingly, these revolve around Ulala, the game's lead character. "I wish I had a figure like her," sighs Natalie, an ex-rollergirl in the musical 'Starlight Express' who is impressed by "the way she struts around," kicks, shoots, bends and gets jiggy like "Britney Spears and all the Spice Girls." But it takes David (who becomes crowned king of the game) to point out the playing comparisons to *Pa Rappa the Rappa* and PlayStation's Spice Girl game *Spice World*.

Agreement that the game has got the right look dispensed with, and after some kerfuffle over which button is the kick button, it's on to serious playing. It's obviously not a participation game, as there are lots of defensive "I've missed that now," when the others talk over the spoken instructions. (But then, some would say that comments like "she's flashing her knickers" are well worth missing a beat for – thanks Russ). And as the game gets faster and faster, you can always take Russ's lead and excuse your poor performance with "are they saying shoot or chew?"

"It would be better if the right and left were a bit clearer," confirms Natalie. But this self-confessed binge player ("I played *Tomb Raider* constantly, then never played it again") takes to the challenge like a natural. "The dancing between the playing is really good, it's definitely modern and some of the music is quite theatrical," says Natalie. "You have to get the rhythms in as well, which is good. If I were on my own I'd be better at it because you have to really concentrate." Lost for words until the difficult move is finished, she concludes, "you could probably play it constantly for a few days like any other good game."

Overall the poptastic quartet are impressed by the games realistic dancing. "The computer graphics must have come from somebody doing all of this," says Caroline. "If you half close your eyes it looks real," asserts David. But the game playing leaves something to be desired. "You can't be dyslexic and play this," points out Caroline, struggling with her left and right co-ordination, an unexpected flaw for a trained dancer.

Although this dancing game brokers a fun appeal to our real-life heroes (the constant references to musicals, Spice Girls and the bursting into "five, six, seven, eight"), David concludes that it might be "more aimed at teenagers." In fact, he can imagine "14-year old girls at dance school," loving it. For anyone else, there needs to be more gameplaying than right, left, up and down. And this, you understand, comes from the guys and girls who've proven that you can make a hit out of shaking your booty ■



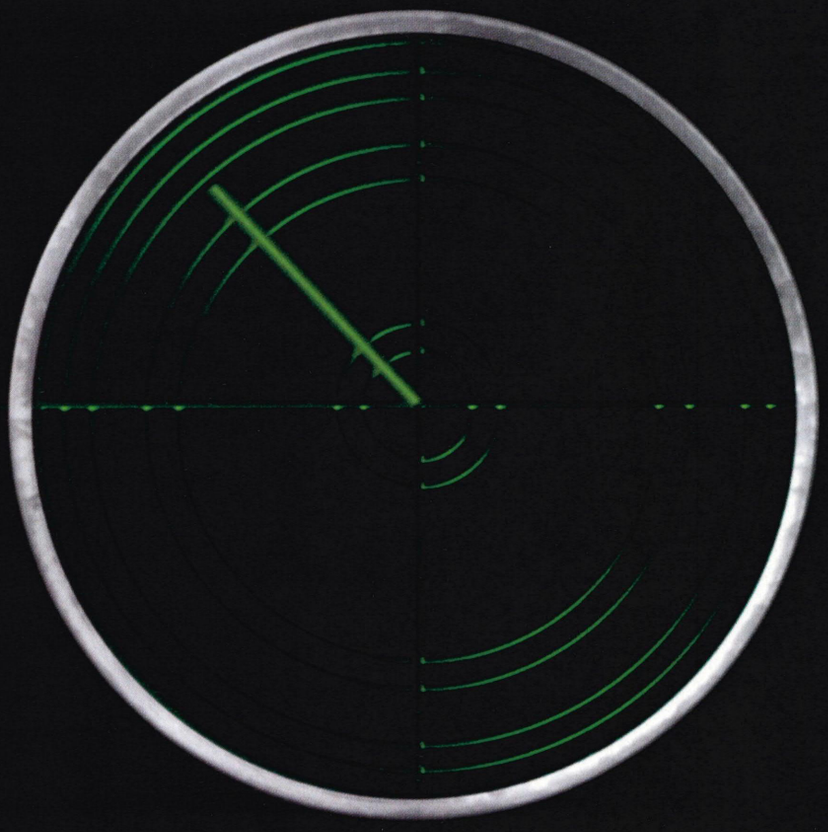
Photography: Nick Wilson

■ Scooch: (clockwise from left) Russ, Natalie, David, Caroline

PROFILE

> Scooch burst on to the scene in October '99 with the release of their debut single 'When My Baby' which entered the charts at no 29. Since then they have had two top twenty hits and are hoping for another with their latest single 'For Sure', out on July 24. They've performed for 60,000 kids on the B*witched tour, and probably reached another 15,000 thanks to the obligatory schools tour.Their debut album 'Four Sure' is in the shops from August 7. Get more info on Scooch at their Website **www.scooch.co.uk**.

INCOMING!



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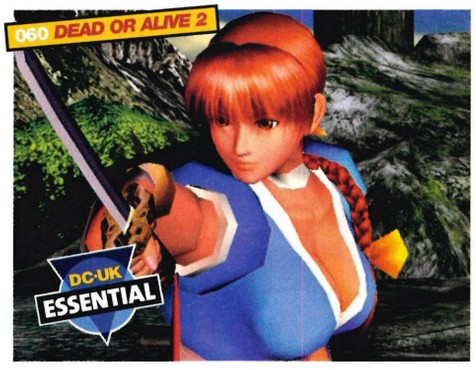
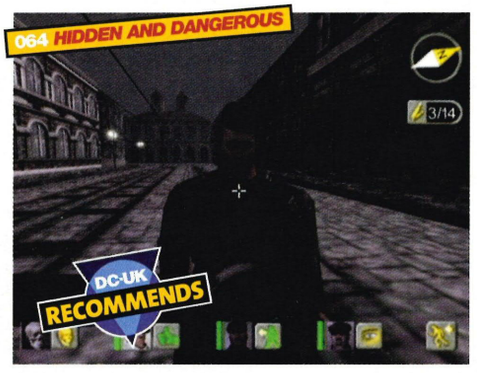
DC-REVIEW

The only review section you can really trust





REVIEWS September 2000

056 Virtua Tennis You may be rubbish at the real sport, but you can shine like Sampras with Sega's fantastic simulation

060 Dead or Alive 2 Is it a case of all hype and no trousers or is *DOA2* really the finest beat 'em up ever? Read on, brave warrior...

064 Hidden and Dangerous War strategy sims can be dull, but this blistering combat adventure is anything but

068 Maken X With sword in hand and strength of heart, stab all that cometh near!

072 Plasma Sword Hey, Capcom have released a beat 'em up! No, I'm not making it up!

075 Giga Wing Top down, 2D shooting action. But do we still care for this nonsense?

076 Rainbow Six More wartime strategy hi-jinks, with the emphasis here on planning

078 Mr Driller Aim for the ground and dig. Dig for victory! And that's pretty much it!

080 Tokyo Highway Challenge 2 The boy racer is back. Vroooom!

082 Rent-A-Hero Sega had this weird idea and just had to make it into a game

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WHAT'S THE SCORE?

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

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

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

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

DC-UK RECOMMENDS

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

DC-UK ESSENTIAL

Eight real-life pros are available, so you can replay actual contests

"*Virtua Tennis* is one of the most addictive, accessible and downright entertaining games available"

Virtua Tennis

Tennis action is served onto DC... And it's more fun than trying to sneak a peak at Kournikova's underwear

DETAILS

Publisher:	Sega
Developer:	In-house
Price:	£39.99
Release date:	September 8
Players:	One to four
Extras:	Vibration

Wimbledon is exactly the same every year. "Come on Greg!" (out in the first round). "Come on Tim!" (out in the fourth round). And then, to the surprise of no-one, the trophy is lifted by Sampras yet again. When will people realise that no matter how many times Greg and Tim are told to "Come on!" they're still going to be hampered by the rather serious problem of not being particularly good at tennis? But, hey, don't throw away those amusing Union Jack jester hats just yet, because Sega is serving up a tennis game that's more enjoyable than watching Henman smash his racquet in a fit of spoiled petulance and sexier than Anna Kournikova smothered in strawberries and cream... Well, almost.

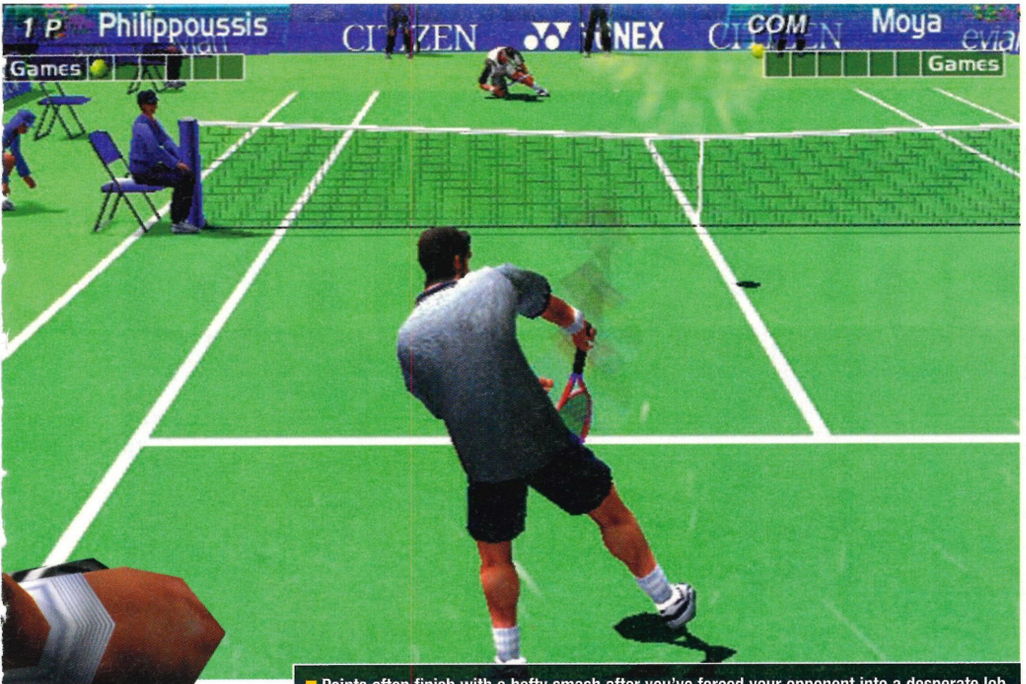
Virtua Tennis was released in the arcades last year and surprised everyone by miraculously combining the pick-up-and-play, super-addictive qualities of *Smash Court Tennis* with the realism of actual players and courts, motion-captured animation and accurate ball physics. This sensational coin-op cutie has been converted to our beloved DC and, believe it or not, they've gone and made it even better.

Part of what made the coin-op such a joy to play was the simple but

The close-up view looks ace but it's far more difficult to play from

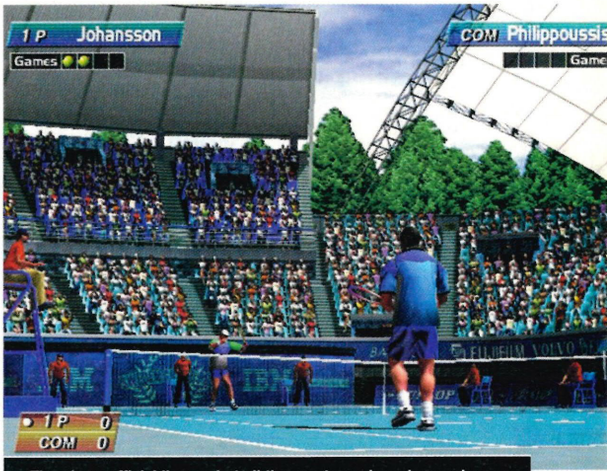
DC-UK ESSENTIAL

"Every aspect of the sport has been captured perfectly"

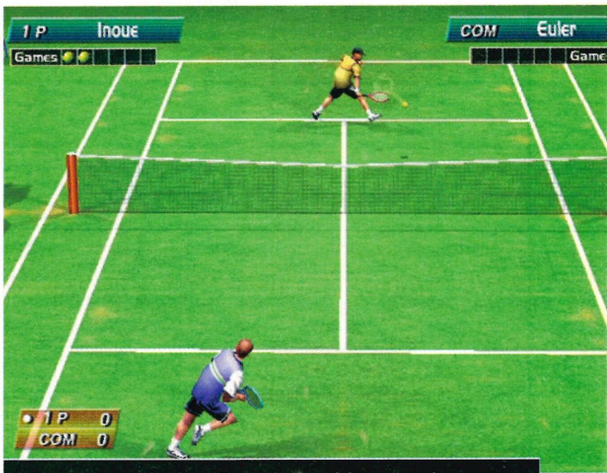


■ Points often finish with a hefty smash after you've forced your opponent into a desperate lob

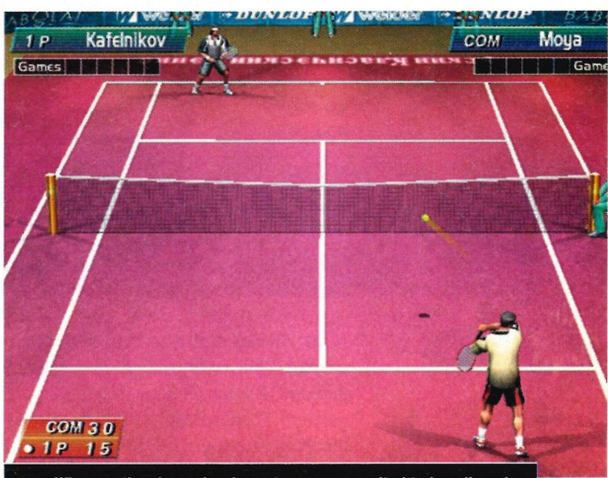
■ Hold down the button to increase power and smack an unreachable passing shot



■ There's no official license but all the courts are based on real arenas



■ Serve and volleying is pretty much essential to succeed on grass...



■ ... Whereas the slower hard courts are more suited to baseline play

effective control system: with the arcade stick moving the player and directing the strokes, and just two buttons operating either a normal shot or a lob. Translated to the DC joypad and its analogue capabilities, the controls improve from merely great to utter perfection. The longer you hold down a shot button the more powerful the strike will be and depending on how skilfully you manipulate the analogue stick, every single stroke is available. Drop shots, top-spin lobs, backhand smashes, and anything else you care to mention can all be pulled off with a bit of practise. The hidden depths of the control system make for an impeccable learning curve as beginners can ease their way into the game with just the basic shots, but after a few hours of play and a little experimentation, you'll discover the full range of strokes that are part of a tennis pro's armoury.

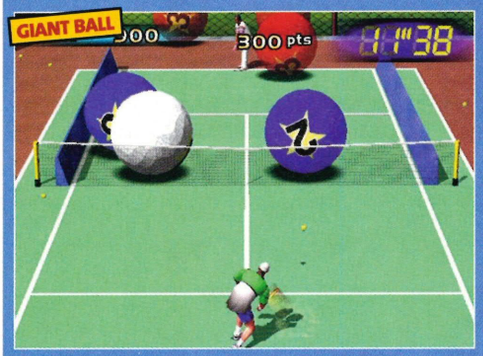
With the controls mastered, it's time to really put those tennis skills to the test by winning the game's selection of challenges. The Arcade mode from the coin-op original remains intact with five increasingly difficult matches on different surfaces before you can become champion. There's an all-new Exhibition mode which offers a friendly match either in singles or doubles. A doubles match can be played by up to four of you and fourplayer doubles action is quite possibly the most exciting and outrageously competitive multiplayer romp available on Dreamcast. "You cannot be serious!" Oh yes we can, because the blistering rallies and desperate lunges found in doubles games are so damn good, even those who think tennis is a sport strictly for middle class ponces will be converted.

But however enjoyable *Virtua Tennis*'s fourplayer fun is, nothing can compare to the brilliance of its in-depth singleplayer game, the World Circuit mode. Developed specifically for the DC conversion, World Circuit is a superlative long-term challenge consisting of trials and training minigames accessed ▶

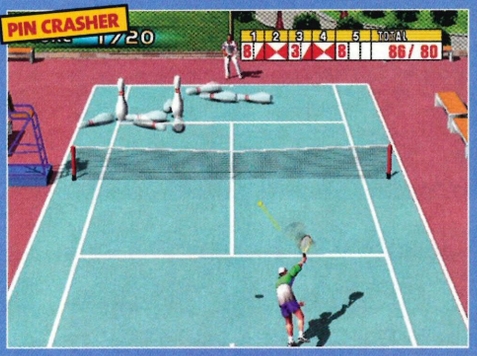
BALL BREAKERS

Hideously addictive training games that will give you nightmares about furry yellow balls...

Virtua Tennis's in-depth singleplayer challenge, the World Circuit mode, is made up of eight trial matches and eight training games. The trials test your matchplay abilities both in singles and doubles, but the training games are a far more unusual proposition. Reminiscent of the way *Crazy Taxi*'s mini-games improved your kerrazy cab driving abilities, the training games will improve your tennis skills thanks to the precision and shot selection required to beat their diverse challenges. The eight games have three levels of difficulty to conquer and by the third they become tooth-grindingly tough to crack – but never lose that palm-sweating 'one more go' appeal. Here are six of 'em...



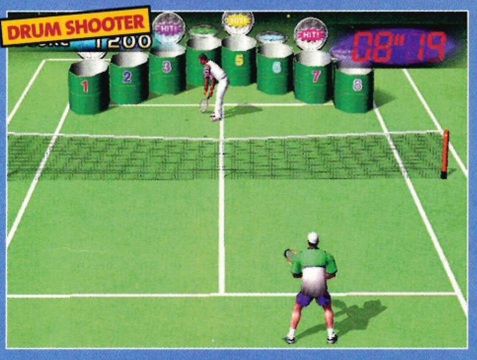
Giant Ball requires you to smack little balls at the big 'uns to knock them out of the court within the time limit. On the first level you only have three to budge but at the hardest stage there are six of 'em. Oh man!



Without question the most difficult of the training games, Pin Crasher is like ten-pin bowling – except you have to serve tennis balls to knock the pins down. Inch-perfect serving precision is required to beat this swine

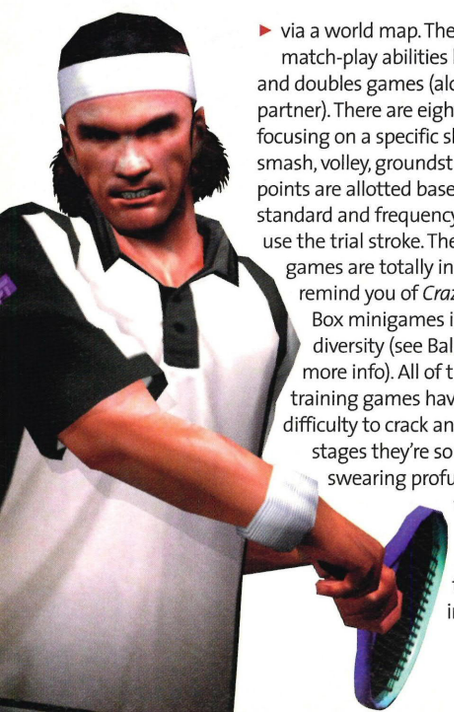
The ancient football game of 'wallie' translated to the tennis world. In Big Wall you have to hit the balls against the panels to turn them all around within the time limit. Lobbing is necessary to hit the top panels

Ball-firing machines shoot red and yellow balls at a blistering pace and you have to hit the yellow ones back at the machines to turn them off and avoid the red ones as touching them reactivates the machines



Pin-point accuracy is needed in Drum Shooter as you have to lob balls into the cans within a time limit. By the third difficulty level the drums are in a V formation and you have to find some intricate lobbing angles

An enjoyably straightforward little game. Your trainer hits a set number of balls and you have to return them at the target to achieve the required score. At the third level, peppering that high-scoring bull's eye is essential



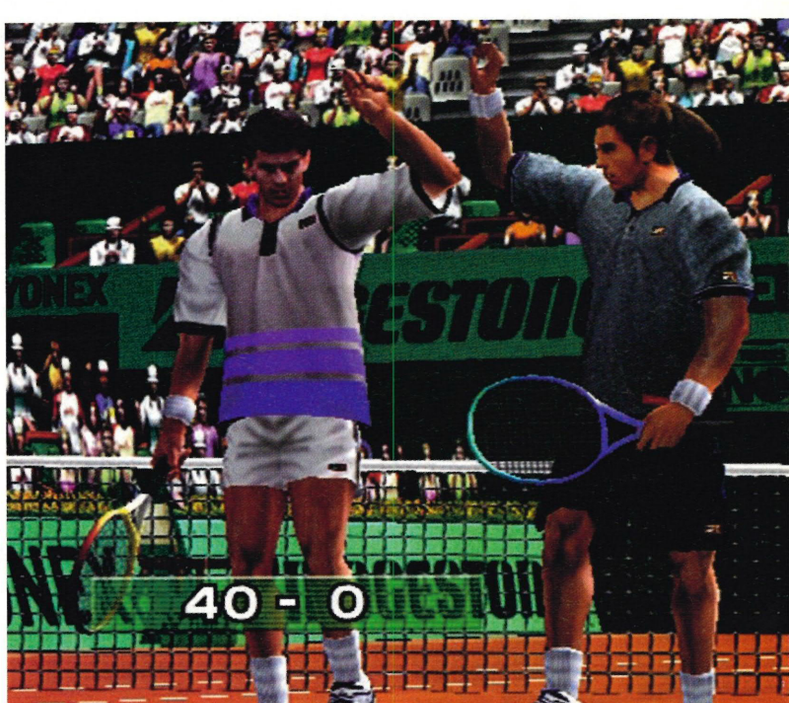
via a world map. The trials test your match-play abilities both in singles and doubles games (alongside a CPU partner). There are eight of them, each focusing on a specific shot (serve, smash, volley, groundstroke, lob) and points are allotted based on the standard and frequency with which you use the trial stroke. The eight training games are totally inspired and will remind you of *Crazy Taxi*'s Crazy Box minigames in their amusing diversity (see Ball Breakers for more info). All of the trials and training games have three levels of difficulty to crack and on the third stages they're so tough you'll be swearing profusely and hurling the joypad around in frustration... then immediately picking it up and trying again because the game is so horribly addictive.

Sweating blood attempting to beat the trials and training games is made all the more worthwhile by the fact that, with each of the numerous attempts it'll take, you'll be accumulating oodles of hard cash. Money is awarded just for entering a competition and the amount you're given can increase considerably depending on how well you perform.

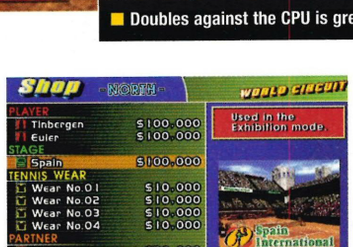
In a stroke of genius, your winnings are used to buy all the game's extras from four shops dotted around the globe. Eight new players, eight doubles partners, four different courts and a variety of tennis clothing, new strings and energy drinks can all be purchased (your player and racquet energy deplete with every game and the strings and drinks replenish them). It's an ingenious bonus system that, unlike most games, rightly rewards the player for their hard

> "Grass, clay and carpet react with varying bounce and speed"

■ Doubles against the CPU is great thanks to the almost immaculate AI on show

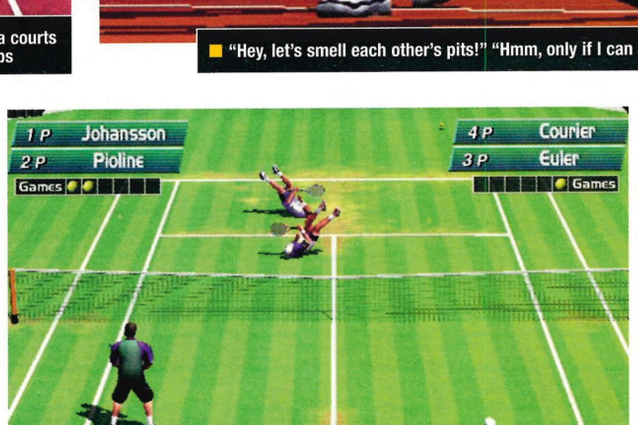


■ "Hey, let's smell each other's pits!" "Hmm, only if I can stroke your pony tail"



■ Five shops can be unlocked in World Circuit to buy all the game's juicy extras

■ Russia is one of the five extra courts you can purchase from the shops



■ Fourplayer doubles is multiplayer perfection and falling over in a comedy fashion is just part of the fun

work rather than some aimless criteria that makes no sense to anyone.

So, *Virtua Tennis* has a perfect control system, a superb range of gameplay modes, fantastic fourplayer frolics and an excellent bonus scheme, but the heap big praise doesn't stop there. Aesthetically, the game is faultless. Sound effects are spot on and even extend to the suggestive grunts and groans players come out with as they give it their all. The graphics are some of the best yet seen on Dreamcast. Amazingly detailed courts are completely interactive with grassy surfaces wearing away to leave bare patches and clay courts becoming scarred by ball marks and footprints. Additionally, the games are played in real-time and you'll notice the shadows moving on court as clouds drift over during a match.

There are eight actual players available (Tim Henman, Jim Courier, and Mark Philippoussis among others) and not only do they look incredibly lifelike but they also perform in the styles of their full-sized counterparts. For instance, Tim Henman has a quality serve and volley game but isn't too hot with rallies from the back of the court, while Jim Courier uses his aggressive baseline style, smacking powerful groundstrokes past net-dwellers like Henman. This accuracy is complemented by the different surfaces playing exactly as they would in real-life. Grass, clay and carpet all react with varying bounce and speed, and, consequently, you have to change your approach depending on both the surface and the player you're using – servers and volleyers are best suited to pacy grass courts, whereas baseliners perform best on slower hard courts. You really will be struggling to find any aspect of the sport that hasn't been captured to perfection.

After this praise overload it would be nice to finish with a bit of Scrooge-like criticism but there's genuinely nothing bad we can say about this game. *Virtua Tennis* is one of the most addictive, accessible and downright entertaining titles available for Dreamcast and is essential to all but those with a rabid hatred of the sport of tennis (and even they could well be seduced by it). New balls please? Pah! *Virtua Tennis* has all the balls you could possibly handle ■

Lee Hart

DC-UK VERDICT

GRAPHICS
Fantastically detailed players and courts matched by perfect animation and physics

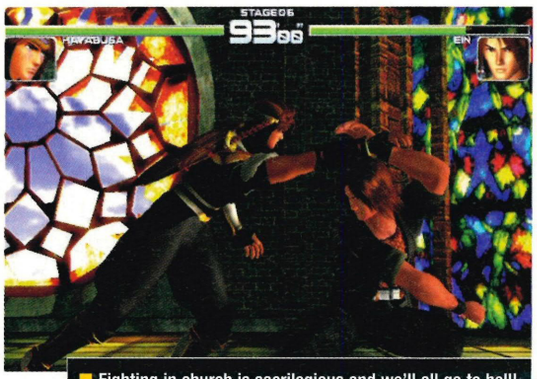
SOUND
Dreadful rawk soundtrack but the sfx are grunt-tastic

GAMEPLAY
Fast, fluid and thumb-blisteringly addictive

MULTIPLAYER
Fourplayer doubles is as good as multiplayer gaming gets

OVERALL
The best tennis game ever? That goes without saying, but it's also one of the finest games we've played in any genre

9
OUT OF TEN



Fighting in church is sacrilegious and we'll all go to hell!

"An exceptional beat 'em up that can hold its head high alongside classic DC fighters, *Soul Calibur* and *Power Stone*"

DC-UK ESSENTIAL

Dead or Alive 2

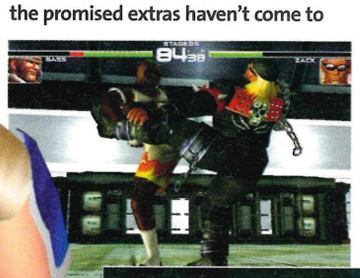
Look beyond the bouncing bosoms (go on, try) and you'll discover a truly breathtaking beat 'em up

DETAILS

Publisher:	Acclaim
Developer:	Tecmo
Price:	£39.99
Release date:	August
Players:	One to two
Extras:	60 Hz, Vibration

After months of almost unbearable teasing, Tecmo's infamously bouncy beat 'em up has finally arrived in the UK. Originally intended for release in May, *DOA2* was delayed supposedly so extras could be added after the outcry in the US over its lack of unlockable goodies. Other less scrupulous magazines may have reviewed the US version and dressed it up as a PAL review, but our saintly journalistic ethics wouldn't allow such immoral behaviour and we've waited to bring you the definitive UK *DOA2* playtest. In truth, we needn't have bothered because all the promised extras haven't come to pass and the game is exactly the same as its US cousin (except now, a couple of the costumes have to be unlocked). But when the game's this good, a host of extras really isn't that important.

Let's begin with a highly contentious statement: the Dreamcast version of *Dead or Alive 2* is superior to the PS2 version. Ooh, controversial, but when you see the two running side by side, that verdict is pretty much unarguable. The PS2's infamous anti-aliasing problems leave the fighters looking jagged and lacking in detail in comparison to the gloriously smooth curves of the characters in the DC incarnation. And when the visuals are as



Zack may dress like a nonce but his speed makes him one of the best fighters

■ Filthy mare! Tina finds a reason to perform a naughty Heimlich manoeuvre on the 'well-built' Kasumi

■ Tengu, the boss fighter, is a fan-waving, big-nosed fatboy who wears crimson stilts. Scary

TAGGING FOR IT!

Fourplayer beat 'em up action courtesy of the tagtastic Tag Battle mode

■ Lei-fang becomes the filling in a Helena/Gen-fu sandwich. Nasty

DOA2's Tag Battle mode allows four of you to form two teams and get involved in the hot and heavy fighting action. If you're getting your head kicked in, simply press the right trigger to seamlessly tag and then hope your partner has a bit more success. A great feature is that, with perfect timing and the right combination of partners (Gen-fu and Helena, Tina and Bass) it's possible to get both fighters to attack at once ■

■ It's tough to pull off but, as you can see, it's possible for both partners to attack in tandem

■ Chucking opponents into the distance is one of the most satisfying moves

> "You've probably gathered we're in love with *DOA2*"

noteworthy as they are in *DOA2* – Mmm, curves. Mmm, laydeez – graphical quality is of crucial importance. Okay, the PS2 version may have the extras DC *DOA2* lacks, but we'll take smooth and sexy visuals over a couple of new arenas and costumes every time, thanks very much. Consequently, you can all be smug in the knowledge that *Dead or Alive 2* on DC is undoubtedly the one to own.

The 12 available characters include four petite but top heavy female fighters, a lady wrestler and her heavyweight dad, a blisteringly quick Thai boxer, three masters of various martial arts and a token old-timer who has great dodging skills despite looking like he's been hitting the whisky for way too many years. The range of fighting styles brings a pleasing diversity to the beat 'em up action, and it almost goes without saying that every single one of the scrappers looks more realistic than videogame characters have any right to be. Equally impressive are the massive battle arenas which are packed with visual detail and interactive hazards, such as explosive barriers and heart-stopping drops allowing you to scrap on multiple levels, *Power Stone* stylee (see Strop 'Til You Drop box for more info).

As astounding as the graphics are, they're only a single piece of the jigsaw and there also happens to be a fantastic beat 'em up underneath *DOA2*'s sublime exterior. The fighting system is intuitive, with the basic punching and kicking attacks delivering variable responses depending on how they're combined with a low, mid or high-level stance. Throws/grabs come into effect at close range and include amusingly violent grappling manoeuvres. There's also a Free function which enables your fighter to circle their opponent, á là *Soul Calibur*, in addition to blocking and reversing.

The use of reversals in *DOA2* is a gameplay feature reminiscent of the *Virtua Fighter* games. In a similar way to Yu Suzuki's seminal series, blocking is an integral part of any *Dead or Alive* bout and, if used strategically, blocks become the launch-pad to counter-attack an ▶

STROP 'TIL YOU DROP

Dead or Alive 2's magnificent, interactive fighting arenas have multiple levels to slap opponents around on

Power Stone revolutionised the beat 'em up genre with its free-form scrapping action taking place in astonishingly-interactive environments. While not quite up to that standard, *DOA2*'s multi-levelled arenas are the best we've seen since. There are explosive sections in each area in place of ring-outs, but what makes the arenas really impressive are the multiple levels allowing you to smack your opponent off one tier and drop down to the next to continue the fight. Tactical, seamless and visually stunning ■

■ The Tibetan Palace arena has four different levels to fight on before you reach ground level

■ Bosh! Smack that sucker down the waterfall then dive after him to continue the battle

■ Pervs will be delighted to see that gratuitous knickers shots are pleasingly plentiful

■ There are some blokes in the game as well. Huh, like we care...

■ Graphical effects on the water and Zack's bodysuit are amazing

▶ opponent when they're at their most vulnerable. With a well-timed reversal it's possible to brush aside an attacking blow in mid-strike, then retaliate with a lethal move while your hapless opponent is in no position to defend. Very cheeky and very satisfying. While the reversal system brings to mind the kind of technical fighting offered by *Virtua Fighter 3tb*, *Dead or Alive*'s combos have more in common with the hyperkinetic violence found in Namco's *Tekken* franchise. Numerous onslaughts result in juggletastic aerial ballets, and the wince-inducing grappling moves, such as Kasumi's shoulder-sitting neck-breaker, are some of the most charmingly brutal attacks seen in any fighting game.

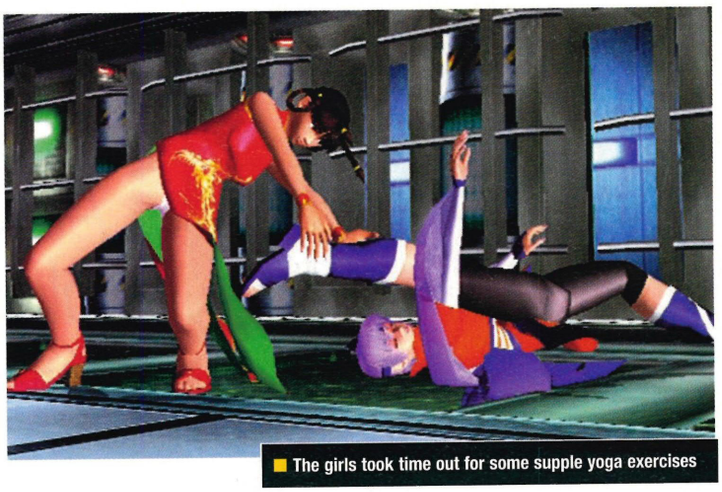
Tecmo has devised several paths to the virtual violence, including the oneplayer Story and twoplayer Versus modes, as well as the obligatory beat 'em up quadruplets that are Survival, Team Battle, Time Attack and Sparring. However, *DOA2* really comes into its own with the Tag Battle mode which provides hours of fun as up to four players form two teams and slap each other silly (see Tagging For It! box).

> "*DOA2* really comes into its own with the Tag Battle mode"

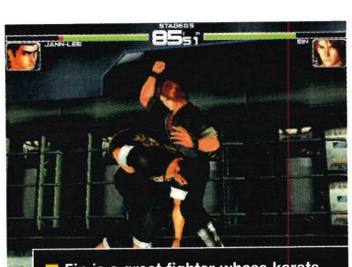
As you've probably gathered by now, we're firmly in love with *DOA2*. Painfully good to look at, boasting smooth and sexy animation, incredible multi-levelled arenas and a great fighting system, this is a lesson in how powerful a punch DC can pack in the right hands. It's unfortunate then, that the game's only real flaw is a fairly serious one.

Despite the generous selection of gaming features, *DOA2*'s main option, its Story mode, is far too easy and each character's route can be completed in around ten minutes. Added to the

■ You really don't want to know where Zack hit him with that elbow



■ The girls took time out for some supple yoga exercises



■ Ein is a great fighter whose karate skills make him lethal from close-range

■ Arenas are surrounded by explosive barriers, so there are no dull ring-outs

■ A grappling move in action. Ayane can jump on opponents and somersault them into oblivion

■ Blokes avert your eyes now. Leon inflicts evil punishment on Ein's unmentionables

aforementioned absence of extras - with absolutely no new fighters or secrets to unlock - the game's lastability has to be called into question. Compared to the masterful *Soul Calibur*, with its longterm singleplayer challenge and vast amount of goodies to uncover, *DOA2* can't help but fall short.

As you've no doubt noticed from the verdict just to the right, *Dead or Alive*'s only flaw may be annoying but it's certainly not serious enough to devalue what is an exceptional beat 'em up that can hold its head high alongside those other classic Dreamcast fighters, *Soul Calibur* and *Power Stone*. It may not slap Namco's masterpiece from the top of the pugilistic podium, but *DOA2* is just as essential in its own non-weapons-based way. The best hand-to-hand combat game on DC? Certainly is. And we haven't even mentioned the schoolgirl uniforms... ■

Lee Hart

DC-UK VERDICT

GRAPHICS
Just take a look at the screenshots. You will believe big-breasted women have been trapped inside your Dreamcast

SOUND
Better than the usual Jap metal soundtrack and some quality sfx

GAMEPLAY
Speedy, smooth and superb fighting dynamics, with great reversals and combos

MULTIPLAYER
Top-notch Versus and Team Battle modes and great fourplayer Tag team action

OVERALL
A truly excellent beat 'em up that demands the attention of anyone interested in fighting games

9
OUT OF TEN

> "The DC version of *DOA2* is superior to the PS2 version"

Stealing this gunboat is one of the game's stealth missions

"*Hidden and Dangerous* is a game for real men. And it won't be a pleasant experience for the 'Rambo' element"

Hidden and Dangerous

DC-UK RECOMMENDS

DETAILS

Publisher:	Take 2
Developer:	Illusion Softworks
Price:	£39.99
Release date:	August
Players:	One
Extras:	Vibration, 60Hz

It's time to take the fight to the Nazis and set Europe free in the thinking gamers WWII squad-based strategy shooter

Dealing with realism has always been difficult for developers. Too lifelike and games lose their escapist appeal, becoming tedious. Too arcade-y, on the other hand, and it can be hard to maintain a player's interest for more than five minutes. Skilfully balancing on this tightrope is one of the reasons that Czech codehouse Illusion Softworks deserves such a big thumbs up. Its PC masterpiece, *Hidden and Dangerous*, now ported to Dreamcast, is one of those rare breeds; a thoroughly engrossing yet ultra-realistic war game. Everything from the modelling of the weapons to the attributes of the troops and the mission scenarios are lovingly crafted from 1940's information. There's none of the current wave of Americanised history on display.

All fine and dandy you might be thinking but what effect does this drive for realism have on the game? The answer is simple: a bullet can kill and once you're dead, you're dead for ever.

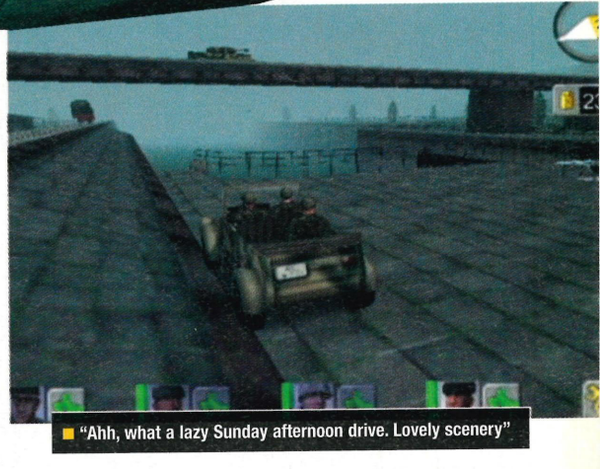
To explain: at the start of each of the game's campaigns, you select a squad of eight SAS troopers from 40 volunteers. Each has their own individual characteristics, such as shooting accuracy, reaction speed and stealthiness. You must also choose a weapon load-out and then for all the missions that make up the campaign, you're on your own. The game has 23 missions spread over six long campaigns.

If soldiers die, they stay dead. If all eight are wiped out, it's game over. If weapons or equipment are lost in a mission, they are lost. Period. There are no health-ups, no inter-mission saves, no nurses to wipe your bottom. Hidden and Dangerous is a game for real men (and women, of course). And it won't be a pleasant experience for the 'Rambo' element. Try to take your shirt off, don a bandana and go for frags in this game and you'll be six feet under before you can say "I'll be back." If you leave your squad on their own without making sure they're keeping out of trouble, you'll be looking for new recruits. In many ways *Hidden and Dangerous* is counter intuitive. You should expect to lose soldiers during the missions. Just as people get killed in real wars so you'll be very unlikely to finish the game without hearing the Last Post. That's the flipside of the game's realism. The enemy's AI is good. They operate using the same line-of-sight as your soldiers do and they have more powerful weapons as well.

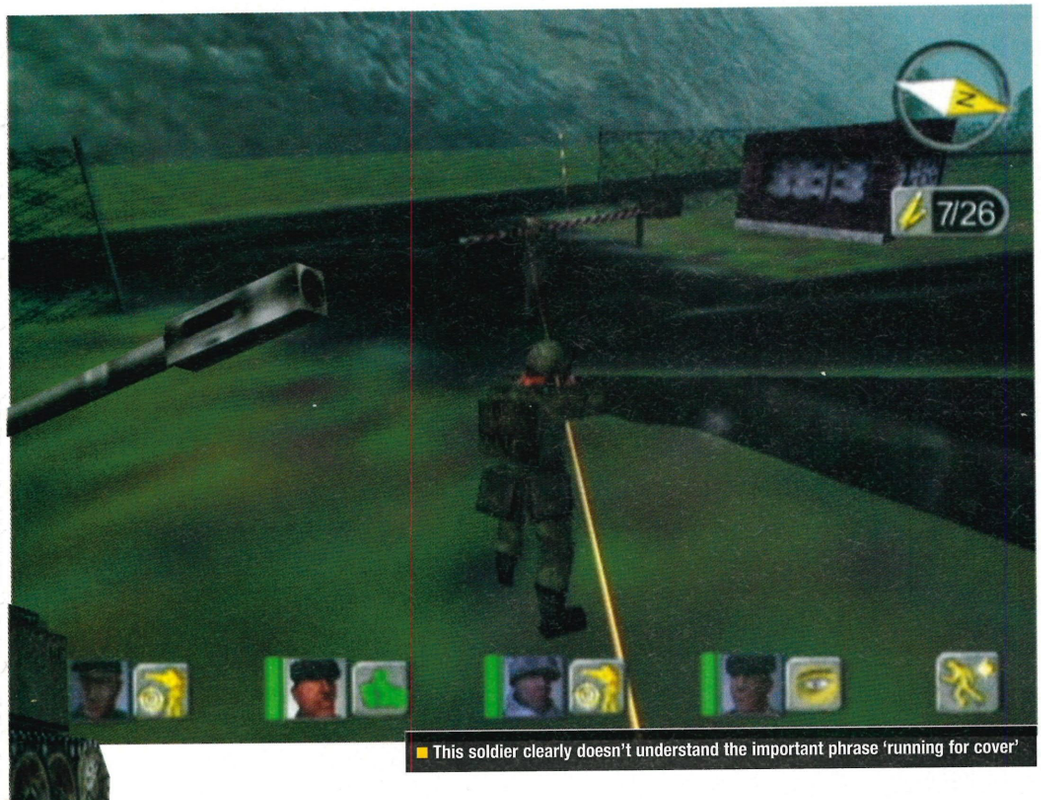
Although the enemy are intelligent, sometimes they'll stand right in front of your gun!

Another repercussion of the realism is that if you come across any enemy vehicles you and your troops can steal them. In fact, plenty of missions require some creative thievery to make

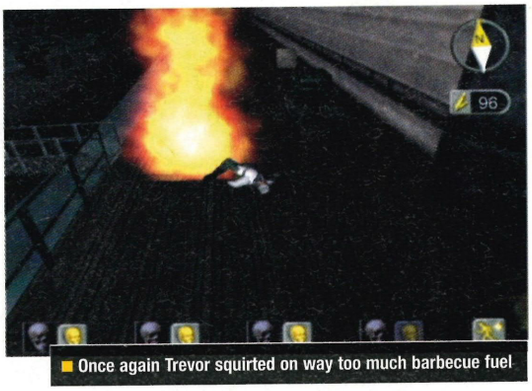
■ It always helps if you know what you're supposed to be doing



■ "Ahh, what a lazy Sunday afternoon drive. Lovely scenery"



■ This soldier clearly doesn't understand the important phrase 'running for cover'



■ Once again Trevor squirted on way too much barbecue fuel

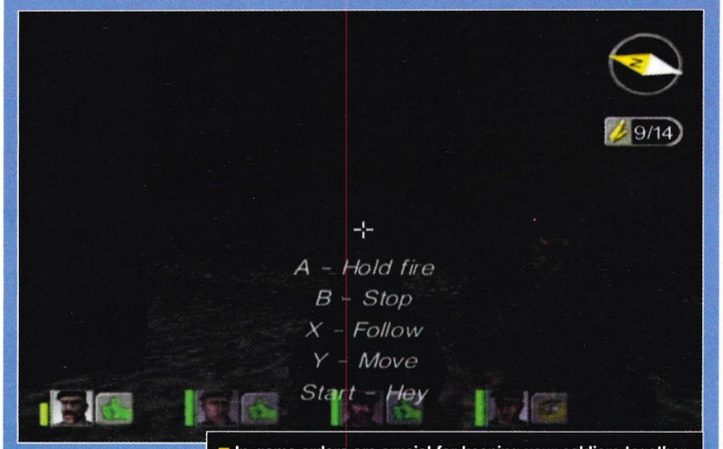
■ Sniping is everyone's favourite pastime

"You'll be six feet under before you can say 'I'll be back'"

a getaway. However, to take full control of the vehicles you have to ensure that the driver has nothing in his hands and thus has deselected his weapon. This minute attention to detail even extends to the opening of doors, which must also occur 'handsfree'.

So why is *Hidden and Dangerous* enjoyable? The main reason is its flexibility. Despite being originally designed for use with a mouse and keyboard, the mapping of the controls to Dreamcast's joypad is an ergonomic triumph. Character movement is *GoldenEye* style, with analogue stick for 'look' and four buttons for movement. Toggling between the four soldiers occurs with left trigger and left or right on the d-pad. The three camera angles, thirdperson near, thirdperson far and firstperson are operated using just left or right on the d-pad. And this ease of use means you can command your troops as you wish. Yes, it's a rockhard game and one that you'll have to throw hours at to complete, but once the realism is grasped, you can control the

THAT'S AN ORDER

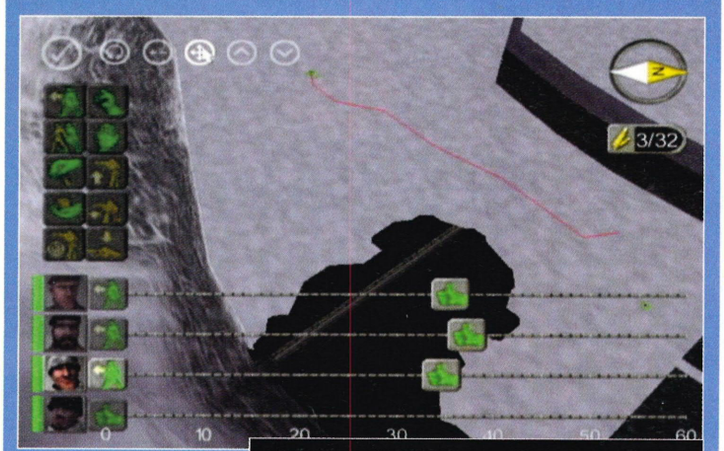


■ In-game orders are crucial for keeping your soldiers together

Two key features for controlling your four-man squad are the top-down map mode and the in-game troop commands. Both are easy to access and an absolute necessity if you are able to move your troops in an organised and guarded fashion.

The map function lets you view the level's terrain and shows the position of any enemies that your squad can see. It also shows the position of dead, and thus lootable, troops. And if you're feeling Generalismo-esque, you can try and plan a whole attack using time coordinated 'move', 'guard' and 'attack' icons. However, you'll probably find the map most useful for moving your troops across areas already cleared of enemies.

The in-games orders are far more flexible for the heat of battle. Any troops within 15 feet of an order will obey, meaning you can maintain complete control of the group without leaving the game ■

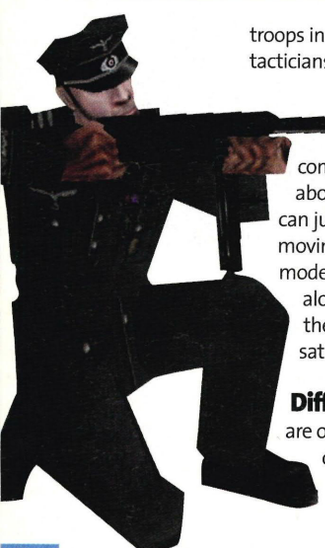


■ Don't worry, this is easier to understand than it appears

■ This tiger tank comes in useful to take out a steel lock wall

■ The ambush didn't go quite according to plan

■ Two of your soldiers are blown up by the hun. That's not good



troops in anyway you want. Real tacticians can coolly seek out the enemy's weaknesses using the excellent map and in-game commands (see That's An Order above), while more gutsy players can just use a couple of soldiers, moving and fighting in first person mode. The rest of us will muddle along somewhere in-between these extremes. Everyone will be satisfied, then.

Different styles of combat are opened up by the excellent level design too. Some of the campaigns take place on open terrain with plenty of scattered German strongholds. This requires a measured approach: controlling the high ground and then using snipers to clear out machine nests before fulfilling the mission objectives. During these missions, there is something almost pornographic about the realism of the fighting, as you watch enemy soldiers through a sniper's scope before cutting them down. Other campaigns offer a more claustrophobic experience, with plenty of close-in fighting. In one mission you must sneak your troops silently through an enemy-held town and steal a gunboat before its gallivanting crew are alerted to your presence.

Yet, there are the odd disappointments that stop *Hidden and Dangerous* gaining full marks. The Dreamcast version doesn't add any features to the PC version and unsurprisingly, lacks the original's online multiplayer mode. The Windows CE code is obviously a lot more stable than the PC version, which was full of bugs, but sometimes there are frustrations with AI and frame-rate glitches. The gameplay occasionally feels a little fragile - after all this is PC game in DC clothing. Still, these are only minor quibbles. *Hidden and Dangerous* remains an exceptional game and one that's well worth the time, cash and brainpower you'll expend unlocking its depths. Yes, for you Fritz, the war will soon be over ■

Jon Jordan

DC-UK VERDICT

GRAPHICS
Does the business. Plenty of nice snow, grass, water, concrete and explosions

SOUND
Excellent atmospheric effects and stirring music, except the bits when you die

GAMEPLAY
Beautifully crafted, easy to use, flexible camera, great map but very hard to complete

OVERALL
Quality port of an excellent PC game. Should go great guns!

8
OUT OF TEN

THE GATEWAY TO GAMES

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gameplay

THE GATEWAY TO GAMES

Half devil, half man – 100 per cent Japanese weirdness

"A secret research laboratory has witnessed the birth of an artificial brain that can interact with the spirit world"

Maken X

DETAILS

Publisher:	Sega
Developer:	Atlus
Price:	£39.99
Release date:	August 25
Players:	One
Extras:	Vibration

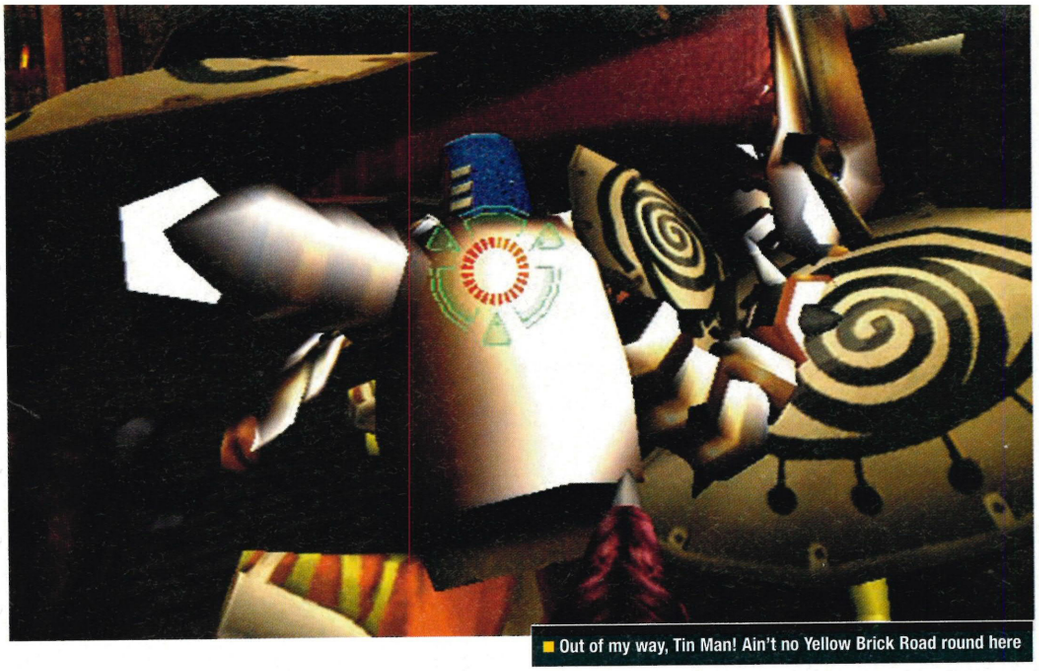
The Maken is a sword with an artificial brain. If you think that's weird, read on...

What do you look for in a videogame? Fast cars? Big guns? All well and good, but if you revel in unusual, offbeat titles that could only come from the land of the Rising Sun, then you're in luck, because *Maken X* is no ordinary game. Atlus has created a 3D action adventure that resembles a firstperson shooter minus one key element: guns. As strange as this may sound, it's only one of many things that separate *Maken X* from the usual 3D actioner. There's also the insane mythological plot, for example. A secret research laboratory has witnessed the birth of an artificial brain that can interact with the spirit world through humans. Implanted in a sword, the brain becomes 'the Maken', which translates to demon or magic sword. Unaware that they have forged a potent weapon, the staff continue the experiment when a solitary invader bursts into the lab in an attempt to half-inch the Maken. Unable to get the goods, the intruder does a runner, kidnapping the chief scientist in the process. The scientist's daughter sees red at her father's abduction and sets out for revenge, taking the Maken with her. Cue the action...

DC-UK RECOMMENDS

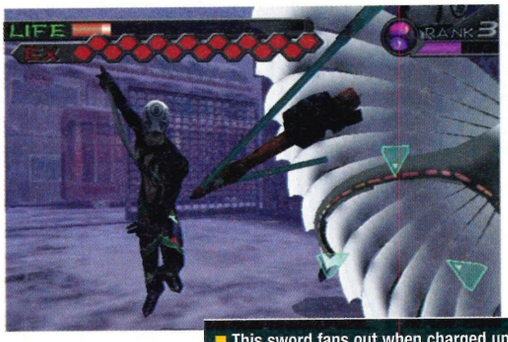
Now, in a review, it's usual for us to place more emphasis on gameplay than graphics, but with *Maken X* the bizarre visuals are as important as the way it plays. Character design takes in the shadowy figures of *Dark City* and *The City of Lost Children*; and merges them with a touch of dodgy Third Reich imagery. (One mid-level boss resembles a German stormtrooper, complete with a strap-on minigun and a facemask adorned with a strange symbol). The backgrounds are based on the various places you visit in the game: Great Britain is a mixture of pseudo-Victorian streets, green grass and a ruined castle,

"The depth of play only becomes apparent after several hours"



Out of my way, Tin Man! Ain't no Yellow Brick Road round here

Strike while their backs are turned (left) Use of the stun gun can fell an enemy dead (right)



This sword fans out when charged up (left) These robotic dogs explode on impact. Don't pet them! (right)

IT'S A STEAL

The brainjacking angle of *Maken X* is not a wholly original idea. In fact it's surfaced more than once during recent years. We rounded up five examples of possession as told through the medium of celluloid.

THE EXORCIST
A powerful story of the demonic possession of a young girl. Infamous for countless blasphemies, pea soup vomit and *that* spinning head.

THE PUPPET MASTERS
Robert A Heinlan's chilling tale of aliens that take control of human beings in order to conquer the Earth.

THE MATRIX
Agents within the Matrix hop from body to body, acting as an anti-virus to Morpheus and his band of freedom fighters.

FALLEN
Denzel Washington attempts to track down an elusive demon who inhabits the people around him, forcing them to kill.

THE HIDDEN
Foul tentacled alien enters humans through the mouth and creates havoc on its path to seize the Senator running for President.

Pictures: The Movie Store Collection

while Hong Kong is depicted as neon-clad streets bathed in a gentle rain.

It is a relief to discover that beneath this strange but brilliant graphical style is a rather splendid game. You attack with bladed weapons, downing enemies one at a time, leaping and climbing with precision (veterans of the classic Capcom arcade game *Strider* will certainly be in familiar territory). What you definitely don't do is rush in like a maniac attempting to take out all the enemies in one bloody swing. *Maken X* needs to be approached systematically.

The controls are initially difficult to get to grips with, but actually suit the feel of things. The analogue stick moves your character, A is jump, X is hack and thrust and the right trigger locks on to the nearest enemy, allowing you to circle round or leap over them. This function proves incredibly useful for dodging attacks and getting critical hits on your opponent's unguarded rear.

Maken X's first few levels are essentially there for training – the design is quite empty, and there are only a few enemies to slice up. By the third or fourth stage, things hot up and careful planning is needed if you want to get a glimpse at the rest of the game. Prepare to be assaulted from both sides and by enemies with different attack patterns. The Block function suddenly becomes a godsend, as a few hits mean game over.

There is another element that facilitates tactical gameplay – Brainjacking. If you think this means attacking an opponents head with a tin opener and swiping his brain, you'd be mistaken. It's actually your ability to possess the bodies of fallen enemies. At certain points, specific characters can be controlled, provided your Psi rating is high enough. This is a measure of your mental power and each enemy that you dispatch leaves a floating sphere that increases your Psi ranking – the higher the rank, the more powerful the characters you can brainjack. There are over 20 villains to collect, each with varying strengths and weaknesses – for example, the first person you get to brainjack is a pilot. Choosing to inhabit his body lets you fly a damaged plane to safety which in turn alters the outcome of that stage. At the start of every level, you get the choice of switching to new bodies, or sticking to a favourite and building up their stats.

Brainjacking, then, helps to vary gameplay, and this diversity – coupled with the game's difficulty – makes *Maken X* an addictive experience. Lesser titles may have you clearing huge chunks of the game one day, and nothing the next, but Atlus's baby has a perfect learning curve. Each time you attempt to crack a stage, you push a little further, felling another enemy, honing your technique a little more. It's a constant, gradual challenge.

Of course, it doesn't matter how well recommended a game is, its appeal will not touch everyone. The depth of play only becomes apparent after several hours, a trait which, along with the high difficulty level, will no doubt frustrate some players. But if you enjoy a real gaming challenge and appreciate the truly unusual, *Maken X* will be a breath of fresh air. And everyone knows how good fresh air is for you ■

Neil Randall

DC-UK VERDICT

GRAPHICS
Wonderfully drawn backgrounds, heavily stylised characterisations

SOUND
A smooth mix of drum 'n' bass, electronica and industrial

GAMEPLAY
A refreshing take on the 3D action adventure genre

OVERALL
Innovative, bizarre, addictive. Brilliant stuff

8
OUT OF TEN

gameplay

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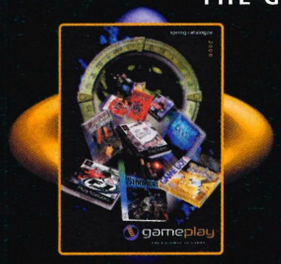

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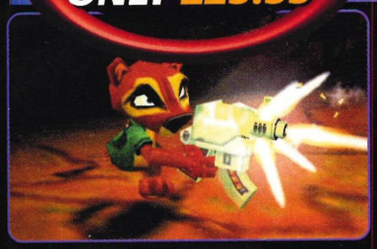

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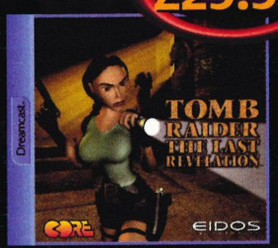

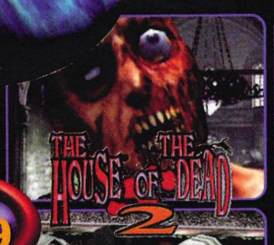

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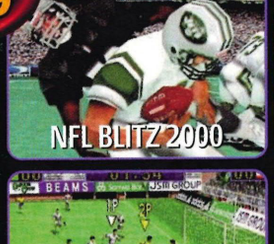
SOUL CALIBUR



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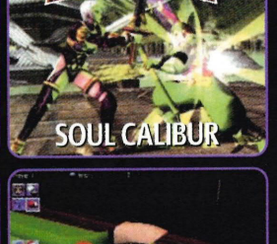

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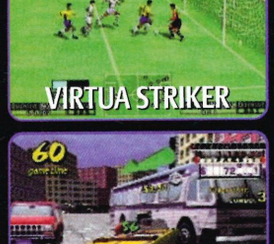

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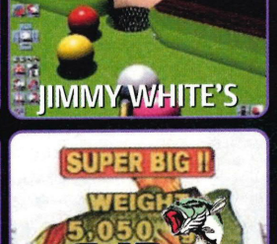

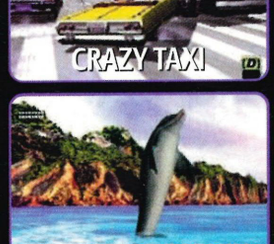

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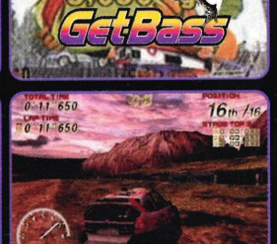

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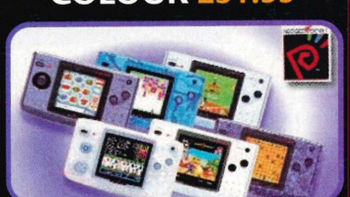

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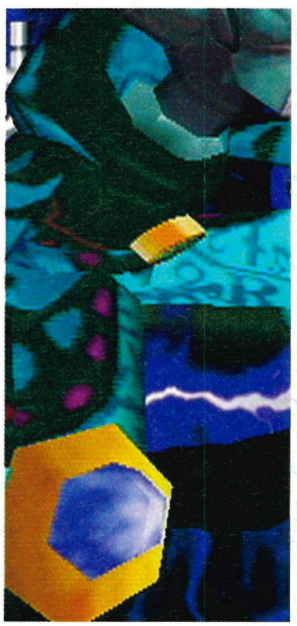
At times the camera pulls away to keep abreast of the action

"What's important is how the fighters perform in the ring – and this is where things start to go really skewwhiffed"

Plasma Sword



DETAILS

Publisher:	Virgin Interactive
Developer:	Capcom
Price:	£39.99
Release date:	Now
Players:	One to Two
Extras:	60 Hz, Vibration

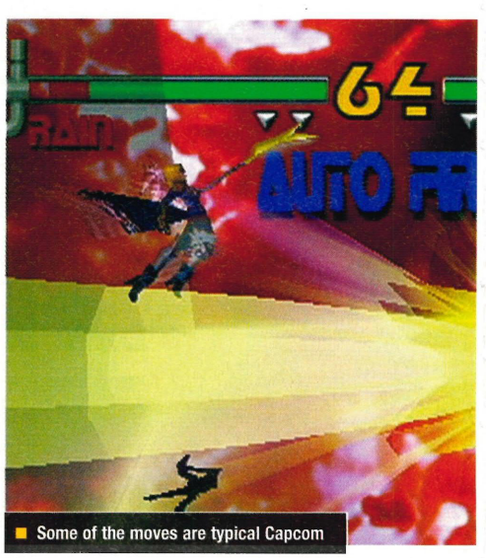
The masters of beat 'em ups has a new toy. But will you want to play?

What is Capcom up to, eh? Is it looking to win a bubblegum cigar for the largest number of games released on Dreamcast? No third party developer has supported our beloved game box so admirably since its birth and that alone is a worth a commemorative plaque or an attractive Sega carriage clock. Positively giddy on its own good fortunes and generosity, Capcom has added yet *another* title to its expanding roster of beat 'em ups. Presenting, for you consideration, *Plasma Sword*.

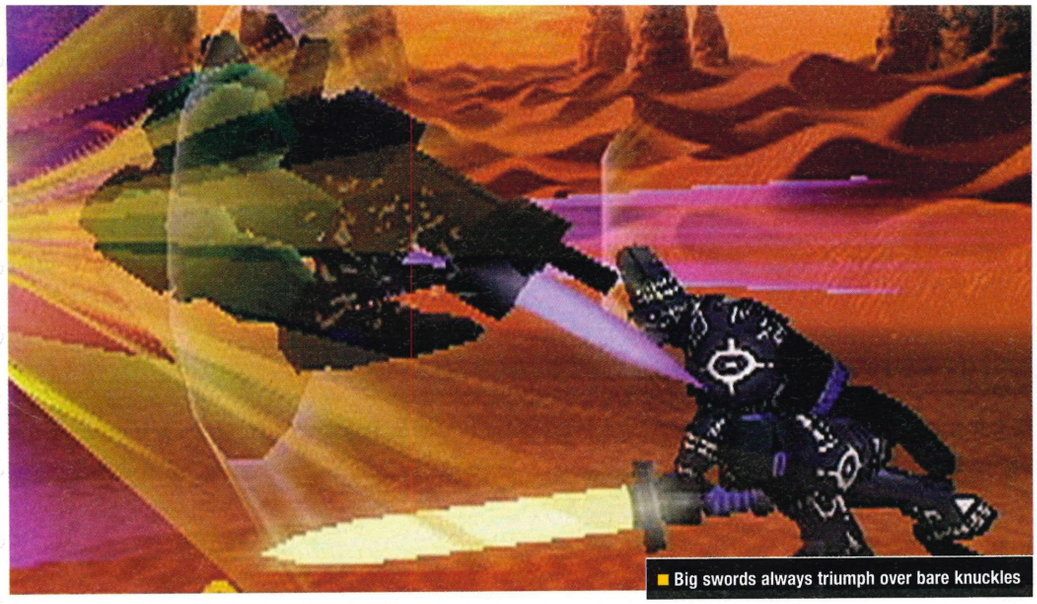
So what do you get for forty notes? A brand new fighting game exclusive to DC? Revolutionary new graphics? You'd be lucky. The sorry truth is that *Plasma Sword* is a sequel/revamp of the PlayStation beat 'em up *Star Gladiator*, a game not known for being the best in its genre. For starters, take a look at the characters – they're a motley bunch: a predictable chunky mech, a young Japanese schoolgirl and a freaky court jester type, armed with a pair of yoyos and an over size tongue. The ridiculous list goes on. Overall, there are 24 fighters for you to choose from, including two hidden ones, but look closer and things become a little blurred. Most characters have an opposite that shares their moves, so in reality there is much closer to 10 true combatants than the claimed 24. But what's more important is just how well the fighters perform in the ring – and this is where certain things start to go really skewwhiffed.

Flambé your opponent to show them you care

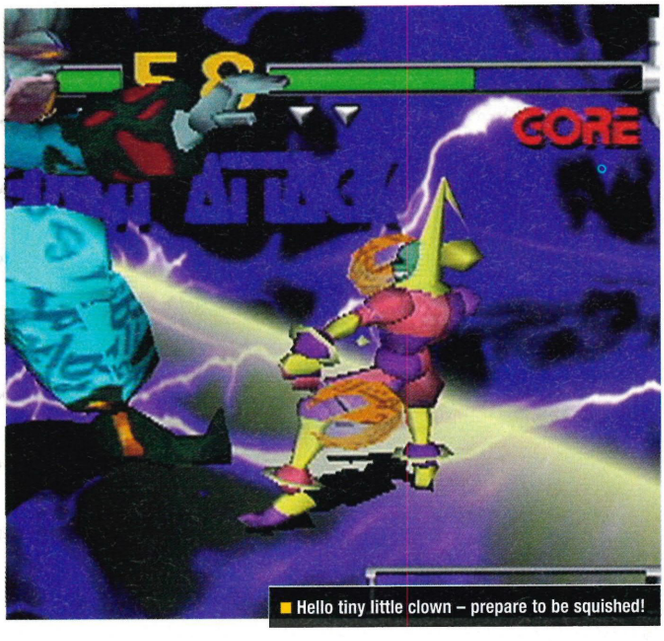
The fighting system is typical Capcom stuff, with the standard Kick and Punch joined here by Provoke and Move. Provoke lets you goad your enemy and Move mimics *Soul Calibur*'s eight-way run, allowing you to dodge your opponent and strike as they stumble past you. Joining these mainstay features, the Plasma part of the title emerges as three separate attacks available through a combination of buttons. Plasma Reflect lets you stun your opponent momentarily with a sphere of electricity that surrounds you and Plasma Revenge will create a similar sphere, but automatically



Some of the moves are typical Capcom


Big swords always triumph over bare knuckles

Striking backgrounds are the exception to the rule



Hello tiny little clown – prepare to be squished!

Dinosaurs in pickling jars. How deeply unpleasant

YOU STARTING TROUBLE, PAL?

Adding a little spice to the proceedings, the Provocation function has some amusing, not to mention weirdo results. Have a butcher's at what's below.

Freakoid Gore inflates his head like a hot air balloon. Burst it we say.

Circus idiot Prince turns round and taps his backside in a very suggestive way.

Daft fairy Rain sits astride her wand, giggling like a schoolgirl who's drunk too many green Panda Pops.

Hulking Byakko leans forward and draws his finger across his throat, threatening imminent death.

> "Everything you'd expect is present"

counterstrikes if you take a hit. The third form is the Plasma Field, which once activated, changes the background to a stormy neon arena and arms your fighter with a time-limited power-up. These range from huge lasers to bone-crunching throws and even a bizarre effect that expands your character to five times their normal size,allowing you to stamp out an opponent as if they were a cockroach. All these moves are governed by the plasma energy bar, which fills with each hit you inflict, and different moves require a different level of plasma. While this might sound like a new take on the power bar tradition, in reality it's the basic *Street Fighter* system by another name.

Regardless of this, the proof of the pudding is in the playing and *Plasma Sword* feels a little slower than your average Capcom affair. Granted, a lot of the characters are of the intentionally heavy and slow variety, but the overall feel is still very sluggish, with some moves seemingly taking ages to pull off in the heat of battle. But that's not the worst of it. The biggest flaw is the lack of any excitement. Maybe the totally unlovable characters are to blame, or perhaps it's the lacklustre graphics, but after 30 minutes, you won't care less if you never play it again.

To be fair, *Plasma Sword* is a solid fighter that echoes the trademark gameplay from every other Capcom beat 'em up. Everything you'd expect is present and correct, from the projectile moves to the overblown specials. It doesn't do anything wrong. But neither, crucially, does it innovate. Were this a release from a lesser company, it could be forgiven for its terminally dull nature. But this is Capcom we're talking about. With feathers such as *MVC2*, and *Power Stone* in its cap, there is no excuse for this staid, leaden affair. It's PSX origins painfully obvious, *Plasma Sword* won't entice new players to beat 'em ups and given stiff competition, will be coming to a bargain bin near you soon ■

Neil Randall

DC-UK VERDICT

GRAPHICS
Dreamcast does a great impression of a PlayStation

SOUND
Abysmal soundtrack with your typical effects. Nothing new

GAMEPLAY
Bland, blander, blandest

MULTIPLAYER
Marginally more exciting than oneplayer – tolerable instead of tiresome

OVERALL
Unless you loved *Star Gladiator*, get *Marvel Vs Capcom 2* or *Power Stone* instead

5
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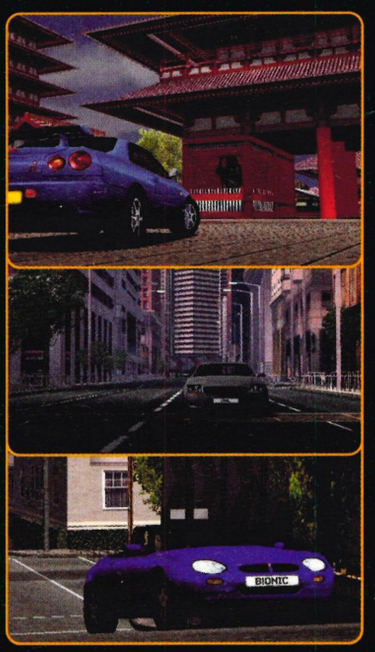
MSR
METROPOLIS STREET RACER



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gameplay
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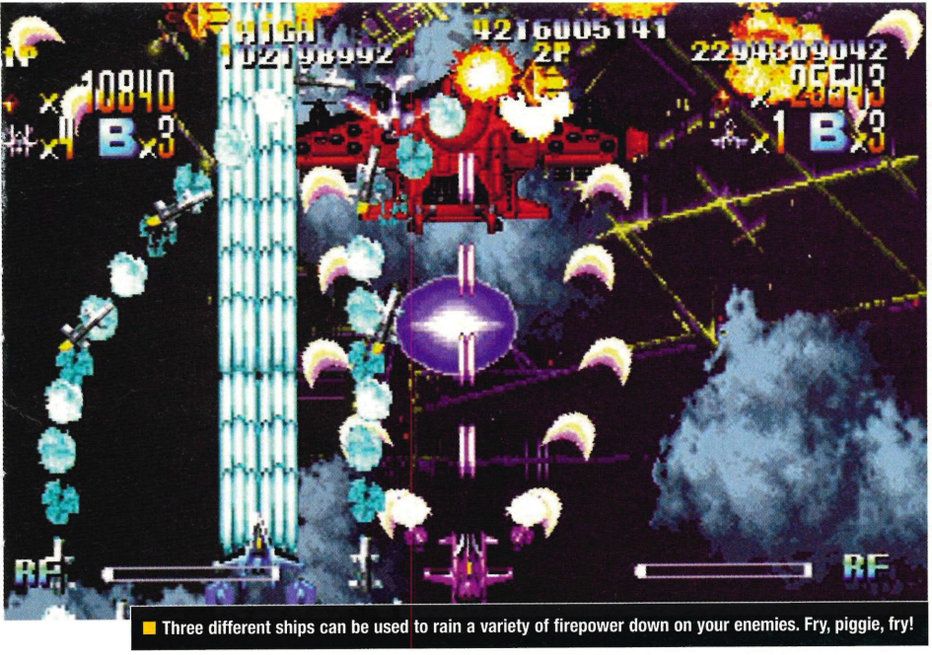
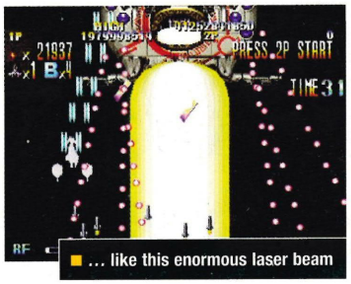


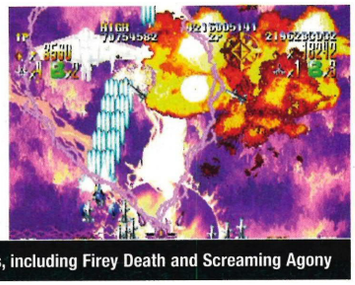
Three different ships can be used to rain a variety of firepower down on your enemies. Fry, piggie, fry!

The chunky bosses are unoriginal, but serve their purpose well

Some enemies have surprises...



... like this enormous laser beam


The smart bombs come in many flavours, including Firey Death and Screaming Agony

Giga Wing

You know the drill. The aliens are coming. Waste them

DETAILS

Publisher:	Virgin
Developer:	Capcom
Price:	£39.99
Release date:	September 1
Players:	One to two
Extras:	Vibration

They say it takes all sorts of people to make the world go round and this couldn't be more true of gamers today. Despite DC's capacity to generate gloriously realistic environments, there is a staunch section of the community that still prefer things a bit more 2D. To these undernourished retro-seekers, *Giga Wing* – a vertically scrolling arcade shooter – will be like finding a tenner in an old coat pocket – an unexpected thrill. Insert coin to continue...

Charged with the task of ridding the world of alien scum, you fly a solitary ship, dealing out plasma death to anything that moves, dodging enemy fire and collecting pick-ups that increase your firepower to ludicrous proportions. And that's it. Simply destroy all before you, until a gargantuan boss appears trying to bring your progress to a halt. This is videogaming in its rawest, most pure form.

If this all sounds a touch basic for your liking, then it's worth considering that we're talking about a genre that's been fermenting ever since Taito unveiled the seminal *Space Invaders* coin-op, way back in 1978. The likes of *R-Type* and *Gradius* quickly set the standards that were to follow and despite a more recent fall from grace, the 2D shoot 'em up will always have a place in the hearts of hardcore gamers.

History lessons aside, the big lure of games such as *Giga Wing* is the intensity of the experience: designed to make your palms sweat and your heart race, this is adrenaline-fuelled mayhem. Wave after wave of enemy vessels pour onto the screen while you're desperately trying to negotiate a barrage of incoming fire. Blink and your dead. The repetitive nature of these games is a far cry from most modern titles, relying on reflexes rather than brain power. However, Capcom has added a slight strategy element in the form of a shield that reflects enemy shots back to them. Only lasting a few seconds, it takes a bit of thinking to make the best use of it, but it's hardly a tax on the brain.

For shoot 'em up connoisseurs, *Giga Wing* may not be up to the standard of *Batsugun* for Saturn or *Super Star Soldier* for PC Engine, as it's an incredibly short-lived experience with only one mode of play. But it's still a damn good blast, given the dearth of 2D shooters for Dreamcast, so if you hanker after an eye-searing coin-op experience, or just fancy a spot of nostalgia, get yourself a copy of *Giga Wing* and watch that body count soar ■

Neil Randall

> "Designed to make your palms sweat and your heart race"

DC-UK VERDICT

GRAPHICS
Cracking 2D art, millions of bullets and enormous enemies

SOUND
Crunching explosions and laser fire playing to a technometal soundtrack

GAMEPLAY
Frenetic, frenzied fun, but short-lived

MULTIPLAYER
Get a friend – double your workload, double your fun

OVERALL
Retrograde gaming for lovers of traditional shooters

7
OUT OF TEN

Wait for the scaredy-cat bad guy to peep out before picking him off

"It's not quite up to the standard of *Hidden & Dangerous*, but this absorbing and detailed game will still delight"

Rainbow Six

Fancy saving the world? Course you do, and here's a game that lets you do it with the help of Bungle, George and Zippy

DETAILS

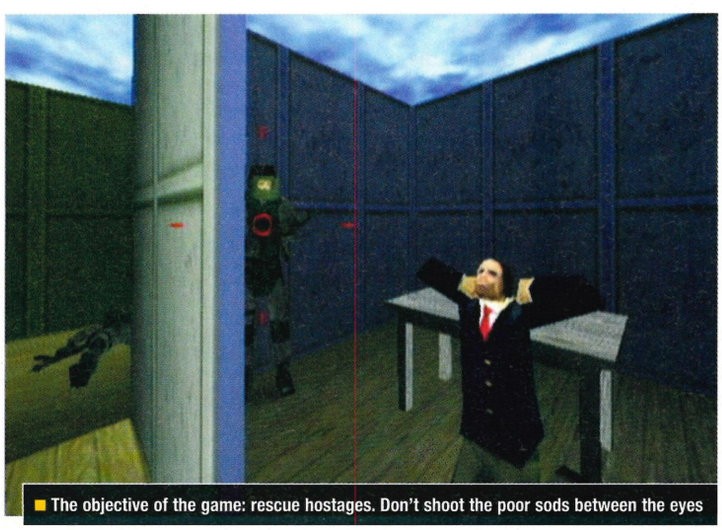
Publisher:	Red Storm Entertainment
Developer:	In-house
Price:	£39.99
Release date:	Now (US) October (UK)
Players:	One
Extras:	Vibration

Don't make the monumental error of coming to *Rainbow Six* expecting a speedy, action-packed firstperson gunfest in the style of *Half-Life*. This is military accuracy gone mad. A bloated chest-swelling, gun-toting, flag-waving experience where every aspect is planned to the most finite detail with a degree of organisation usually reserved for wars, weddings and family holidays.

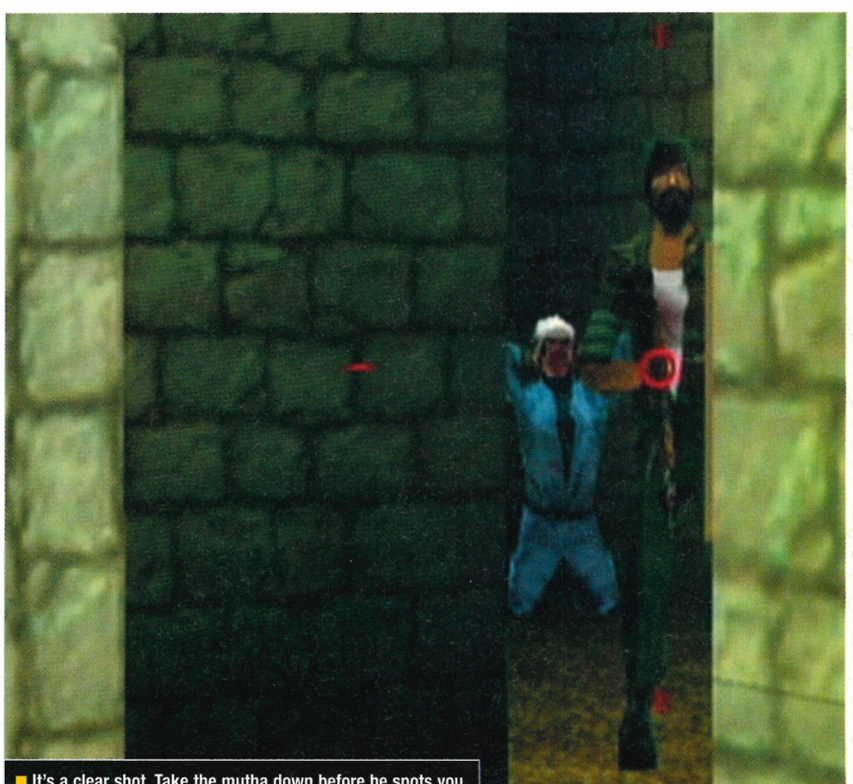
Thankfully, though, you're gently guided through every facet of the game's design; starting with the comprehensive manual and continuing with *Rainbow Six*'s detailed in-game help facility. There's also a Training mode that covers over 20 mini-missions to get you used to moving your teams around, the weapons you carry and the kind of challenges you'll be facing when the game begins in earnest.

With training completed, cocky bravado will make you think you're ready for the game itself. But this is when the difficulties actually begin. There's a multitude of options and planning to work through before you even get close to any real action.

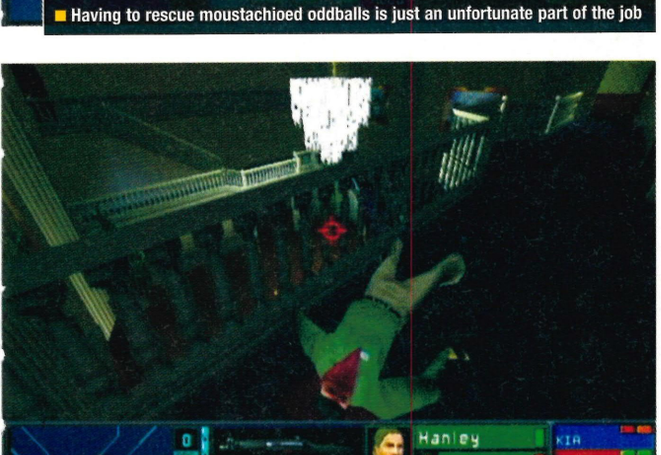
Each mission starts off with a briefing from Control on the actual tasks needed to complete it, plus extra info from your Commander and any civilians linked to the troubles. After pouring over these, you go on to Intelligence where you can find out


The objective of the game: rescue hostages. Don't shoot the poor sods between the eyes

"When spotted, shoot first and ask questions later"


It's a clear shot. Take the mutha down before he spots you

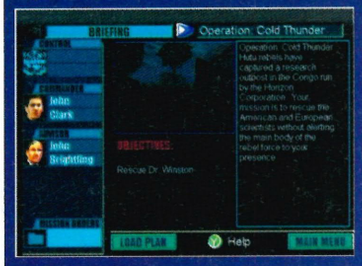
■ Having to rescue moustachioed oddballs is just an unfortunate part of the job



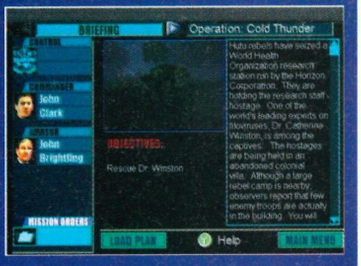
■ The terrorist chose a stupid time to lie down and take forty winks

YOUR MISSION

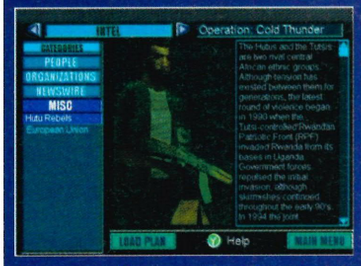
Should you choose to accept it, is to observe this typical *Rainbow Six* mission debriefing and planning



1) This is Operation: Cold Thunder. You have to enter a villa and rescue a scientist.



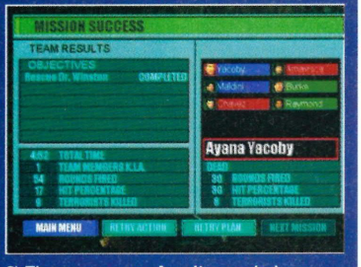
2) The mission orders provide plenty of tips before you get started.



3) Then checking up with Intelligence will give a clue as to who you're up against.

4) Choose the best team possible, but be sure to protect your best members.

5) This spaghetti like maze is the Plan. Each line represents that team's route.



6) There, success. Aren't you glad you listened to those orders now?

"There's a multitude of options"

more about the people helping you and the targets you're assigned to 'cleanse'. You're then given the opportunity to read up on any news reports of previous mission successes. We're still on the easy part, by the way, as things are about to get a whole lot more confusing.

Selecting the six squad members for your team is the next job. The game will kindly often choose the perfect people for the job at hand, but you're well within your rights to change the personnel at will. For example, if the next mission requires careful defusing of missiles, then it's wise to think about roping in a bomb disposal expert to help out. Also, in keeping with the realism of the title, if a soldier dies in action, then they're out for the entire game, so it pays to keep your better fighters well protected.

With a team prepared, it only remains to pick the weapons for the operation. Again, most of this is done automatically so (especially in the first few missions) you needn't worry too much. Each soldier will carry a primary weapon (usually a semi-automatic gun) and a secondary one (a handgun fitted with a silencer for those more difficult, sneaky missions), plus a couple of useful items like grenades.

After your team is assigned into their four coloured groups, it's on to the meat of the mission – the planning. This is where your nervous breakdown will probably begin as a confusing pattern of multi-coloured lines and arrows spew out over the mission maps. If you're scared of responsibility, you can choose to load a set plan, but the real fun of the game is working out the routes of each of the computer-controlled teams in the game and then carefully planning where they should stop and where they need to take control.

Finally, we come to the action. You start off controlling the leader of the whole mission and your group (usually just one other soldier), while the other three teams (computer-controlled) run off along their created paths from the planning phase. In a style not dissimilar to *Metal Gear Solid*, your main aim is to remain undetected and, when spotted, to shoot first and ask questions later.

You can switch between a first or thirdperson view and through a clever combination of the d-pad and triggers, everything from changing weapons and views to bringing up the map and issuing orders is done with a lot more simplicity than the PC incarnation.

People familiar with previous versions will mourn the passing of the multiplayer options (even the N64 game had a twoplayer mode). And another flaw is the significant amount of slowdown that plagues the game when the screen becomes jam-packed. But these complaints aside, *Rainbow Six* is an incredibly involving and fairly unique strategic shoot 'em up. Almost half your time will be spent just planning and setting up the mission *before* you can even think about setting foot on enemy soil. But there's a genuine thrill to be had from seeing the plans you've created in action as your teams slowly penetrate an enemy stronghold before quietly escaping with a group of hostages.

It may be getting on a bit, and it's not quite up to the standard of *Hidden and Dangerous*, but this absorbing and detailed game will still delight those who require a bit of military intelligence in their war games ■

Dean Mortlock

DC-UK VERDICT

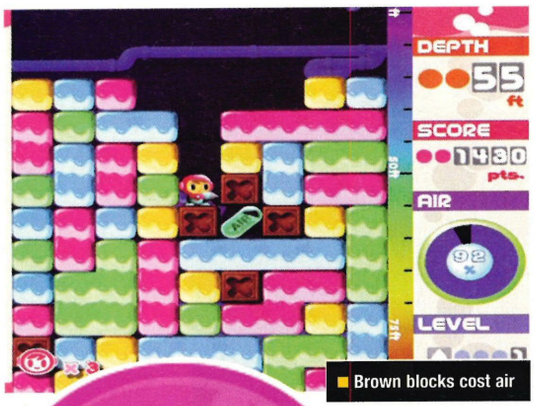
GRAPHICS
A simple PC port, but the visuals are mostly smooth and detailed

SOUND
Not a lot. The odd effect and plenty of radio noise from the other teams

GAMEPLAY
Slow but very enjoyable. Planning missions is almost as much fun as actually carrying them out

OVERALL
A bit of a quicky? Not really, it's deep, meaningful and extremely long-lasting. Very enjoyable and engrossing if you're up to the challenge

7
OUT OF TEN



Brown blocks cost air

"Imagine a cross between *Tetris*, *Dig Dug* and *Boulderdash*, and that's pretty much what we have here"

DC-UK RECOMMENDS

Mr Driller

Despite the name, there's little violence in Mr Driller unless you try to steal our copy, that is

DETAILS

Publisher:	Namco
Developer:	In-house
Price:	£49.99
Release date:	Now (US and Japan) Winter (UK)
Players:	One
Extras:	Vibration Pack

Ah, the humble puzzle game, possibly the most confusing and addictive form of gaming known to man, woman, beast or ant. Although the genre started way back in the Eighties, it was *Tetris*, more than any other puzzler before it, that revolutionised the genre.

The rules in the puzzle game manual say that a) they must be incredibly simple to play, b) the colours should often be garish and eye-bleedingly bright and c) the joypad should have to be removed from your hands with a crowbar to stop you playing. The seminal *ChuChu Rocket!* is the perfect example of the formula and now it's time for Namco to retaliate.

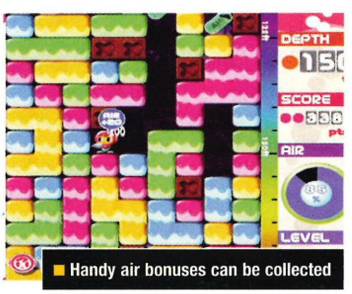
Mr Driller is even simpler than *ChuChu* to play. If you can imagine a cross between *Tetris*, *Dig Dug* and *Boulderdash*, then that's pretty much what we have here. You begin the game at the top of an enormous pile of coloured stones and, by drilling through them, your aim is to reach the bottom.

Things are obviously not quite that simple, as the game would be over in record time. You have an air supply that's rapidly ticking down as the game progresses but, fortunately, there are plenty of air capsules dotted throughout the levels and these replenish 20 per cent of your oxygen supply. There are also falling blocks to contend with as the paths you drill loosen the layers above you and a dislodged brick will eventually stop either on your head or on a brick of a similar colour. If it joins a group of three or more of the same shade, then they'll all be removed, *Tetris* stylee.

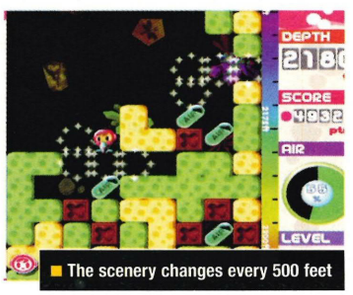
And that's basically it. Coming to *Mr Driller* for the first time is a bizarrely humbling experience. Arriving (as we had) via *Code: Veronica*, the simple gameplay initially confused us. You'll find yourself saying things at the start like 'There's got to be more to the gameplay than this', but there isn't and it's this simplicity that makes the best puzzle games such a joy to play.

Extra modes are supplied in the form of a Time Attack course of ten smaller stages which are more puzzle-based. Here certain routes have to be worked out if you're going to beat the time limit and to help you, air capsules are replaced by time-giving clocks. Added to that is the less-interesting Survival game where, like countless beat 'em ups before it, you simply have to try

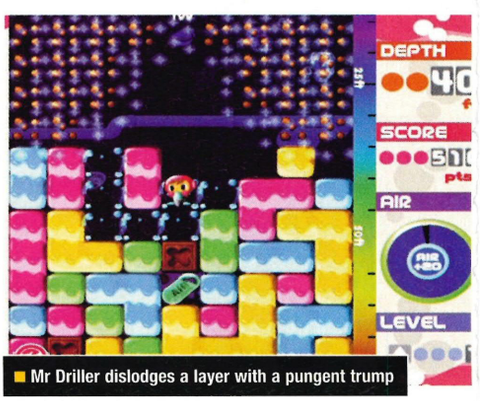
The deeper you excavate, the more tons of rock prepare to drop on your head



Handy air bonuses can be collected



The scenery changes every 500 feet



Mr Driller dislodges a layer with a pungent trump

A VIEW TO A DRILL

It's all very simple, really and this is how it's done...

Okay, you're right at the top. From here, just drill down to free a path through all the coloured blocks.

The oxygen supply is running out but, thankfully, there's an air capsule next to us that'll replenish it by 20 per cent.

Blocks above you become loose and you must avoid their downward path or you'll lose one of your three lives.

Group four or more of the same colour together and they'll be erased, but this will often loosen more blocks above.

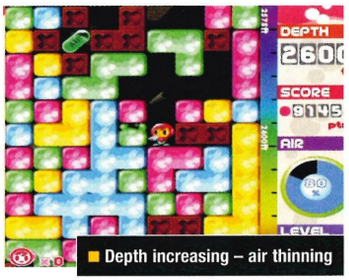
There's a change of block style every 500 feet and a chance to take a well earned breather.

There's one important rule in the game – don't get squashed

Mr Driller impersonates a wafer-thin mint

Mr Driller carries out Council Directive 39 – Destroy all greenery

In the oft-quoted words of Homer J Simpson – Woo Hoo!



Depth increasing – air thinning

Air pockets reside throughout, but usually in hard-to-reach places

to stay alive as long as possible. At the end of each attempt is the ability to go through a replay option to spot where you went wrong, but if you went all the way down to 4,000 feet, you're unlikely to want to sit through it all again.

The main game for most people, though, will be the arcade one. Choose from a more sedate 2,500 feet game or, for an expert challenge, go for the whole 5,000 feet. With three lives and changing scenery every 500 feet, it's here that the addiction really starts.

At first you'll wonder what all the fuss is about - after all, it's just another puzzle game. But after a few attempts you'll work out small tricks that allow you to progress a few extra feet. Then, before you know it, minutes become hours, food piles up, pets begin to starve and the odd, almost sweet aroma of the unwashed permeates the house.

You see, the game's created randomly each time you play, so there are no route planning, air nabbing tricks to work out here. You have to rely on cunning, skill and a fair smattering of luck to see you through. Finishing the 2,500 challenge is relatively simple, but you'll need to put the hours in to take on the challenge of 5,000 feet.

> "Simpler than *ChuChu* to play"

Regrets? Just the one. Despite the superb music, beautifully simple gameplay and sharp graphical style, there's an almost criminal lack of a twoplayer option. Given the seemingly endless possibilities and excellent battles this would've given us, it's points off for Namco for that exclusion.

Puzzle games are a tricky basket of prawns. Either you love them or hate them and, until you've played *Mr Driller* for a good hour or more, then it's difficult to know which camp you'll fall into. Us? We loved it, but we suggest renting or borrowing a copy before shelling out ■

Dean Mortlock

DC-UK VERDICT

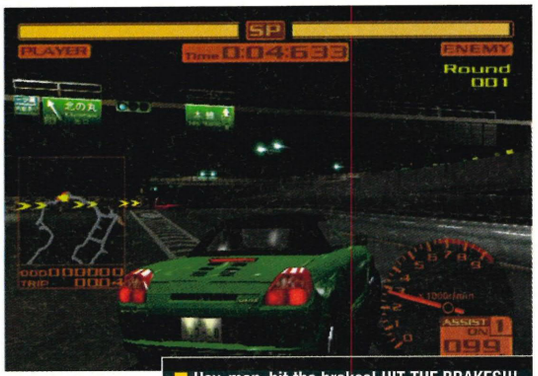
GRAPHICS
Simple and hi-res. The colours are garish, but the style is perfect

SOUND
Brilliant again. From bagpipes to drum 'n' bass, every track in the game is a winner

GAMEPLAY
Superb. *Mr Driller* is a classic Japanese puzzler in every respect. Play it and the chances are you'll be completely hooked

OVERALL
A disappointing lack of a twoplayer option stops this from getting a 9 out of 10, but it's still an incredibly addictive puzzler

8
OUT OF TEN

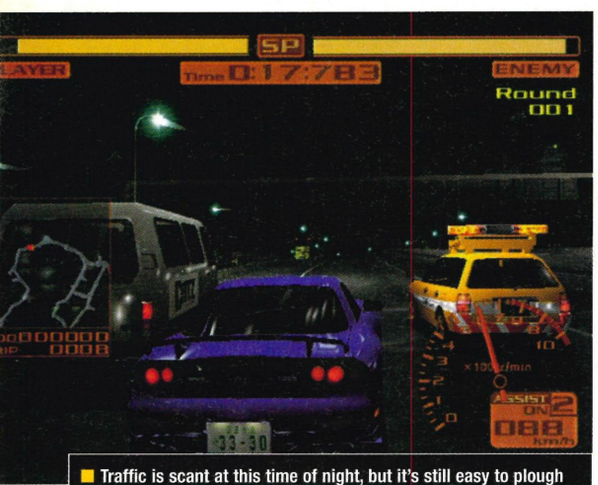


Hey, man, hit the brakes! HIT THE BRAKES!!!

"In any driving game speed is paramount and *SHB2* is about the fastest driving game we've witnessed for DC"

DC-UK RECOMMENDS

Shutokou Highway Battle 2



Traffic is scant at this time of night, but it's still easy to plough into some when you're doing a ton-and-a-half across a flyover

220 mph along the midnight highways. Welcome to petrolhead heaven

The first *Shutokou Highway Battle* was terrible. So terrible, in fact, that we didn't bother reviewing it. We understood the point of the game: the developers were trying a different take on the racing genre, with an open track quest-style approach but unfortunately, the handling and gameplay was awful. Now we've established this fact, try to put all negative thoughts out of your head, because Genki has just emerged from the garage, chamois in hand, in the hope that its new late-night racer will leave last year's model standing. Let's see what's under the bonnet.

The answer to that is plenty. Most obviously there are the astounding graphics: make no mistake, these visuals will knock your oculars for a six. The car models, the tracks, the effects all run at 60 fps, in stunning high-resolution that even the mighty *Sega GT* couldn't manage. And you should see the cars gleam under the street lights as the real-time reflective effects kick in, giving *Gran Turismo 2000* a run for it's money. With realistic car designs plus beautiful stretches of Tokyo's urban jungle, keeping your eyes on the road is near impossible. Genki has mapped over 180 kilometres of Japan's capital, so when you're flying along the midnight highways at weather-changing speeds, the scenery around you slowly shifts as it would in real life. Don't expect to see the same backgrounds for a long time.

It's this true-to-life track design that really sets *Shutokou 2* apart from the first game. If the original was a Lada, the sequel is definitely a Lambo by comparison, faster, better looking, but most importantly, a better drive. The basic gameplay is similar, as you take on the role of one of Tokyo's boy racers, pelting along the tarmac, looking for rivals to race against. Different gangs roam the highways and a meeting usually involves one challenging the other to a test of driving skills. Flash your beams at your opponent and if he accepts, the race is on. Soon the pair of you are weaving in and out of commuter traffic at breakneck speeds, both vying for the lead, until one car gets far enough ahead to be proclaimed the winner. Win, and you're awarded various sums of cash, depending on the distance between the vehicles. Some opponents behave differently, with

DETAILS

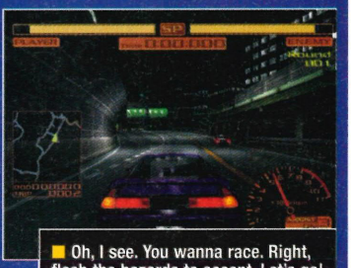
Publisher:	Genki
Developer:	Genki
Price:	£49.99
Release date:	Now (Japan) Christmas (Europe)
Players:	One
Extras:	Rumble Pack

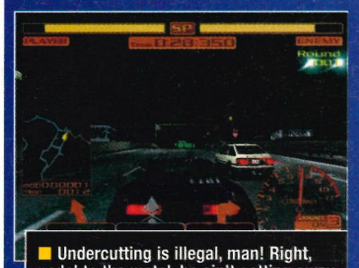
The black cars look superb under the roadside lights

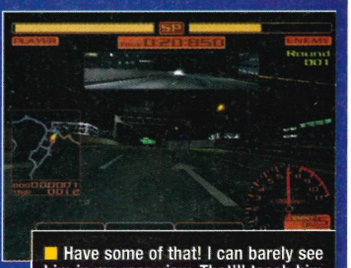
I LIKE DRIVING IN MY CAR

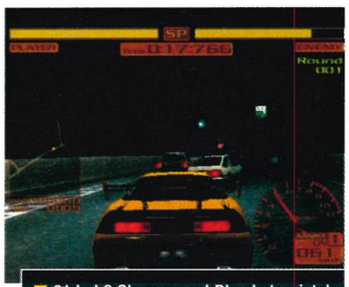
Shutokou Highway Battle 2 is based on Japan's so-called Midnight Club, a group of hotrodders that race each other along the Tokyo highways using their own highly-tuned super cars. Meeting during the wee hours, they generally avoid the attentions of the law. During the game, there are certain etiquettes to follow. And here's how:

Happily cruising, stereo up loud. Hey, what's the problem, John?

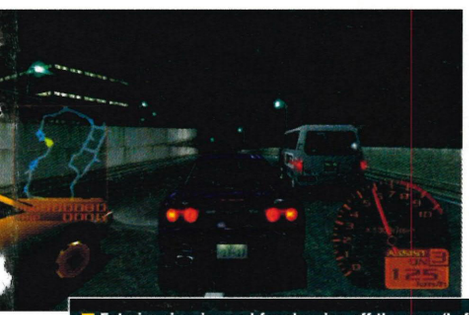
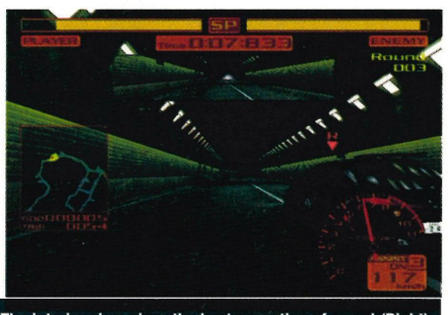

Oh, I see. You wanna race. Right, flash the hazards to accept. Let's go!

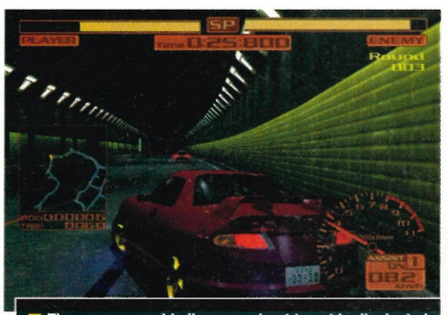

Undercutting is illegal, man! Right, pedal to the metal, he ain't getting away


Have some of that! I can barely see him in my rear-view. That'll teach him


61 kph? Oh come on! Bloody tourists!

Replays show off DC's visual prowess



Exterior view is good for showing off the cars (Left) The interior view gives the best sensation of speed (Right)


Those groovy gold alloys are about to get badly dented

> "If the original was a Lada, the sequel is a Lambo by comparison"

certain gang members always declining a challenge, while others will initially turn you down, only to challenge you when you pass them. Others are known as Wanderers, belonging to no particular gang, but are generally much slyer opponents with faster, more souped-up cars. Learning to powerslide or brake at the right moment will have you beating most rivals, until you unlock new cars and track sections, where power becomes the all-important factor.

To achieve that mean acceleration curve, Genki has included a brilliant tuning option that allows you to significantly improve the stats of your car . Your vehicle can have all the expected mechanical alterations performed on areas such as acceleration and handling, and you can pick up an enormous range of new parts designed to improve performance. Whale-tail spoiler? Racing alloys? Perhaps a new paint job? There's even an editor to design your own gang logo. It's possible to spend as much time in the garage as it is racing, but when you get the car back on the track after a tune-up, you'll see just how fast it goes.

In any driving game speed is paramount and *Shutokou Highway Battle 2* is about the fastest driving game we've ever witnessed for DC. Tearing through the Ginza District at 250 kph is a pant-wetting experience, the street lights a blur, you rip past cars like they're standing still. At times, though, the sheer number of polygons takes its toll on the CPU, with the game slowing down on the busier screens. Another glitch is a slight pause as the next section of track is buffered into the RAM. It can be a little irritating, but never occurs during a battle, thankfully.

While these two flaws can be overlooked, there's another rather large drawback, namely the lack of a twoplayer option. Genki claims that it was ready, but it wasn't up to scratch. As hard as this is to accept, it's better they removed it, than have it let down an otherwise fine game and with luck they'll include it in the PAL version.

Shutokou Highway Battle 2 is a far cry from it's predecessor. No other DC racing title compares in terms of graphics, speed or pure adrenaline, making it one of the most compelling racers we've played. And in the immortal words of Roy Orbison; "I drove all night..." ■

Neil Randall

DC-UK VERDICT

GRAPHICS
Whoa, Mama! Hi-Res, super-slick visuals to cook your eyes

SOUND
Thumping techno and metal – true driving music. FX are a bit weak, though

GAMEPLAY
Enormous fun, with a long lifespan, thanks to the tuning

OVERALL
Life in the fast lane has never been this good. Take her for a long spin

8
OUT OF TEN

As you can see, some locations contain delightful detail

"Obtain jobs via email and attend to them in Superman fashion, donning a clichéd superhero jumpsuit"

Rent-A-Hero No. 1

DETAILS

Publisher: Sega
Developer: In-house
Price: £49.99
Release date: Now (Japan) Unlikely (UK, US)
Players: One
Extras: VM, VGA

Tina Turner sang "We Don't Need Another Hero." She was dead right about this particular one

Right, we're going to do something a bit different. We're going to get all our positive comments out of the way in the opening paragraph. Are you ready? The carpeting throughout *Rent-A-Hero No. 1* is great, the theme song's fantastic and there's a bizarre sense of humour. And there you have it.

But don't go! It's worth reading on because there hasn't been anything quite like this game since... well since the original *Rent-A-Hero* which appeared many years ago on the MegaDrive.

The game takes place in a strange pseudo-1950s Happy Days-style American suburb. From your home, you must obtain jobs via email and attend to them in Superman fashion, donning a clichéd superhero jumpsuit replete with visor and white stilettos, (oh dear).

The jobs themselves are decidedly odd, too. One minute you're handing out flyers to passersby, the next you'll be delivering a love letter from a lad to your sister. Sometimes, your work incorporates scrapping, which livens up proceedings slightly. Sorting out a punk who's harassing a girl, guarding a million from a gang of thugs, or play fighting with your dad (who wears a dinosaur suit!) adds a twist to the gameplay. It's not at all well done, however. The camera swings behind you, and the action is awkward and unsatisfying.

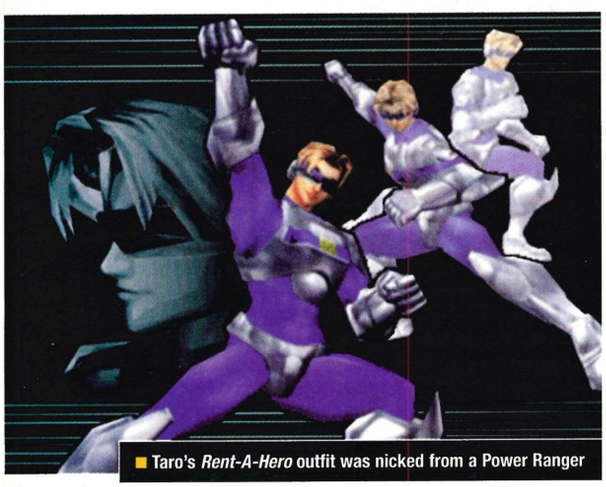
Indeed, even running is a chore, requiring you to press up on the d-pad to walk forward while holding L to run in any direction. And why employ the d-pad anyway? The analogue controller would have been much more suitable.

You'll need a Japanese phrase book

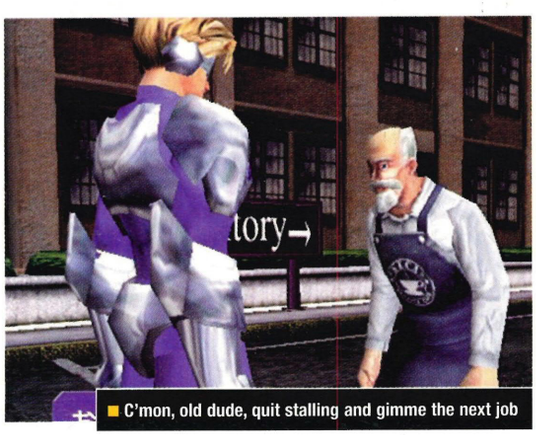
Graphically, *Rent-A-Hero No. 1* is hopelessly mediocre with sloppy anti-aliasing and dull textures. It may be an unfair comparison, but one area is located at the docks, and the gap between this and the respective locale in *Shenmue* is blatantly obvious.

What you have left then, are a few quirky ideas (and nice carpets don't forget) trapped within a sad and unplayable shadow of a game. We're not expecting another sequel ■

Jonti Davies



Taro's *Rent-A-Hero* outfit was nicked from a Power Ranger



C'mon, old dude, quit stalling and gimme the next job

"Please dad, you've lost your job, mum's left – take the suit off!"

DC-UK VERDICT

GRAPHICS
Wonderfully colourful, textured carpets are marred by an overall shoddiness and dull shades of grey

SOUND
Altogether now: "*Rent-A-Hero-o-o-o-o-o!*"

GAMEPLAY
Annoyingly fidgety character control and lightweight scrapping – it doesn't get much worse than this

OVERALL
Overall: Unless you can read Japanese and have a penchant for all things stupid, do not go near *Rent-A-Hero No. 1*

3
OUT OF TEN

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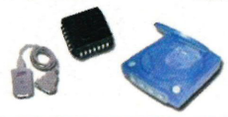

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IMPORT CHART

Which import delights have UK gamers been revelling in this month?

1 **Jet Set Radio**
Publisher: Sega **Genre:** Skate and tag 'em up

2 **Street Fighter III: Third Strike**
Publisher: Capcom **Genre:** 2D beat 'em up

3 **Virtua Tennis (US)**
Publisher: Sega **Genre:** Tennis

4 **Shutoko Battle 2**
Publisher: CRI **Genre:** Racer

5 **Power Stone 2**
Publisher: Capcom **Genre:** Beat 'em up

6 **Marvel Vs Capcom 2**
Publisher: Capcom **Genre:** 2D Beat 'em up

7 **Space Channel 5 (US)**
Publisher: Sega **Genre:** Dance 'em up

8 **Evolution 2 (US)**
Publisher: Ubi Soft **Genre:** RPG

9 **Virtual On (US)**
Publisher: Activision **Genre:** Mech shoot 'em up

10 **Rainbow Six (US)**
Publisher: Take 2 **Genre:** Adventure

Chart supplied by Project K

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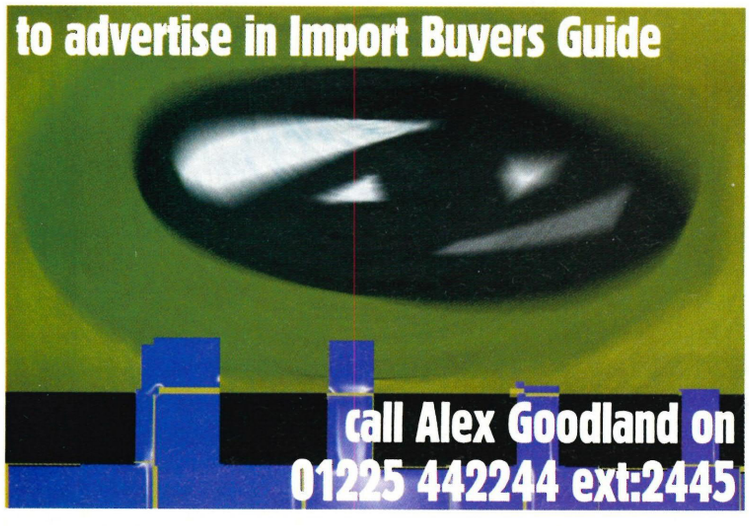

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Reviews

Whatever you're about to buy, stop! Read our comprehensive (and beautifully re-designed) review listings before spending another penny of your hard earned cash.

We've listed every game currently available for Dreamcast, together with a few choice comments and our original score. Your days of disappointment are over! ■

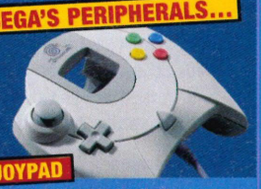
KEY

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

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
4WHEEL THUNDER	MIDWAY	Hectic, simple arcade racer, with enough modes to keep you interested. But no fourplayer option.	TWO	✗	09	8/10
AERO WINGS	CRAVE	Attractive flight sim, but we'd recommend this one to hardcore enthusiasts only.	ONE	✗	xx	NR
ARMADA	ACCLAIM	Enjoyable retro shooter with relentless action, but there aren't that many different types of missions.	FOUR	✗	06	8/10
BLUE STINGER	ACTIVISION	Unoriginal gameplay and too many frustrating moments, but some nice graphical touches.	ONE	✗	02	3/10
BUGGY HEAT	SEGA	Pretty much a dune buggy version of *Sega Rally 2*, marred by limited depth and slow turning speeds.	TWO	✗	03	6/10
BUST-A-MOVE 4	ACCLAIM	Addictive, exciting and mentally challenging. It's the best version yet of Taito's puzzle classic.	TWO	✗	12	8/10
CHEF'S LUV SHACK	ACCLAIM	Boasts a variety of mini-games and enjoyable fourplayer fun, but it won't keep you coming back for more.	FOUR	✗	05	6/10
CHUCHU ROCKET	SEGA	One of the best puzzlers you'll ever play. It's fast, infectious and hilarious. An online gaming essential.	FOUR	✓	10	9/10
CRAZY TAXI	SEGA	Brilliantly original driving game with completely addictive gameplay and infectious mini-games.	ONE	✗	07	9/10
DEADLY SKIES	KONAMI	Some nicely designed missions and great scenery, but ultimately a short-lived shooter with a lack of depth.	ONE	✗	07	6/10
DEEP FIGHTER	UBI SOFT	Fairly original underwater action ruined by dull environments, zero atmosphere and repetitive gameplay.	ONE	✗	07	5/10
DRAGONS BLOOD	INTERPLAY	A typical hack 'n' slash game that's fun for a while but is too shallow to be an essential purchase.	ONE	✗	12	6/10
DYNAMITE COP 2	SEGA	A dull arcade beat 'em up, with a few humourous touches and little else.	TWO	✗	xx	NR
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	SEGA	Looks beautiful and plays equally well – except it may be a bit too challenging for some.	ONE	✗	11	8/10
ECW REVOLUTION	ACCLAIM	Limp wrestling game with bad graphics, rubbish characters and awful moves. Believe us, it's no revolution.	FOUR	✗	09	3/10
EVOLUTION	UBI SOFT	Average RPG with some nice touches, but not much to really get excited about.	ONE	✗	05	5/10
EXPENDABLE	INFOGRAMES	Old-skool top-down shoot 'em up that soon becomes tiresome.	TWO	✗	01	6/10
FIGHTING FORCE 2	EIDOS	Satisfyingly violent adventure that disappoints due to its lack of depth and awkward movement.	ONE	✗	05	7/10
F1 WORLD GRAND PRIX	VIDEO SYSTEMS	Challenging racing sim, marred only by some slow down and an imperfect twoplayer mode.	TWO	✗	03	7/10
GAUNTLET LEGENDS	MIDWAY	Half-hearted attempted at regenerating the magic of the original. It rapidly becomes a tedious affair.	FOUR	✗	12	6/10
GTA2	TAKE 2	Worthy sequel that outclasses and will probably outlast the original.	ONE	✗	10	8/10
THE HOUSE OF THE DEAD 2	SEGA	Arcade perfect shoot 'em up with addictive gameplay, but not much replay value.	TWO	✗	01	8/10
HYDRO THUNDER	MIDWAY	Frenetic racing action that never fails to thrill or infuriate. Great level design but gameplay is a touch shallow.	TWO	✗	03	7/10
INCOMING	INFOGRAMES	This simple shoot 'em up is fun for a while but it'll soon be gathering dust on your shelf.	ONE	✗	01	5/10
JIMMY WHITE'S 2: CUEBALL	VIRGIN	Above average snooker sim marred by awful loading times and awkward controls.	TWO	✗	03	6/10
JOJO'S BIZARRE ADVENTURE	VIRGIN	Insane 2D beat 'em up offering two games for the price of one. But it's a bit easy with limited moves.	TWO	✗	08	7/10
MARVEL VS CAPCOM	VIRGIN	Cool characters and attacks but most players will try this once or twice before dashing back to the shops.	TWO	✗	03	6/10
MARVEL VS CAPCOM 2	VIRGIN	Fantastically competitive 2D fighter. The graphics will have you drooling all over your Dreamcast.	TWO	✗	12	8/10
MDK2	INTERPLAY	With an imaginative three-character set-up and a great sense of humour, it's far superior to the original.	ONE	✗	09	9/10
MIDWAY ARCADE CLASSICS	MIDWAY	These are 20-year old titles and it shows. The gameplay is embarrassing by today's standards.	TWO	✗	12	3/10
MONACO GRAND PRIX	UBI SOFT	Detailed simulation, enjoyable arcade mode, but more than a little unrewarding.	TWO	✗	02	6/10
MORTAL KOMBAT GOLD	MIDWAY	Beat 'em up fans are spoilt for choice with DC's line up of fighters. This dated offering is not one to opt for.	TWO	✗	02	6/10
NBA SHOWTIME	MIDWAY	Not much longevity in the oneplayer mode, but fourplayer hoops is superbly addictive.	FOUR	✗	04	6/10
NBA 2K	SEGA	Standard-setting visuals, arcade and simulation modes. It's the best basketball sim ever. Need we say more?	FOUR	✗	07	8/10
NHL 2K	SEGA	Good looking title that's perfect for ice-hockey fans, but may not appeal to newcomers to the game.	FOUR	✗	12	7/10
NFL BLITZ	MIDWAY	Fast, fun and outrageously violent American football game. Ideal for anyone who's into instant sports fun.	FOUR	✗	04	8/10
NFL QBC 2000	ACCLAIM	Appalling American football title. Even grid-iron fans should avoid this stinker.	FOUR	✗	xx	NR
NIGHTMARE CREATURES	KONAMI	A great storyline and atmosphere have been wasted on a game engine that just isn't up to the job.	ONE	✗	11	5/10
THE NOMAD SOUL	EIDOS	Graphically flawed sci-fi adventure that allows you take control of other peoples bodies.	ONE	✗	09	7/10
PEN PEN TRIILCELON	INFOGRAMES	Weird racing game that looks fantastic but is let down by horribly repetitive gameplay.	ONE	✗	xx	NR
POWER STONE	EIDOS	Groundbreaking beat 'em up featuring giant arenas and eye-popping power-ups and weapons. Excellent.	TWO	✗	02	9/10
PSYCHIC FORCE 2012	ACCLAIM	Beat 'em up with a difference: the action takes place in the air. That really is it. Avoid.	TWO	✗	xx	NR
RAYMAN 2	UBI SOFT	Challenging platformer with stunning scenery, huge levels and lasting appeal for those who persevere.	ONE	✓	08	8/10
READY 2 RUMBLE BOXING	MIDWAY	One of the best box 'em ups ever with hugely enjoyable play and superstar characters. Hilarious.	TWO	✗	02	8/10
RED DOG	SEGA	Futuristic shoot 'em up with diverse locations, superb missions and great multiplayer games.	FOUR	✗	07	8/10
RESIDENT EVIL 2	VIRGIN	Still scary, still absorbing, but still a half-hearted PC port of an old game.	ONE	✗	06	7/10
RESIDENT EVIL CODE: VERONICA	EIDOS	Doesn't stray too far from the *Resi Evil* formula, but is the best yet in the series. Survival horror genius.	ONE	✗	11	9/10
RE-VOLT REVOLUTION	SEGA	Remote-controlled car racer with plenty of variety, but the handling is a bit too tricky.	FOUR	✗	05	7/10

GAME NAME	PUBLISHER		PLAYERS	NET SUPPORT	ISSUE	SCORE
SEGA BASS FISHING	SEGA	Novelty arcade fish 'em up that's great fun for the first few cast-offs. Gets repetitive quickly though.	ONE	✗	03	7/10
SEGA RALLY 2	SEGA	Playable and intuitive rally driving game with some nice touches, but it lacks handling complexity.	TWO	✓	01	7/10
SHADOWMAN	ACCLAIM	Great visuals and plenty to do in this massive, atmospheric adventure title. Magic.	ONE	✗	04	9/10
SILVER	INFOGRAMES	The sort of RPG that will appeal to the casual gamer. It's fun to play, but not overly engrossing.	ONE	✗	10	7/10
SLAVE ZERO	INFOGRAMES	Linear mech shoot 'em up with a poor multiplayer experience. It's got rather large guns though.	FOUR	✗	07	6/10
SNOW SURFERS	SEGA	Badly designed tracks with no sensation of boarding and no opponents. Appalling.	TWO	✗	04	3/10
SONIC ADVENTURE	SEGA	Excellent new adventures mixed with tried and tested gameplay in *Sonic*'s impressive 128bit debut.	ONE	✓	01	9/10
SOUL CALIBUR	SEGA	Possibly the greatest beat 'em up ever with an addictive oneplayer mode and twoplayer action to die for.	TWO	✗	03	10/10
SOUL FIGHTER	MINDSCAPE	Approach this below par scrolling beat 'em up with extreme caution. It's repetitive and boring.	ONE	✗	04	4/10
SOUL REAVER	EIDOS	Truly magnificent visuals, fangtastic design (sorry) and you can't die either.	ONE	✗	07	9/10
SOUTH PARK RALLY	ACCLAIM	Comedy racing action in a perfect conversion from TV to DC, but only avid South Park fans will hold it dear.	FOUR	✗	12	5/10
SPEED DEVILS	UBI SOFT	Great fun to play and unique looking, but it's marred by a lack of opponents and few tracks to race on.	TWO	✗	02	7/10
STAR WARS: EPISODE 1 RACER	LUCASARTS	A very entertaining but limited hyperspeed racing game. It hasn't got a fourplayer option either.	TWO	✗	11	7/10
STREET FIGHTER ALPHA 3	VIRGIN	Capcom's allstars have never played so beautifully or or looked so good on a console. Loads of options too.	TWO	✗	04	8/10
STREET FIGHTER: DOUBLE IMPACT	VIRGIN	The definitive sequel to *SF2*. It lacks *Alpha*'s options, but the gameplay and controls are pure *Street Fighter*.	TWO	✗	08	8/10
SUZUKI ALSTARE	UBI SOFT	This motorbike racer is a lazy PC conversion that lacks charm and originality. Rubbish twoplayer mode too.	TWO	✗	03	5/10
SWORD OF THE BERSERK	EIDOS/ASCII	Incredibly bloody hack 'n slash adventure with overlong animated story sequences. Fun for a while, though.	ONE	✗	10	5/10
SWWS 2000	SEGA	Fun footie game with more depth than *Virtua Striker*, but poorer visuals. Some find it lacks pace.	FOUR	✗	05	7/10
SWWS: EURO 2000 EDITION	SEGA	Quality update which boasts all the Euro 2000 teams and faster, more fluid gameplay.	FOUR	✗	10	8/10
TECH ROMANCER	VIRGIN	Manga-style robot fighting game, filled with standard Capcom touches. Not one for the 'casual gamer'.	ONE	✗	09	7/10
TEE OFF GOLF	ACCLAIM	Approachable golf game modelled on the PlayStation title *Everybody's Golf*. Not quite as good.	FOUR	✗	06	7/10
TIME STALKERS	SEGA	Interesting RPG from Climax Entertainment. Similar to *Evolution* in many respects, but even worse.	ONE	✗	12	4/10
TOKYO HIGHWAY CHALLENGE	CRAVE	An admirable attempt to create a totally new style of driving game, which unfortunately fails.	TWO	✗	xx	NR
TOMB RAIDER: THE LAST REVELATION	EIDOS	Challenging if lazy conversion of the Playstation and PC hit. Formula fatigue is definitely setting in.	ONE	✗	08	8/10
TONY HAWK'S SKATEBOARDING	CRAVE	Excellent conversion of the PlayStation hit with intuitive controls and compulsive gameplay.	TWO	✗	11	9/10
TOY COMMANDER	SEGA	Innovative mix of gaming styles and challenges which may frustrate those who lack the patience of saints.	FOUR	✗	02	7/10
TRICKSTYLE	ACCLAIM	Futuristic hoverboarding stunt racer with fine visuals. The last few tracks are gut-wrenchingly hard.	TWO	✗	01	9/10
UEFA STRIKER	INFOGRAMES	Decent football sim which, like the England Euro 2000 squad, is let down by dodgy throughballs.	FOUR	✗	03	8/10
VIGILANTE 8	ACTIVISION	Poor car combat title with extremely average visuals and one-dimensional gameplay.	FOUR	✗	06	3/10
VIRTUA FIGHTER 3TB	SEGA	The expert's beat 'em up. More depth than the Marianas trench – and just as inaccessible to most people.	TWO	✗	02	7/10
VIRTUA STRIKER 2	SEGA	Limited football game which provides more twoplayer fun than it really ought to.	TWO	✗	06	6/10
V-RALLY 2	INFOGRAMES	Excellent rally game with slick handling but dodgy collision detection.	FOUR	✗	10	8/10
WACKY RACES	INFOGRAMES	Poor handling and unimaginative design make this only an average use of a great licence.	FOUR	✗	11	6/10
WETRIX+	TAKE 2	Hectic puzzle game which could have been a classic if it weren't for a couple of design flaws.	TWO	✗	08	7/10
WILD METAL	TAKE 2	Tank battle game with some cool features and decent design. But the lack of diversity soon palls.	TWO	✗	08	5/10
WORMS ARMAGEDDON	HASBRO	Decent Dreamcast outing for the long-running battle puzzle series. Excellent multiplayer longevity.	FOUR	✗	05	8/10
WWF ATTITUDE	ACCLAIM	Typically average wrestling game which aims at appeasing fans of the 'sport' and achieves nothing more.	TWO	✗	04	6/10
ZOMBIE REVENGE	SEGA	*Streets of Rage*-style scrolling shoot 'em up with gameplay too limited for most console owners.	TWO	✗	05	6/10

SEGA'S PERIPHERALS...



JOYPAD

Sega's DC pad is easily the best on the market but the notoriously fragile triggers are a massive flaw

MEMORY CARD

The VM unit is the bee's knees, unfortunately only a few games make full use of its capabilities

LIGHT GUN

A great lightgun which seems to have been withdrawn thanks to thick Yanks shooting each other with real guns

STEERING WHEEL

A decent product bit like every other wheel it can't match the responsive control of an analogue stick

ARCADE STICK

Just like having real coin-op controls in your own home. Absolutely perfect for beat 'em ups and shooters

THE BEST THIRDPARTY PERIPHERALS...

JOYPAD

The MadCatz Dream Pad is the best thirdparty alternative. Triggers are more sturdy but the d-pad is awful

MEMORY CARD

The Pelican 4X Memory Card has a massive four banks of memory with LEDs displaying which is in use

LIGHT GUN

MadCatz's Dream Blaster is equally as good as the official product but also has a sneaky autofire button

STEERING WHEEL

The Thrustmaster Ferrari Wheel is the best available for DC with a plush feel and decent responsiveness

FISHING ROD

MadCatz's Rumble Rod is the only angling controller to be seen with, it even has a fishing line on the end!

Reader Reviews

It's amazing but it's true: sometimes you don't agree with us. Why not let the world know?

Virtua Striker 2

Rob Taylor

Two distinct camps of players have emerged over the years when it comes to footie games: the poor misguided fools who favour *FIFA* and the sensible guys and gals who go for the *ISS* series. Dreamcast has yet to be graced with either of these, so there is still time for a young pretender to emerge and take the platform by storm...

Sadly, due to this travesty of a title, it's still waiting. The high-res graphics

■ "The gameplay itself is so utterly dire."

themselves are astonishing, and it makes it more of a pity that the gameplay itself is so utterly dire. Sega's failure to obtain an official licence is disappointing, while the noticeable lack of a fourplayer option is also a let-down. In-game visuals are among the best seen on any machine, but the lack of any convincing or playable camera angles is depressing. Similarly, although the chunky players look realistic they lack the sublime animation that made PSX *ISS Evolution* so fluid.

Gameplay – or what there is of it – consists of a short or long pass, shoot and tackle. You can also head and volley, but this seems to be more of a process of trial-and-error rather than a conscious action on the part of the player. There's no run button, and many times during the game your star striker will find himself completely outpaced by a cumbersome centre-back. In fact the only reliable method of scoring appears to be via crosses and the occasional penalty.

Basically, where *VS2000.1* has messed up is in its conception. It's an arcade game catering for an audience entirely different from the home market. Played for any kind of time, it simply does not stand up to scrutiny. Purchase at your peril because *VS2000.1* is tosh of the highest order **4/10** ■

Power Stone

Arthur Arts

***Power Stone* was one of the first games that really proved Dreamcast was more than a blast of hot air (like PlayStation2). This fighter is a gem that simply everybody should try out at least once. It's beauty lies in the complete interactivity of the 3D arena combined with frantic, over the top special effects and brilliant, loveable little characters.**

Proving that the Japanese can design characters like no one else, every single one of them oozes charm. From the po-faced Indian Galuda, to the beer-drinking Gunrock, to the Japanese cutie Ayame, these fighters will bring a big smile to your face.

One of the gameplays most inspired assets, are the power stones that are spread around the arenas. Collect all three of them and you can morph into an awesome alter ego that can cause more destruction than hard-drugs. What's remarkable is how chaotic everything seems at first, but with practice, the events gradually come under your control.

Granted, the singleplayer mode won't keep you occupied forever, and it's too bad that only two players can fight it out against each other instead of a fantastic fourplayer to kick ass with, but none of these drawbacks can hide the fact that *Power Stone* is a beautiful concentration of heavenly Capcom magic. Yata! **9/10** ■

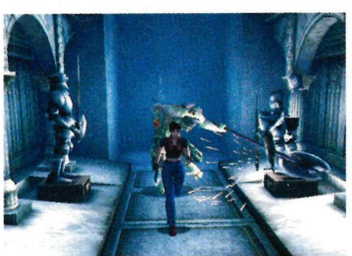
■ Arthur reckons *Power Stone* is a gem

Resident Evil Code: Veronica

Lewis Rodwell

This game is bloody brilliant. From the moment you put the CD into the drive and start to play, you are confronted with the most fantastic looking, intense, action-packed game so far. The most noticeable addition to the already mighty fine *RE* series, is the graphics. Backdrops are no longer static, pre-rendered stills, but are actual 3D environments. This makes for some fantastic scenes.

Facial expressions are another fine element, from the evil little smirk when Wesker confronts Chris in the lab, to when Steve has to save Claire from his



■ *Code: Veronica* gets Lewis all emotional

zombiefied dad. I also experienced something I've never done in a computer game before. Emotion. With many games, cut-scenes feel more like irrelevant interruptions, but with this game, they really move the story along. Some look so good you almost think they're pre-rendered CG cut-scenes, when they're actually in-game graphics.

It isn't just the look of the game though. *Code: Veronica* ties up a lot of loose ends within the story. This game however, isn't 100 per cent perfect. The animation on the characters, particularly when they walk, is a little ropy. Their legs don't move when they turn, and they continue walking even if right up against the wall. Also, in the last part some pre-rendered cut-scenes looked average compared to the opening one.

However, on a whole, the *Resident Evil* series is the finest bunch of games out there, and *Code: Veronica* is top of the series. Easily the best game yet on Dreamcast, or any other console out at the moment. A beautiful game, if you haven't got it, get it, now **9.5/10** ■

WHAT YOU WIN!

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

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

puredreamcast

SWWS 2000 Euro Edition

Michael Warwick

Oh yes, this is good – take my word for it. Once it's loaded you are given various exciting options to choose – from domestic league and European championships to climate, referee and game speed.

The controls are straightforward and once you've mastered them you'll be scoring goals you could only dream of. The match commentary, crowd noise and sound effects are spot-on making it an almost real-life experience. The only down side to the game is that after a while it's rather easy to score goals, but apart from this it's quite simply the best footballing game around. So dig out your copies of *UEFA Striker* and *Virtua Striker,* take them down to your game shop and trade them in. Go on then, what are you waiting for? **9/10** ■

■ "It's easy to score goals," brags Michael

DC-TIPS

Our cheats gun is loaded. Now pull the trigger!

088 CHUCHU ROCKET!

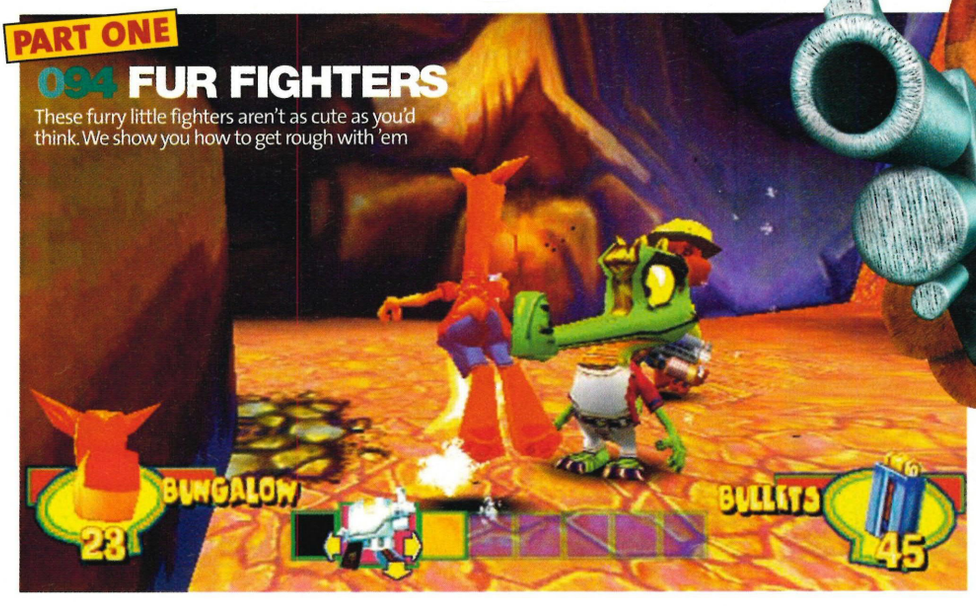
The definitive guide to Sega's mouse-tastic mayhem. It'll knock your chuffing socks off!

HINTS OF THE MONTH

PART ONE

094 FUR FIGHTERS

These furry little fighters aren't as cute as you'd think. We show you how to get rough with 'em



Sponsored by gameplay
THE GATEWAY TO GAMES

CHUCHU ROCKET!

PUZZLES UNLOCKED
THE COMPLETE SOLUTION

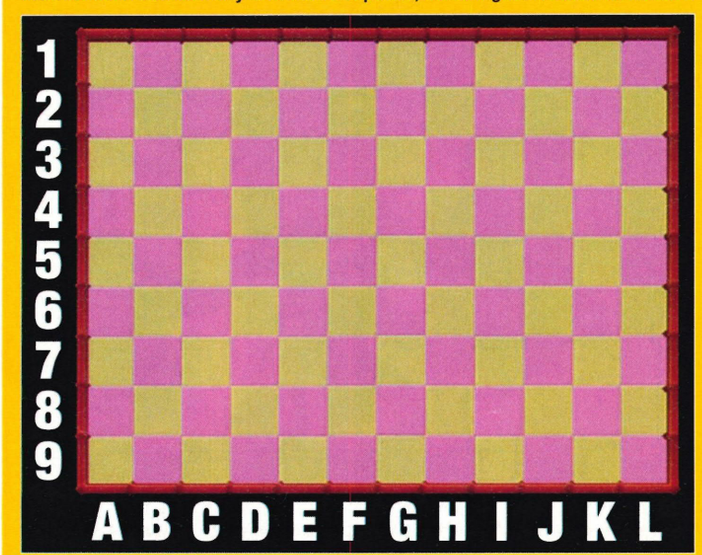
Single player *ChuChu* is the most mind-bending puzzle experience since Rubik's Cube. 100 brain-teasing levels split into four stages, each more teeth-grindingly difficult than the last. but fear not. If you're stuck behind 'Lots of Mice', driven mad by 'Loopy'or locked up with 'Prisoners' we have a solution for you.

Now all you have to do is study the key below and get cracking. Oh, and we've also provided '11 *ChuChu* Commandments' for people who need a bit of help but don't want *all* the answers, and 'Nine Steps to Online Zen' for keen multiplayer *ChuChu* fans who want to kick serious ass. Enjoy it.

READ THIS FIRST

Our *ChuChu* solutions uses an easy to follow arrow-placing guide. This is how it works...

If you glance to the right you'll notice that each level of *ChuChu* is accompanied by a code – for example 'Long Journey: L4 ◀ '. The L4 bit tells you where to place your arrow (the diagram below shows you how these coordinates relate to each map), and the ◀ indicates which direction your arrow should face. Simply put the arrows where we tell you and start the action – puzzle solved. For some **DC-UK** favourites, we've given you a hint on how to solve the thing yourself – if you're really desperate though, you'll find the solution upside down under the screenshot. Note: there is more than one way to solve each puzzle, but this guide is how we did it...



STAGE 1: NORMAL

1 Where to go?: F9 ▲
2 Roundabout: E1 ▼
3 Zigzag: K2 ▶
4 Sega bus: H2 ▼, H3 ◀
5 Use the walls: F9 ▲
6 Maze: D2 ◀
7 Japan: C9 ▲
8 Lots of mice: D9 ◀
9 No way out: E2 ◀, I2 ◀
10 Head-on crash: C8 ▲
11 Here and there: F9 ▶, G1 ◀
12 Round and round: E9 ▲
13 Dream catch!: H9 ▲, I2 ▼, L2 ◀
14 Ready, go!: I1 ▼
15 Two on One: F2 ◀, G7 ◀
16 Long journey: L4 ◀
17 Go! Go! Twelve: C6 ◀, G2 ◀
18 Stay away!: G5 ▲
19 ChuChu!: D1 ▼, F6 ▶
20 Which one?: F4 ▼, G7 ▲

21 CAT!

Hint: There is an obvious problem with a KapuKapu about to enter the rocket. There is only one way to deal with this. Then consider how you can get the ChuChus to the rocket.

SOLUTION: B1 ▲, C6 ▶, C7 ▼

22 Cats patrol: B1 ▼, I3 ▼
23 Run away!: E5 ▼

24 CATCH UP

Hint: An ingenious puzzle. the first thing you have to deal with is the fact that the ChuChus are trapped between two KapuKapus, both of which are travelling along the same path as the ChuChus. Solving this leads onto another choice – do you have to place your second arrow to direct the ChuChus to or the KapuKapu away from the rocket?

SOLUTION: G5 ▼, I4 ◀

25 Gang of Cats: F5 ▲, J2 ▶

Completing these unlocks the Hard set of 25 puzzles.

STAGE 2: HARD

1 The battlefield:
D8 ▶, F8 ▶, G8 ▶, I8 ▼
2 Sentries: E5 ▶
3 Sharp turns: A7 ▶, C7 ▶
4 From behind: B9 ▶
5 Loopy: B6 ▲
6 Stairway: E8 ▼, H8 ▶
7 Blockade: G8 ▲

8 MICE CRACKERS

Hint: It looks a mess with ChuChus all over the screen. However, the problem is the KapuKapu. Restrict his movement and let nature take its course.

SOLUTION: H1 ▲, K2 ▼

■ It's all in the wrist apparently. Oh no, that's badminton

■ Scientists make real mice do this, you know. Then they make them smoke fags

9 GO AROUND

Hint: As ChuChus move faster than KapuKapus, the main issue to consider is which ChuChus will run into KapuKapus. Dealing with this will then result in a simple solution. It's a symmetrical puzzle with a symmetrical answer folks.

SOLUTION: A5 ▶, B1 ▲, K9 ▼, L5 ◀

10 Trapped cat: G5 ▲
11 Get in line: K1 ▼
12 Out for a walk: F6 ▶, L8 ◀
13 Delay tactic: C4 ▲, J5 ▲
14 Cat in a box: A3 ▶, K1 ▼
15 Runabout: F6 ▲
16 Prisoners: B2 ◀, G4 ▼
17 Drop in: A4 ▶, H1 ▼, L7 ◀

18 ESCAPE ROUTE

Hint: It looks easy because there are no KapuKapus but the number of drains make this a tricky challenge. The hint here is the single ChuChu heading in the opposite direction to his fellows. Follow his lead.

SOLUTION: D6 ▲, G5 ▼

19 Centre line: C7 ▶, D3 ▼
20 The 'zone': A9 ▲, B9 ▶
21 We're gonna get in!: E2 ▼, F9 ▲
22 Launchpad: G3 ▶, L5 ◀
23 The tour:
C4 ◀, C5 ▲, F7 ◀, H1 ◀, I8 ▼, K1 ▼

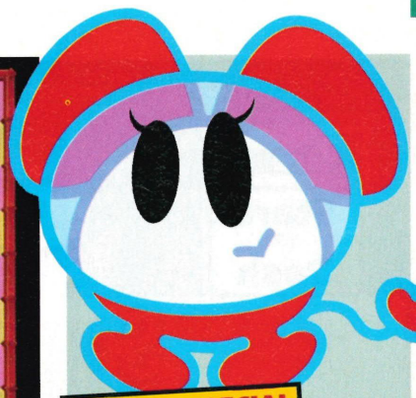
24 RUN FOR IT

Hint: As this is a symmetrical puzzle, the solution should also be symmetrical. The other key point, is to group your ChuChus together. And as there are only so many places to point the arrows, a bit of trial and error should produce the answer.

SOLUTION: C6 ▲, J4 ▲

25 Outnumbered: L5 ◀

Completing these unlocks the Special set of 25 puzzles.



STAGE 3: SPECIAL

1 Chicken race: B8 ▼
2 Speed waltz: A2 ▶, E3 ▼, I5 ◀
3 Reflections: C2 ▶, G8 ◀
4 Sega Sonic: E9 ▲
5 Around the World:
D4 ▼, H3 ◀, K6 ◀
6 No problem!: A3 ▼
7 Dead end: H5 ▼
8 Puzzle box: B5 ▶, C1 ▼, G5 ▲
9 Lucky 210: K3 ◀

10 THRASHED APARTMENT

Hint: Four puzzles in one, the best thing to do is solve the most tricky ones first and then do the simple ones with whatever arrows are remaining.

SOLUTION: B6 ▲, F5 ◀, G7 ◀, J5 ▼

11 Red spiral: C9 ▲, H4 ◀
12 Mouse racing: B5 ▲, H5 ◀
13 Long distance: A7 ▶, F7 ▼, J6 ▶
14 Cat lane: L5 ◀, L8 ◀

THE 11 CHUCHU COMMANDMENTS

If you don't want to read the complete *ChuChu Rocket!* solution, but still need a few pointers, don't worry. Simply study these wise commandments. Your journey toward enlightenment and ChuChu fulfillment begins here.

01 ChuChus are faster than KapuKapus, so don't worry if ChuChus are in front of a KapuKapu. Only worry if ChuChus are stuck behind a KapuKapu.

02 Always try to group ChuChus together. They all have to make it to the rocket.

03 Solve the obvious problems first before moving onto the difficult ones. Solving the obvious ones will probably help solve the hard ones.

04 Try to think about the map and how the ChuChus and KapuKapus are going to move before placing arrows.

05 Don't be afraid to move onto another map if you are stuck. You can always come back to it.

06 Don't be afraid to let the puzzle start without playing any arrows, so you can see how the puzzle works. There's no time limit.

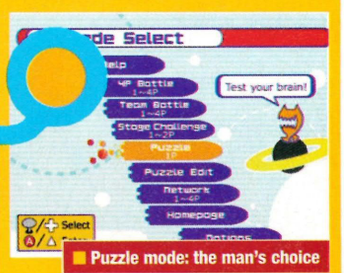
07 Remember everything always turns right.

08 Don't be afraid to reverse the direction of ChuChus or KapuKapus. Reversing them can make them turn in a different way.

09 When a puzzle is symmetrical, it is likely to have a symmetrical solution too.

10 When two or more ChuChus or KapuKapus occupy the same square, only one of them survives.

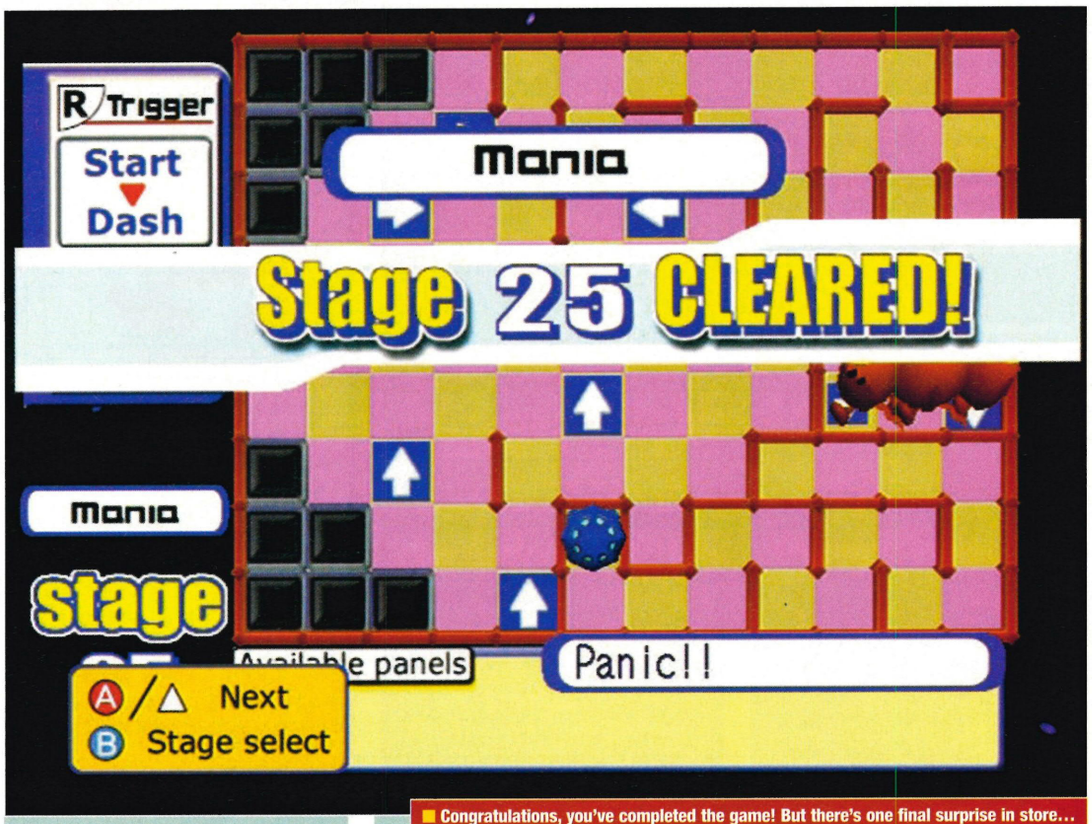
11 If two KapuKapus are turned through 180 degrees by an arrow, or one KapuKapu is turned through 180 degrees twice by the same arrow, the arrow will disappear.



■ Puzzle mode: the man's choice

CHUCHU ROCKET!

PUZZLES UNLOCKED
THE COMPLETE SOLUTION



Congratulations, you've completed the game! But there's one final surprise in store...

Completing these unlocks the Mania set of 25 puzzles

15 GUILLOTINE

Hint: This isn't a hard puzzle to solve. With only one arrow, there are really only a few places it can go. It is beautifully designed though, and you'll have plenty of these 'perfect timing' problems before completing the game.

SOLUTION: K8 ▲

16 Quick turn: G9 ▲, H5 ▶, L1 ▶
17 Three point star: E5 ◀, F5 ▲
18 The gang returns: C1 ▼, C5 ▶
19 Best couple: F4 ▶, G4 ◀
20 The zoo: D5 ▶, E2 ▼, E8 ▶
21 Which is faster?: C1 ▼, E5 ▼

22 OUCH!

Hint: A neatly set up puzzle, thanks to two the different routes to the rocket. Of course you must delay the KapuKapus, but the key is deciding which route the second ChuChu takes.

SOLUTION: D6 ▲, E5 ◀

23 Empty heart: A6 ▶, L4 ◀, L8 ◀
24 Rocket factory: B9 ▶, G5 ◀, K6 ◀

25 HAUNTED HOUSE

Hint: This is difficult as the arrow placement appears to be straightforward, but this puzzle is all about squeezing three ChuChus through the eye of a needle. And because this relies on perfect timing, you'll have to experiment on making sure the ChuChus are in rhythm with the KapuKapus. And, if you can't dodge the KapuKapus, move 'em out the way!

SOLUTION: F9 ▲, I3, ◀, L4 ◀

STAGE 4: MANIA

1 Entrance: I2 ▶, L8 ◀
2 Microwave: G6 ◀, I9 ▲
3 In the dark: C5 ▶, H5 ◀
4 Cracked mirror: C9 ▲, D4 ◀, I4 ▶, J4 ▼
5 The gauntlet: B6 ▲, C6 ▲, D8 ▲, E8 ▲, F8 ▲, G8 ▲, H8 ▲, I8 ▲, J8 ▲
6 Tenements: B2 ▶, B5 ▲, B9 ▲, D5 ◀, E2 ▼, F8 ▶, G3 ▶, I5 ▼, I8 ▲, K1 ▼, K5 ◀, K7 ▲
7 Another maze: C4 ▲, G8 ▶
8 Asteroid belt: A3 ▶, B5 ▼
9 Square dance: A5 ▶, K1 ▼, L9 ▲
10 Turn right!: A4 ▶, A7 ▶, B2 ▶, F7 ▶, G2 ▶, G8 ▶, H4 ▶
11 Intersection: C4 ▶, C7 ▲, E7 ◀, G4 ▶, G7 ◀, I7 ◀, K7 ◀
12 Sprinter: B8 ▶, C8 ◀, D8 ◀
13 Grid system: F8 ▲, G7 ▲, K3 ▲
14 Trap!: A8 ▶, B7 ▼, B8 ▲, B9 ▶

15 CRAZY BEAT

Hint: It doesn't look like a particularly interesting problem but it has hidden depths. The key is timing the run of the ChuChus downward into the rocket. Both the precise redirection of a KapuKapu and the placement of the down arrow are crucial to success.

SOLUTION: G3 ▲, G7 ▶

16 EMPTY

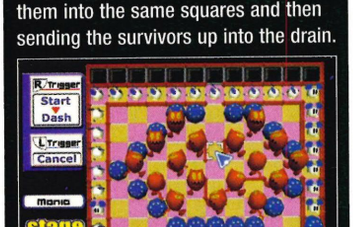
Hint: This elegantly designed puzzle also has an elegant solution which hinges on the fact that if two (or more) characters are in the same square, only one survives. Worry less about the position of the lead KapuKapus with regard to the ChuChus and more about how you can redirect the KapuKapus.

SOLUTION: B4 ▼, E4 ▼, F4 ▼, G4 ▼, H4 ▼, I4 ▲

17 Inner circle:
E7 ◀, F1 ▼, F2 ▶, F8 ▲, J5 ◀

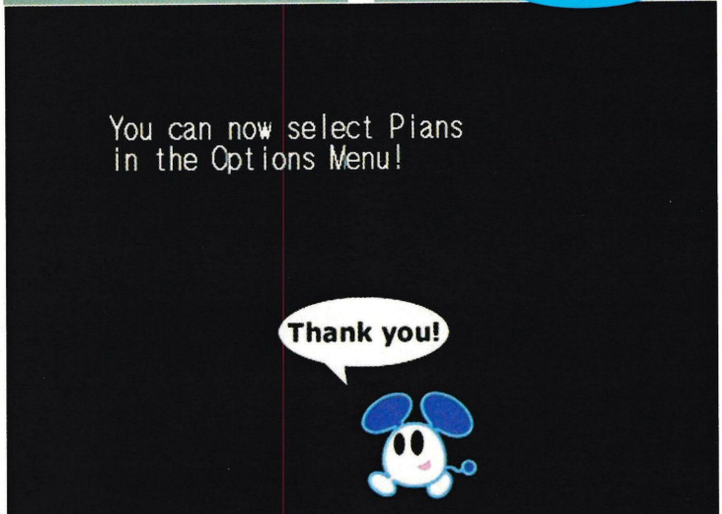
18 CATS' DEN!

Hint: This is a bit of a cheat as it appears there is an unbroken line of ChuChus but look closely – one of them is heading in a different direction. This gives you enough time to consolidate the KapuKapus by colliding them into the same squares and then sending the survivors up into the drain.

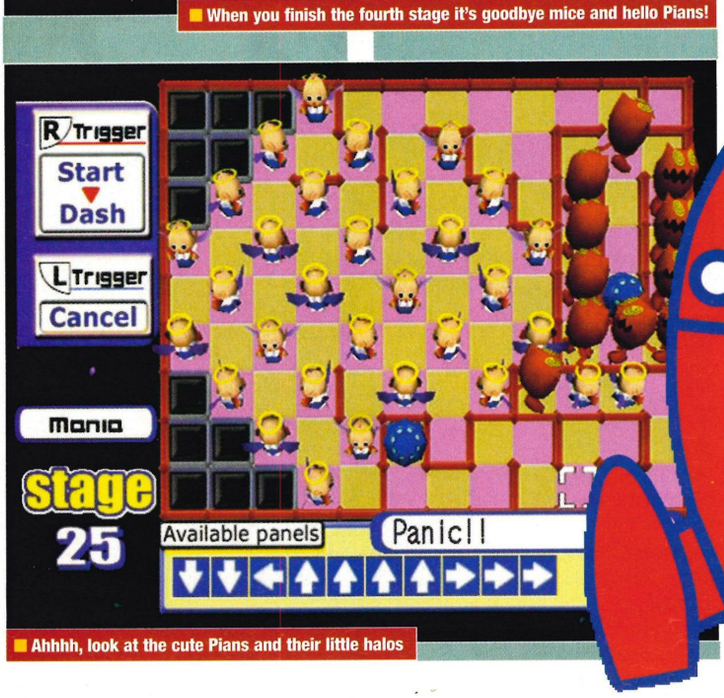


SOLUTION: D6 ▶, E5 ▶, F8, G6 ▲, I5 ▲, I7 ◀, I8 ▲

19 Route 94: C3 ▲, H6 ▶, L5 ◀
20 Love?: A4 ▶, L3 ◀, L4 ◀
21 Cat Ballad: C5 ▲, H6 ▶



When you finish the fourth stage it's goodbye mice and hello Pians!



Ahhhh, look at the cute Pians and their little halos

22 GET TOGETHER!!

Hint: Colliding ChuChus together to reduce overall numbers is the key. Place arrows in the obvious collision spots and reduce until there is only one ChuChu left to run the gauntlet of KapuKapus into the rocket. This theme is repeated in the last puzzle of the game, albeit with an interesting twist.

SOLUTION: A5 ▶, C3 ▶, C7 ▲, D2 ▶, D4 ▲, E5 ▲, E9 ▲, F6 ▲, G3 ▲, H4 ▲,

23 Rhapsody: E5 ▲, F6 ▲, G7 ▲, G8 ▲, J5 ▲, I9 ▲
24 !?: E2 ▼, J2 ▶, K7 ▼
25 Panic!!: A4 ▶, C3 ▶, C7 ▲, D2 ▶, E4 ▲, E9 ▲, F6 ▲, G3 ◀, J6 ▼, L6 ▼

Completing these puzzles allows you to switch from playing with ChuChus to playing with NiGHTopians, selected through the options/ character menu.

THE NINE STEPS TO ONLINE ZEN

Want to be the master of multiplayer *ChuChu Rocket*? Study well my children...

01 Before battle, always check the stats of the people you're going to play. If they are lower than you, play! If they are higher, find easier prey.
Master says: Pick a winnable fight.

02 Mouse Mania is the crucial time of any game. Cover the most obvious flow of ChuChus into your Rocket before trying ambitious around-the-board adventures for a second or third stream. If you don't get ChuChus during Mouse Mania, the game is lost.
Master says: Mouse Mania is big boost.

03 During Speed Up be careful about placing arrows. With the online time delay you can't redirect any inbound KapuKapu. When winning, avoid placing inward-facing arrows.
Master says: It's easy to make mistake when hasty.

04 During Slow Down grab any 50+ or mystery ChuChus or hit your opponents with KapuKapu.
Master says: Think fast when it's slow.

05 If you've put arrows in the wrong place, keep placing arrows as this'll decrease the amount of time they're in the wrong position.
Master says: After mistake, move on.

06 Be aware of who's winning and the time left. If you're winning with less than 30 seconds to go, play defensively unless it's Mouse Mania.
Master says: The way to victory is to be a coward

07 Practice so you know the obvious places to position your arrows. Mostly, ChuChus flow straight out of their hatches. If you've the obvious flows covered, you're on track.
Master says: Boy who does homework is teacher's pet.

08 Never miss the chance to hit an opponent with KapuKapus. Even if you don't win the game, it's always enjoyable to give the enemy a hard time.
Master says: Even if they are not down, kick them. They'd do it to you.

09 ChuChus and KapuKapus always turn right at a wall. Don't place arrows you don't need to place, but you can reverse the flow of a hatch with a well placed arrow too.
Master says: This is bleeding obvious. Are you stupid or something? My child.

CODES

MDK2, NHL2K, GTA2, SWORD OF THE BERSERK: GUTS' RAGE AND WACKY RACES

MDK2

Detached Camera
With the game paused press the X and Y buttons together to remove the pause text and get a clear view of the spinning, slow-motion effect.

Comedy Flatulence
At anytime while playing as the Doctor, press both triggers, left on the d-pad and A simultaneously and watch the dirty Doc Hawkins cut the cheese in a comedy fashion.

Hidden MP3's
Put the disc into your CDROM drive to discover a couple of MP3's featuring out-takes from the game, as well as some daft songs created by the development team.

Hidden Artwork
Put the disc into your CDROM drive to find hidden artwork and .wav files.

Kurt in boxer shorts
Hold both triggers and press X, X, Y, X at the main menu to see Kurt in his droopy drawers.

Matrix mode
To get the slow-motion 'Matrix Mode' play as Max the dog and hold the Right trigger then press Up on the d-pad four times.

Get some illicit hardcore puck action

GTA2

Loadsamoney!
Enter MUCHCASH as your name and you will begin the game with $500,000 to help you get started.

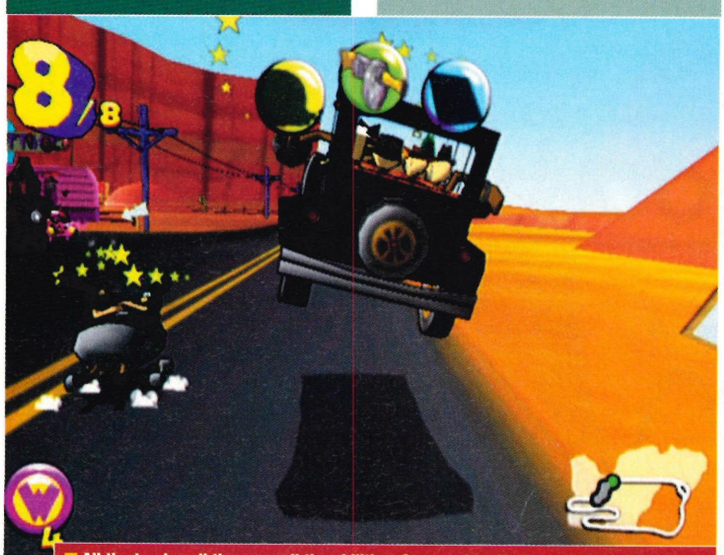
All weapons
Enter your name as BIGGUNS to be a fully-tooled-up badass.

Elvis trick
Drive around until you see the group of Elvis impersonators and try to run them all over at the same time. If done correctly the screen will say ELVIS HAS LEFT THE BUILDING! and you'll receive a big money reward.

NHL2K

Big Head Mode
At the Blackbox title screen press B-B-X on controller D.

Blackbox team
At the Blackbox title screen hold down both triggers on controller D and press B-A-B-Y to get the best team in the game.



All the tracks, all the cars, all the abilities. Can you handle the wacky tips overload?

SWORD OF THE BERSERK: GUTS' RAGE

Puck Mini Game
To get Puck's Mini Game, beat the game on the Easy setting.

Battle Arena Mode
To get the Battle Arena, beat the game on the Normal setting.

No Limit
To get the No Limit mode, beat the game on the Hard setting.

WACKY RACES

Opens All Cars
Enter WACKY SPOILERS in the Cheats menu

Open All Tracks
Enter WACKY GIVEAWAY in the Cheats menu

Open All Abilities
Enter BARGAIN BASEMENT in the Cheats menu

CDX CODES

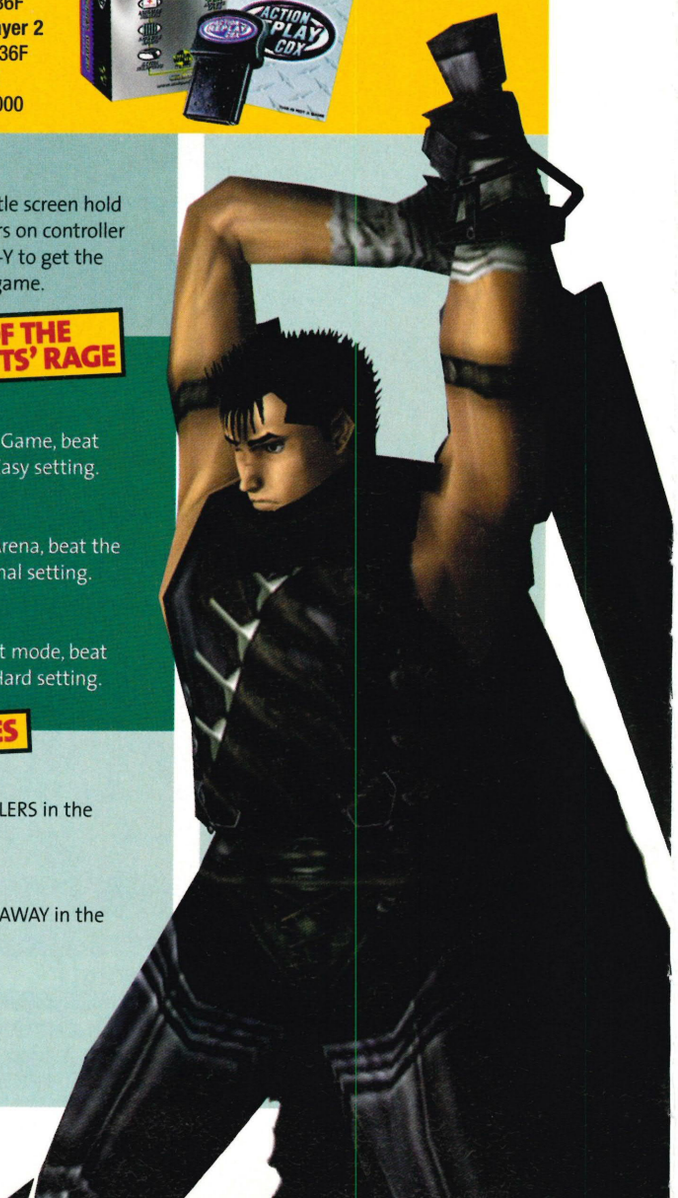
Bought an Action Replay CDX? Have a go at these immoral-tastic cheats!

UEFA STRIKER
Home Team Scores 15 Goals
E0670C18, 0000000F
Home Team Scores 0 Goals
E0670C18, 00000000
Away Team Scores 15 Goals
4E5A0B45, 0000000F
Away Team Scores 0 Goals
4E5A0B45, 00000000

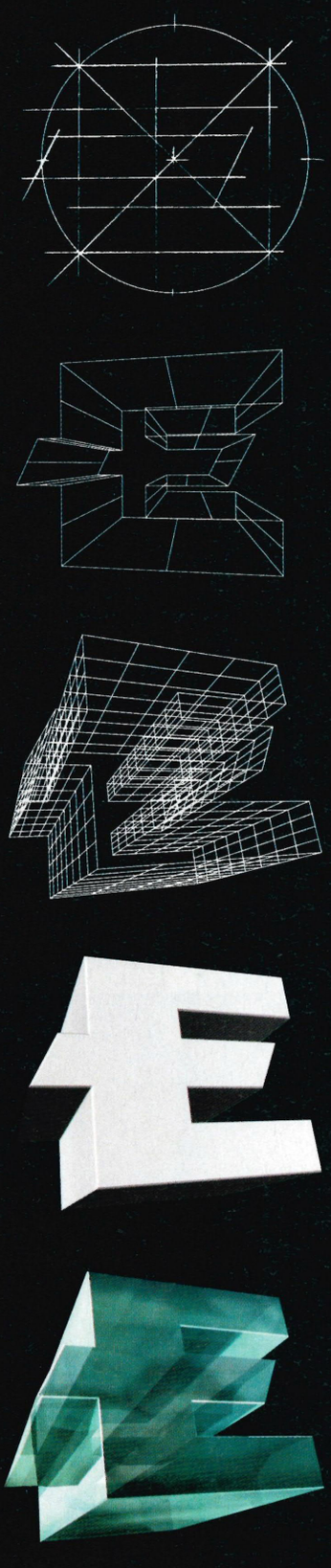
SEGA BASS FISHING
Always Rank
F229944A, 00002710
Time in Tournament Mode
AD03535C, 00000001
No Line Breaks
F701944E, 00004330

SOUL CALIBUR
Infinite Health Player 1
3329294E, 0000436F
Infinite Health Player 2
1D7C1BB6, 0000436F
1 Hit K.O. Player 1
3329294E, 00000000
1 Hit K.O. Player 2
1D7C1BB6, 00000000
Have infinite points in battle mode
499A12B6, 0000270F
Enable Hwang
6E3363D6, 00000001
Enable Yoshimitsu
BC9E321A, 00000001
Enable Lizard Man
EC0F1003, 00000001
Enable Siegfried
750DDB95, 00000001
Enable Rock
5A3F7FC0, 00000001
Enable Seung Mina
ECBF1003, 00000001
Enable Cervantes
2C2F6BD2, 00000001

CRAZY TAXI
Infinite Game Time
AC035027, 0000173E
Infinite Passenger Time
5BB776E1, 0000173E
Passengers give generous tips
71D5DFAE, 000F423F
Finish with 99999 cash
ECC7D922, 0098967F
Only use one of the cheats below
Pick any cab and Axel drives
607B67FA, 00000001
Pick any cab and B.D. Joe drives
607B67FA, 00000002
Pick any cab and Gena drives
607B67FA, 00000003
Pick any cab and Gus drives
607B67FA, 00000004



Videogaming is changing.



So is its bible.

14.8.00

DREAMCAST | PLAYSTATION | PS2 | N64 | PC | X-BOX | DOLPHIN

FUR FIGHTERS WALKTHROUGH

PART ONE

Look past its cuddly exterior and *Fur Fighters* reveals itself to be as tough as old boots, with brain-teasing puzzles and bags of heavy duty shoot 'em up action. With this in mind our exhaustive guide will ensure you don't miss a thing in one of the best and most challenging adventure titles Dreamcast has to offer.

The objective of the game is to rescue all the adorable babies and so the walkthrough concentrates on the whereabouts of these little critters, as well as the puzzles, bonus games and boss battles you'll have to face. Now, pick up that machine gun, smooth down your furry body and let's fight!

FUR FIGHTERS VILLAGE AND UNDERMILL

There are 50 tokens to collect and six babies to rescue in the training area. You can either complete your training to familiarise yourself with all the Fighters and their characteristics or just rescue the babies to get the subway token and begin the adventure.

WORLD – NEW QUACK CITY

LEVEL 1 – WORLD QUACK CENTRE

Tokens required: 50
Babies to rescue: Nine

From the subway entrance, turn right and dispatch the bears then head over the bridge to the Centre.

BABY 1 – SONIA (PENGUIN)

The first baby to rescue can be found in the Centre's kitchen area. From the main entrance, turn right and head up past the fish tanks to the Chinese restaurant. Use the telepoint to change into Rico then dive into the fish tank and go through the duct at the bottom. Make your way down the passage and you'll emerge in a second tank. Take another duct to the third tank and continue on to the fourth. This duct leads to the final tank where Sonia awaits.

BABY 2 – LIEN (FIREFOX)

Jump out of the fish tank and enter the laundry room on the left. Use the telepoint to change into Chang and a posse of grizzly bears will attack. Take care of them (and collect all the tokens and bonuses) before returning to the kitchen to find Lien in the sink.

BABY 3 – ANGUS (DOG)

Go back down to the lobby and make your way past all the shops until you finally reach the Dirtee Dawg Air store. Shoot the glass front and enter to find the Roofus telepoint. As the Scottie dog, move through the set of large double doors on the left to exit into the garden area. Go along the ledge, hop into the bush and use the jump button to burrow through the hole. You'll emerge in the first display case, walk to the other side to find a second hole and burrow your way through to a second display case where little Angus can be found. Use the final dirt mound to burrow back to the garden entrance and return to the Centre. Continue left into the elevator room.

BONUS GAME – DISCO DANCING

Before getting on with the adventure, go left to the Bear Bar. Waste all the grizzlies that attack you and head on to the dancefloor to meet Sergeant Sternhauser, your drill instructor. In this Simon Says minigame, press the corresponding buttons to follow his dance moves and win some prizes.

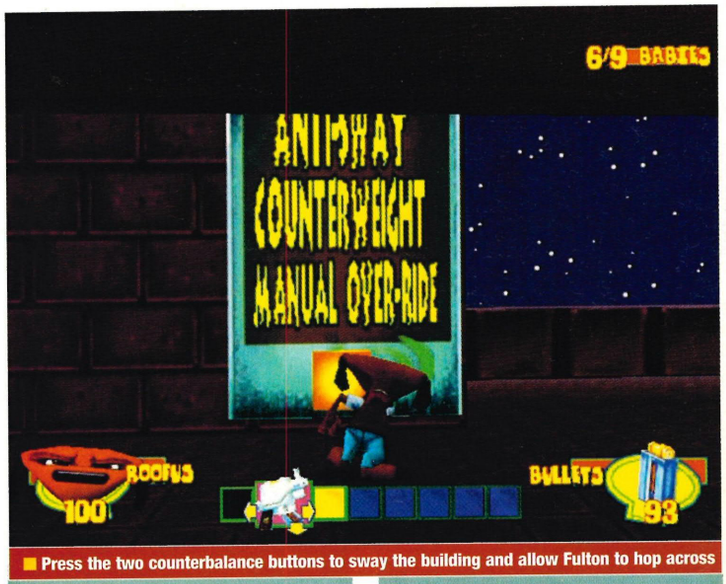
CLOCK PUZZLE

Your next destination is the second floor but the only working elevator is being guarded by a pelican whose shift doesn't end until 8:15pm. Exit the Centre using the large double doors and move through the hedge maze until you find a pulley lift underneath the large clock. Step onto the lift and press the button to move upward, jump across to the clock hands to send them spinning round to 8:15pm and fool the pesky pelican. You can now go back inside and use the elevator he was guarding.

BABY 4 – PIERRE (CAT)

As the lift opens on the second floor,

The game is jam-packed with baddies so we couldn't give warning of them all. Just make sure you have your trigger finger ready at all times



Press the two counterbalance buttons to sway the building and allow Fulton to hop across

you'll be attacked by a number of enemies. Blow them away and go left into the gym. Run down to the opposite end of the room to find a Juliette telepoint on the treadmill. Change into the cat and go back to the room's entrance where you'll find a kitten on the first treadmill. Jump along it to reach Pierre.

BABY 5 – JUSTINE (CAT)

Return to the opposite end of the gym and enter the shower room. Justine is waiting to be rescued in the first cubicle.

TOWER PUZZLE

Leave the gym area and go past the elevators to the model room. If you try and enter the offices a pelican guard will spot you on the security camera. Move behind the tower model and push it into the doorway as far as it'll go to block the camera and allow you to access the offices.

PLUG PUZZLE

Blast your way through the offices and enter the pool room. Make sure you waste the bears swimming around to save you any hassle later on. Use the telepoint to change into Rico and pick up two plugs from the grids at the sides of the pool. Dive in and put the plugs in two of the drainage holes, raising the water level. You can now go up to the surface and reach the third plug on the diving board. Collect it and place it in the third drain. The water level is raised further, allowing you to reach the fourth plug on the lifeguard chair. Seal the last hole and you'll be able to access the air vent at the top of the room.

BABY 6 – ANGEL (KANGAROO)

Move through the vent to the elevator shaft, drop onto the balancing weight directly underneath you and step off to the right. Push the weight over to the other stack of weights to catapult the hidden elevator. Jump across into the elevator room and use the Bungalow telepoint to change into the kangaroo. Take the newly available elevator up to Viggo's office to rescue Angel, then head back down and take the middle lift up to the roof.

BABY 7 – FULTON (DOG)

Using the telescope, you'll spot a puppy trapped on the opposite building. Use the Roofus telepoint in the counterweight area and then go over to the manual override buttons. Press one switch, then the other, then the first again and repeat the process until the tower has enough momentum to lean across to the other building, enabling Fulton to hop over. Go back to the telescope to rescue him.

BABY 8 – WOMBAT (KANGAROO)

Use the bungalow telepoint (next to the Roofus one) and take the stairs up to the roof. A hovering helicopter (with Wombat at the controls) drops an army of bears. Kill 'em all and head over to the satellite dish base. From here you can jump to the ledge. Carefully edge around the building turning on all the landing lights so the helicopter can land safely. Jump on the crate and up to the cockpit to rescue the baby.

BABY 9 – CLIVE (KANGAROO)

Push the crate onto the roof and press the button to inflate the gorilla balloon. In a 'King Kong' homage, the fighter planes will attack the big monkey and crash into the nearby antenna, knocking it down and forming a bridge to the exit. Walk along the precarious bridge and hop down to rescue Clive and finish off the level.

LEVEL 2 – LOWER EAST QUACK

Tokens required: 100
Babies to rescue: 11

Go back to the hub and head left to Lower East Quack. Jump up the steps to the station and you'll see a puppy being taken away on the train. You can't follow him as you'll be electrified by the tracks, so he has to be forgotten for now.

BABY 1 – TAM (FIREFOX)

Tam can be found in the apartment building at the end of the first block. Climb up the fire escape and use the telepoint to swap to Chang. Walk left along the window ledge, go around the corner and halfway down the next wall and jump through the open window. Once inside open every door and a bunch of bears will flood out. With all the doors open, the final apartment is unlocked. Now rescue Tam and cunningly use the cardboard box as a disguise to fool the bears.

BABY 2 – LU (FIREFOX)

Leave the building and you'll be confronted by a tank. Ignore the warning and shoot at them then leg it around the building until a wall halts your progress. Jump up and down in front of it and the tank will blast the wall down. Lu awaits behind another wall on the right. Use the same trick to get the tank to shoot it down and you can rescue the baby.

BABY 3 – DWEEK (DRAGON)

Go back to the city streets and find the second fire escape. Press the button to bring the stairs down and climb up to the roof. A Tweek telepoint is guarded by enemies. Waste 'em and change to the dragon. Follow the trail of tokens that leads to the next fire escape. Press jump twice to hover across to the next building. Take the ladder to the rooftop and blast the baddies hiding in the skylights before rescuing Dweek.

BABY 4 – BETTY (DOG)

Fly back to the ground and walk straight from the first junction to find a Roofus telepoint. Change and head back to the third fire escape, then climb up to find Betty.

BABY 5 – CARLIE (DOG)

Go back down and follow the road until you reach a gun shop on the left. Go inside to find a baby and do some shopping. You have one minute to grab a bunch of ammo and health. There are some heavy duty weapons on the second floor.

BONUS GAME – BASKETBALL

Leave the gun shop, turn right and head down the street into the alleyway. A flamingo will invite you to shoot some hoops and if you hit three out of six he'll give you a dime that soon comes in handy.

BABY 6 – QWEEK (DRAGON)

Exit the alley, change to Tweek and go forward to the bridge. Take out the peacock on the opposite side and with the coast clear, run jump and glide over to the other side. Go into the control room and press the button to lower the drawbridge. Jump from the railings to a ledge and glide back to the other side of the river. Climb up the ladder and drop down into the gap under the bridge to rescue Qweek.

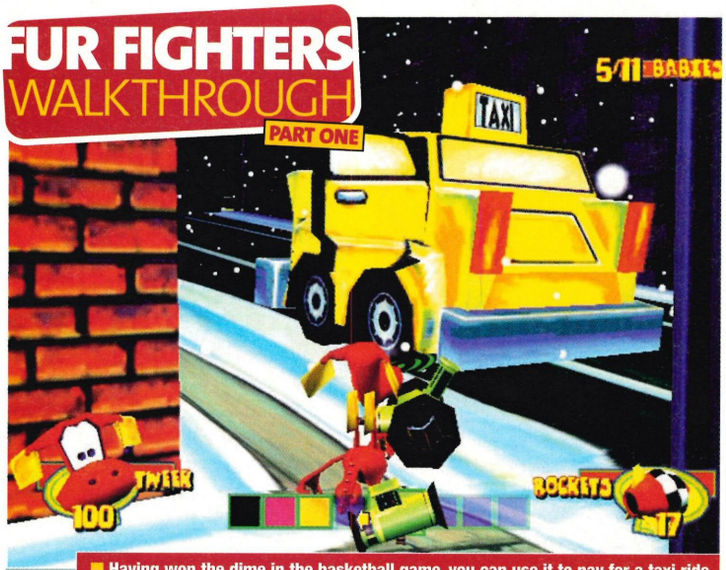
BABY 7 – VIRGINIA (PENGUIN)

Go to the taxi, glide inside and use your dime to pay for a ride across the bridge. Once you reach the other side, turn left to enter the alley and find the hatch to climb down to the sewers. Find the Rico telepoint in the tunnel and, as the penguin, you can

Judge the correct strength in the power bar to hit six baskets and win a dime

FUR FIGHTERS WALKTHROUGH

PART ONE



Having won the dime in the basketball game, you can use it to pay for a taxi ride

swim underwater to the next tunnel and press a switch that floods the sewers. With the water level raised, you can reach a ladder in the first tunnel. Climb halfway up and jump right to find Virginia. Open the hatch and exit the sewers.

BABY 8 – TODD (KANGAROO)

Head towards the bridge, change to Bungalow and walk up to the gap in the railings. Leap onto the back of a passing truck and from here you can jump up to find Todd.

BABY 9 – KATHRINE (DOG)

Change to Roofus, head over the bridge and you'll find a baby by the cinema. Shoot the legs of the water tank to bring it crashing down and an ice bridge will form allowing you to reach Kathrine.

BABY 10 – CARLOS (PENGUIN)

Go back across the main bridge and change to Rico, then return to the movie theatre and enter the door at the bottom of the train station stairs. Go up the first ramp and continue into the subway where Carlos is waiting on the platform.

BABY 11 – JONATHON (DOG)

Leave the subway and follow the ramps up to the train platform. You'll finally catch up with the train from the beginning of the level, so change to Roofus, get on board and rescue the puppy. Exit the level by the cinema below the platform.

LEVEL 3 – QUACKENHEIM MUSEUM

Tokens required: 150
Babies to rescue: Nine
Return to the hub and take the left next to the Lower East Quack access to find the museum.

BABY 1 – MELINDA (KANGAROO)

Once inside the museum, waste all the attackers (and collect a load of bonuses and tokens) then turn right into the Pop Art section. Go past bowling pin sculpture to the Temple Ruins and use the Bungalow telepoint. A baby is trapped in one of the displays, time your jumps over the blades and watch out for the trap door (a dark tile in the floor) and you'll safely reach Melinda.

BABY 2 – ALEXANDER (DOG)

Leave the Temple Ruins section and head for Dog Art. Change into Roofus and continue through Memo Art to get back to the lobby. Alexander is in the Coat Room caught in a revolving coat rack but you need a ticket to get him out. Leave the room and go up the staircase until you reach the wardrobe display on the second floor. Shoot the display sign down and a domino effect will topple all the wardrobes. The final dresser smashes open the collection box on the ground floor, revealing a coat ticket. Go downstairs and pick it up. Before you can enter the Coat Room, the statue changes into a robot. Simply run behind it and you can shoot it repeatedly in relative safety. With the robot wasted you can put the ticket in the auto-coat machine and Alexander will be released.

BABY 3 – BRIGETTE (CAT)

Run back up to the wardrobe room and go through into the Cat Art section. You'll enter a room with a massive Roofus and Viggo sculpture. Switch to Bungalow and prepare for some platform action. Jump onto the waves and then time your leap up to the aircraft carrier, from here you can jump to Viggo's shoulder. Beware the moving parts which can crush you, and use the Juliette telepoint. Jump onto the jaw and climb the claw marks on his face. From the top of his head, jump to the helicopter. As it circles round to Roofus you can niftily jump across and clamber down to find Brigette.

BONUS GAME – MY FAVOURITE THINGS

Enter the cinema and press the button below the screen to start the movie. Claude the Cat will show you his favourite things and you have to press the buttons at the back of the cinema in this order: milk dish first, followed by the yarn and finally, the cat. If inputted correctly, Claude rewards you with the combination to the museum's vault: 6 counterclockwise, 2 clockwise, 4 counterclockwise, and 6 clockwise. You'll need to remember this to help you later.

BABY 4 – PETEY (KANGAROO)

Go back to the staircase and head up to the third floor. Use the Bungalow telepoint behind the Japanese screen then go to the rock garden, hop from stone to stone and rescue Petey. While you're up there, nudge the boulder to send it rolling into the tenpins downstairs.

BABY 5 – XUAN (FIREFOX)

Continue through the displays until you reach the Halls of Mineral Wonder. You have to get into the Diamond room behind the steel door but the pesky pelican guard will throw the key into the magnetic meteor rather than hand it over. Once he does this, go to the meteorite in the room and push it up to the first one. The opposite magnetic charge will neutralise the meteor and the key will drop down to the floor.

Some serious platforming is required to scale the Viggo sculpture and get across to the Roofus model to rescue Brigette

Collect the key and use it to access the Diamond room. Switch to Chang and push the prisms into the laser security systems. This will bend the lasers, allowing you to slip underneath and rescue Xuan and, in turn, sends the diamonds into the museum vault.

BOILER PUZZLE

Return to the Cat Art section on the second floor. Opposite the Viggo/Roofus sculpture there's a passage down to the basement. Blast your way through the storage room to reach the boiler room. The pelican informs you that the boiler is overheating and is about to blow. You have 13 seconds to turn off all four valves. The first is up on the catwalk, the second is back at ground level, the third is on the catwalk (past the first one) and the fourth is on the other side of the boiler at ground level. Phew!

BABY 6 – PWEEK (DRAGON)

When you complete the boiler puzzle, a door to the next area will open revealing Pweek. Use the Bungalow telepoint and go past Pweek into the next storage area. Bound up the crates to the Tweek telepoint and, as the dragon, you can go back and rescue Pweek.

BABY 7 – LWEEK (DRAGON)

Head back to the first storage area, climb on top of the shelves and glide across to where Lweek is being guarded by a peacock. Kill it and save the baby.

BABY 8 – BWEEK

Go through the boiler room and storage areas until you reach the giant vault. Enter the combination you were given earlier (6,2,4,6) and the door will swing open. Viggo is guarding the diamonds with a pack of bears, so prepare for a big shootout. Climb up the steps and jump onto the crates then make a long jump and glide to reach Bweek waiting on the diamonds.

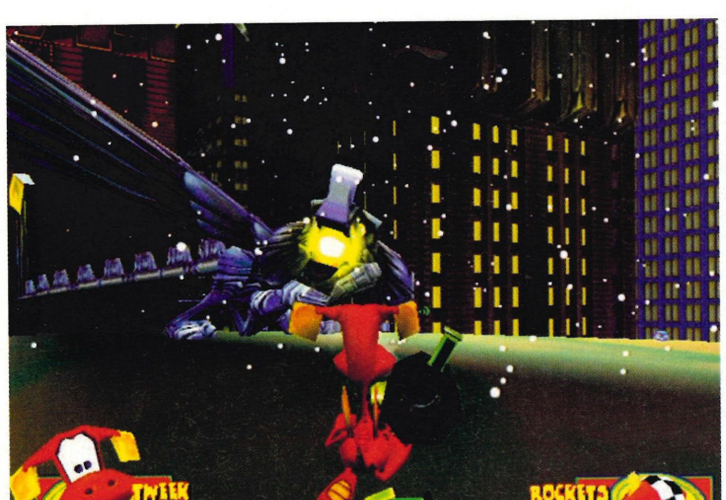
BABY 9 – LEONARD (DOG)

Leave the vault and use the telepoint outside to switch to Roofus. Go back through the halls until you reach a ladder leading to the shelves. Climb to the top and go around the corner to find Leonard. Return to the vault and exit the level through the hole Viggo has drilled in the wall.

BOSS – SAVING GWYNTH

Next to the turn into the World Quack Centre is the access to the boss battle. Tweek's mum has been transformed into a huge, metallic dragon. She will circle around breathing fire and you can't harm her when she's in the air. The only time Gwynth is vulnerable is when she opens her mouth, so wait for her to land and then shoot repeatedly into her gob.

When Gwynth has been damaged enough she will fly to another rooftop and set the previous roof aflame. Leap across buildings, use worklifts to get to the roofs (picking up bonuses from ledges) and you can follow Gwynth around. You have to defeat her on four different rooftops to break the evil spell and return her to normal.



Wait for the yellow light to shine from Gwynth's cakehole and this is the cue to blast her

WORLD – BEAVER POWER

LEVEL 1 – COMPOUND FACTIONS

Tokens required: 200
Babies: Nine
Around the first bend, walk through the gate on the right-hand side to enter the level.

BABY 1 – MICHELLE (CAT)

After wasting a flood of enemies, go through to the first clearing and use the crates to reach the ledge with the Juliette telepoint. As the cat you can climb up the claw marks to rescue Michelle.

BABY 2 – MARY (DOG)

Run up behind the digger and remove the starter handle. In the second clearing, climb up the claw marks to the cave and use the Roofus telepoint. Jump back down and put the starter handle in the second bulldozer, it will then push the two office sections together allowing you to go and save Mary the dog.

BABY 3 – PHILLIPE (CAT)

Burrow through the mound of dirt hidden by the bulldozer and, on the other side, press the button to open the gate. Go all the way back to the Juliette telepoint and then return to the newly opened gate. Climb up to the ledge on the right where the claw marks are, run over to the gate, climb onto the sign and drop down on the other sign to find Phillipe.

BABY 4 – SOO (FIREFOX)

Drop off the gate and blow away the peacocks just ahead. Go past the crates and use the Chang telepoint. A mass ambush of crocs and bears will ensue as you drop down into the portable toilet area, so prepare to rush through, blasting away for all your worth. In the next clearing, take Chang into the tiny passage at the left of the crate. This is where Soo waits to be rescued.

CERTIFICATE PUZZLE

In the third clearing go to the small office where the manager beaver is missing his set square which has been misplaced in the Explosive Storage area. In here, avoid shooting or touching the TNT boxes at all cost or they'll blow you up. In one of the corners you can change to Bungalow and the kangaroo is able to jump to the crates from the small boxes and find the set square at the top of two layers of boxes in the corner near the entrance. Take the set square to the manager and he'll reward you with a safety certificate.

BABY 5 – JASON (KANGAROO)

There is another exit in the far corner of the explosives building. Bungalow can reach it and then shoot the lock off the cage to free Jason. Head to the gate to the next area and hand your certificate to the waiting beaver to gain access.

BABY 6 – PETER (DOG)

Turn left past the gate and swap to Roofus in the centre of the muddy area. Leave here and cross the path to the scaffolding. To reach the puppy you have to use the dump truck. Jump onto the wheels and use your weight to make them turn, steadily edging closer to the scaffolding until you can hop across and climb up to Peter.

BABY 7 – AGNES (DOG)

Return to the beaver office and turn left, taking the path to the wrecking ball area. A puppy is stuck in the cement. Jump into the wrecking ball machine, move it to the other side of the clearing and swing the ball to break the cement and rescue Agnes.

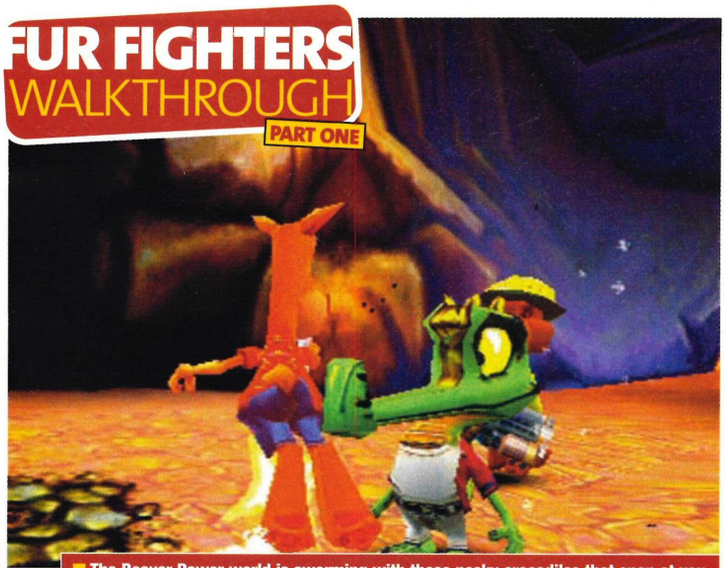
BABY 8 – MARIANNE (CAT)

Go back down to the clearing and hop onto the crate to use the Juliette telepoint. Return to the scaffolding area, run up the cliffs to the left and go through all the caves to find a little kitten.

Scale the maze of crates to discover the beaver's elusive set square

FUR FIGHTERS WALKTHROUGH

PART ONE



The Beaver Power world is swarming with these pesky crocodiles that snap at you

BABY 9 – RICKY (KANGAROO)

The warehouse at the end of the level can only be accessed through one of the doors. Behind it you can change to Bungalow. Go across the plank and jump down to the steamroller, as you move away from it the roller will start up and come towards you. Jump onto the nearby crates then across onto the steamroller itself.

With the steamroller outside, wade through the water to the first set of crates. Jump from the last crate to the roller when it surfaces and then onto the crates on the other side of the water. Blast the peacock before repeating this process to be able to reach the third set of crates and, finally, jump to the ledge. Ricky can be found at the other end of the cliff. Get him and head for the exit beyond the large warehouse.

LEVEL 2 – GOD MACHINE VALLEY

Tokens required: 250
Babies to rescue: 10
Walk to the end of the hub to the steam shovel and enter the door behind it to begin the level.

BABY 1 – WAYNE (KANGAROO)

Wait for the giant digging machine's arm to pass by then run into the first cave. Hide inside until the arm passes by again then run to the second cave. In there you can switch to Bungalow and after the arm has passed for a third time, leave the cave and run to the end of the ledge. In the next area hapless Wayne can be seen on a ledge but it's too high for you to be able to reach him. Watch the pattern of the big steam shovel and wait at the spot where it digs into the ground – when it scoops it'll pick you up as well. Wait for the arm to swing to the ledge and then you can jump across and rescue Wayne.

BABY 2 – BRONWYN (KANGAROO)

Bronwyn can be found past the steam shovels and behind the beaver office. Be careful as you approach because two crates will open to reveal a bear attack posse.

BONUS GAME – ARM-WRESTLING

Once inside the office a beaver challenges you to a bout of arm-wrestling. Rapidly bash down on the A button to defeat him and receive a union pass.

BABY 3 – BARRIE (KANGAROO)

Head back to the digger and press the button to turn it off. As the scoops slow down, hop into one and from here you can jump to the conveyor belt, over the rollers and carefully under the press. Rescue Barrie then slide down the chute to get off via the dump truck.

BABY 4 – MORAG (DOG)

Go back to the beaver office and use the Roofus telepoint nearby. Turn around and return to the blasting area next to the steam shovel. Waste all of the bears then head through the maze to find Morag. Before you can rescue her the daft pup steps on a button that lights a fuse. Leg it away from the blasting area before the whole lot explodes. After the fireworks have finished you can go back and rescue Morag.

BABY 5 – JEAN-CLAUDE (CAT)

Go past the beaver office, climb up the scooping machines and jump from scoop to scoop to reach a ledge where a kitten awaits. From here, leap across to a second ledge, run to the cave and use the Juliette telepoint. You can now go back and rescue Jean-Claude.

BABY 6 – JEAN-PAUL (CAT)

Return to the beaver office and go through to the drilling area nearby. Dodge the spiky poles to get on the opposite side of the giant drill, jump onto it and walk slowly to stay on there. The drill gradually lifts you up to the scaffolding. Jump across and then leap onto the body of the drill and move round it to reach the second set of scaffolding where Jean-Paul is. Jump down onto the machine's tread to slide surely and safely to the ground.

DINOTOPOLIS PUZZLE

Press a button on the scaffold to turn the drilling machine around, so it can bore open the entrance to Dinotopolis. Later on, you can enter the dinosaur world from here or from the *Fur Fighters* village.

BABY 7 – JEAN-LUC (CAT)

Go past the scooping machines and turn left, on past the pipe carriers until you reach the hippie beavers. They want to protect the ancient building but you can foil them by shooting the small rock that supports the boulder on the ledge. It will destroy the building and the hippies will then let the pipe carriers through. Waste the bears in the crate below and when the machine swings the pipe down, jump onto the end of it and it will carry you up. Leap onto the ledge where the boulder used to be and rescue little Jean-Luc.

BABY 8 – SO-MAI (FIREFOX)

Use the Chang telepoint back at the Dinotopolis entrance you opened then return to the junction and go through to the laser area. Wait for the biggest laser to pass by before

Time your run past the giant digger's arm to avoid being churned up like a slimy pile of dog food

running right to the alcove. Use the same process to avoid the next two lasers and past the final one there's a gap containing a baby. Rescue the little mite and drop down.

BABY 9 – ANTHONY (DOG)

Return to the Roofus telepoint and change, then head back to the clearing next to the God of Processing and go down the slope. Press the buttons to start up all the conveyor belts then climb back up the cliff and use the belts to reach a cave. Go through the cave and out onto a ledge where you'll find Anthony the puppy.

CRUSHER PUZZLE

Reset all the conveyor belts before jumping on them and into the machine itself. Time your run past the first crusher, under the gear and use the Chang telepoint on the left. Move under the gear by getting between two of the teeth. As you reach the second set of crushers, walk backwards to the first one and as it rises allow yourself to be carried under all three crushers. Swim across to the left of the giant gears and let it lift you out of the water. Quickly shoot the grate in the wall and jump inside before you're crushed. Go through the vent, shoot the second grate and jump into the next pool. Climb out, go up the stairs, turn right and move to the end of the passage to squeeze through the vent and get back outside.

BABY 10 – JET (FIREFOX)

A beaver kindly gives you some helpful instructions on how to operate the crane. Move it towards the God of Processing then to the right until it's just to the right of the hose on the ground. Run down the hose and out the other end to find Jet and the end of level exit leading to level three...

LEVEL 3 – BEAVER DAM

Tokens required: 300
Babies to rescue: Seven
From the hub, head right to access the docks and go through the door in the building on the left-hand side to enter the level.

BABY 1 – VINCENT (CAT)

Exit the small building and use the Juliette telepoint on the left. Climb to the side of the water gates and drop down to the building on the other side. Approach the doors and waste the polar bears as they burst out to surprise you, then press the switch behind them to turn on the power. Call the elevator and go up to the next level.

A pack of baddies will attack from their helicopter. Blow them away and go through the door on the right. Head across the walkways and turn left after the water spray to find Vincent waiting at the far end.

BABY 2 – FRANCOIS (CAT)

In the next area, turn on the cement pump and climb the wall past the mixer. Jump on the digger's stabilizing legs to lower them, then go down to the ground and shoot the start button on the digger. When it dumps a pile of sand into the grinder, start up the sand pump. Change to Rico and go back past the cement mixer to the pool of water. Jump in and press the button on the water pump by the ramp. Go to the cement mixer and press the button to start cementing. It's fast-drying so quickly swap to Juliette and rescue the baby.

BABY 3 – ISABELLA (PENGUIN)

Change back to Rico and go back to the pool. Swim into a pipe on the side and continue down to a water tank. Go through the pipe on the opposite side and on into a waterlock room. Press the button to shut the door and lower the water level. Move the crate under the hatch in the ceiling then shoot the button again to raise the water level back up. You can now reach Isabella by climbing onto the crate.

BABY 4 – DWAYNE (PENGUIN)

Use the Bungalow telepoint on the other side of the cement pit and go back to the helicopter next to the elevator. Fire through the cockpit glass to hit a button and open the hatch. Dwayne is waiting inside.

BABY 5 – LAUREN (CAT)

Go through the door behind the helicopter and into the turbine room. Change to Juliette in the gap on the right and rescue Lauren.

BABY 6 – FWEEK (DRAGON)

Climb the walkways to the upper offices and as you try the door a bunch of crocs and bears will attack. Blast them and enter the office and the beavers will start the turbines. Use the Tweek telepoint and go back down to the ground floor. Head into the transformer room through a door below the catwalks and rescue Fweek. After freeing the little feller one of the transformers will reveal itself as a robot in disguise.

MINI-BOSS – ROBOT

The floor is covered with electrified water so keep to the platforms and take cover behind the transformer units. The robot's weakpoint is its eye panel so time your jumps to avoid his shots and blast him.

Grab the bomb launcher and bombard Juanita while avoiding the flying piranhas

BABY 7 – GWEEK

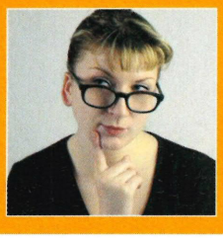
After beating the 'bot the fire door will open. Go down the hallway to the elevator and ride it to the top. Exit and cross the pipe, then turn right and keep going until you reach the turbine room. Jump to the Rico telepoint and swap characters then go back through the hallway and, this time, head left. In the next room, swim under the turbine and climb out of the pool on the other side. Swim down the pipe and you'll be emptied into the harbour.

Go to the left and use the ladder to clamber out. Climb up the scaffolding and jump into the crane. Press the start button and run up the crane as it rises. As it's blocked by the ship, jump from the crane arm onto the ship and down to the dock. Press the valve button to lower the water level then go into the pipe to change to Tweek. Climb back out of the harbour and up the scaffolding, push the button inside the crane again and it will power the nearby elevator. Go behind the crane to reach the lift and go up to find Gweek. Head across the top of the dam to reach the level exit.

BOSS – SAVING JUANITA

Back at the hub, go past the Beaver Dam entrance and turn left. Take the elevator up to the boss fight. Rico's wife has been transformed into a nasty big bird by the evil Viggo and she fires sonic blasts from her beak and hits out with her tail. For safety, try to get behind her tail and dodge her vicious attacks, all the while picking up bombs.

Once the water level drops, climb onto the catwalk and pick up the bomb launcher next to the entrance. Juanita will shoot piranhas at you. Avoid them and shoot bombs at her back. After three shots she will leap onto the walkway and give chase. Try to stay opposite her and keep running and firing your machine gun/shotgun at her. Once she's taken enough punishment, Juanita will transform back to her cuddly old self.



Ask Auntie Esther

Having problems? Auntie Esther will give you all the advice you need. You lucky people...

Do you know of any decent, thirdparty VMs that do the job as well as Sega's but are a tad cheaper?

Jonny Sekhar

The thirdparty cards we've seen don't cost less, but they are cheaper in the long run because you can fit more on them. Pelican has one out at the moment with four memory banks (ie, four times more memory than a standard card) for £24.99. Datel also has three Memory Cards on the way, including a 4Mb version for £19.99.

In issue 11 I read a small article on *WWF Royal Rumble*. The picture showed six men in the ring at the same time. I was wondering if Sega will be making a multitap so you can have sixplayer sessions. And will you be doing a full page preview on it?

Lloyd Prior

You're a lucky boy, because we previewed *Royal Rumble* in issue 12. You can actually fight with eight players: four humans and four computer controlled wrestlers. Sega has no plans as yet to bring out a multitap controller, so you'll just have to make do.

1) Will we ever get a fee for a whole year's Internet use like the Americans have for their PCs?
2)When are the coloured pads and VMs coming out in Europe?
3)Will you accept Game Boy camera pics as proof of scores in the challenge section of the mag?
4)When are we getting a modem upgrade and will it affect the lag times for *ChuChu Rocket*?

Peter Tweedie

1) It is unlikely that any company will offer an annual rate for Internet access – the market is moving way too fast. Listen, I'll explain the complicated economy bit (not just an exceptionally beautiful face, you see). Internet access charges drop practically every week, with big phone companies like BT battling it out with cable suppliers who are offering very cheap access through their own networks. If anyone opted for a yearly charge, the price they set would be quickly undercut by rival companies – so what looked like a great deal in January, would be expensive by the end of February and customers would soon move on to a different supplier. However, setting monthly deals means each company can adapt quickly to market forces. I should be presenting 'Newsnight', shouldn't I? Actually, I did once get intimate with a young man who looked like Jeremy Paxman in a discotheque in Middlesborough.
2) We asked Sega, who told us they have definite plans to bring the coloured pads and VMs to this country but it probably won't be till 2001.
3) Of course – as long as we can read the score. I do like a game boy.
4) It is unlikely we'll see an upgrade until Sega Europe announces its broadband plans. See our news story on page 042.

1) I wonder if I can order your magazine to be shipped to Israel?
2) I have a US Dreamcast. Will the CD that came attached to your magazine play on my Dreamcast or it is intended only for PAL machines?

Michael Sela

1) You can subscribe to DC-UK from any country in the world. Just call +44 1458 271141.
2) The cheats will only work on a PAL machine with a PAL copy of the game. However, you can also use the disc to play PAL games on your NTSC machine. Allegedly.

Is there a footy manager game on its way to Dreamcast? Will you come and have a beer with me?

Daniel Joyce

I've heard nothing official about a Dreamcast football management game – apart from Sega's *Let's Make A Professional Football Team* which unfortunately is only available in Japan. There are rumours, however, that Eidos is bringing one such game to DC. And no I won't come and have a beer with you, you grubby little thing. Beer is for men and common women with tight perms. If you had suggested a Pimms, I might have been interested.

I'm just wondering if you can help me out with a couple of questions. I bought a US machine that had been chipped. It's been great, but I need some help getting it on the Net. Can this be done? If so, how do you do it? I spoke to Sega but they treated me like an animal. Will a PAL Dreamkey disc help me?

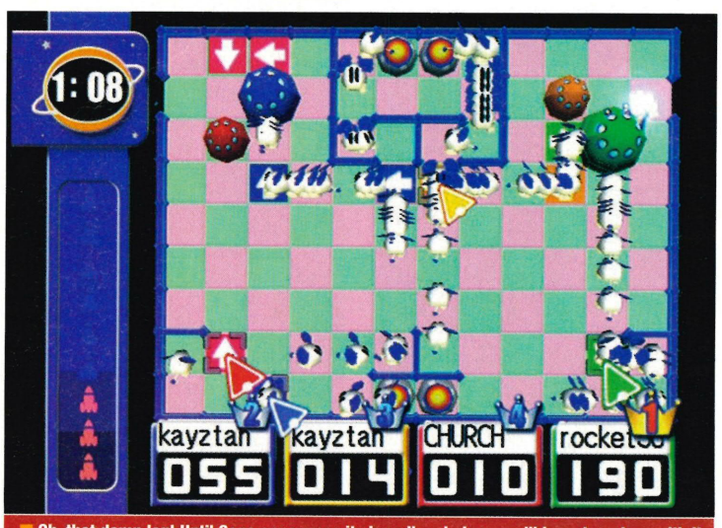
Secondly, if I buy a PAL game, will it run at 60Hz automatically because of the hardware? Or will games that have a 50/60Hz option default to 60Hz? And one last one... With the machine chipped, does this change the video output in anyway to suit 60Hz PAL or does it still remain true NTSC 60Hz? Sorry about this, but there is nobody to help and I have only been buying import software for fear of 50Hz.

Matt Hayden

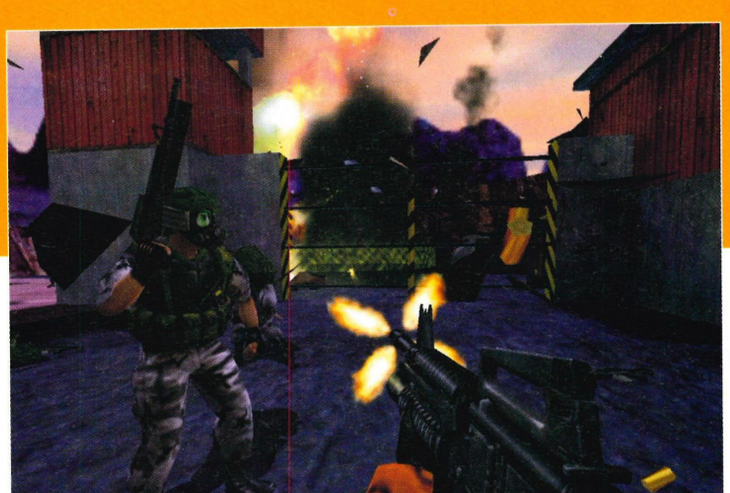
I know this is hard to believe, my little cherubs, but sometimes a question comes into Auntie Esther that proves too tricky for even my considerable intellect. And this, I admit, is such a question. Fortunately, the lovely Neil has stepped in. Take it away, Maximus... "To the best of our knowledge, it isn't possible to get a US DC on the Net in the UK. We have heard rumours of chipped machines being able to run the UK Dreamkey disc, but not having actually tested it, we can't be certain. As your DC is chipped, try borrowing a copy of the Dreamkey from a mate and testing it out. One method that will work, involves swapping your modem for a UK version. As Sega doesn't sell these separately yet, you'd either have to be working in, or have a friend in the retail industry. The only problem is the display, which sits half way down the screen obscuring the bottom of the page. There is a modification that cures this though and most reputable importers can affect it for minimal outlay.

With regards to using UK software on your chipped or modified US DC, this is pretty straightforward stuff. As you suggest, most UK games will run at 60Hz on your US DC if they have a 50/60Hz option. The onscreen selection is physically stripped out and this can be demonstrated by running *Sonic Adventure* or *Ready 2 Rumble*. Both games will automatically run at 60Hz and you'll find the option to toggle the refresh rate mysteriously absent. Games that don't include a 60Hz mode all seem to run full-screen on both chipped or modified US and Japanese machines and with no loss of speed. Our import contacts have tested a lot on their chipped machines and they've yet to find any that won't run. The only thing to be aware of is that a few games, such as *Street Fighter Zero 3*, *Giga Wing* and *Speed Devils* will not run through a SCART lead, so you'd have to use your original composite video lead that came supplied with your DC, provided your TV will accept a true signal through composite video lead.

Your final question is related to this, as the chip doesn't alter the video output of the DC at all. It bypasses the regional encryption, then becomes redundant when the game boots. A US or Japanese DC will always output raw NTSC data as they both conform to the National Television Standards Committee. The use of a SCART lead (which is a Euro design) allows for a true RGB (Red/Green/Blue) send as opposed to the aforementioned composite video



Oh, that damn lag! Until Sega announces its broadband plans, we'll have to put up with it



Half-Life will be out here in October. It's full of scaly monsters like my little black book

lead, which is used on US and Japanese machines. The UK's PAL system (Phase Alternating Line) is an entirely different system and there's no way of altering the DC, without changing its video card, which we wouldn't recommend. But as we said, all our import contacts' PAL games run fine on their modified Japanese DC and chipped US model. Happy gaming."

Is *Speedball 2001* coming out on DC? If it is, do you have a release date?

Christopher Dimmock

Ooh, now this one I can answer. Unfortunately, it seems very unlikely that the legendary Bitmap brothers will be converting *Speedball 2001* to Dreamcast They're still putting the finishing touches to the PlayStation version and won't be able to get a DC version ready for Christmas – a vital time for new games. Talking about speedballs, I once knew this bloke... No, perhaps that's a story for a different magazine.

Could you tell me if any retailers stock replacement cases for DC games? EB used to do them but now say that the sale was deemed illegal and they cannot sell them any more.

Tim

Replacement cases are not officially available yet. We'll let you know when the situation changes. In the meantime, try to be more careful with your old cases, you clumsy oaf.

Can you tell me if EA Sports has signed up to produce games for the Dreamcast yet? This platform is desperately missing its FIFA series.

Steve

EA still has no plans to develop for DC, which we think is terribly short-sighted. The company seems to be putting all its gaming eggs into the PS2 basket. Personally, I hope the handles fall off and the eggs smash all over EA's face. I might have extended that metaphor a bit far.

Dear Auntie Esther, could you be a darl' and clear up a few questions I have please?
1) Is there a UK release date set for *Half-Life* yet?
2) Will the forthcoming wrestling game from THQ boast an obligatory create-a-wrestler mode?
3) When will Dreamkey 2 be released in the UK, and how will we go about getting a disc?
4) What would you class as a good score on *Tony Hawk's*? I've managed 71,000 on the warehouse level so far.

Benjamin

Okay, my love, here we go:
1) *Half-Life* is due out in this country in October.
2) No. Sorry, hon.
3) It should be released in late September or early October, if we're lucky. Sega will provide a phone number for you to call and get a copy for free. Almost as much a bargain as my latest pair of Jimmy Choo's.
4) We reckon that getting over 50,000 on any level is pretty good so 71,000 is indeed very impressive. You're my hero.

I was wondering about a couple of things from your July issue. First, is it true that the Action Replay demo will allow PAL Dreamcasts to play NTSC games? Second, why is it that most of the links for VM games cannot be found? Keep up the good work.

Thomas

Yes, the Action Replay disc will allow PAL Dreamcasts to play NTSC games – and vice versa. As for the VM links, someone was probably very naughty and made a mistake. Don't worry, Thomas, I shall find the culprit and make sure they are punished.

I would just like to know how to take clear photos of my Dreamcast screen. The last photo I sent you for Extended Play was crap! Do you need a digital camera or is there just a knack to it? Could you please email me back or print the answer in your mag, as I'm sure other people would like to know.

David Chennells

I've spoken to an old photographer friend of mine (he did my first modelling shots – ever so tasteful, they were) and he said if you have a manual shutter speed on your camera, then set it to 1/30th of a second before taking the photo. If not, simply take your shot from an angle – either above, below, to the left or to the right of the TV – that way the flash won't reflect on the screen. Clever, eh?

I've just started making my own game. Who do I have to contact to make it happen?

Kiel Bartram

Well, it depends what you mean by 'making' a game. Are you actually coding a demo on PC? If so, you're best bet is to send that to a developer and see if they'll offer you a job as a programmer or designer. If you're just scribbling a few notes down on a piece of paper, it would be a good idea to draw up a neat and well-presented design document and, again, send it with a CV to a developer. Unfortunately, no-one is going to look at your game and say, "Right, here's a million quid for you to develop it." The industry is highly regulated today, with large teams of people working on games which the publisher 'knows' are going to sell. Lone designers writing and designing their own games at home is a thing of the past. Our sister magazine Edge runs ads for dozens of videogame jobs every month. If you're serious about getting into development, that is the best place to start. And if you do make a million, my mobile number is 0898-AUNTIE.

Did *Spike Out* turn into *Shenmue*? What I mean is the first pics of *Spike Out* really resemble *Shenmue*. Don't you think? Maybe it's a great gaming conspiracy. I dunno, but that's my theory anyway.

Mark Malekpour

What on Earth are you going on about, you silly little boy?

I was at the arcades the other day and saw two absolutely brilliant games. The first was *Time Crisis 2* and the other one was *Crisis Zone*. I would like to know whether they are coming out for the Dreamcast and if so, when?

Mike

Neither are lined up for a Dreamcast release, I'm afraid. By the way, my idea of a time crisis is five minutes before closing time when I've still got two Malibu and Cokes to consume.

Hey, Auntie Esther, I need your help! I'm using a UK Dreamcast to play Japanese games on. Can I save without fear of my British VM dying a very unfortunate death?

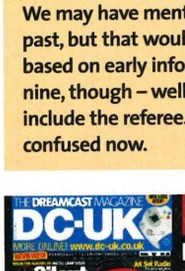
Ben Leyland

Yes, you can save game data to your VM without fear of it exploding. What you can't do, though, is upload that data to a PAL copy of the same game. Except with *Crazy Taxi* which is completely universal.

I've seen pictures of *WWF Royal Rumble* and it looks good. Games Master said that players can wrestle up to nine other wrestlers, but you said *WWF Royal Rumble* will feature the option to have up to only six wrestlers in the ring at one time. Now, I want to know which magazine is telling the truth – how many wrestlers?

Jonathan Elsby

Well, actually we said nine if you check out our preview in DC-UK 12. We may have mentioned six in the past, but that would have been based on early info. It's definitely nine, though – well, eight if you don't include the referee. I'm getting confused now.



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Challenge

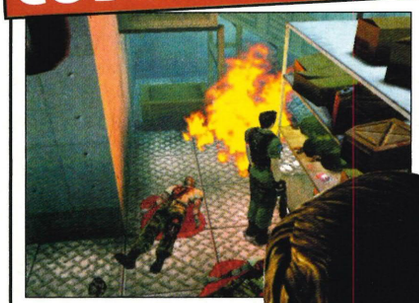
Prove your gaming prowess to the world!

Looking for an opportunity to let the universe know just how fantastic you are at gaming? Yes? Good. Here's your chance. And we're offering marvellous prizes in return for your well-honed skills.

So, what's stopping you? Simply take on one of the challenges below, send us photographic proof of your score and we'll put you in our high-score league. Do it now, or no-one will know of your brilliance! ■

CODE: VERONICA

NEW! NEW! NEW!

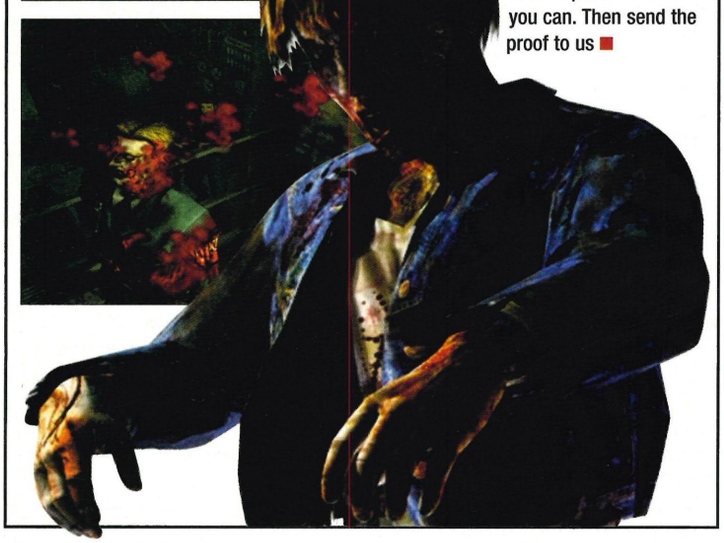


Scare yourself silly with the latest DC-UK challenge

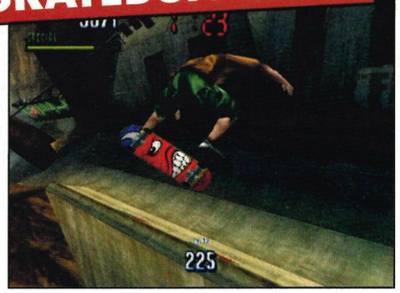
THE CHALLENGE

BE THE FIRST TO FINISH

> Got to grips with *Code: Veronica* yet? Good. Now we want you to finish the entire game in the fastest possible time you can. Then send the proof to us ■



TONY HAWK'S SKATEBOARDING



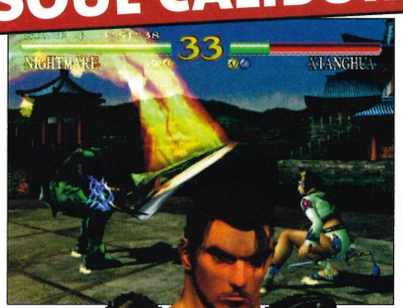
Display your best skateboarding skills. Grind the selecta! To help, why not check out our hot *Tony Hawk's* tips in **DC-UK 12**.

THE CHALLENGE

BUST THAT MOVE DUDES!

> Go to any competition or course. Now bust the biggest, most obscene combo you can. At the end, take a photo of the screen as it displays your highest scoring combo for that run ■

SOUL CALIBUR



Namco's consummate fighting game has enough depth to keep even the most hardened warriors coming back for more, especially with the added stimulus of free Mad Catz peripherals. Why don't you give it your best shot?

THE CHALLENGE

TIME ATTACK

> Our fastest time yet is 01'02"32. Think you can do better? Send in a photo of your best time as proof

Or:

SURVIVAL MODE

> Keep sending in evidence of your highest number of wins – do you think you can beat Jayne's **109** victories? ■

SEGA BASS FISHING

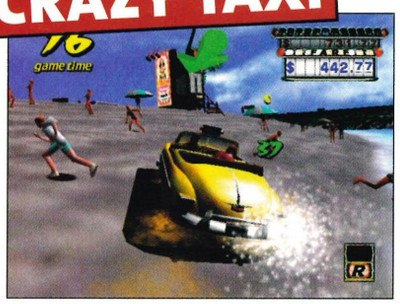
Sega's bass-catching romp provides a decent challenge for the determined angler.

THE CHALLENGE

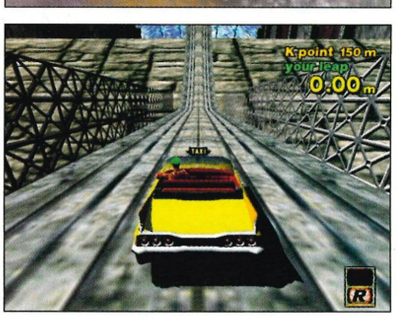
LAND A BIGGUN'!

> Just catch the biggest darn bass you can, then send us a photo of the weight (in metric). Good luck. Why not use our fishing guide in **DC-UK 11** for help ■

CRAZY TAXI



Sega's wild cab driving game remains the best thing on four wheels and we know you're still playing it because it's by far our most popular challenge. If you think you can beat Richard, Glyn and Robert on our *Crazy Taxi* chart, then send in some proof!



THE CHALLENGE

CRAZY JUMP

> Richard tops the chart with a belter of a jump at **386.01**.

CRAZY JAM

> Glyn managed it in a cool **26.69**. Can you beat that?

CRAZY FLAG

> Robert McMillan's our new champ who's smashed into the top of the charts with a time of **5.05**. Can you knock him off? ■

VIRTUA STRIKER 2

It's possible to get goals worth 600-plus. Prove it!

THE CHALLENGE

SCORE A BEAUTIFUL GOAL!

> Jake Lawrence has scored a cracking goal worth **667** points. Can you beat that? Send us a photo of your score together with the team and goal type ■

HIGH SCORES

Can you beat this month's top scores? New winners get a Mad Catz joypad...

CRAZY TAXI

CRAZY JUMP

1	386.01	★ Richard Lee-Wright ★ *Devon*	★
2	385.53	Andy Waceba, *via email*	▼
3	379.15	Marcus Bryan, *North Wales*	★
4	378.69	Steve Smith, *via email*	▼
5	377.63	Adam Carter, *Huddersfield*	▼
6	376.11	Richard Taylor, *Hereford*	★
7	375.83	Richard Lee-Wright, *Devon*	▼
8	373.56	Andrew Grainger, *Bristol*	▼
9	372.58	Anthony Stevens, *via email*	▼
10	372.00	Dave Crowther, *South Wales*	▼
11	371.18	Adam Barker, *Romford*	★
12	370.25	James Wicks, *via email*	▼
13	367.95	Paul Kirkley, *via email*	▼
14	365.01	Robert McMillan, *Bedfordshire*	▼
15	364.78	Steve Watson, *Liverpool*	▼
16	363.93	John Bain, *via email*	▼
17	363.83	William and Chris Smedley, *Yorkshire*	▼
18	363.81	Daniel Salway, *Bedfordshire*	▼
19	363.31	David Chennells, *Tyne and Wear*	▼
20	363.22	John Duffin, *Fife*	▼

CRAZY JAM

1	26.69	★ Glyn Horsley ★ *Nottinghamshire*	★
2	27.57	Dean Tallon, *Penzance*	★
3	27.94	Dipen Karia, *Peterborough*	★
4	27.95	Robert McMillan, *Bedfordshire*	★
5	28.14	Richard Lee-Wright, *Devon*	★
6	28.17	Kevin Bremner, *Inverness*	★
7	28.65	Peter Tweedie, *Surrey*	★
8	28.74	Tommy Pritchard, *Dagenham*	★
9	28.90	Steve Ball, *Kent*	★
10	29.10	Mick Hargreaves, *Barnsley*	★
11	29.99	Jonathan Weeks, *via email*	▼
12	31.99	Anthony Stevens, *via email*	▼
13	32.27	Stephen McIlwaine, *Somerset*	▼
14	33.87	Christopher Sargood, *Brighton*	▼
15	34.29	David A Richardson, *Leeds*	▼

CRAZY FLAG

1	5.05	★ Robert McMillan ★ *Bedfordshire*	★
2	5.15	Glyn Horsley, *Nottinghamshire*	★
3	5.44	Richard Lee-Wright, *Devon*	★
4	5.49	Steve Ashley, *Kent*	★
5	5.69	Adam Carter, *Huddersfield*	▼
6	5.95	Anthony Stevens, *via email*	▼
7	6.70	Kevin Bremner, *Inverness*	★
7	6.70	Joe Lainchbury, *via email*	▼
9	6.82	Mick Hargreaves, *Barnsley*	★
10	6.85	James Wicks, *via email*	▼
11	6.94	Tommy Pritchard, *Dagenham*	▼
12	7.05	Jonathan Weeks, *via email*	▼
13	7.25	Craig Watts, *Dagenham*	★
14	7.54	Daniel Colebourn, *Lancashire*	▼
15	7.62	Daniel Salway, *Bedfordshire*	▼

SOUL CALIBUR

HIGHEST NUMBER OF WINS IN SURVIVAL MODE

1	Ivy, 109 wins	★ Jayne Barker ★ *London*	◆
2	Mitsurugi, 91 wins	Guljar, *Kent*	◆
3	Siegfried, 78 wins	Aidan Fitzgerald, *Cheshire*	◆
4	Kilik, 77 wins	Andrew Blatch, *Kent*	◆
5	Kilik, 77 wins	Adam Carter, *Huddersfield*	◆
6	Nightmare, 77 wins	Stefano Vigorito, *Staffordshire*	◆
7	Kilik, 69 wins	Andi Woodford, *West Sussex*	◆
8	Nightmare, 54 wins	James Ballard, *Southampton*	◆

VIRTUA STRIKER 2

SCORE A BEAUTIFUL GOAL

1	667 points	★ Jake Lawrence ★ *East Sussex*	★
2	623 points	Barry Knapp, *via email*	▼
3	575 points	Garry Taylor, *Luton*	▼
4	550 points	Carl Jenkins, *Grimsby*	★

WIN! WIN! WIN!

Think you have what it takes?

The very best scores get a Mad Catz joypad!

The best game scores we receive will each win a Mad Catz joypad – perfect as a second, third or fourth pad for those multiplayer gaming sessions. How do you get one of these most desirable objects? Simply attempt one of our challenges and send us proof of your massive score. A Polaroid will do the trick – you could either post it to us, or email it. All the best entries will appear on the DC-UK high-score table, where your name surely belongs. Oh, and for heaven's sake use the game's default settings. Don't be a big girl's blouse and put everything on easy mode. Now get up off the sofa and play!

Send proof of your high scores to one of the addresses below:

Email: dcuk@futurenet.co.uk
Fax: 01225 822744
Write:

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

D-m@il

Enlist now for Dreamcast opinion warfare!

✎ KEEP THE FAITH

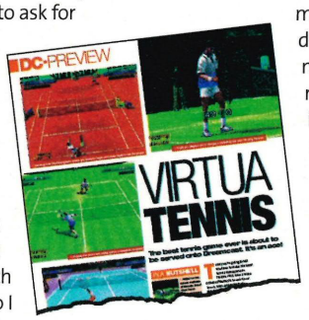
I have had a Dreamcast now since Christmas and I am very pleased to say that it's the best thing I have in my house. I'd like to ask you if think there's going to be any games like *Toy Commander* to add to Dreamcast's excellent library coming out soon, as it is excellent and provides hours of fun. Also, who do you think is going to win the console war between Dreamcast and the PlayStation2? I have faith in Dreamcast and I hope it will win.

Richard Mitchell, via email

We also have faith in Dreamcast, but then we can't be too naïve about the power of PlayStation brand. Saying that, even if Sega ends up selling fewer consoles than Sony, that doesn't naturally lead to a death of Dreamcast – variety is the spice of life, after all, and the more consoles there are on the market, the more games there'll be. So if it comes to the worst, it won't come to the worst, if you see what I mean. As for the games coming out, check out our packed review and preview section in this issue for the most exciting releases: there's Power Stone 2, Metropolis Street Racer, Space Channel 5 *and* Sydney 2K *just for starters...*

✎ GUNS 'N' BALLS

I am writing to tell you that I am one of your biggest fans and I buy your magazine every month, but my real reason for writing is to ask for your advice.



Recently I played *Virtua Tennis* – one of the many great Sega arcade games. Then I saw *Silent Scope*, which is another great arcade game. So I would like your opinion on which is the better game, so I can choose which to buy. At the moment I'm definitely leaning towards *Virtua Tennis* but *Silent Scope* looks like it could be better.

Sheldon Stokes, Devon.

Well, it's not easy to compare these two games, as one involves knocking a small yellow ball over a net and the other involves assassinating members of a terrorist organisation (we'll leave you to decide which is which). To be honest, we've not actually played the DC version of Silent Scope *in massive depth yet, but what we've seen has been impressive.*

However we KNOW Virtua Tennis *is fantastic because we've been playing it every single day for the last month and a half and are yet to tire of it. Perhaps you should wait until we review* Silent Scope *(in a couple of issues' time) before you make that agonising decision. Or save up really hard and buy both. We're not much help really, are we?*

✎ DON'T BELIEVE THE HYPE

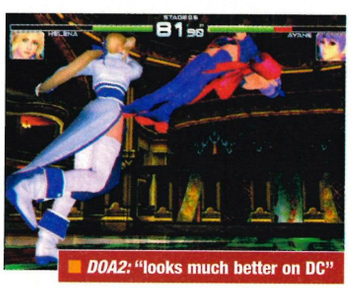
I am a new Dreamcast owner after parting with £150 (excellent price!) for my new toy. Already however, I have noticed that Dreamcast is being badly overlooked in favour of the not-even-on-the-market PS2. It annoys me that all people seem to do is buy into the hype and the fact that a machine has the correct (in their opinion) logo on the casing. Anyway, my Dreamcast is great, and with games such as *Crazy Taxi, Soul Calibur, Ecco* and the forthcoming *Shenmue, Metropolis* and *Dead or Alive 2* (which, by the way, looks better on DC than on PS2!), I am sure that the DC will win some people over. I have already converted one of my mates (who was a major PlayStation2 fan, despite the fact that he has never seen the damn thing running) to get a DC after he played *Crazy Taxi* on my machine! Anyway you have a great mag, I actually think that you should be the official mag! Keep up the good work lads.

J McGhie, Glasgow

And lasses! And we agree that it is annoying that the PlayStation2 is hyped as being 'better' than Dreamcast, despite the fact that the vast majority of people saying that haven't even seen one, let alone played on one. We have, and we returned to our DC with much haste – It's just a case of making other people aware that this isn't a one horse race. Getting the whole of the UK round to your house to play Crazy Taxi *might do the job...*

✎ CH... CH... CH... CHANGES

Cheers for all your hard work, I've bought every copy since Issue 01. And



DOA2: "looks much better on DC"

MAIL OF THE MONTH

✎ THE PRICE IS WRONG

Shocking. Sega comes up with the best E3 line-up (again) and yet is still in danger of losing the battle of the next-gen consoles with PS2 before it has even started. Despite 2000 obviously being the year of Dreamcast (I'm particularly looking forward to *Eternal Arcadia, Jet Set Radio* and *Quake 3*), people in general seem to be unwilling to buy Dreamcasts simply because the PlayStation2 is not far away.

Meanwhile PlayStation sales continue to be strong. The reason? Price. Whilst Dreamcast is more of a long term investment at a hefty £200, the PlayStation is a mere £70 making it almost an impulse buy for those with a bit of spare cash. If Sega wants to beat Sony, it needs a quick drastic price cut. Slashing the price by 50-100 pounds would put it on a similar price range with the PlayStation while being technically superior, and might perhaps convince some that PS2 may not be so hot. It's the easiest way to sabotage the launch of PS2. It's clear from its E3 line up that Sony's new box may be a little over-rated to put it mildly. With the launch of online play in the UK and the games really starting to hot up, a price cut could be Sega's best, and only chance.

Stevie Lim, Worcester

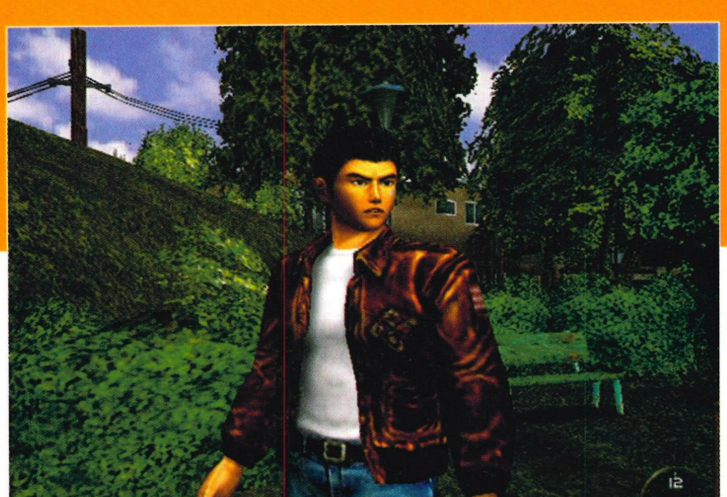
Looks like you're in luck. Most retail outlets are now selling Dreamcasts for around £150. And most will also have some kind offer going on – for instance, Dixons has one where a Dreamcast is £149.99, with one game it's £169.99 and with two it's £189.99. And you can now pick up secondhand Dreamcasts for about a ton – check the small ads. And to save you spending any more money in the immediate future, here's a few games for your efforts.

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, Stevie.

simplyGAMES.COM

> "We KNOW *Virtua Tennis* is fantastic because we've been playing it every single day for the last month and a half"



Shenmue: one major example of the Dreamcast's superiority

> "I have not stopped playing my Dreamcast since I got it and have neglected food and sleep for its white humming charms"

that's what my problem is. You see, the reason I really REALLY enjoyed **DC-UK** was its unusual style: Your weather map, team diary, team battles... they all made the mag different from all your (lame) competitors. Unfortunately for me, first you scrapped your best features, and now the layout is changing... when will these crazy alterations cease?

Don't get me wrong, I'll continue to buy **DC-UK** – it is still a very informative mag – but I want more goddamit! More!

Luke Windsor, Redruth

Thanks for your comments. We do like to know what our readers think of ***DC-UK****, whether that be negative or positive, because ideally we want to be producing a magazine that you are all happy with (although in the real world we can't please everyone, as I'm sure you can understand). And in our last reader questionnaire, the sections you mention above were the least liked overall, so they were pulled out – we don't want to bore you, after all. But since then we've had a lot of requests for the return of the diary, so you'll now be able to find it on the back page of this very issue.*

✎ PAY MY BILLS

Oh my goodness, I just got my phone bill. £200 on the Internet. This is *ChuChu*'s fault. I demand a refund. I think a *ChuChu*'s Addicts Anonymous should be opened. I am thinking of taking a loan out when *QIII* arrives. Or *Half-Life*. Or *MSR* or *Phantasy Star Online*... Oh my god I think I'll have to re-mortgage the house.

Michael Spence

Alternatively, re-wire your entire home using a complicated system of ropes and pulleys, so that whenever you link up to the Net, it's billed to your mum/Keith/Chris Tarrant. Just a thought.

✎ YOUR NO.1 FAN...

I have been saving up for a Dreamcast since the launch day after I played on one in my local games store. This week I finally had enough money to get one, so off I wandered to my local shop to find a Dreamcast and one game for £149! I jumped for joy and legged it to the counter with my money but the shop owner told me to wait for the PS2 (PlayStation Poo) as it will wipe the floor with Dreamcast... I ignored him and I'm glad that I did!

I have not stopped playing my Dreamcast since I got it and have neglected food and sleep for its white humming charms. I have owned all the Sega consoles and I must congratulate Sega for its triumph of the Dreamcast! Well done Sega! I don't understand why people slag off Sega so much and say that PlayStation will beat them. The games line up for Dreamcast is *sooo* much more interesting than the games line up for Sony. Sega = *Shenmue, Sega Bass Fishing, Resident Evil Code; Veronica, Power Stone*. PlayStation2 = *Tomb Raider: The Final Shite Fest* and *Ridge Racer 5 Billion*. Oh and one more point, I love the new Dreamcast ads on online gaming, they are brilliant! I LOVE YOU SEGA! Thanks for stopping boredom in my life! I no longer have to resort to the joys of Sunday night period dramas and the hilarious 'Last of the Summer Wine'!

Ed Hallifax, West Sussex

Crikey. A happy Dreamcast customer. We're pleased you're having such a good time, but do please eat – apart from anything else, it's easier to balance the steering wheel on a paunch.

✎ MANKY MELODIES

I remember back in the day when I would return from the shops all excited because I had just bought a new game. Back then gaming was a more complete experience (I am referring to the 8bit and early 16bit consoles and computers). One of the first things that I would do after a quick go would be to check out the BGM section in the options. Why, I hear you ask? Well because it used to be worth doing.

Let's just get nostalgic for a second and remember games such as *Revenge of Shinobi, Streets of Rage, Sword of Vermillion, Metriod, Actraiser,* the early *Mario games, Lotus Turbo Challenge 2*... I could go on, but you get the point. Now show me a new game (with the exception of *Driver*) That has anywhere near the sheer funky bliss of yesteryear's games. You may argue that *WipEout* has a good soundtrack but it's really just lazy programmer's sticking tracks that have already been recorded by the artists an then plonked on the disc – very imaginative I must say. I'm so impressed I think I might burst. In fact, why do they bother at all? I mean they might as well just do the sound effects and then write in the instructions, "You know you can listen to music on your stereo while playing this game too!"

Don't get me wrong, though, I like modern games and my Dreamcast very much, but when I play games like *Sonic Adventure*, I can't help but think that with a decent soundtrack (among other things) – and not the frankly embarrassing cack that it's endowed with – it could have been much better.

Randolph Stone, via email

Okay, so Sonic *is a bit lacking, erm, sonically, but have you played* Crazy Taxi *yet? It has a fantastic soundtrack. And if it's music you're after, hang on for* Space Channel 5 *or* Samba De Amigo *for a truly hip-grinding experience.*

✎ RAY (MAN) OF LIGHT

Cast your mind back, if you will to March sometime. Two major Dreamcast titles were released: one was a beautifully crafted platform game with DC exclusive features (*Rayman 2: The Great Escape*) and the other was a mere port of a fairly old PC game with no Dreamcast improvements in the control or, more importantly, in that little factor called gameplay (*Tomb Raider: The Last Revelation*). Guess which one Sega decides to market?

The only reason that *Tomb Raider* did not sell that well was because perhaps we are tired of straight PC ports based on tired gameplay that's shoved under our noses year after year after year. And Sega, if you are going to give us these games, then don't just put a sticker on the box proclaiming a picture gallery feature has been added in the hope that some sad people bought the game just to stare at Lara Croft. It just don't work today. Put extra DC exclusive features in and improve the graphics and gameplay level to todays' 128bit standards – like *Rayman 2* has done successfully. Get the hint Sega?

Daniel Marven, Guildford.

Well that's told them, hasn't it? We get your point, Daniel – we all appreciate Dreamcast-only games, or ports that have DC-only extras. Although, if you never had the PSX or PC version of Tomb Raider, *it really was rather good...*

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Future Publishing PLC
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Bath, BA1 2BW

Internet News

ROUND-UP

This month's Websites that click ass

ChuChu Mania

We just can't get enough of those cuties

Make ChuChus appear on your VM! Or let's not and say we did

Are you sick of *ChuChu* yet? Do you still see those darn mice when you close your eyes to go to sleep? Well, it seems like you're not alone. The online Dreamcast community is embracing the endearing vermin in all manner of ways, from the Sega endorsed league to a number of altogether more fanatical sites. First up, for Net-specific tips when playing against others go to www.cheatcc.com/dc/ccr.html, one of the many ChuChu havens that are popping up all over the place.

Ever wondered what the chords to the theme music were? Recreate the little ditty yourself with G, C, D, G, C, D, C, D (for more details visit **thegia.com/dc/chuchu/other7/ccr.txt**). Or what about a translation of those quirky Japanese vocals? Wonder no more which line says 'the cat is scary' and which bit oddly proclaims 'I am high' by taking a vacation in translation city: **thegia.com/dc/chuchu/chuchuother4:html**.

Finally, did you know that it is possible to save ChuChu pictures onto your VM? Go to **www.dcmania.com**, where apparently you'll find 'Dreamcast at its maniacal best', and select the 'easter egg' option. After getting over the initial disappointment of the lack of chocolate confectionery, go to the said game to find out how to do this magical trick (hold down X and A over the image if you must know) ■

100,000 ChuChus

Europe can't get enough of 'em

It seems European gamers can't get enough of that *ChuChu* online action. Since the launch of the game on June 9, 100,000 people have signed up for a free copy – perhaps thanks to the ten million quid ad campaign featuring stereotypical French, German and English people looking stupid.

Furthermore, Dreamarena – the European Dreamcast Internet portal – now boasts around 300,000 registered users and recieves over 3,000,000 hits per month. That's a lot of hits, man. It appears the future really is online ■

ChuChu online: 100,000 people can't be wrong

Hooked on classics – for free

Download those old Sega favourites – by moving East

Get translations of the Japanese language

While the Japanese may have given us more classic video game moments than any other country, it still seems a bit unfair that they get all the good stuff first. Following on from the initial launch of the DreamLibrary (downloadable versions of old Sega games), the service has been expanded with a second batch of titles to include old favourites such a *Revenge of Shinobi*, *G-LOC* and *Galaxy Force*.

If that's not bad enough for us lowly Europeans, the current requirement that the user pays to download the games may soon be dispensed with in favour of the mandatory viewing of an advert. That way the consumer gets their game while Sega gets a guaranteed number of potential consumers viewing their ads – everyone is happy. Unfortunately there's still no sign of Sega bringing the service over here. If all this preferential treatment really irks you to the point where you have to pick up an import machine, you might want to browse through **www.maktos.com**, where you can do everything from learning the language to viewing translations of Japanese game instructions. Still won't let you play *Alex Kidd* for free though... ■

JARGON BUSTER

A quick guide to the most common Internet terms...

BROWSER The software that runs on your Dreamcast and allows you to access the World Wide Web.

ECOMMERCE A catch-all term referring to the business possibilities offered by the Internet. Online shopping is the most obvious example.

HTML A set of commands that tells a browser how to display a Web page – what size to make the text, where to put the picture, and so on.

HTTP Hypertext Transfer Protocol – the standard by which browsers request info from a server, via a URL.

HYPERLINK By using hyperlinks, a Web page can be connected to other parts of that page or to others on the Internet. The reader clicks on the link to be taken to the relevant information.

LATENCY The bane of Internet gamers, latency refers to the time it takes for information to travel from another computer or console to your Dreamcast.

MODEM A device which allows one computer to connect to another via a phone line, translating data to and from electronic impulses sent through the line.

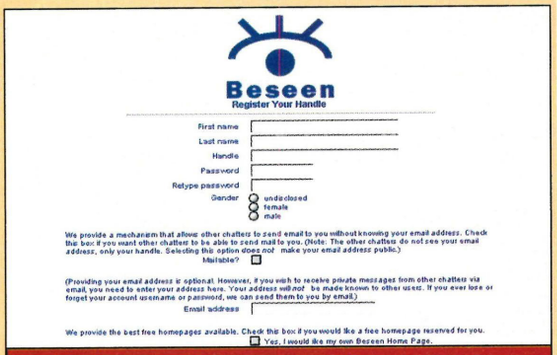
SEARCH ENGINE When connecting to a search engine, you can quickly and easily find the Websites you're interested in. For example, yahoo.com is a popular search engine.

URL Stands for Uniform Resource Locator, this address specifies exactly where a specific page or other piece of information can be found on the Web.

WWW World Wide Web. It lets info be stored as Web pages, which are normally organised into Websites and in turn stored on specific Web servers ■

DC CHAT ROOMS

Having trouble 'hooking up with new friends' on the Internet? Study our step by step guide and then get online friend seeker!



■ **Remember: Don't pretend to be an adonis if your handle is Peewee**

1. WHERE? Quite simply, they're everywhere. The only problems you'll have are finding DC-friendly ones that cater to your interests. Type in 'chat' at Yahoo (**www.yahoo.co.uk**) and you'll be met with various categories. Click on the topics that look appealing, whether they're Eastern European political movements or more normal pursuits. As an example, try going direct to **members.spree.com/sip1/dream4life/chat.html** for general video game related conversation.

2. ENTRY "If your names not down, your not coming in" is not just a mantra restricted to friendly neighbourhood door-staff – it also applies to chat rooms. Basically, you need to register before you're allowed access to the free and easy conversation that swings by inside. Some sites simply ask for you to come up with a name and password, while others want to know all sorts of things that you really can't be bothered to type in. You'll then normally be given a set of rules or code of conduct to read. Skip this and click on the 'agree' button – it's just telling you not to do the usual stuff like litter your prose with profanity or insult people. You can then go ahead and do it anyway.

3. BASICS The big box is where all the action takes place, the little oblong thing is where you enter your messages and the various icons or buttons all no doubt, do various important things. Type in something like 'hello' and then go to the 'send' or 'submit' button. The DC will then update the large box to include your text. Wonderful, eh? If nothing appears to be happening, try using the 'refresh' or 'update' button. If all goes to plan this should bring up a fresh screen full of the latest messages.

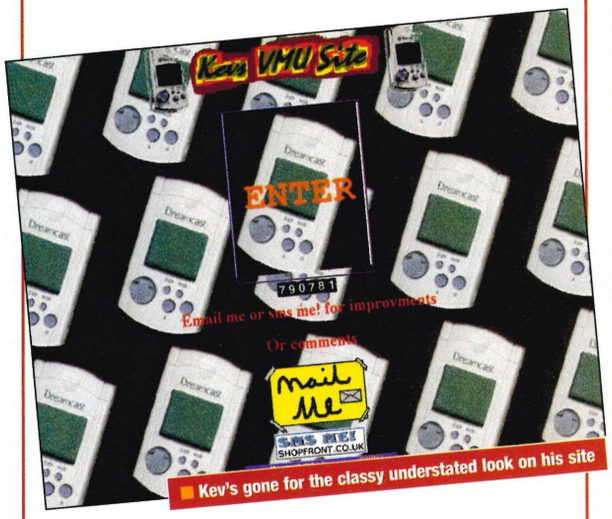
4. FOREIGN LANGUAGE Like most cliques, chat rooms have developed their own form of slang. This is half out of trying to avoid typing in repetitive questions and half to bewilder first timers. Somewhere along the line someone, no doubt with a 'hilarious' online moniker, will ask you 'a/s/l?' Don't get offended, they simply want to know your age, sex and location. Whether you answer this truthfully is entirely up to you, but it's probably more fun if you don't. Other things to look out for are the type of informal abbreviations you've probably come across in emails before; ie, 'r' for are, 'u' for you or 'b4' for, er, before.

5. SMALL THINGS Smiley faces and the like are used to indicate the emotional context of the message. These are made by using characters like brackets and colons, ie, :). To send a private message to just one person, simply change the settings in the 'send to' box. There should be a list of everyone in the room so select the person you wish to get personal with. Finally, go to **www.cheatcity.com/chat** where you can select an animated logo to go next to your name ■

FOR ALL YOUR ONLINE SHOPPING NEEDS, TURN TO PAGE 112 FOR THE
DC-UK WEB DIRECTORY

VM MAGIC

This month's enchanting minigames

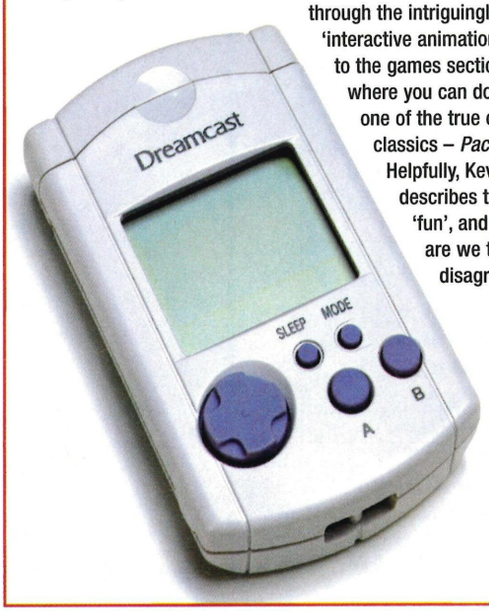


■ **Kev's gone for the classy understated look on his site**

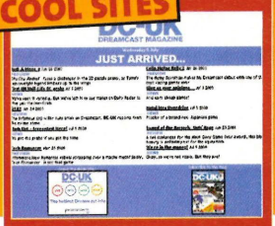
DOWNLOADABLE GAMES

There are two ways to look at downloadable game saves. One is that they offer an efficient lifeline for the frustrated gamer. The other is to believe they ruin £40 worth of entertainment. Whatever your view, at www.booyaka.com you'll find probably the most professional selection of DC game saves on the net.

The most recent update includes full and complete downloads for the European versions of such big name titles as *Resident Evil: Code Veronica*, *Sega Bass Fishing* and *Crazy Taxi*. They provide strategically staggered saves for the former and unlock all of the bonus extras on the other two. You will need to register yourself as a user though, but this relatively painless exercise only requires the typing in of your email address and a password. And if all that hi-tech, hi-res, er, hi-fishing videogame splendour is simply too much for your senses, pop over to Kev's VMU site (**www.kevsvmu.web.com**). After you've browsed through the pictures of lots of different coloured units, or toured through the intriguingly titled 'interactive animations', go to the games section where you can download one of the true original classics – *Pac-Man!* Helpfully, Kev describes this as 'fun', and who are we to disagree? ■



COOL SITES



DC-UK
www.dc-uk.co.uk
Our site! The latest Dreamcast news, polls to vote on, postcards to send, pictures of us looking fabulous and a groovy music-making bit. Crammed with bits and pieces and optimised for your Dreamcast, too.

Mil's Apology Homepage
http://homepage.ntlworld.com/mil.millington/
Worth it purely for the section on 'Things My Girlfriend And I Have Argued About' (includes kiwi fruit, chewing gum and pronunciation of shopping).

Puff Daddy Homepage
http://modernhumorist.com/mh/0006/puffy/index.cfm
Before we get sued, this isn't an official site – instead it's based more than just loosely on Net icon Mahir's pirated site, with the full title being: "Mahir 2000: Featuring Puff Daddy (I sample you!)" Check it out.

The Emporium of Fruit
http://www.emporiumoffruit.co.uk/
A truly funny – and large – site. You can download wallpaper with the phrase "Old people... ask them about the war!" before having a quick game of Spin the Chihuahua. Ludicrous and (you have been warned) not for the easily offended.

Blast a Map
http://www.pbs.org/wgbh/amex/bomb/sfeature/mapablast.html
Choose the type of bomb you want, decide on a suitable location you would gladly blast to smithereens, and then detonate. It's that simple to remove an entire county. Bye bye Somerset... ■

Been to any good sites recently? You send 'em, and we'll print 'em

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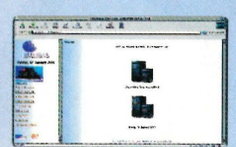

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Team Diary

Esther gives you a sneaky glimpse at life behind the scenes at **DC-UK**

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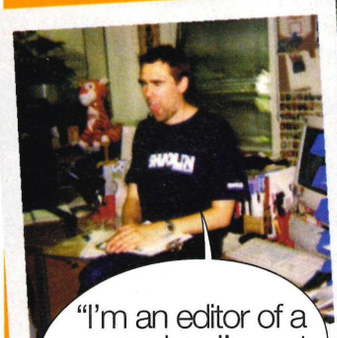


"I'm an editor of a magazine. I'm not Anne Robinson."
Keith

FRIDAY JUNE 23

Glastonbury weekend. Contrary to popular belief, I'd quite like to avoid the surplus of dreadlocks and tie-dyed trousers that always seems to occur at these events, so I shan't be putting in an appearance. I can think of far better things to do with my weekend than queueing to use toilets bursting with unmentionables while trying to work out whether the stage three miles away has David Bowie or Rolf Harris on it. Festival, my arse. It's hardly Rio, is it?

MONDAY JUNE 26

A friend of mine has just returned from Glastonbury and won't stop harping on about what a fantastic time he had there. He tells me that he got in free by climbing over a fence, that he sat in a field, saw the Happy Mondays ("who were rubbish") and Burt Bacharach ("who was the best thing I've ever seen") and then tried to get home which took seven hours, when it would ordinarily take 30 minutes.

Whoa there, cowboy. Let's get this into perspective. He heaved himself over a 15-foot fence, sat on cold damp earth probably giving himself haemorrhoids as a result, watched a band that were depressingly past it and, seeing as Mr Bacharach never actually made it this year, saw some anonymous old man sat at a piano who could well have been my Dad, as far as he was concerned. And he then spent as long to get back to Bath as it took me to get from New York to London – only without the inflight movies and free booze. "You really should come next year, Est." Just try and hold me back.

TUESDAY JUNE 27

Last night we all went out for a meal courtesy of Future Publishing (thanks, guys). And credit where it's due, it has been grudgingly admitted that I was the drunkest member of the team, of which I am understandably proud. No nudity this time, though, folks, for which Keith apologises profusely – he will try harder next month.

And today is Neil's birthday. He's acquired the nickname Maximus after we realised that his blossoming facial hair was taking on a Russell Crowe-esque look, which is why his presents from the team were a sword for his gladiatorial conquests, and a blow-up Tiger named Toby to practice his deadly moves against. He displayed his natural combat abilities against Toby when he discovered the naughty young scamp tucking into his birthday cake, the results of which you can see above.

THURSDAY JUNE 29

Poor old Claire has to find a new place of residence, and has been looking at scores of prospective properties that, without exception, have been hovels of the highest order. But it seems as though she might be in luck after all, as the Beast (Andy) has offered her a space on his bedroom floor. Will she accept his generous offer? You'll have to wait until next month to find out. It's like an episode of 'Emmerdale' here, it really is.

Claire considers the benefits of living in a shop window

THURSDAY JULY 6

The boys played five-a-side against Arcade magazine last night, and played superbly. Actually no, scrap that, they lost 8-4. Although, happily, that wasn't as bad as last time when the opposing team scored 18 goals against our weedy chaps. But our goalie was rubbish apparently. And Stephen was playing like a muppet. However, far from being subdued, spirits are high over in the Art department at least, as Karl has won the Euro 2000 sweepstake. And, thoughtfully, he has made great pains not to go on and on and on and on about it.

"Show me the money!" Karl humbly collects his Euro 2000 winnings

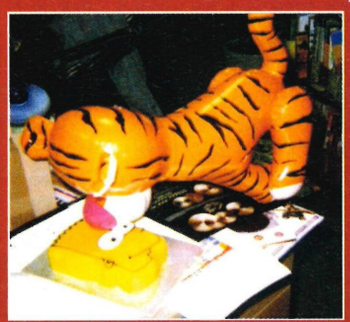
MONDAY JULY 10

We're entering the final straights of the magazine, so we're playing a rousing movie soundtrack CD to keep us going in our darkest hour. That is, until Lee almost hyperventilated during a spectacular rendition of 'The Great Escape' so we've had to turn it off. Which has finally distracted me, thankfully, from the events of Friday night where I can vaguely remember dancing to Tiffany in my usual nitespot in Bristol – a kind of Met bar without the stylish decor or celebrity clientele. It wasn't so much that I knew all the words to 'I Think We're Alone Now', more the fact that no-one else did. On closer inspection I realised I was the only person, save the coatcheck hag, legally old enough to buy an alcopop in there. So it's not all doom and gloom.

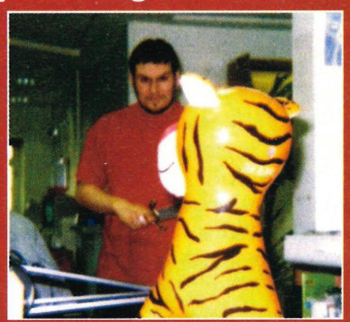
> "The Beast has offered her a space on his bedroom floor"

MAXIMUS VS TIGER

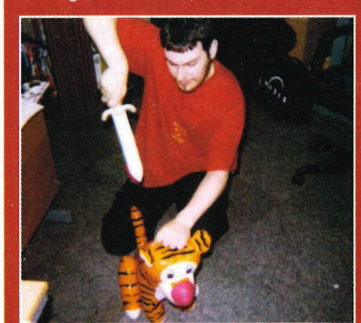
It's man against beast in a battle to the death when Neil discovers Toby attacking his cake



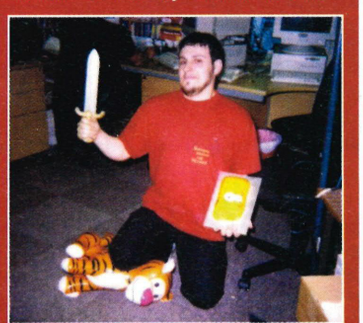
1) Toby spies the novelty cake and, without a thought to its owner, chows down.



2) Look out Toby! He's caught red-pawed as Maximus manfully defends his cake.



3) Maximus goes in for the kill. His nostrils flare with the bloody smell of revenge…



4) …and our hero is triumphant! He holds the cake aloft and the crowd roars.

THINGS WE HAVE DISCUSSED ON DEADLINE

- People that don't know how to defrost a fridge
- The correct way to iron a shirt
- Crochet tops and their relative merits
- Mashed potato with Christmas dinner – tradition or travesty?
- The frequency of the team's bowel movements

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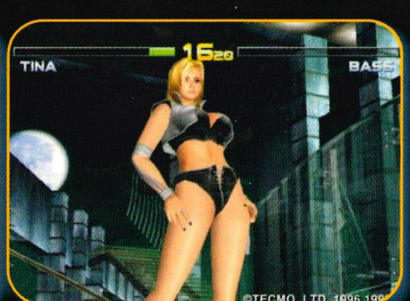

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