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REVIEW

REZ

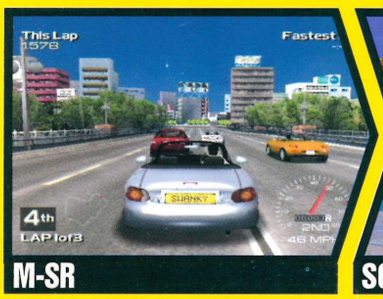
SEGA gets trippy with this latest shooter!

SOLUTIONS

A-Z OF CHEATS

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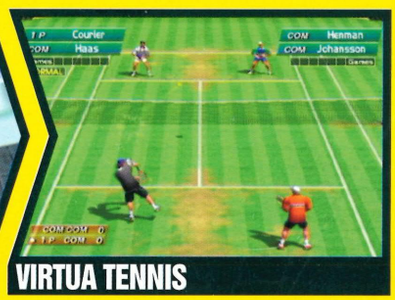
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Issue 01

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Aerowings
Aerowings 2
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Alien Front Online
All Japan Pro Wrestling 2
Alone in The Dark 4
American Pro Trucker
Armada
Armageddon (Worms)
Army Men S's Heroes
Attitude (WWF)

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Bio Hazard 3: Last Escape
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Buggy Heat
Bust A Move 4
Buzz Lightyear Star C.

C = 03
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Championship Surfer
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Charge 'n Blast
Chicken Run
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Chu Chu Rocket
Climax Landers
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Cool Boarders Burrrn
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Welcome to your dre

20 DREAMCAST GAMES YOU MUST OWN!

The games every Dreamcaster should own!

04

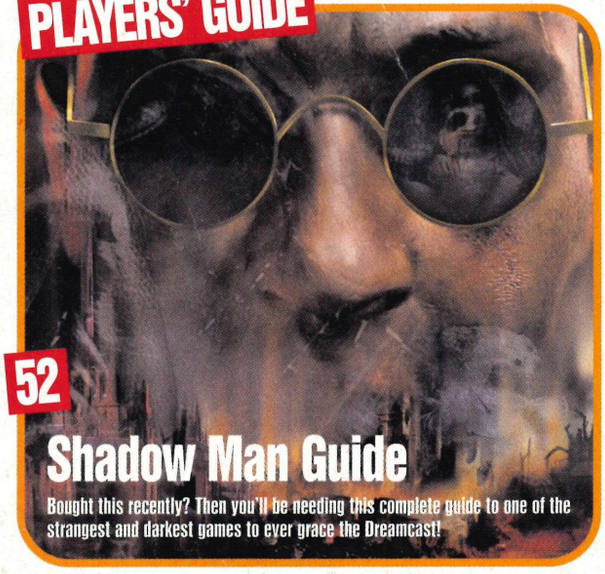
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PLAYERS' GUIDE



Shadow Man Guide

Bought this recently? Then you'll be needing this complete guide to one of the strangest and darkest games to ever grace the Dreamcast!

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20 DREAMCAST GAMES YOU MUST OWN!



The Dreamcast might be all but dead, but there's no denying it saw some glorious videogame moments along the way. It's time to wallow in DREAMCAST MAGAZINE's twenty best games. A tear for nostalgia please...

You know it's sad day when you start seeing 'Top Whatever' charts appearing in magazines. It can only mean one thing – that the end is nigh. And, indeed, it is for the Dreamcast. A little over two years since its launch back in October 1999, the Dreamcast has no more than a couple of games left to be released – *Rez* and *Phantasy Star Online Ver.2* in February. What's even more saddening about the Dreamcast's fate is that back then it had so much more to offer than it ultimately delivered, let down by hollow promises and marketing campaigns that didn't exactly market the console or, perhaps more importantly, the games.

However, as the first of the so-called next-generation consoles, the Dreamcast has set the standards for Sony, Nintendo and Microsoft to follow and there's no denying that those standards have been set pretty high – just one look over the next 16 pages will tell you that. Hell, even now, over a year into its life cycle, the PS2 has only a fraction of what you would call genuinely great games to boast in comparison to the Dreamcast. We're not saying that everything that we played along the way was touched by the hand of God, far from it, but the amount of great games that it did give us more than made up for the howlers. Ahhh, the memories.

All is not lost though. The Dreamcast might be dead but SEGA lives on, if only as a third-party developer, and that can only be a good thing for gamers the world over. Already we've seen just how great *Super Monkey Ball* on Nintendo's GameCube is and with the likes of *Virtua Fighter 4*, *Gun Valkyrie*, *Jet Set Radio Future* and *Virtua Striker 3* all set to appear on the Xbox, PS2 and GameCube this year, the future of SEGA looks safe. But enough of the future, now's the time to reminisce and remember the Dreamcast for all the great games it gave us. SEGA, we salute you.

Power Stone

20

When Capcom released *Power Stone* as a launch title for the Dreamcast it was the start of the beginning of something entirely new, fresh and exciting... especially exciting. There wasn't a 2D character or background in sight and as for the 'one-formula-for-all-titles' gameplay, well, it was nowhere to be seen. Instead what *Power Stone* gave us was a totally interactive 3D gaming experience and, along with it, some revolutionary gameplay. In other words, it's about as far from a stereotypical Capcom beat-'em-up as you can get. Running around collecting gems, whacking each other over the head with tables and chairs, flame grilling anyone who tries to come near you and pumping bullets into all-comers has never been as satisfying as this. The fact that Capcom managed to repeat the trick with *Power Stone 2*, complete with four-player mayhem, showed all and sundry that you really can teach an old dog new tricks. As we said, this is a truly wonderful game.

POWER STONE

PUBLISHER:	**Eidos**
DEVELOPER:	**Capcom**
GENRE:	**Beat-'em-up**

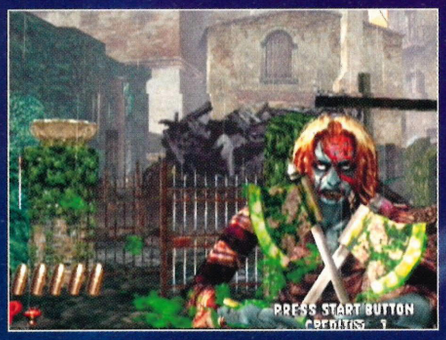
WHAT WE SAID THEN:
"If Capcom decided to take a new direction with a beat-'em-up we'd sit up and take notice. This is truly wonderful."

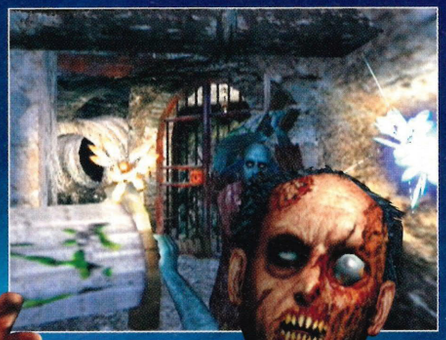




"As far from a stereotypical Capcom beat-'em-up as you can get"







The House Of The Dead 2

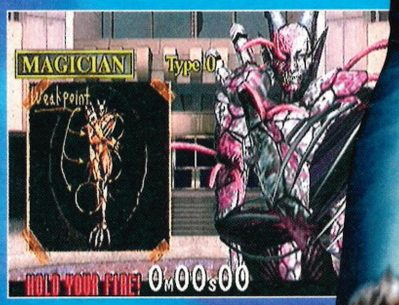
POWER STONE

PUBLISHER: SEGA
DEVELOPER: WOW Entertainment
GENRE: Shoot-'em-up

WHAT WE SAID THEN:
"This is one title worth buying a Dreamcast for, especially with an amazingly good lightgun to play with."

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Face it – there's nothing more enjoyable than blowing heads of zombies... or any other limb that takes your fancy. Maybe it's just because we're blokes and have a fascination with guns and the ritual destruction of the undead, but even now, over two years on, *The House Of The Dead 2* is still a genuinely brilliant game. Sure, it might not have the longevity of *Shenmue* but there's no denying that it's the sort of game that you can't help but come back to time and again, even after you've finished it for the 87th time and survived all the mini-games. Graphically it's stunning and looks a lot better than some of the more recent titles, testament to the skills of the developer, WOW. The fact that it remained the Dreamcast's only lightgun game until *Confidential Mission* came out in the middle of last year adds to its attraction and, as such, really is a must-have game... so long as you get a gun with it.



"The sort of game that you can't help but come back to time and again, even after you've finished it for the 87th time and survived all the mini-games"

NIGHTMARE CREATURES

Okay, so not every game on the Dreamcast was pure brilliance, but that's to be expected. In any case, here are the Dreamcast's worst nightmares – just be warned they're not pretty!

STAR WARS DEMOLITION RACER

Publisher Lucas Arts
Developer Activision
Genre Action/Adventure
Score 18%

You might not have thought it possible of a game with the 'Star Wars' name attached to it, but this is an absolute howler. The gameplay is atrocious, it looks awful and should be confined to the scrap heap of outer space, never to be seen or played again.

EXHIBITION OF SPEED

Publisher Virgin
Developer Titus
Genre Driving
Score 18%

The only question we have to ask about this game is: Why? Why inflict such pain upon the unsuspecting gamer? Why produce such a terrible game when the likes of *MSR* and *F355 Challenge* are showing how us it should be done? Why make a follow-up to *Roadsters*? Why?!

ECW ANARCHY RULZ

Publisher Acclaim
Developer In-house
Genre Beat-'em-up
Score 31%

As with most consoles, the Dreamcast had a bit of a fixation with wrestling games, only in this case very bad wrestling games. *ECW* is by far the worst (although *Hardcore Revolution* runs it pretty close) and is near unplayable. Stay well away.

MIDWAY ARCADE GREATEST HITS. VOLUME 1

Publisher Midway
Developer In-house
Genre Party/Puzzle
Score 27%

At the time the folk at Midway probably thought that it would be a good idea to release a bundle of classic games on one disc. The thing is it should have remained an idea because as 'classic' as some of these games might be, this is a shocker of a collection.

RAILROAD TYCOON 2

Publisher Take 2
Developer In-house
Genre Strategy
Score 33%

Quite why Take 2 decided to release this on the Dreamcast is anyone's guess because it's about as un-console a game as you can find. Build rail tracks, transport cargos, makes loads of money – whoopee-bloody-do.

AREA 51 – OTHERS TO AVOID

Deep Fighter
Evil Dead: Hail To The King
GigaWing
Jeremy McGrath Supercross 2000
Nightmare Creatures 2
Roadsters
Spirit Of Speed 1937
Time Stalkers
WWF Attitude
KISS Psycho Circus

continued>

Ferrari 355 Challenge

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FERRARI 355 CHALLENGE

PUBLISHER: Acclaim
DEVELOPER: AM2
GENRE: Driving

WHAT WE SAID THEN:
"Have no doubt, this is the ultimate driving experience. Savour it and cherish it."













When *F355 Challenge* first appeared in the arcades we were the first to get down there and give it a test drive, only to be left utterly amazed and praying to the gaming gods that SEGA would see sense and release it on the Dreamcast. Luckily for us it did, or at least Acclaim did, and since then we've never looked at a driving game in the same light. As far as standards for driving games go, *F355 Challenge* has set them all and as yet nothing has come remotely close to challenging it... on any platform. The fact that it's so incredibly realistic in every facet is remarkable, although for some this realism, especially in regards to the gameplay, can be a little too much. Make no bones about it; *F355 Challenge* is very much a driver's game, having more in common with an F1 title than an arcade racer. For some this might prove slightly too serious, but that's their problem. Our advice? Sort it out – this is an awesome game.

"As far as standards for driving games go, F355 Challenge has set them all"

Samba De Amigo

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SAMBA DE AMIGO

PUBLISHER: SEGA
DEVELOPER: Sonic Team
GENRE: Party

WHAT WE SAID THEN:
"It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast."

"It'll make you laugh, it'll make you cry, it'll make you embarrassed and hell, who knows, it might even make you piss yourself"













As far as party games go *Samba De Amigo* is the business. Guaranteed to liven up even the most lifeless of parties, it's the only time you're going to get away with wearing a sombrero and waving a couple of maracas around like a nutter without being locked up in the local loony bin. Quite simply, you don't get more original than this, which begs the question of just what the guys at Sonic Team were on when they came up with the idea of a monkey called Samba who dances with maracas. Like all great party games it'll make you laugh, it'll make you cry, it'll make you embarrassed and hell, who knows, it might even make you piss yourself. Yes, it really is that great, but as most great things do, you'll have to pay for the privilege because the maracas and sensor mat don't come cheap. Still it's well worth it, even if it is just to see your best mate make a complete arse of himself in front of the girl he really fancies.

Marvel Vs Capcom 2

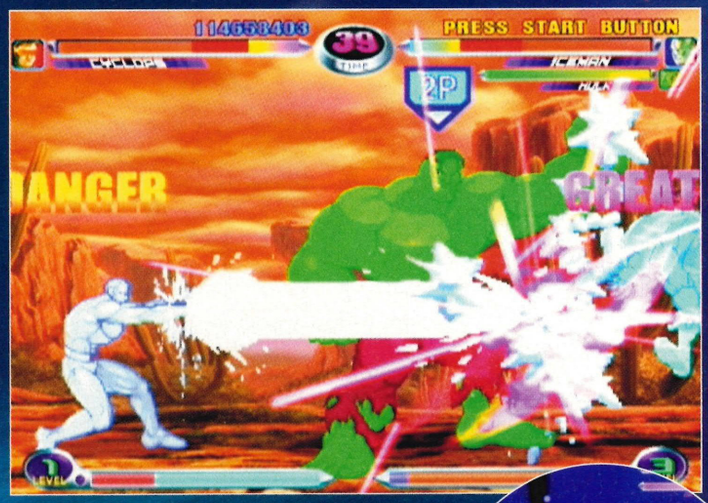
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FERRARI 355 CHALLENGE

PUBLISHER: Virgin Interactive
DEVELOPER: Capcom
GENRE: Beat-'em-up

WHAT WE SAID THEN:
"This game is an absolute must for all beat-'em-up aficionados."

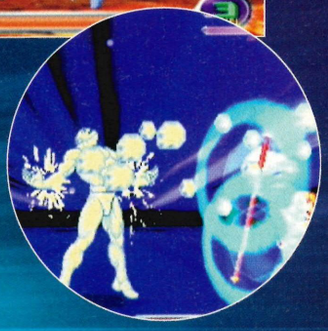
Love 'em or loathe 'em, you can't escape Capcom's stable of beat-'em-ups. They're in abundance everywhere you look, some good, some bad, some plain old dull and tiresome. But *Marvel Vs Capcom 2* – well, that's just bloody marvellous. The Dreamcast has seen its fair share of 2D beat-'em-ups, but along with *Capcom Vs SNK 2*, this is by far and away the best of the bunch and is a pure delight to play. While essentially it has all the same features, moves and options as every other Capcom beat-'em-up, *Marvel Vs Capcom 2* pulls enough new tricks to help make it an upper cut (damn those puns) above the rest, revitalising the entire genre. Maybe it's the fact that there's a whopping 56 characters to choose from, or maybe it's the fact that you need to have consumed at least five cans of Red Bull just so that your retinas can keep up with the blistering pace of the action, but whatever it is, you really can't afford to miss out on Capcom's finest fighting hour to date.







"Marvel Vs Capcom 2 pulls enough new tricks to help make it an upper cut above the rest, revitalising the entire genre"



Starlancer

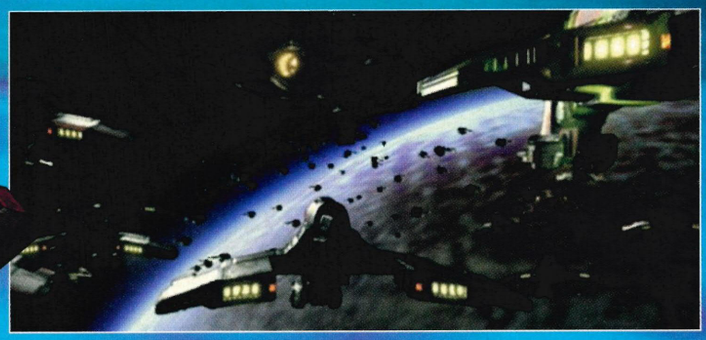
STARLANCER

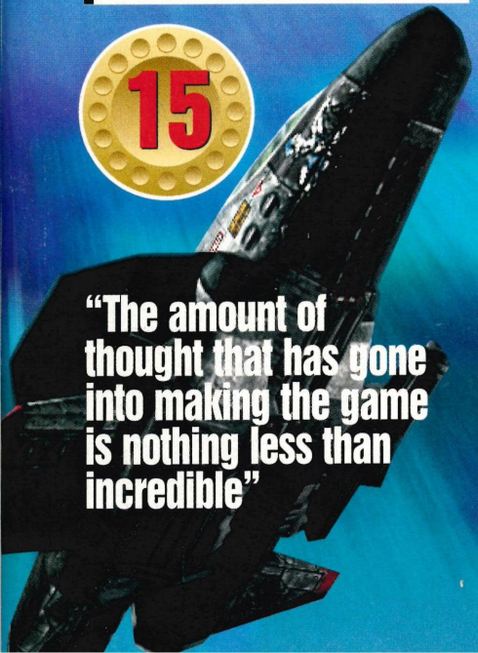
PUBLISHER: Ubi Soft
DEVELOPER: Warthog
GENRE: Shoot-'em-up

WHAT WE SAID THEN:
"Another giant leap for online gaming, whilst managing to provide more than enough single-player action. Genius."

15

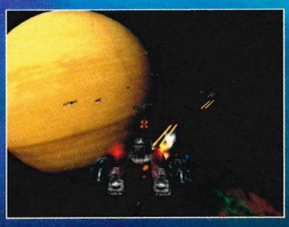
What the Dreamcast lacked for a long time was a killer space-based shoot-'em-up – a decent *Star Wars* or *Star Trek* game was nowhere in sight, with the likes of *Gunbird* and *GigaWing* about as good as it got. But then along came *Starlancer* and it was all we could have asked for and a hyperdrive more. The fact that it's a mere port of a PC game is by the by, because as far as shoot-'em-ups go, *Starlancer* has it all. The first thing that smacks you across the chops is just how crisp the graphics are, especially when it comes to the cut-scenes, before being blown away by the utterly engrossing gameplay. The amount of thought that has gone into making the game is nothing less than incredible, as it seems every last little detail has been considered and it's these little touches that make it such a delight to play. And it's online. It's true –this really is the final frontier.

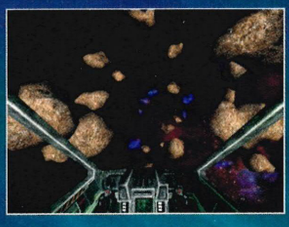


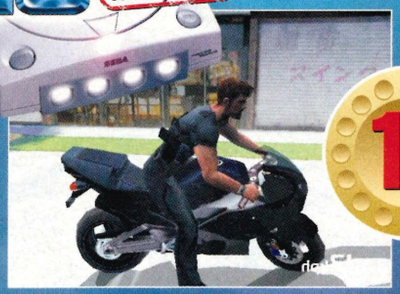


"The amount of thought that has gone into making the game is nothing less than incredible"

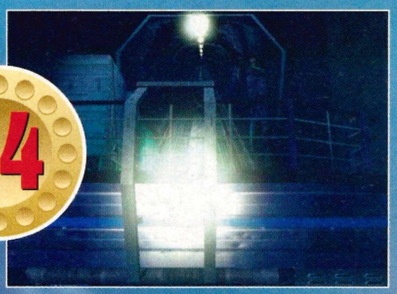








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"Billed and hyped beyond belief as SEGA's answer to Metal Gear Solid, it more than lived up to expectation"

HEADHUNTER

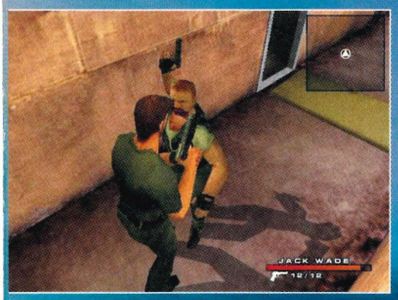
PUBLISHER:	**SEGA**
DEVELOPER:	**Amuze**
GENRE:	**Action/ Adventure**

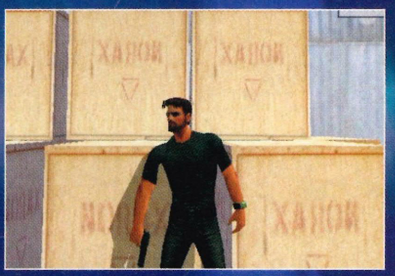
WHAT WE SAID THEN:
"An excellent title that seamlessly blends together puzzle, adventure and all-out blasting action."



Headhunter







It might have arrived somewhat late in the day, but along with *Tennis 2K2* and *Shenmue II*, the release of *Headhunter* meant that the Dreamcast went out on what can only be termed a massive high. Billed and hyped beyond belief as SEGA's answer to *Metal Gear Solid*, it more than lived up to expectation. With a story line that twists and turns at every cut-scene, a superb mix of gameplay and a cooler than cool lead character in the form of Jack Wade, it's small wonder that *Headhunter* finds itself catapulted straight into the top 20. The fact that it's the sort of game that you simply can't put down till you've finished it, only adds to its allure and even then you'll feel compelled to play it all over again. The cherry on top, though, are the stunning graphics employed throughout, something which is all the more remarkable considering that its all from the hands of a first-time developer. A must by anyone's standards.

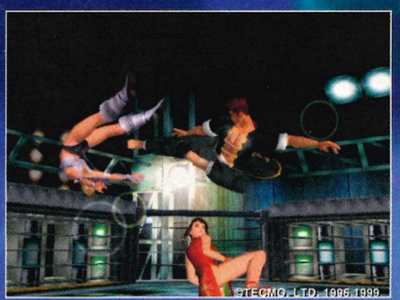
Dead Or Alive 2





You might think that we're being particularly shallow in succumbing to a bit of female flesh and some well-proportioned breasts, but there's a lot more to *Dead Or Alive 2* than first meets the eye. Of course. it could all have been a massive façade for Tecmo and gone tits up (excuse the pun), but everything about the game is just as stunning as the girls used to market it. The action is as smooth as Tina and co's bikini lines and the gameplay itself has enough new ideas going on to ensure it's different enough to make it entirely worthwhile. While it might not have the mass appeal of Capcom's clan of cloned 2D beat-'em-ups, it's streets ahead of its nearest rival, the badly dated *Virtua Fighter 3tb*. Where *Dead Or Alive 2* really shines, however, is in its four-player battle mode, which is nothing less than fantastic. The fact that the girls are stunning has nothing to do with it... honest.





13

"Where Dead Or Alive 2 really shines, however, is in its four-player battle mode, which is nothing less than fantastic"

DEAD OR ALIVE 2

PUBLISHER:	**Acclaim**
DEVELOPER:	**Tecmo**
GENRE:	**Beat-'em-up**

WHAT WE SAID THEN:
"*DOA2* might not be the best beat-'em-up ever, but there's no denying that it's great fun to play and looks stunning."





Sonic Adventure 2

When the first *Sonic Adventure* game was launched it was hailed as a true demonstration of the power of the Dreamcast and an essential game. In hindsight though, it wasn't all that it was cracked up to be, especially once the sequel had shown how it should have been done. *Sonic Adventure 2* is nothing less than massive, truly living up to its 'adventure' moniker. It might not be particularly revolutionary, but there's such an abundance of things to do, such a variety in the gameplay that it's one of those games that has to be played to the bitter end. If you're not speeding around as Sonic, you're clunking around with Knuckles in a robot, and if you're not racing around in a kart you're busy raising good and evil Chao. The added bonus of being able to play as Eggman for the first time, as well as Sonic and Tails' evil counterparts Shadow and Rouge, only adds to the captivating nature of the game. Oh yes, it's supersonic all right.

SONIC ADVENTURE 2

PUBLISHER: SEGA
DEVELOPER: Sonic Team
GENRE: Action/ Adventure

WHAT WE SAID THEN:
"It brings with it a whole bundle of additions that go towards improving the game no end."













"Sonic Adventure 2 is nothing less than massive, truly living up to its 'adventure' moniker"



11 Outtrigger

OUT TRIGGER

PUBLISHER: SEGA
DEVELOPER: AM2
GENRE: Shoot-'em-up

WHAT WE SAID THEN:
"With online play this would probably get around 96%... it doesn't, so we'll mark it down to 92%. Not bad, heh?"





"There's action galore, a well-stocked armoury, big explosions, levels aplenty and, not forgetting, a fair old smattering of blood"



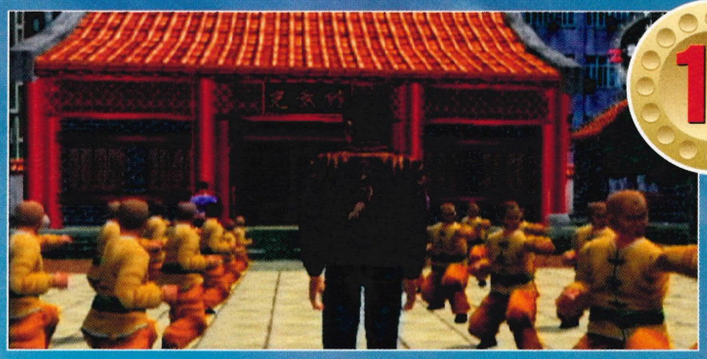
It might be a controversial choice due to the fact that it doesn't have online play, but we reckon that *Outtrigger* is the most polished of the three first-person shooters on the Dreamcast. Don't get us wrong, both *Quake III Arena* and *Unreal Tournament* are great games but *Outtrigger* just pips them at the post... well, what else would you expect from a game developed under the watchful eye of Yu Suzuki?

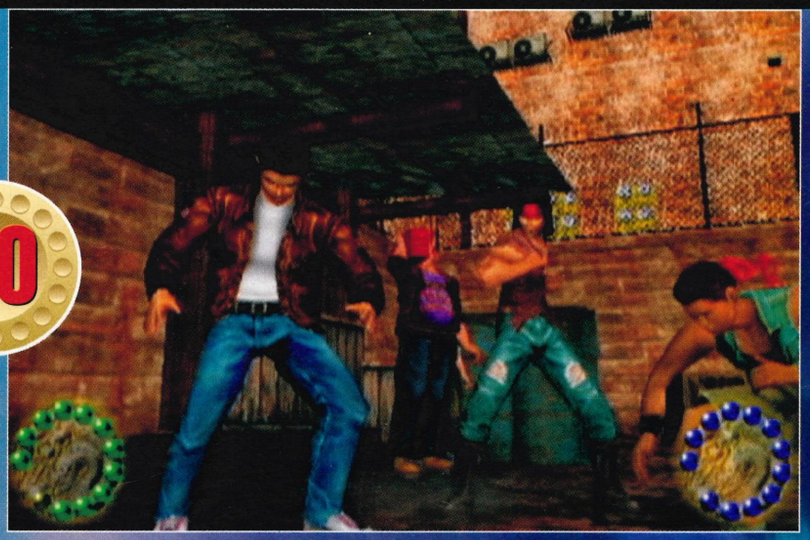
What *Outtrigger* does so well is introduce a light-hearted element back into the equation, no doubt thanks to its arcade forebear, which makes it, well, loads more fun to play than the other two. There's action galore, a well-stocked armoury, big explosions, levels aplenty and, not forgetting, a fair old smattering of blood.

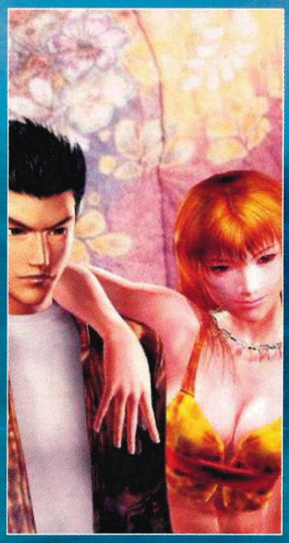
What's really striking about the game is just how smoothly it moves – even when there are four of you hard at it, the frame-rate is relentlessly fast. In fact, such is the pace of the game, there's hardly time to stop and admire just how superb the graphics are. We did, but then we were shot in the back. That'll learn us.

Shenmue

10



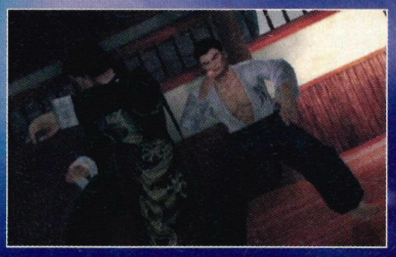




SHENMUE

PUBLISHER: SEGA
DEVELOPER: AM2
GENRE: Action/ Adventure

WHAT WE SAID THEN:
"Stunning to look at and great for RPG fans, but this game's certainly not for everyone."



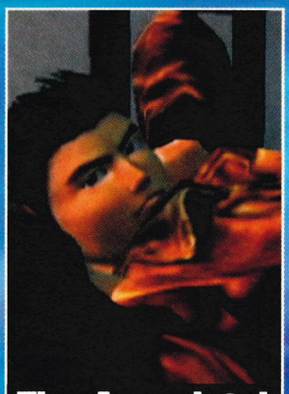


"Shenmue is more than just a game, it's a life of its very own and as far as interactive movies go, this is the closest you'll get"

Everyone has their own opinion on *Shenmue*, but whether you love it or loathe it, there's no denying it is truly stunning, if not in regards gameplay, then certainly in regards to its scope and visual quality.

When Yu Suzuki first announced his plans for the game, no-one quite believed that he'd be able to pull it off. But he did and what a game it turned out to be. Sure, it wasn't perfect, nothing ever is, but what the game offered was unlike anything videogamers had seen before – no wonder it commanded its very own branding, the so-called FREE (Full Reactive Eyes Entertainment) genre. What it has to offer in terms of gameplay isn't far from being unique either, combining a variety of styles to make one cohesive whole. On top of the adventuring and puzzle solving there are the QTE's and the *Virtua Fighter*-esque free battles, all of which combine to create a veritable feast of gaming. Okay, so there's a lot of hanging around, but that's what sequels are for and *Shenmue II* addresses the faults of the first game, making it less tedious, faster paced and more enjoyable at the same time. If you've got a problem with it – get over it.

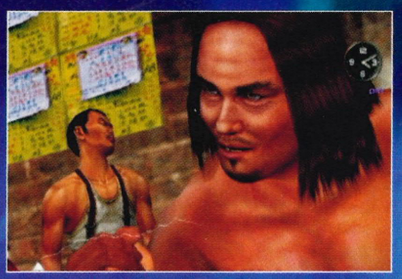
But *Shenmue* is more than just a game, it's a life of its very own and as far as interactive movies go, this is the closest you'll get. More striking than even the graphics is the way in which you interact with more or less anyone and everything that you come across as Ryo. The cast of hundreds is a true gaming feat and, along with the rest of the game's features, helps make it one of the most remarkable games you're ever likely to play... even if it isn't the best.

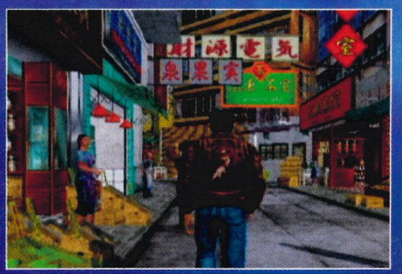


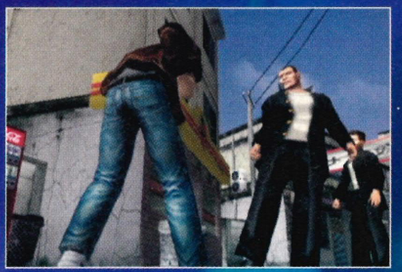
The Anecdotal

"The first time we saw *Shenmue* was when we managed to get the preview disc of the game, the one where you have to find the SEGA President, and the entire office gathered around to see if it would live up to the hype. Needless to say it didn't disappoint, even if it was all in Japanese and we didn't have a clue what was going on!" Martin





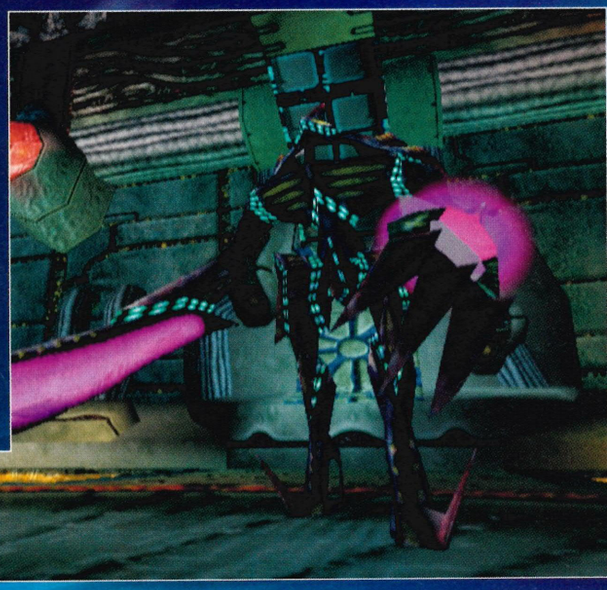




09 Phantasy Star Online









PHANTASY STAR ONLINE

PUBLISHER: SEGA
DEVELOPER: Sonic Team
GENRE: Adventure

WHAT WE SAID THEN:
"A great online game, but it's a tiny bit repetitive if your playing it offline on your own."

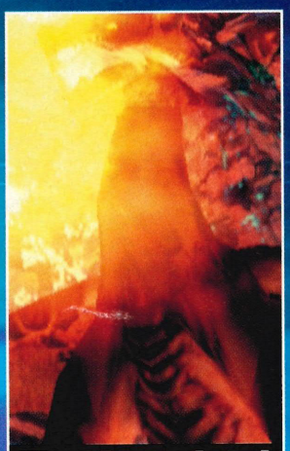




A game doesn't win countless awards for being crap, you know. So the fact that *Phantasy Star Online* has won no less than six prestigious awards over the last year would suggest that it's really bloody good and not the sort of game you shouldn't be missing out on... unless you live on Mars.

As the world's first massively multiplayer online console game, *PSO* is an undeniably massive achievement by Yuji Naka and the rest of Sonic Team. After all, what other game lets you play simultaneously and in complete understanding with gamers in Japan, America and Europe twenty-four-seven? Special isn't the word for it. God-like might be more appropriate. There's no denying that *Phantasy Star Online* is best enjoyed online with the masses and even then that it's a required taste, but it's a taste that everyone should acquire. When you've done that, sorted out the control system and bought yourself some tasty weapons of mass destruction, there'll be no stopping you. You see, only once you've had a taste of it for yourself will you see exactly why over one million gamers have yet to disconnect from the game.

It's not just the online gameplay or even the enthralling story that will keep your brain permanently linked to the world of *PSO* either, the sheer size of the offline game is enough to do that by itself. The world of Ragol is nothing less than huge, split into four separate areas with enough missions to keep you busy for a very long time. Add to the mix a vast array of enemy creatures, an enormous amount of weapons and special items, not to mention some truly breath-taking graphics, and you have a game of epic dimensions, RPG fan or not.

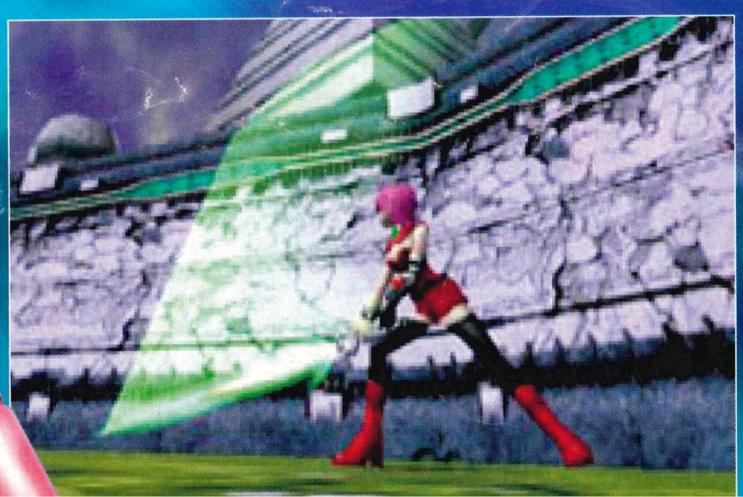


The Anecdotal

"The first time I saw *PSO* was when I went up to SEGA HQ, in London, to see the *Quake III* title. We were walking along a corridor and I remember seeing some testers playing it in a room, so I spent the rest of the visit trying to persuade them to let me go and have a look at the game. Needless to say they didn't."

"There's no denying that Phantasy Star Online is best enjoyed online with the masses and even then that it's a required taste, but it's a taste that everyone should acquire"







continued >







08

Jet Set Radio





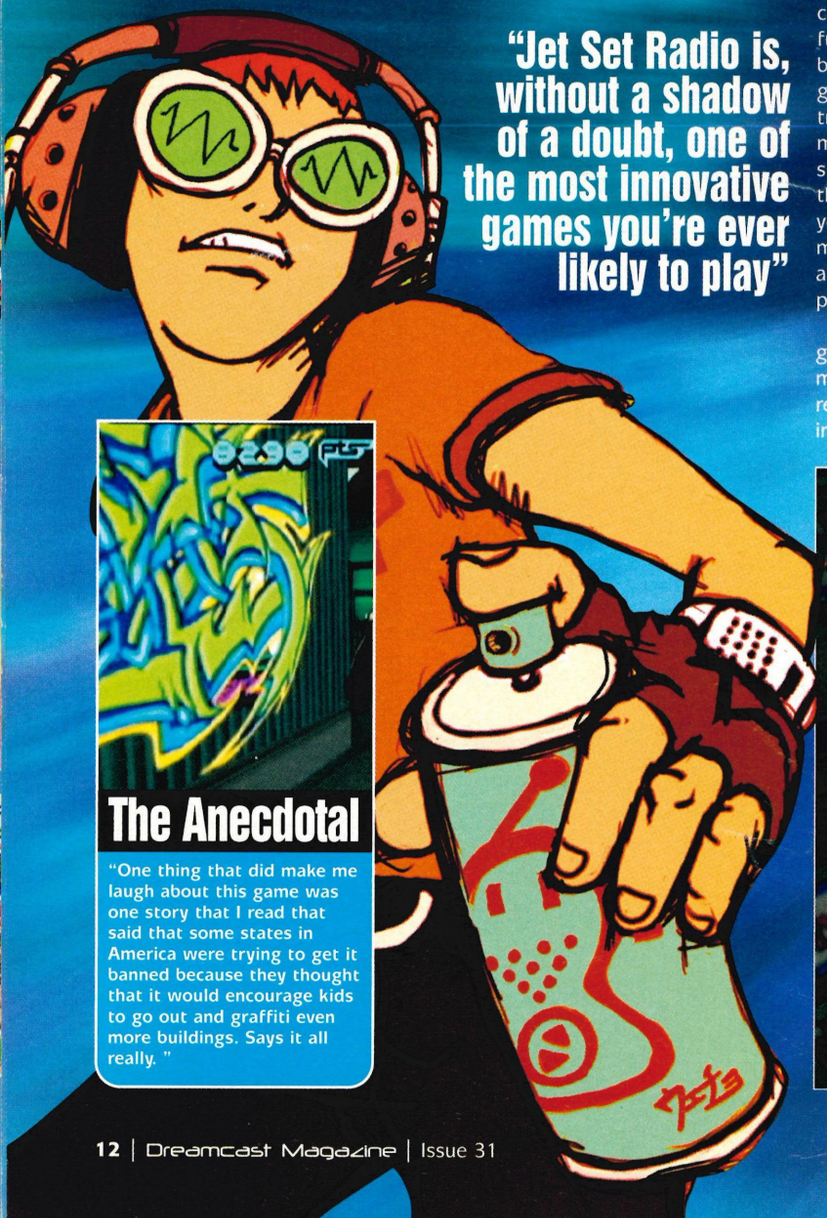


Some games have it, some don't. *Jet Set Radio* most definitely has it – 'it' being the X-factor which few games have, yet all games aspire to having. Right from the moment that the first details and screenshots were revealed, we knew that Smilebit was about to unleash a game that would change the face of videogames, revolutionise it if you like. And we weren't wrong.

Jet Set Radio is, without a shadow of a doubt, one of the most innovative games you're ever likely to play. There really is nothing quite like it. Graffiti's the name, and painting's the game. Painting a city armed with nothing more than a few cans of spray paint and a pair of futuristic in-line skates – all the while being chased by the cops, army and rival gangs – has never been so thrilling. The training lessons might be a little mundane and the learning curve quite steep, but as soon as you've mastered the art of skating there'll be no stopping you pulling off some mind-boggling moves and tagging Tokyoto's landmarks at will. It's like they say, once you've popped you just won't stop.

But it's not just the innovative gameplay dynamics that set *Jet Set Radio* miles apart from every other title, the revolutionary cell-shading graphics incorporated in the game are as just as much responsible for that. It really is like you've just walked into your very own cartoon such is the vibrancy, not just in the colours, but also of the entire city. To cap it all off the game's soundtrack is unlike you've ever heard before – it's awesome and offers the perfect backdrop for the rest of the game. Sure a two-player option would have been good but, as far as we're concerned, that doesn't stop *Jet Set Radio* being a seminal game in every respect.

"Jet Set Radio is, without a shadow of a doubt, one of the most innovative games you're ever likely to play"





The Anecdotal

"One thing that did make me laugh about this game was one story that I read that said that some states in America were trying to get it banned because they thought that it would encourage kids to go out and graffiti even more buildings. Says it all really. "



JET SET RADIO

PUBLISHER:	**SEGA**
DEVELOPER:	**Smilebit**
GENRE:	**Sports**

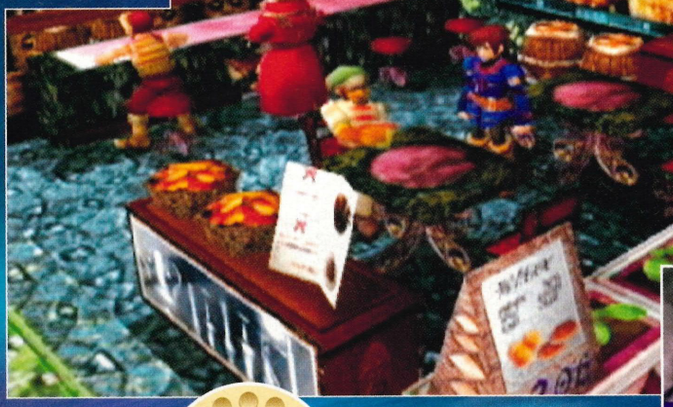
WHAT WE SAID THEN:
"Playing this game is a near heavenly experience, unrivalled thus far on any system."











Skies Of Arcadia

07





The Anecdotal

"It's a shame that *Skies Of Arcadia* came out so soon after *PSO* as it was somewhat overshadowed by it even though it's a better all-round game. I'll freely admit that I'm not an RPG fan in any shape, size or form, but that didn't stop me playing it and getting totally obsessed by. A sure sign of a great game if ever there was one."

Okay, okay. We know it's an RPG – don't look too shocked. We also know it's not the sort of thing that a lot of gamers would go for but, as far as we're concerned, *Skies Of Arcadia* is a game that everyone should play, regardless of whether you're an RPG fan or not. If you weren't an RPG kinda guy before, then one play of this and you will be. If not, well, we'll give you your money back. Yes, we're that confident.

In developing *Skies Of Arcadia*, Overworks has created nothing less than an epic masterpiece. In terms of its scope it's awe-inspiring. We're not just talking about the actual size of the game either, although with well over 50 hours of gameplay you can't exactly complain. Nope, we're talking graphics that will leave your mouth agape at every turn. We're talking a world so expansive yet so delicately crafted it'll take your breath away. We're talking a story so incredibly elaborate and fascinating it's exhilarating... and we haven't even started on the characters or the, at times, innovatory gameplay. Do you get the picture?

On top of all that you have all the usual staple diet foods of an RPG – spells, weapons, puzzles... you know the score – only this time they're so much more grandiose than what's gone before. Seriously, we can't over exaggerate about how much there is to do in the game. Sure, the idea of having to collect six moon crystals to prevent the forces of evil, in this case the Valuan empire, from wreaking havoc doesn't sound like much of a challenge but with enough twists and turns, not to mention enemies, to keep you more than just a little busy, you'll soon see otherwise. Move over *Final Fantasy*, there's a new kid on the block and it sure isn't here to make up the numbers. Stunning.

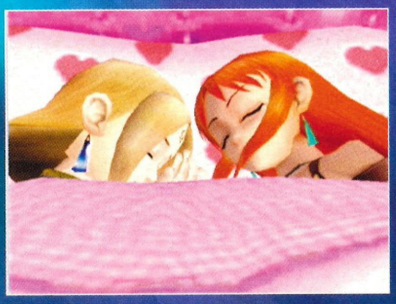
"Skies Of Arcadia is a game that everyone should play, regardless of whether you're an RPG fan or not"

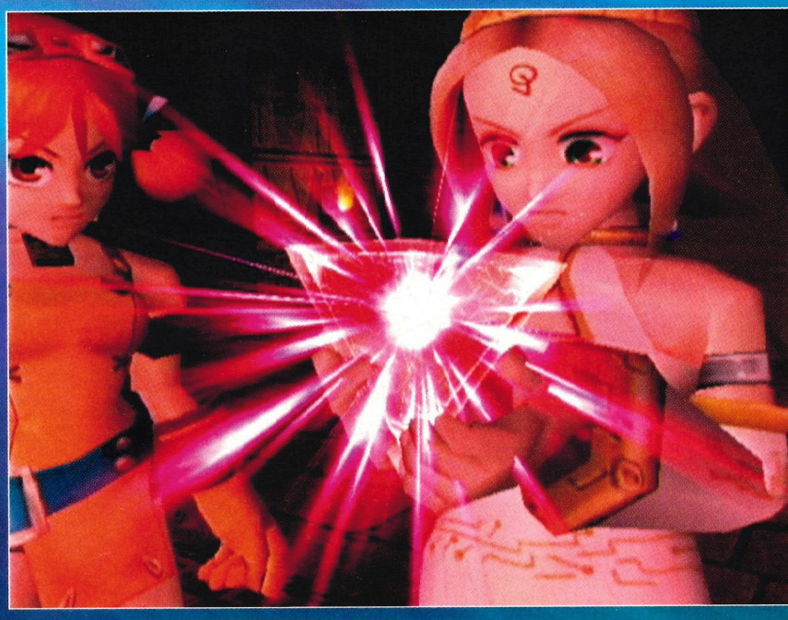
SKIES OF ARCADIA

PUBLISHER: SEGA
DEVELOPER: Overworks
GENRE: RPG

WHAT WE SAID THEN:
"*Skies of Arcadia* is a game that has astounding visuals, tons of stuff to do and the kind of story that'll draw you in and keep you going until you've finished the game."







Resident Evil Code: Veronica

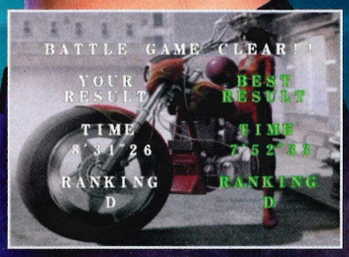


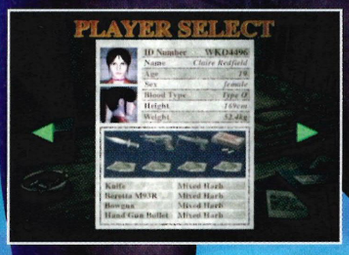
RESIDENT EVIL: CODENAME VERONICA

PUBLISHER: Eidos
DEVELOPER: Capcom
GENRE: Action/ Adventure

WHAT WE SAID THEN:
"*Resident Evil* fans will go mental about this game; the whole affair looks amazing and at times it will scare the life out of you."







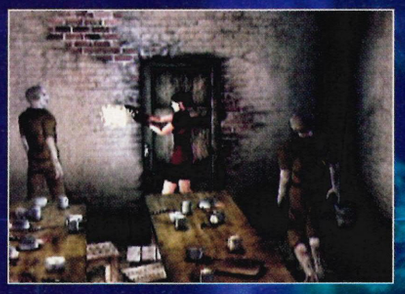
"As far as survival/horrors go, Code: Veronica is the Daddy. At times it's genuinely terrifying, at others it's just plain old scary"

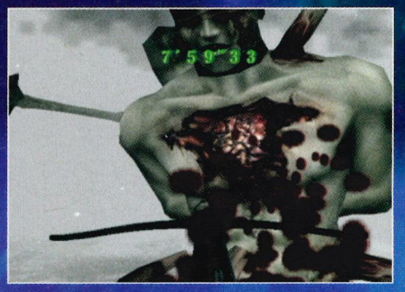
If ever a game was destined for greatness, it's *Resident Evil Code: Veronica*. With the gaming fraternity still cleaning its underwear from a 'messy' encounter with *Resident Evil 2* and clamouring for the next instalment, Capcom was busy plotting the next step of Claire Redfield in her one-woman show against the undead. And did it disappoint? Did it bollocks.

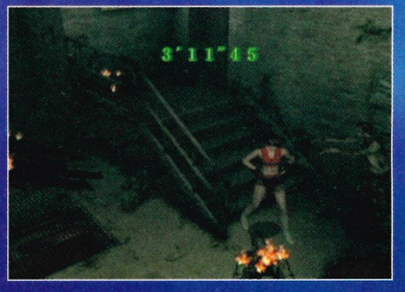
As far as survival/horrors go, *Code: Veronica* is the Daddy. At times it's genuinely terrifying, at others it's just plain old scary. But more than that, there are two things you can be sure of when playing this game – you will love every blood-strewn minute of it and you will need to change your trousers more than once. As soon as the opening movie kicks in you know that you're in for a treat, not just in terms of gameplay, but in terms of the visual feast on offer too. Surely zombies were never meant to look this good?

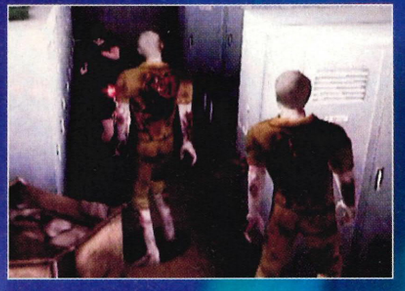
The real beauty, though, and the one aspect that makes it such a pant-wetting experience to play, is the way it almost effortlessly keeps you on the edge of your seat throughout the entire game. The not knowing what's around the next corner or through the next door is enough to get the hairs on the back of your neck standing on end and for the adrenaline to start pulsating through your body. For a game to do this is a truly exceptional feat. The complex puzzles, impressive location designs, eerie music and the plethora of mutated creatures merely add to the already sh*t-scary atmosphere of the game. Okay, so the control sucks, but who cares when a game's this great?

As we said in our original review back in issue 10, "*Code: Veronica* is a totally breathtaking experience that is just so amazing you won't put it down." Now, you can't say fairer than that.





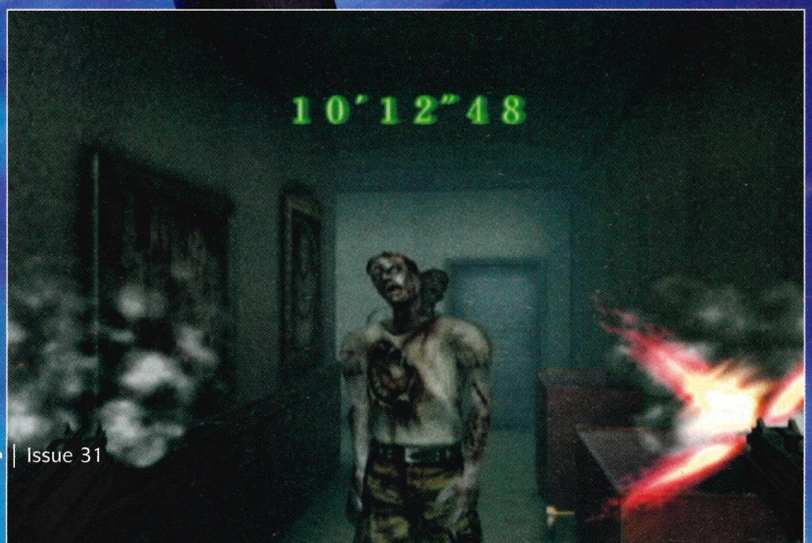






The Anecdotal

"I wasn't going to play *Code: Veronica* to begin with as I hadn't been too impressed with *Resident Evil* 2, but everyone kept telling me how fantastic it was and that I had to play it. I did and, man, is it one disturbing game!"



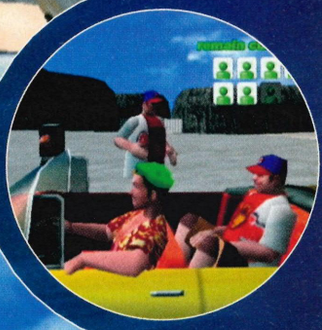
CRAZY TAXI™

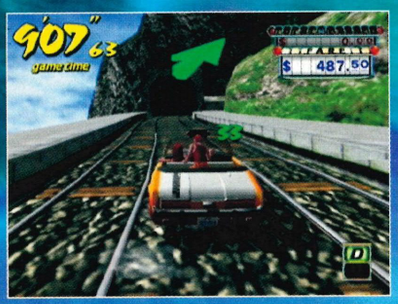
















If ever there was a defining moment for SEGA and the Dreamcast, then surely *Crazy Taxi* is it. What can we say about it that you don't already know? We love it, you love it – hell, everybody loves it. And if you don't, what the hell's wrong with you?

An arcade conversion of gob-smacking proportions, *Crazy Taxi* is the epitome of everything that is great about SEGA as a developer. It has style, it has class, it has originality, it has great graphics, it has a rocking soundtrack and, above all else, it has gameplay that the devil would give his left horn for. In other words, it's the sort of game that only those craaaaaaa-zy, yet totally inspirational, folk at SEGA could come up with.

Let's face it, driving around the streets of a west coast American city in a banana yellow cab hardly gets the thumbs up for a thrill-a-minute game, does it now? Yet, *Crazy Taxi* somehow manages to give the biggest adrenaline rush you're ever likely to get from a videogame by injecting the cabs, as well as their drivers, with a special brew of crazy juice (no, not Stella). Thrill a minute? More like thrill a second.

What really takes *Crazy Taxi* to celestial heights are the Crazy Box mini-games which are, for want of a better way of putting it, totally nuts. Whether you're Crazy Bowling or Crazy Jumping, the mini-games are undeniably fantastic fun, helping make the entire package more than just a pure arcade conversion. Some might question its longevity but with two massive cities to speed around and 16 mini-games, it's hardly what you'd call short-lived. Put simply, games like this only come around every decade or so and, as such, *Crazy Taxi* should be treasured for the gem that it is. Seriously, they don't come any crazier than this.

CRAZY TAXI 2

PUBLISHER: SEGA
DEVELOPER: Hitmaker
GENRE: Driving

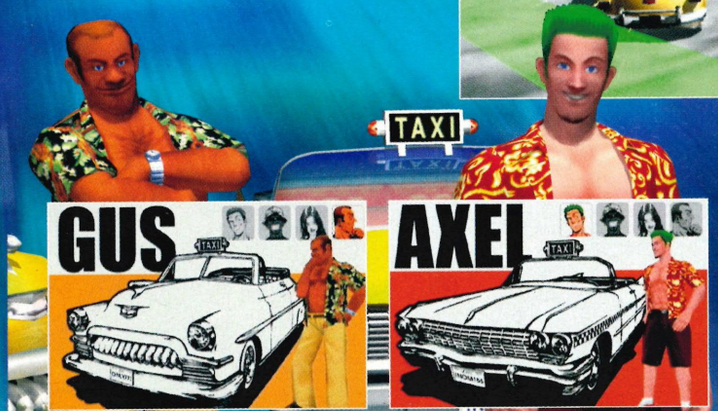
WHAT WE SAID THEN:
"*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun stuffed onto one SEGA-patented GD-ROM."

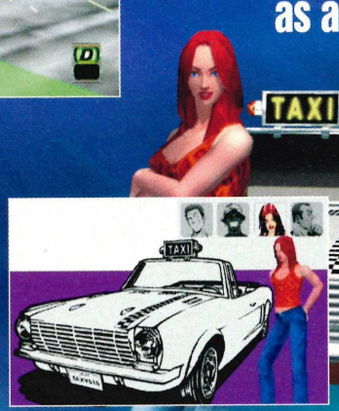


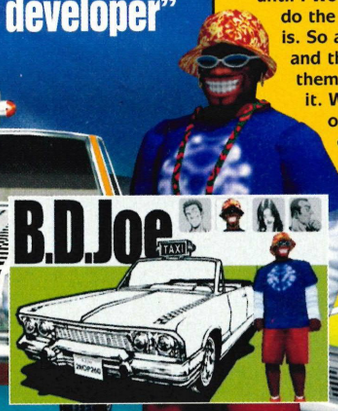
"Crazy Taxi is the epitome of everything that is great about SEGA as a developer"

The Anecdotal

"I shouldn't really admit this one publicly but here goes. We were trying to do the final challenge in the Crazy Box, the one where you have to get around the entire city in under three minutes and we just couldn't do it, well until I worked out how to do the Limiter Cut that is. So anyway, I did it and then didn't tell them how I'd done it. When they found out I wasn't exactly Mr Popular."







04 Virtua Tennis

VIRTUA TENNIS

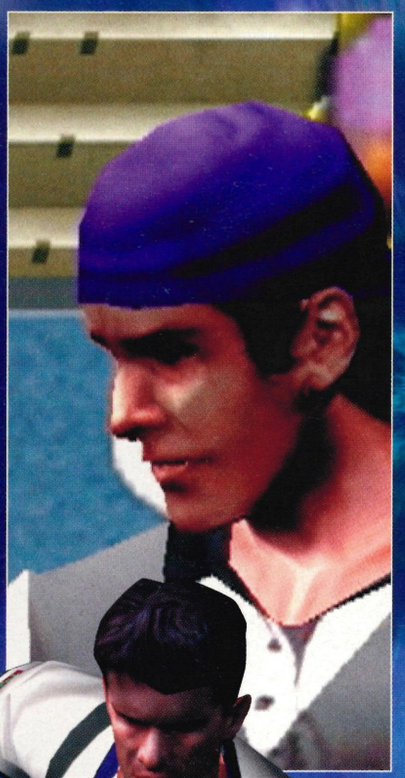
PUBLISHER: SEGA
DEVELOPER: Hitmaker
GENRE: Sports

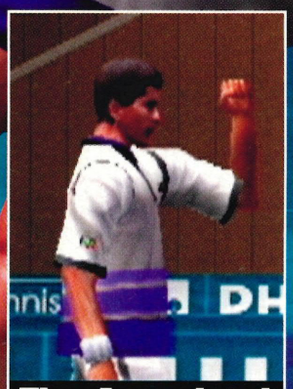
WHAT WE SAID THEN:
"An exceptional piece of programming that certainly justifies the purchase of a Dreamcast."











The Anecdotal

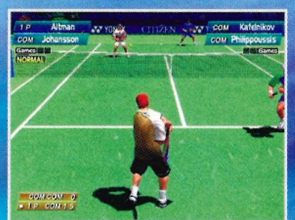
"Ahh, *Virtua Tennis*, the old favourite. The best memory I have of *Virtua Tennis* is spending entire lunchtimes for a good couple of months playing it solidly, being outdone by lobbing bastards (you know who you are), and getting no work done. There aren't many games that have done that to me."

Who'd have thought it – a tennis game becoming one of the greatest sports games ever to be developed? Not us for sure, but that's exactly what Hitmaker has done with *Virtua Tennis*... and you don't even need to be a tennis fan to fall head-over-heels in love with it.

It's not often that a game makes us miss a deadline, but that's exactly what *Virtua Tennis* did when it arrived in the DREAMCAST MAGAZINE office last year. If that wasn't testament enough to what a fantastic game it is, then the 94% rating that we gave it certainly is. Remember how fantastic *Pong* seemed to be all those years ago? Well, take that gameplay; add a bundle of extra features and some arcade-perfect graphics and what you get is *Virtua Tennis*... well, sort of. Everything about the game radiates quality and, as arcade conversions go, it's undoubtedly one of the best we've seen and are ever likely to see. As far as gameplay goes, *Virtua Tennis* is the epitome of simplistic – it really is one of those games that anybody, even your Gran, can go up to and play without any fuss. However, it's one thing being able to play it and something totally different to master it... that takes months.

The real appeal of the game is that it's one of those games that, however hard you try, you can't help coming back to time and time again. It's just so much goddamn fun to play it's criminal, especially in the awesome doubles option when there's four of you crammed around the TV, hurling abuse at each other. The cream on the already succulent strawberries is the ever so captivating World Circuit mode where it's easy to lose not just hours, but days. The fact that it looks the part as well as playing the part is just an added bonus. So yes, it's ace. Smashing? Oh, go on then.

"Everything about the game radiates quality and, as arcade conversions go, it's undoubtedly one of the best we've seen and are ever likely to see"

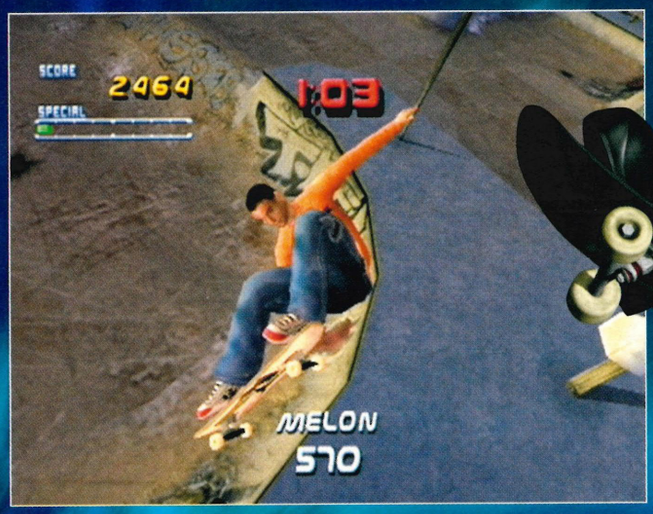


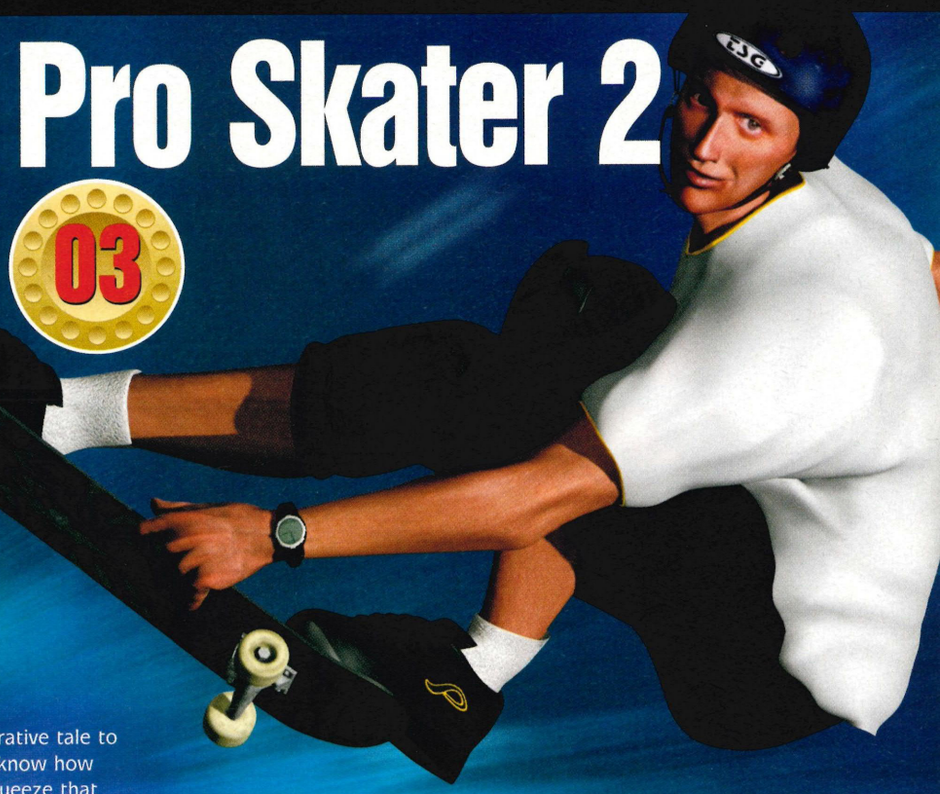






Tony Hawk's Pro Skater 2





Skateboarding might not be everybody's preferred late-night tipple but when it comes to *Tony Hawk's*, well, it should be. When the first game was released we couldn't praise it enough, let alone get enough of it. And then *Tony Hawk's Pro Skater 2* landed on our desks – 96%, thank you very much. Only then did we truly understand the meaning of addiction.

In a word, this game is amazing. It has everything you could possibly want, well apart from free packets of Pro Plus and jars of coffee to help play it non-stop for the hours that it truly deserves. If we could have it drip-fed into our brains we would. So, why's it so great? Well, if you've played it you'll know exactly why.

If not, well here's an illustrative tale to help you understand. You know how satisfying it is to finally squeeze that spot that's been slowly erupting for the last week, yet until now has refused to be popped? Well, that's exactly what playing *Tony Hawk's* is like, only a thousand times better. There are tricks and stunts by the bucket load, levels so well designed you won't be able to get enough of them and graphics so good your eyes will pop out. All this and at a terrifyingly fast pace. Sure, it's not exactly the most realistic game ever, but that's not the point – it's an indulgence in the bounds outside of reality that videogames afford and which *Tony Hawk's* takes full advantage of.

Whether you're wallowing in the sumptuously in-depth Career mode or overdosing on the frighteningly addictive two-player games, *Tony Hawk's 2* is quite simply one of the most entertaining, enjoyable and pleasurable experiences you'll ever have with a games console... even if you can't skateboard to save your life.

TONY HAWK'S PRO SKATER 2

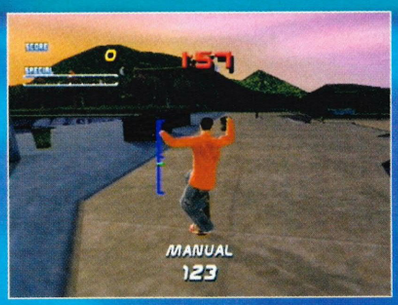
PUBLISHER: Activision
DEVELOPER: Neversoft
GENRE: Sports

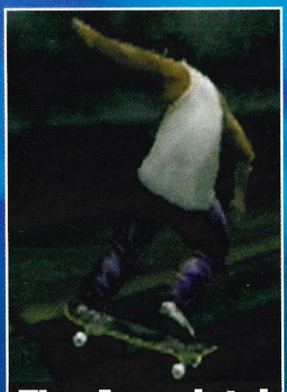
WHAT WE SAID THEN:
"Without a doubt the finest skateboarding game in existence."

"Tony Hawk's 2 is quite simply one of the most entertaining, enjoyable and pleasurable experiences you'll ever have with a games console"





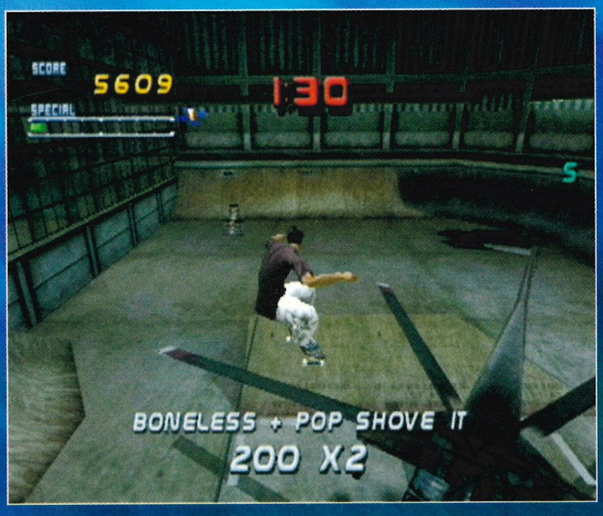




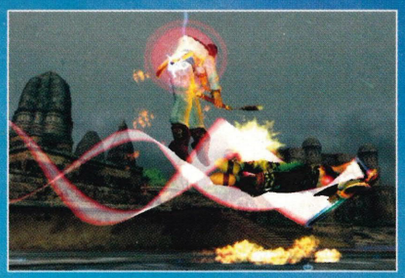
The Anecdotal

"All I can say about this is late nights. I took it home last Christmas to play and as soon as my brother became addicted I didn't once get to bed before 2.00am. The two-player mode is just phenomenal and you just can't put it down."

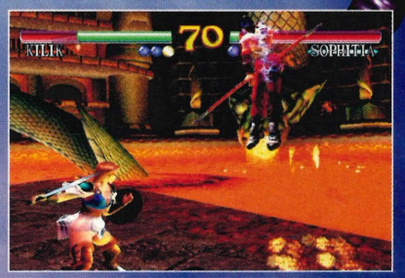




Soul Calibur 02







We said it way back then and we'll say it again now – *Soul Calibur* really is the best fighting game you'll ever play. Beat-'em-up purists might argue otherwise, tagging it as just another 'button-basher', but as far as we're concerned *Soul Calibur* really is beat-'em-up heaven.

As soon as you put the disc into your Dreamcast and the FMV intro movie kicks in, you know you've bought into something a little bit special... and that's even before you've played it. Start playing it and you'll be blown away. The first thing to strike you, apart from Asataroth's blood dripping axe or Sophia's sword, is just how detailed the graphics are. Such is the extent of the detail that you can even see the facial expressions of the characters change during a fight. Impressive isn't the word for it. The most amazing thing about this is that the speed of the gameplay, or any other feature of the game for that matter, remains unaffected. Far from it, in fact, as the game flows incredibly smoothly and at a frame rate that might otherwise be seen as rude, thus making for a truly stunning contest.

The actual gameplay doesn't disappoint either. Whereas some beat-'em-ups, (cough, *StreetFighter*, cough), require the need to know every special move under the sun to stand a chance of winning, *Soul Calibur* has a learning curve that allows all and sundry to be able to pick up and play without the frustration of being constantly beaten.

Whether you're playing the Arcade mode against some friends or indulging in the captivating Story mode, there's no denying just how much enjoyment and satisfaction *Soul Calibur* has to offer. Considering all this it's small wonder to find that it's the only game from the early days of the Dreamcast that we still play on a more than unhealthy basis. Beat-'em-ups really will never be the same again.

SOUL CALIBUR

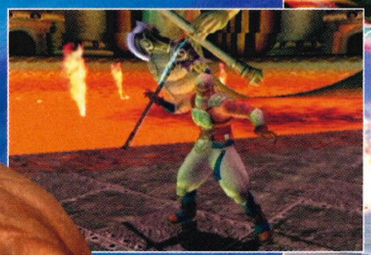
PUBLISHER: SEGA
DEVELOPER: Namco
GENRE: Beat-'em-up

WHAT WE SAID THEN:
"*Soul Calibur* is the best fighting game you'll ever play – making it an essential Dreamcast purchase."

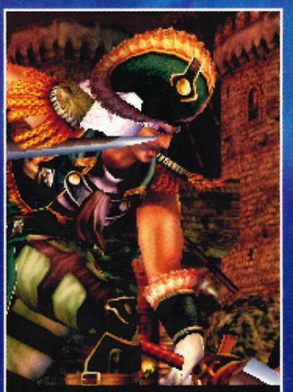


"It's small wonder to find that it's the only game from the early days of the Dreamcast that we still play on a more than unhealthy basis"





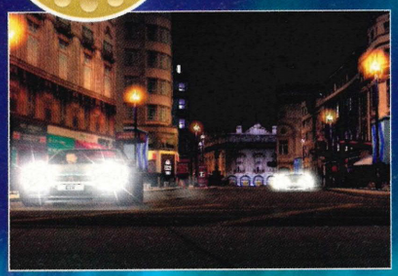




The Anecdotal

"This was one of the first games that we saw as we had an import copy sent to us, and I remember us all fighting for the controllers for the first go. In the end it was just as satisfying sitting and watching it."

01 Metropolis Street Racer





METROPOLIS STREET RACER

PUBLISHER: SEGA
DEVELOPER: Bizarre Creations
GENRE: Racing

WHAT WE SAID THEN:
"The most comprehensive and original driving game on any console and the closest thing to driving perfection you're ever likely to see."

"Arguably the best driving game on any console that you're likely to see in a long, long while"

To anyone who's played *MSR* it won't come as much of a surprise to see it sitting pretty at the top of this list because, and we'll have no argument with this, it's awesome. FACT.

The fact that it became one of the most hyped and sort-after games along the way, due to an ever-changing release date – it was delayed by over a year – only adds to its mystique.

So where do we start in our praise for arguably the best driving game on any console that you're likely to see in a long, long while? Maybe it's the revolutionary design of the game – after all, this isn't just 'another racing game'. Maybe it's the breathtaking graphics that are so detailed it's scary. Maybe it's the little touches like the Internet and in-car stereo options. Maybe it's the sheer scope and size of the game. Maybe, just maybe, it's the utterly enthralling and equally addictive gameplay that makes it one of the most accomplished videogames of all time. Or maybe it's all of the above.

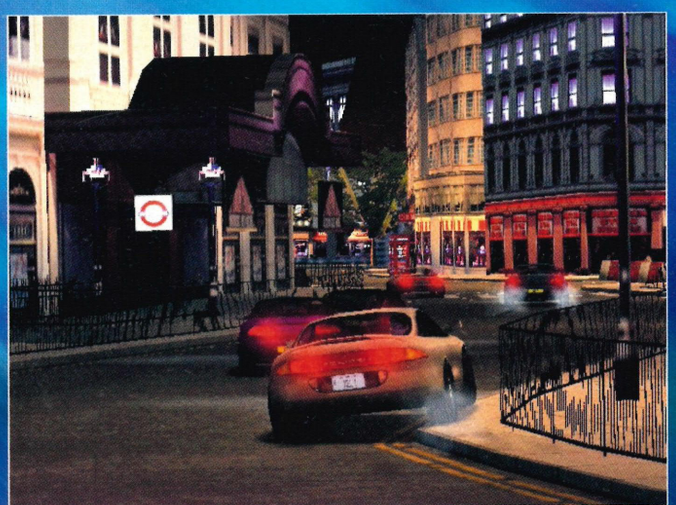
You see, in creating *Metropolis Street Racer*, Bizarre Creations has created something that quite simply has everything that you could want from a videogame... and a whole lot more packed into the boot on top of that. 'Original' isn't normally the sort of word you'd associate with racing games, but that's exactly what *MSR* is. *MSR* isn't all about speed; it's about Kudos and just how many handbrake turns you can pull off without crashing. It's about just how cool a driver you really are. In other words, it's all about style and if you're to get through the 25 chapters (each with ten challenges, so a whopping 250 races in all) you're gonna need it by the bucket load. The actual racing itself isn't a drab affair either, split up into four different types of challenges – Hot Laps, Timed Runs, One-On-Ones and mini Championships – each holding their own distinct challenge. And the best bit? No boring endurance challenges in sight.

Visually the game is so lifelike it's almost scary. The streets of London, San Francisco and Tokyo have been recreated so meticulously that speeding around them is just like the real thing and there aren't many games that you can say that about. Such was the developer's desire to get everything spot-on that one of the reasons for the game's delay was so that it could add new shops and put bins in the right place. That's how detailed it is. The real clincher for the game though, is that – unlike, say, *F355 Challenge* – it's the sort of game that anyone can pick up, play and fall in love with within a matter of minutes... even if driving games aren't your usual thing. Addictive isn't the word for it, because it's so much more than that – it's a way of life.

The cherry on top, though, is the little touches that you find throughout the game. After all, what other game gives you the chance to choose which radio station to listen to while you're driving, let alone download the weather from right outside your doorstep into the game? Even the car customisation option is superb, the added touch of being able to personalise your number plate. Pretty cool, huh?

Which just about sums up *MSR* perfectly. It's fresh, it's exciting and, above all, it's an incredibly cool game. So there should be no real surprise to discover that we can't find anything we'd like to change about it and no surprise that, as far as we're concerned, it's the one Dreamcast game that you really shouldn't go without. You know what to do...





Even now, we can't help but drool at the sight of one of the most original racing games to ever be released on any console...

The Top 5 Games by Genre

Here – yep, just for you – are the top games in each genre.



TOP 5 DRIVING GAMES
MSR
Crazy Taxi
Ferrari 355 Challenge
Daytona USA 2001
Le Mans

TOP 5 SHOOT-'EM-UPS
Outtrigger
Starlancer
House Of The Dead 2
Quake III Arena
Unreal Tournament

TOP 5 BEAT-'EM-UPS
Soul Calibur
Dead Or Alive 2
Marvel Vs Capcom 2
Power Stone
Ready 2 Rumble

TOP 5 PLATFORMERS
Rayman 2
Spider-Man
Jedi Power Battles
Toy Story 2
Donald Duck Quack Attack

TOP 5 ADVENTURE GAMES
Resident Evil: Code Veronica
Skies Of Arcadia
Phantasy Star Online
Shenmue
Headhunter

TOP 5 SPORTS GAMES
Tony Hawk's Pro Skater 2
Virtua Tennis
NBA Hoopz
SEGA Bass Fishing
WWF Royal Rumble

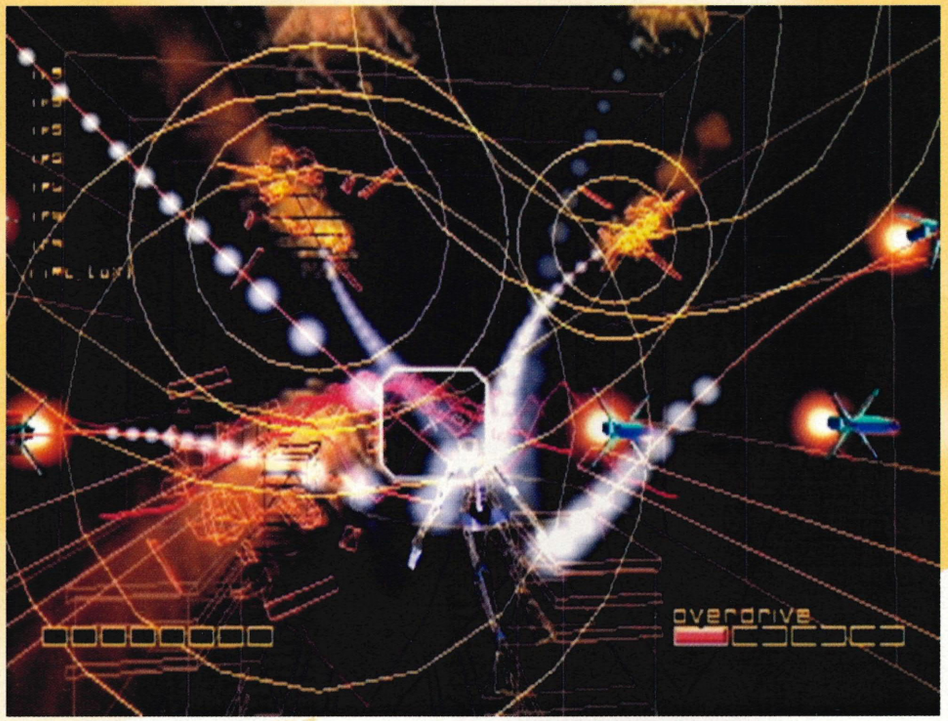
TOP 5 STRATEGY GAMES
Hidden & Dangerous
Soldier Of Fortune
Rainbow Six
Rogue Spear
AeroWings 2: Airstrike

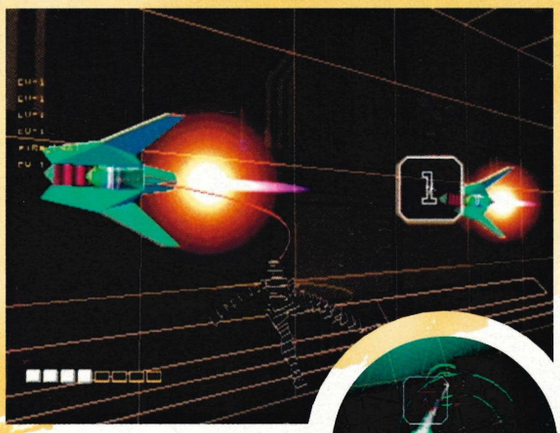
TOP 5 PARTY GAMES
Samba De Amigo
Chu Chu Rocket!
Bust-A-Move 4
Worms World Party
Mr Driller

Web site: www.sega.co.uk

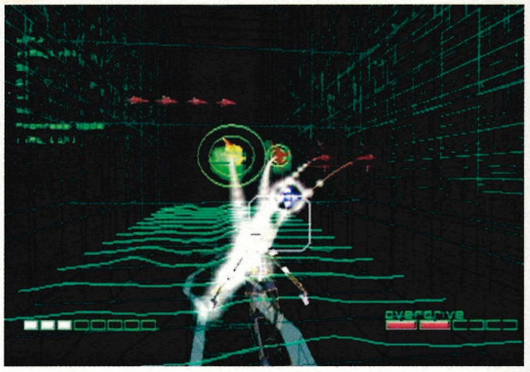
You had better shoot this shield, or else...







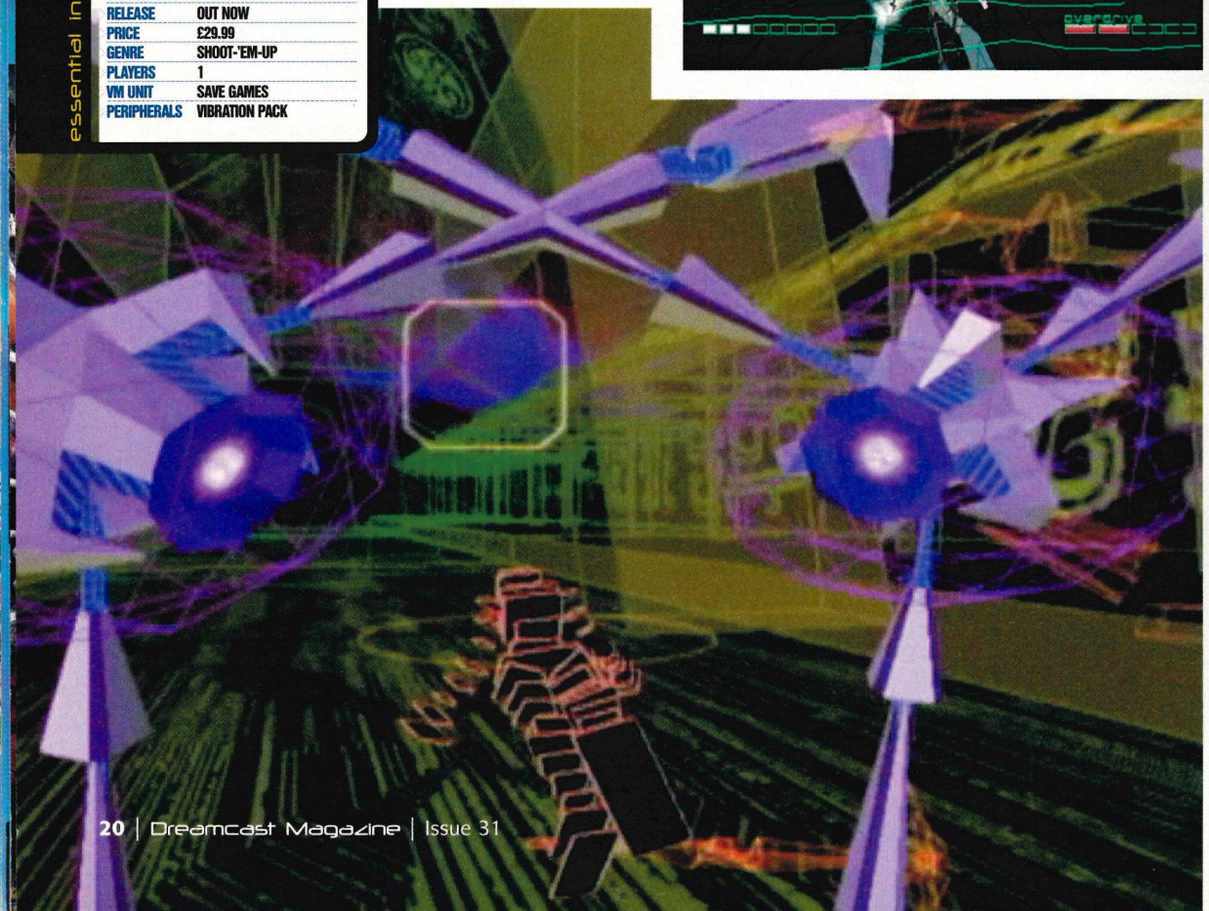




essential information

Dreamcast magazine

PUBLISHER	BIG BEN INTERACTIVE
DEVELOPER	SEGA
RELEASE	OUT NOW
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	1
VM UNIT	SAVE GAMES
PERIPHERALS	VIBRATION PACK



Rez

You know what it's like, you come home from clubbing, it's late, you're wide awake and wanting something to keep you occupied. Will you enjoy this trip?

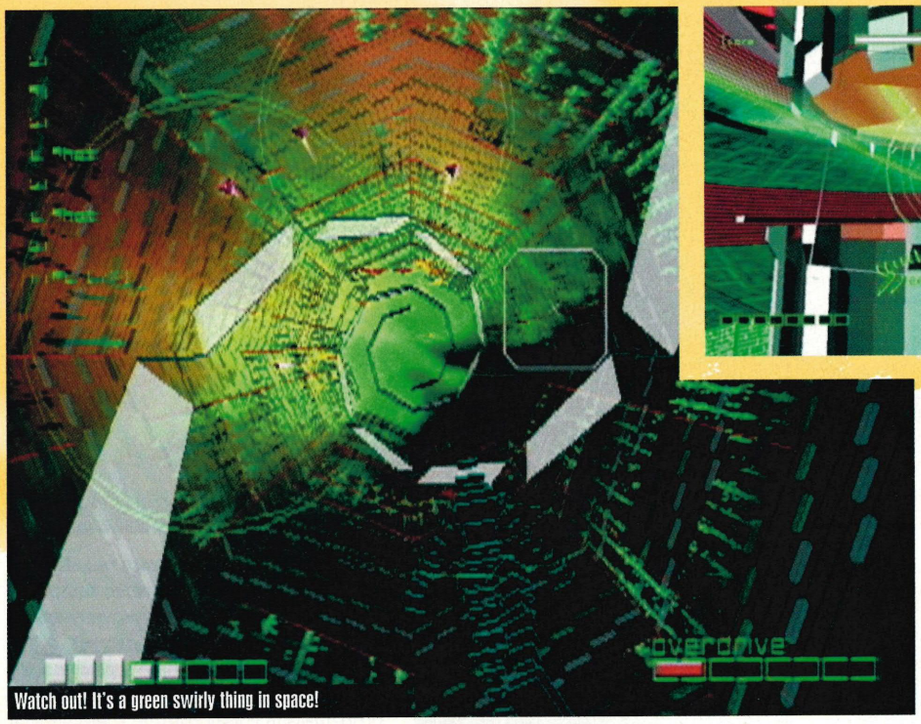
There are few things more annoying than watching your console wither into obscurity, and over the last year or so it has been the DREAMCAST MAGAZINE team's job to grit its teeth and watch as otherwise sane



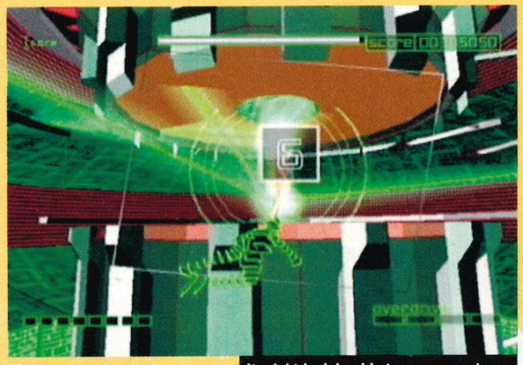
awesome moment

Turn on your stereo and stare at these shots...





Watch out! It's a green swirly thing in space!



It might look hard but once you get the rhythm seeing off this beasty shouldn't be a problem...

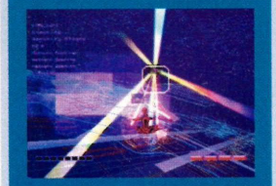
infoburst

Extra information

- Rumours that Fat Boy Slim's music was to feature in *Rez* have turned out to be false – hurrah!
- The working title for *Rez* was *K-project*. Why?

Talking 'Bout An Evolution

The more enemies you kill at once with your lock-on weapons, the more likely you are to earn an Evolution pod. By collecting these, you can build up the bar in the bottom-left corner of the screen. When it fills up totally, you'll move one step up the evolutionary ladder and gain enhanced weapons, as well as earning yourself an extra 'life'. As you move down the ladder each time you're hit, you'll want to get as high up as possible to stand a chance against some of the nastier bosses who pop up later on in the game...





developers and publishers walk away frustrated to develop for other formats.

However, SEGA, true to its word, has just about kept us Dreamcasters happy with a steady flow of top titles. Those of us in the know have kept our Dreamcasts in their rightful place by the TV, delighting in such games as *Shenmue II*, *Crazy Taxi 2*, *Virtua Tennis 2* and original offerings such as *Headhunter*, *Outtrigger* and *Confidential Mission* – who needs other developers' games when you have SEGA batting for your side? However, this trickle is beginning to wane and those games that we were desperately hoping to see us through have all but been released. Thankfully, there are still a precious few games to keep us amused and with *Rez*, we have a game that'll not only amuse but also entrance us...

Trippy Hippy

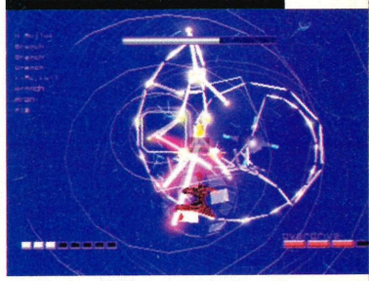
Apparently, SEGA's United Games Artists wanted to create something a little different and, as these screenshots show, they have certainly managed to create a visual treat reminiscent of the now classic PlayStation iteration of *Tempest*. However, whilst it would be foolhardy to suggest that *Rez* will be considered the classic game that *Tempest 2000* has become (in certain circles at least) it is arguable that the trippy effects and vector graphics in the aforementioned PlayStation title merely acted as a visual frippery running in tandem with an otherwise brilliant gaming experience. *Rez*, however, attempts to go one better and create a whole new genre of games that marries graphics, sound and gamesplayer into a perfect videogaming whole (or as SEGA puts it, 'synaesthesia'). What this actually amounts to is a pretty straightforward shoot-'em-up on rails with players taking on the guise of a humanoid form – replete with the ability to transcend itself via the appropriation of power-ups into, ahem, pure energy – the task being to infiltrate a super virtual network (that's six levels to us) to awaken the central AI 'Eden'. If it all sounds like hippy tosh to you then, to be honest, it is, but that's kind of the point, gamers are supposed to buy into this artifice, in the same way that *Rez* really is an entirely new gaming experience...

Sharp Soundz

That's not to say that *Rez* is without merit; without the nonsense story line and aspirations to the spiritual it's still a pretty smart take on the shoot-'em-up genre. While other games merely set about trying to get the player to revel in the mass destruction of wave after wave of foes, *Rez* tries to get you to be creative as well, which is nice. You see (and this is the important bit), as you are guided down the levels the multitude of enemies, missiles and obligatory end-of-level boss characters that you face – and ultimately destroy – break with tradition. Rather than exploding with the usual sonic 'boom' upon contact with your trusty laser weapon they actually make a sound or note. And it doesn't stop there, oh no. Thanks to the handy 'lock-on' facility, you can link 'kills' together to form, in the loosest sense, a riff or sequence of notes, and though we have not been told that this is the case, we reckon that, coupled with the throbbing bass line that accompanies the game,

"Who needs other developers' games when you have SEGA batting for your side?"

A-ha! Another end-of-level boss character to send to a musical death!

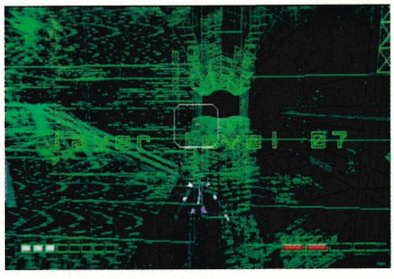


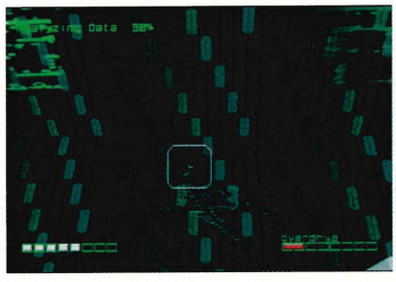
online information

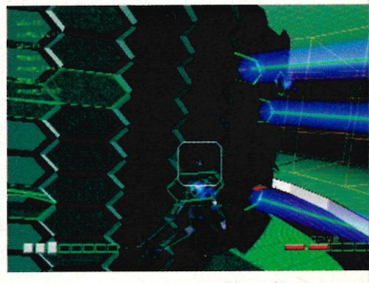


rez.u-ga.com/home.html

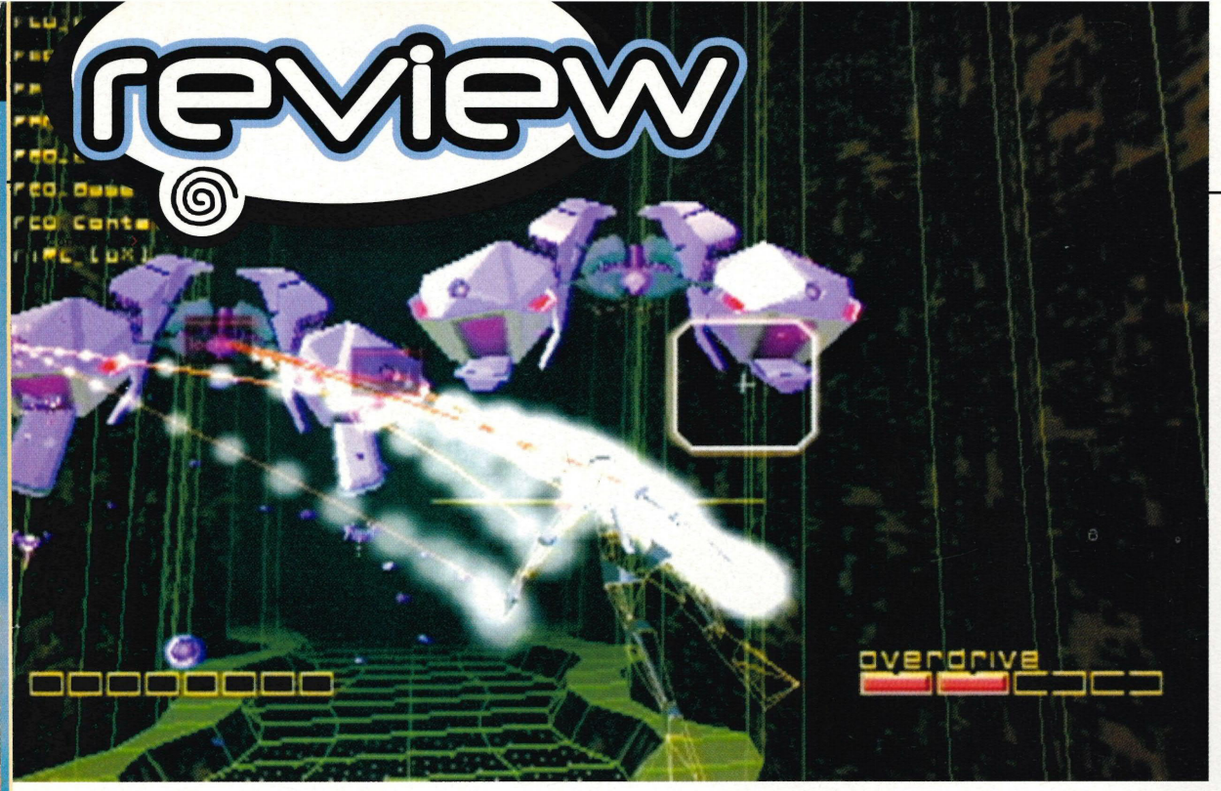
The official Web site is hidden away on the U-GA site – once there, you'll find all sorts of goodies such as wallpaper, screenshots and info on the game... in Japanese.

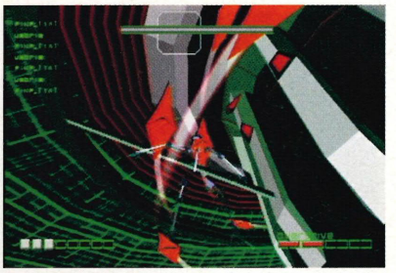


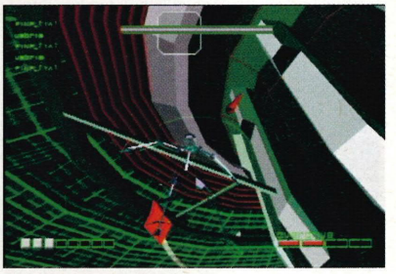


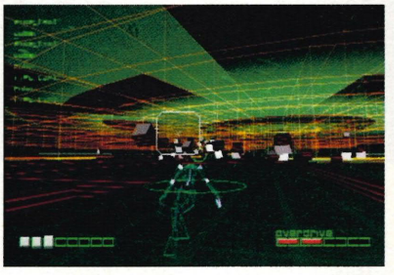


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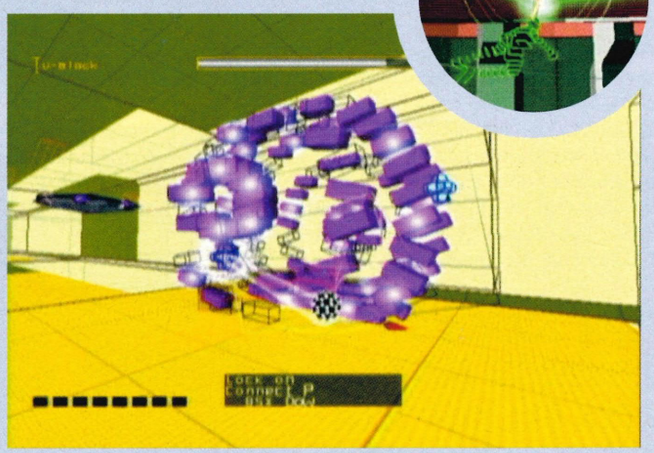






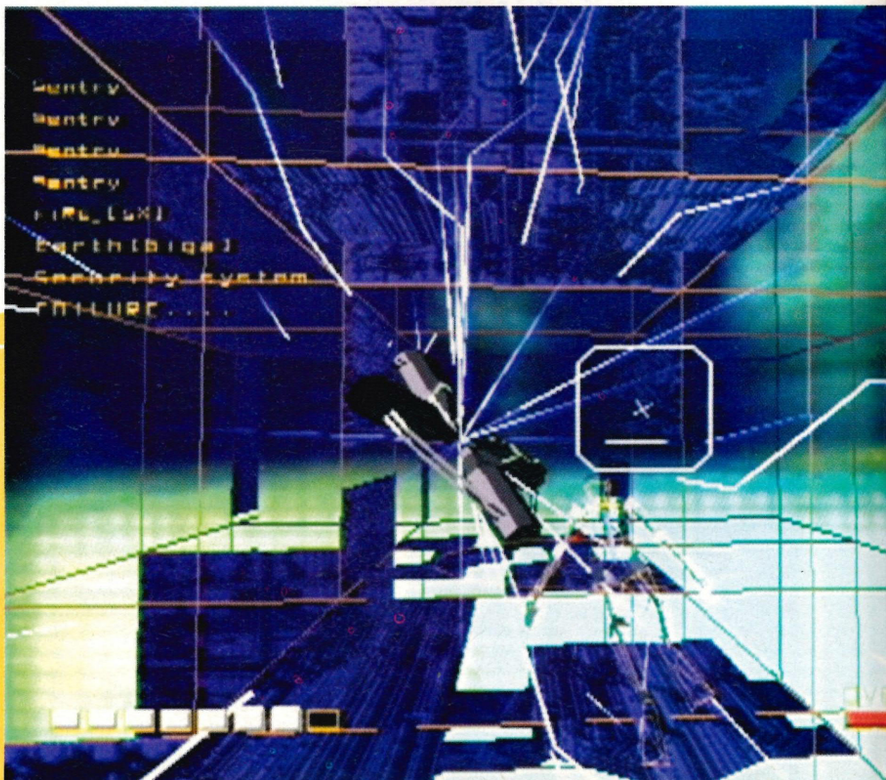
you should be able to create beautiful music. This is where *Rez* parts company with all other shoot-'em-ups, only it really isn't that big a deal for your average gamer. Sure, there's probably a right way to sequence your hits. There's probably some way to time them so that it sounds brilliant, only most people (including us) are not going to wrap themselves up with some seemingly unattainable aim. In a choice between getting the timing right and shooting everything in sight, we know which one we'd choose. Killing everything is what we were brought up on, after all, from the days of *Space Invaders* onwards, and no amount of high-minded story line is going to change that. The simple fact is that, as far as videogames are concerned, if it moves, and we have a weapon, we're going to shoot it, regardless of whether or not the scenery

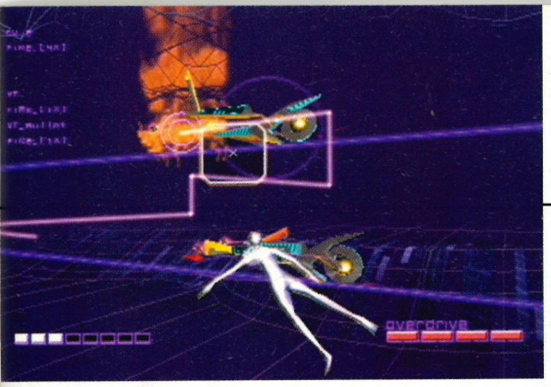


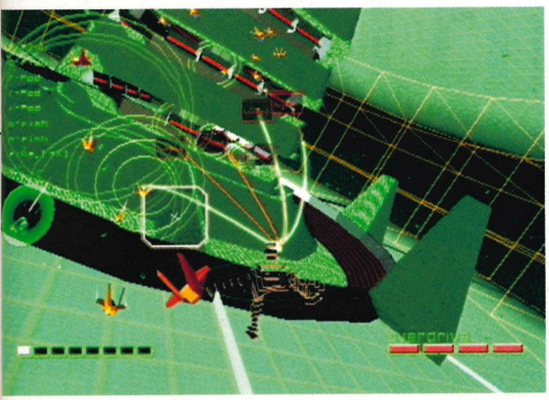


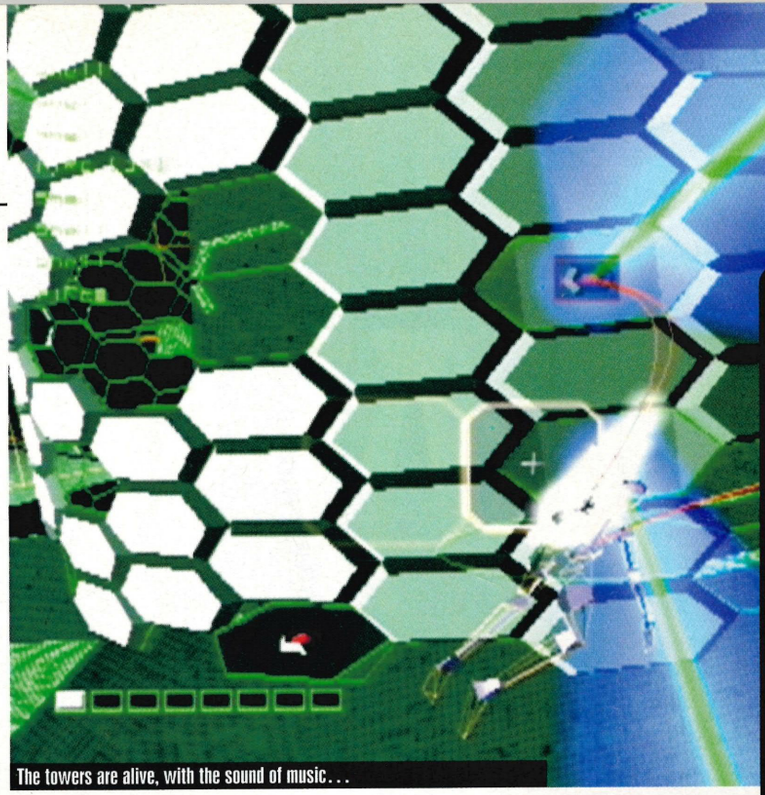
Who's The Boss?

> You know you're playing a classic shoot-'em-up when you come up against huge and incredibly impressive bosses at the end of every stage... thankfully, *Rez* has got those by the bucketful. According to the story, each boss is a virus-infected firewall determined to stop your progress – in truth, they're some of the toughest enemies you'll ever have to face in a game like this! Although they start off quite basic (such as the pulsating globe on the very first stage), you'll soon be going up against more daunting bosses... we don't want to spoil it for you though, because they really do have to be seen to be believed!









The towers are alive, with the sound of music...

changes, or whether or not it sounds right. Call us simpletons if you will, but that's the truth.

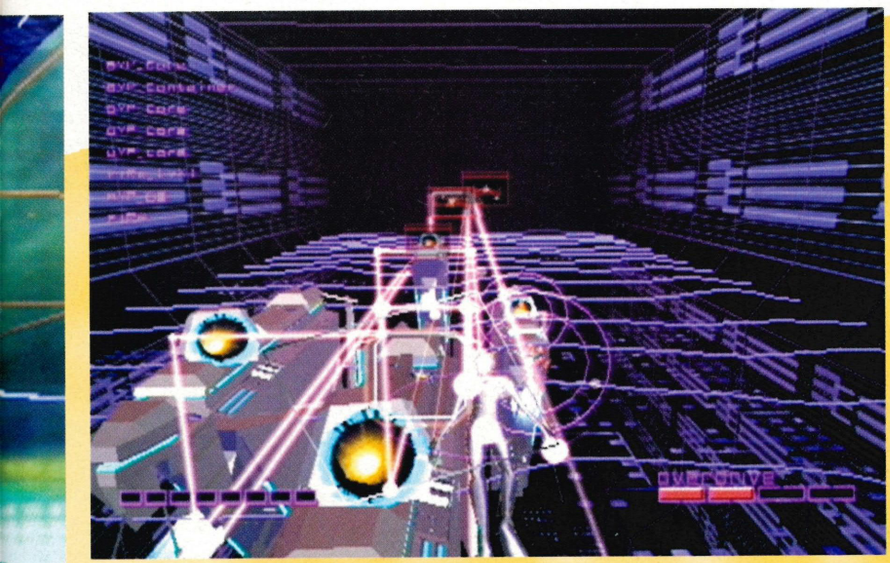
Rezpect

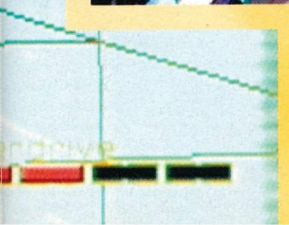
Therein lies the central problem of *Rez*; is it a shoot-'em-up or is it a music-maker? We are happy to play either but we suspect that SEGA, in trying to merge the two concepts to make a new whole, has had to make concessions to make it accessible to players of all abilities, and in doing so fans of either genre are likely to be disappointed. Removing the visceral thrills of the traditional shooter and replacing them with a more New Age, trendy music-maker lite is never going to work and true music fans will want to have more control over what they can do musically... nobody wins and nobody will be totally satisfied.

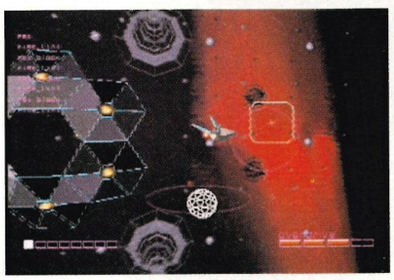
However, as a starting point to what could be a truly original gaming experience, *Rez* is as good as any. With refinement and a sequel there's little doubt that *Rez* could, if developed, become exactly what SEGA intended it to be. However, as it stands, this is an initially beguiling then bewildering game that will leave players wanting more, and if anyone wants to show us exactly – and we mean exactly – how it is supposed to be played, we'd be more than happy to let them...

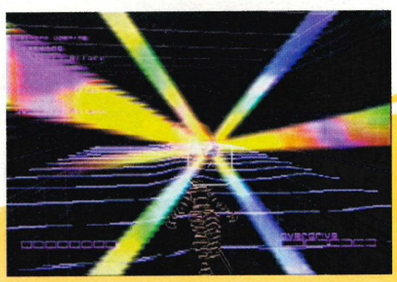
Sam Jones

"Rez is an initially beguiling then bewildering game that will leave players wanting more"

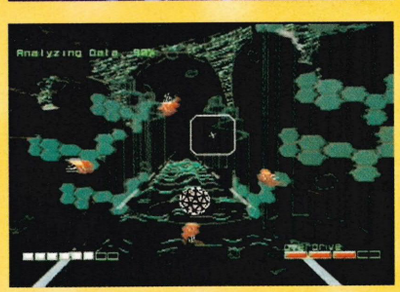




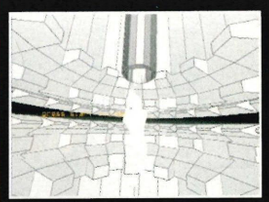








Dreamcast Magazine Opinion



THE JUDGEMENT

REZ	SNES
⊕ Initially amazing audio and visual experience	⊖ Schizophrenic in nature... what is it?
⊕ A hypnotic gaming experience	⊖ Wanky story line to justify gameplay
⊕ You will be hooked, for a while...	⊖ Doesn't quite work as it should...

2ND OPINION

Well, it's been a long time coming but finally, *Rez* is here. Was it really worth the wait? Of course it was – if you had to ask that question, you obviously haven't been paying attention. Sure, it might seem like a straightforward shoot-'em-up but if you play it for long enough (or even watch someone else for long enough) you'll understand what makes it so good... even though we can't quite put our fingers on it. Considering the life of the Dreamcast is coming to an end, this is certainly one of the better ways to call it a day; *Rez* is an essential purchase, so get your hands on it soon.

Martin Mathers

ALTERNATIVELY

Samba De Amigo

The simplest, truest and most enjoyable music game ever.



Reviewed: Issue 16
Dreamcast Rating: 92%

StarLancer

You get to shoot things, they blow up and there's a story line...



Reviewed: Issue 18
Dreamcast Rating: 93%

DREAMCAST RATING

VISUALS	95%
SOUNDS	90%
GAMEPLAY	85%
VALUE	80%

82%

SUMMING UP

An original first step into a whole new genre. It just doesn't quite work as well as it could.

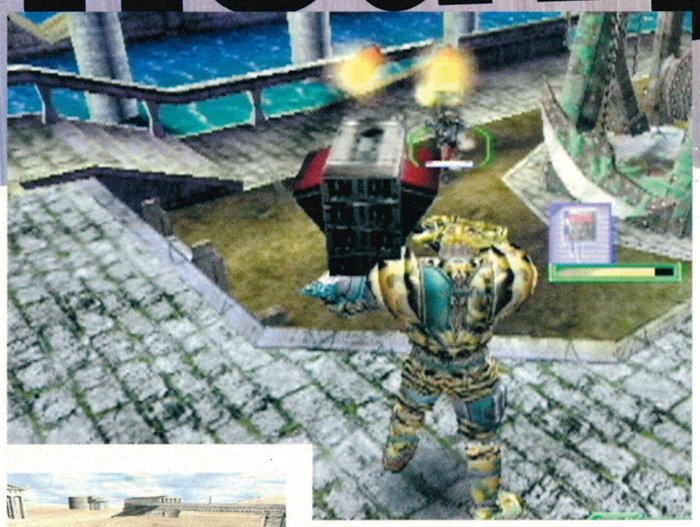
review

Web site: www.capcom.com

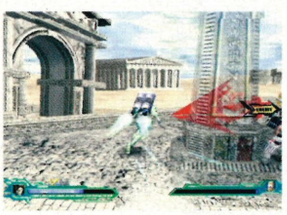
Heavy Metal



Will Capcom's final Dreamcast release rock your world or simply have you headbanging against a brick wall? Read on and find out, dear reader...









The combatants look nice, but the levels lack any character.

Reports of the Dreamcast's demise have been circulating around for well over a year, yet still new software continues to appear for SEGA's hugely overlooked console. Anyway, this latest offering comes from Capcom, which (as you probably know) has been one of the most loyal supporters of the 128-bit system. The company has given gamers a string of excellent titles including the superb Resident Evil Code: Veronica, the sublime Power Stone games and the exceptional Capcom Vs. SNK titles. However (and rather sadly), Heavy Metal: Geomatrix falls far short of the standards set by the aforementioned classics.

The game is based on the Heavy Metal illustrated novels (Kevin Eastman acted as a consultant on the project) and is set in a distant future where humans have left behind the constraints and misery of the real world and now live out their existence in a bizarre virtual reality known as the Geomatrix. Unfortunately, whilst everyone has been larking around in this brave new world, pollution has led to the melting of the polar icecaps in the real world. The result is that only a few pockets of land have remained above the ensuing flood water. Consequently, several gangs have formed and are now



essential information

Dreamcast magazine

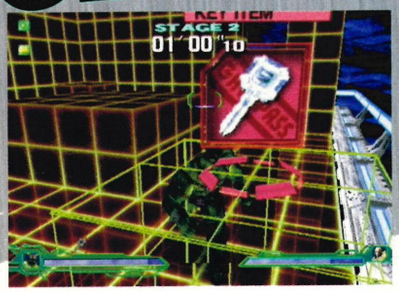
PUBLISHER	BIG BEN INTERACTIVE
DEVELOPER	CAPCOM
RELEASE	OUT NOW
PRICE	£29.99
GENRE	BEAT-'EM-UP
PLAYERS	1-2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	ARCADE STICK
	VIBRATION PACK

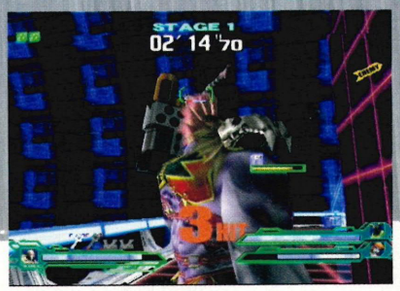
awesome moment

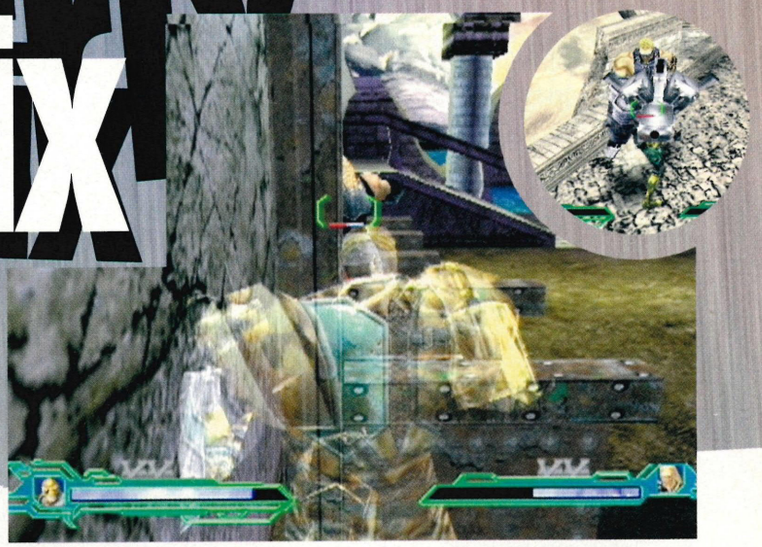
Watch in awe as the combatants unload their 'Hand Cannons'.



Geomatrix







fighting it out in the Geomatrix for control of said land. Quite why everyone isn't happy just to live things out in the Geomatrix is unclear.

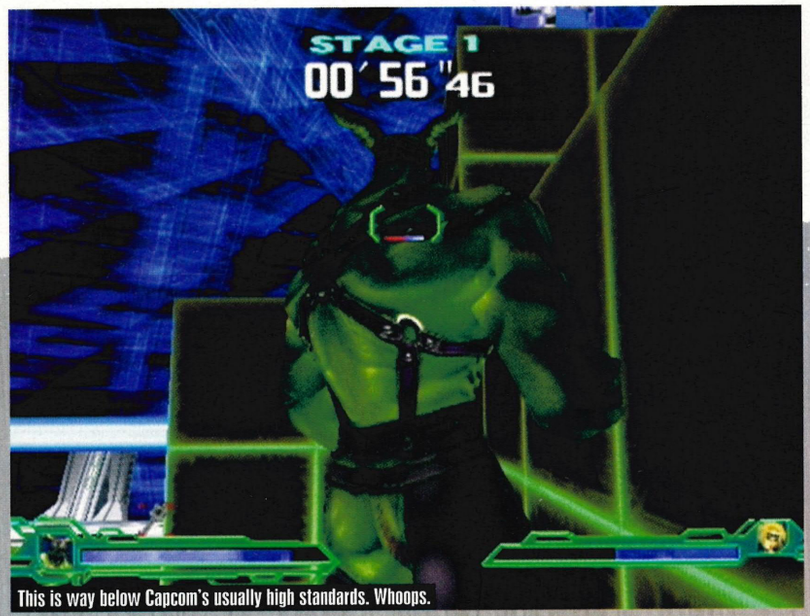
Death Metal

What this boils down to in gameplay terms is a somewhat awkward amalgamation of the third-person shooter and beat-'em-up genres. If you imagine a mix of Power Stone, Spawn In The Demon's Hand and Outtrigger (but with most of their good points removed) then you'll get the idea of how this plays. A whopping total of three (yes, three!) game modes are on offer; these are Arcade, Chaosmatrix and Two-Player. The first of these is a straight conversion of the coin-op version and the last (as you might expect) allows you to battle it out against a friend in a dire split-screen scenario. Sadly, the online options of the Japanese version have been removed here. So that leaves us with the Geomatrix mode, which (to be perfectly honest) is a fairly tedious experience. Played out in a series of environments similar to those featured in the PSone release Metal Gear Solid: Special Missions, you simply pick a character (most of whom are armed with a huge weapon) from one of four gangs and shoot, punch and kick your way through the opposition, occasionally stopping to pick up a few items on the way. In fact, this is pretty much what happens in all the game modes.

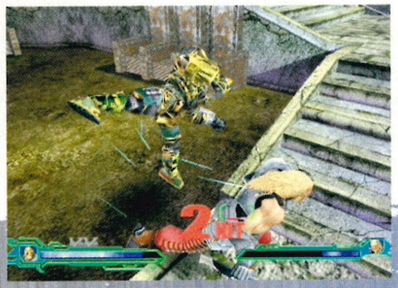
Hot Metal

Now this sort of thing has been done before and worked very well, but in Heavy Metal: Geomatrix a list of flaws combine to ensure that the game never excites or engages the player in any manner. So what's the problem? Well, it's not the characters, which incidentally were designed by Simon Bisley (who has worked on Judge Dredd projects among others), the 12 fighters are all nicely realised if somewhat Americanised in their styling and their arsenal of weaponry looks suitably beefy. However, the same cannot be said of the lacklustre environments in which the action takes place. Most of these are rather spartan in appearance and lack any kind of sparkle. Making matters worse is the erratic game camera. The ludicrous angles you view fights from often make it nearly impossible to gauge your position against that of your foe. Indeed, after a few

"This is a listless piece of software that won't even hold any appeal to the fans of the comic books on which it is based"



This is way below Capcom's usually high standards. Whoops.





The Two-Player mode is about as much fun as chewing glass.

infoburst

Extra information

- *Heavy Metal* was a genre of music created way back in 1883 by the quintessential Englishmen Lord Lucas Bon Chien. It was designed as a diversionary smoke screen to distract the attention of the working classes away from salient issues of the day such as the extortionate price of Harry Potter merchandise.
- Scientists in Chipping Norton (UK) recently announced test results that confirmed the validity of the long held rumour, which states "listening to heavy metal music is bad for you if you're left handed". The results were comprehensive and if anyone wants to argue with these new findings they can 'bog off'.
- During a particularly depressing double geography lesson on 13 November 1989, Robert Alfonzo Lopez was kicked in the shins for wearing a Guns 'n' Roses T-shirt. Admittedly, the aforementioned beat combo wasn't really a heavy metal outfit, but Lopez smelt quite heavily of sweat and looked quite greasy. Thus, it was deemed fit by a committee (consisting of 14-year-old boys) that he should be kicked in the shins and so justice was done that day.
- Heavy metal is commonly referred to as 'the Devil's music'. What's more, margarine is commonly referred to as 'the Devil's Snot'.

continued

continued>



Awkward camera angles can make combat extremely difficult.

What A Character

> Several big names from the world of comic books have been involved with this game. Firstly, you have Kevin Eastman who has previously worked on *The Teenage Mutant Ninja Turtles* projects. Furthermore, Eastman is also the driving force behind *Heavy Metal Magazine*. Also involved was the highly respected Simon Bisley, who designed the game's characters. Bisley has also worked on *Judge Dredd* comics and, of all things, helped out with the character design for the motion picture *Galaxy Quest*. Shame they were involved with such an average game really.







minutes play a feeling of nausea will almost invariably sweep over you thanks to the constant switching of views.

Worse still is the combat itself. From a distance you and your opponent(s) can attack with long-range weaponry including bazookas, rocket launchers, flame-throwers, swords and pistols. Close-quarter combat is also an option when you find yourself in near proximity of the enemy. The problem is the random nature of the attacks on offer. Regardless of your position, it's possible to land hits on your opponent by simply stabbing away at the buttons in a totally

Gang Warfare

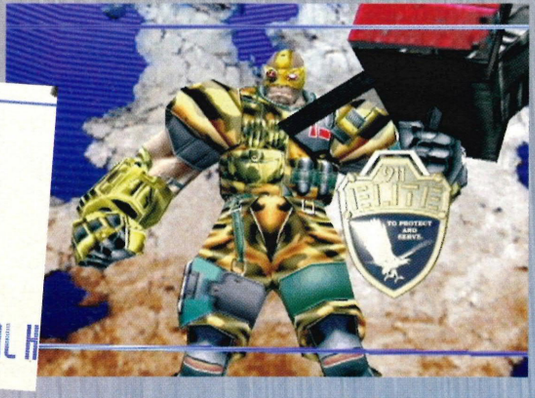
> In the futuristic world of *Heavy Metal: Geo Matrix* four different gangs have emerged as the prominent leaders. You have the 911 Elite, 323 Agents, 707 Metal Heads and finally the 818 Stompers. Each gang has three members, all of whom share fairly similar fighting styles. Clearly, in the future individuality has been stamped out once and for all.







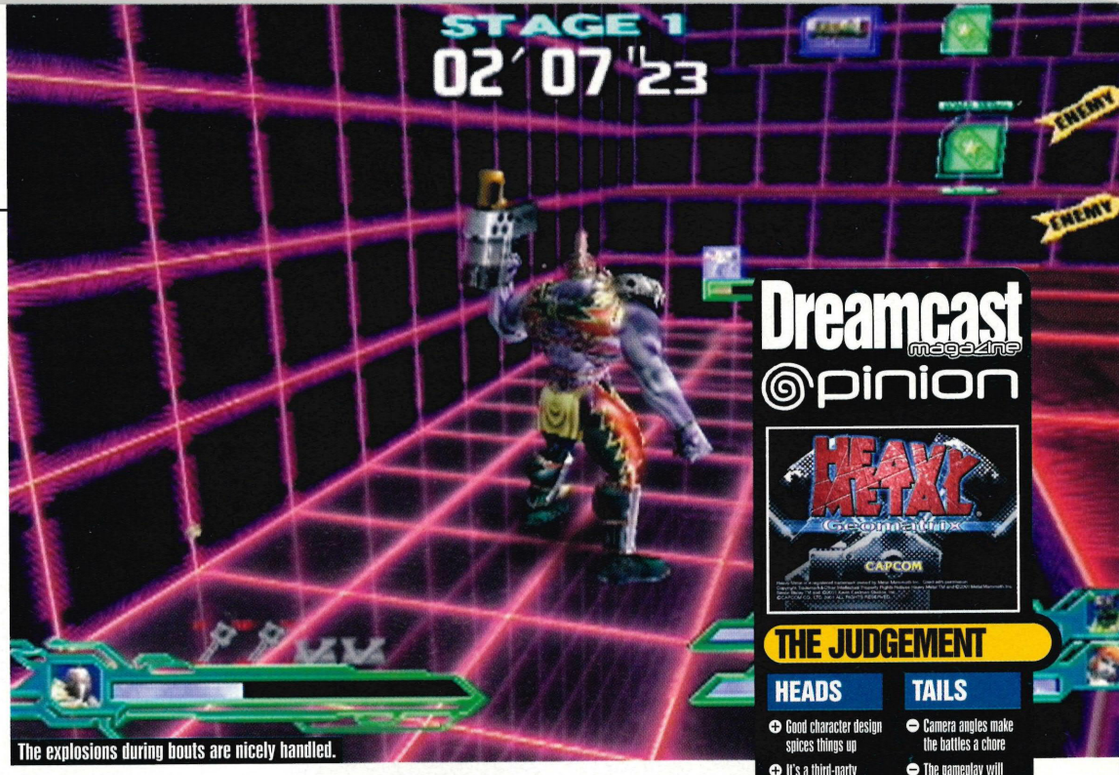












The explosions during bouts are nicely handled.

random fashion (a cardinal sin for a game of this ilk). Combos are available and can be learnt over time, but (put simply) anyone who can hold a pad in their hands has a good chance of winning a fight on their first go. So, the gameplay is nothing to write home about and that's being generous. For solo players the game's over quickly and the Two-Player mode is an exercise in tedium.

Metal Head

Accompanying the 'action' is a selection of suitably 'rawk-like' audio tracks including efforts from Megadeath, WASP, Halford and Dust to Dust. Suffice to say, these tracks are either a blessing or a curse, depending on your own musical tastes. All in all, Heavy Metal: Geomatrix looks every bit the rushed-out, half-hearted title it so obviously is. Granted, the game does offer a reasonable amount of entertainment, but with so many better alternatives on the market it's very hard to recommend this as a viable purchase. Ultimately, this represents a real missed opportunity, various talented people have been involved with the project and Capcom certainly has enough in-house talent to produce good games. Unfortunately, this turns out to be a listless piece of software that won't even hold any appeal to the fans of the comic books on which it is based. It's this sort of tosh that brought about the Dreamcast's untimely demise and, as such, it doesn't deserve your attention. In fact, even if you spot this one festering in the bargain bucket of your local game's emporium (very likely in a week or two) it still doesn't warrant a purchase. You have been warned.

Simon Cann

Dreamcast Magazine Opinion

THE JUDGEMENT

HEADS	TAILS
⊕ Good character design spices things up	⊖ Camera angles make the battles a chore
⊕ It's a third-party Dreamcast game!	⊖ The gameplay will leave you cold
⊕ It's relatively cheap for a new release	⊖ Too many rough edges in evidence

2ND OPINION

› Oh dear, Capcom is usually the purveyor of the finest Dreamcast titles, but with *Heavy Metal: Geomatrix* the firm has dropped the ball. The character design is fairly worthy, but aside from that everything else falls flat on its face. The environments are unimaginative, the combat is mindless hokum and the camera angles, well, the less said about them the better. Okay, so new Dreamcast titles may be a 'little' thin on the ground these days, but that doesn't mean you have to put up with sub-standard nonsense like this.

Simon Phillips

ALTERNATIVELY

Outtrigger

One of the finest Dreamcast blasters available. Buy it now.



Reviewed: Issue 24
Dreamcast Rating: 92%

Spawn In The Demon's Hands

Structurally similar to *HM: G*, but vastly superior in its execution.



Reviewed: Issue 18
Dreamcast Rating: 84%

DREAMCAST RATING

VISUALS	62%
SOUNDS	73%
GAMEPLAY	57%
VALUE	65%

55%

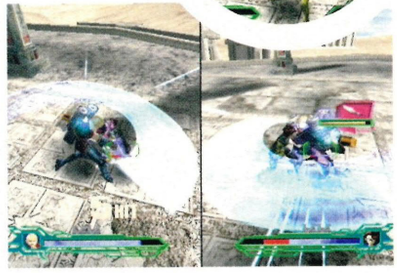
SUMMING UP

› Poor level design, dodgy camera angles and tedious gameplay ensure this title should be avoided.











online information



www.capcom.com

From the central Capcom site click on the USA link and you'll find a *Heavy Metal: Geomatrix* page with info on the title's plot, characters and creators. Top stuff.

review



When you've got this much firepower heading your way it's difficult to dodge!

Talk about tree trunks! You'd never win an arm wrestle against this chunky fellow.



Cannon Spike



A mindless arcade shooter – lovingly created exactly the way grandma used to make them.

It always seems a little bit too easy to convert an arcade game over to a home console and the Dreamcast has had more than its fair share of ports. Some of them have been worth bringing across – like *Crazy Taxi* and *House Of The Dead*. Whilst other games can appear to be a complete waste of time and effort. Sadly, the Capcom shooter *Cannon Spike* falls squarely into the latter category.

It's not that this game isn't fun to play because it is. But if you do end up playing this, you'll soon realise that you may as well scoop out your grey matter into a nearby bin because brains are not a necessary requirement for participation. In fact, this is the very definition of a brainless shoot-'em-up and any attempt at a story is, at best, weak. These kind of games are usually very shallow anyway, but *Cannon Spike* makes a kid's paddling pool look like the Pacific.

Your job, as a member of a Special Forces team, is to kill robot terrorists who are (take a wild guess!) threatening the world. To say that this 'do good' team is made up of an odd bunch is a major understatement. There are seven characters in the game and these include some classic Capcom characters that you should recognise. The delightful *StreetFighter* babe Cammy is begging for you to play with her – as is *Ghosts And Goblins* man Arthur and the lovely pint-sized Megaman.

Power Trip

Each of the characters in *Cannon Spike* has their own weapon and special attack, but all of them burn lights onto the backs of your eyes. This kind of eye candy is pretty much a given with big arcade shooters, but the crisp visuals and bright light effects of *Cannon Spike* mean

essential information

Dreamcast magazine

PUBLISHER	CAPCOM
DEVELOPER	IN-HOUSE
RELEASE	FEBRUARY 2002
PRICE	£29.99
GENRE	SHOOT-'EM-UP
PLAYERS	2 PLAYERS
VM UNIT	SAVE GAMES
PERIPHERALS	VM UNIT ARCADE STICK VIBRATION PACK





Arrrrrrgh! The bright lights – they burn my eyes! Help! My eyes... my eyes!



Insect ROBO Overlord

awesome moment

Why would you want to save the world when you can fight for a kitty?







A robot is fair enough but a robot in a buggy? Now that's just cheating!







you never tire of watching your gun fire into the hoards of deserving robots. This is a good thing as each character only has four or five methods of attack!

Controlling this game couldn't be easier – you move with the stick and shoot with the buttons! Now, this may sound a tad patronising but here's the clever bit. If you hold down the shoot button your character becomes fixed, allowing you to strafe from side to side. Add to this a lock on and you're free to pretty much do anything you want whilst weaving in and out of the trigger-happy robot hordes.

As you get onto the later stages the game genuinely requires some skill. When we say skill we mean proper skill – because the controls are so blindingly simple, you never have to worry about anything other than choosing your targets and dodging enemy fire. If you mess up in *Cannon Spike* it's because you made a mistake! If you've ever played the

"If you do end up playing this, you'll soon realise that you may as well scoop out your grey matter into a nearby bin"





Police cars line each end of the street to block your escape.

Get 'Em Off

If you've ever played *Ghosts And Goblins* you should recognise this happy character called Arthur. Now, in the aforementioned classic piece of gaming history you lost your armour when you were hit, leaving poor Arthur with nothing but a pair of boxers. Finish the game and you get to see them again...er, if you're into that kind of thing.





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Extra information>

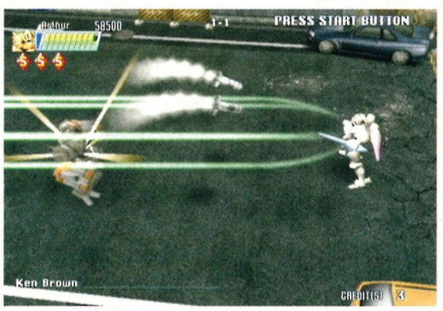
> A haunted stage features a pack of dogs that, funnily enough, look like those found in *Resident Evil* (also developed by Capcom). And it's still just as satisfying to shoot them down!

> Each of the characters in this game has been kitted out with power motor boots. This isn't really explained in the game but think about it – what else would you choose to fight robot hordes?



To say the special attacks are a bit over the top would be like saying the sun's a bit hot.

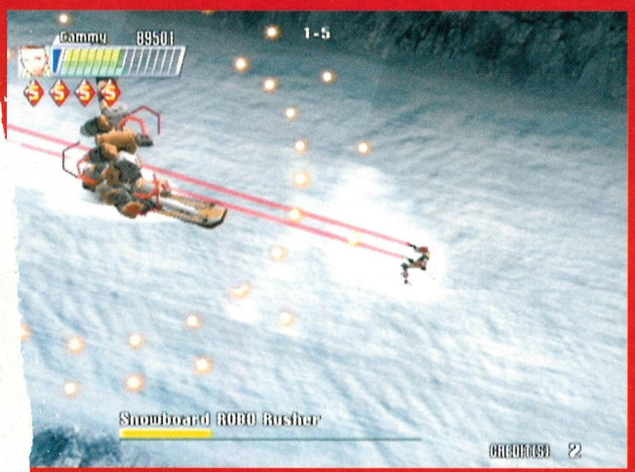




Going Downhill

> A couple of the stages in this game take place on moving backgrounds as you slide down various surfaces. A snowy slope makes the setting for an attack by a huge robot boss on a snowboard who constantly bombards you with mines. He clearly has no respect for the local avalanche laws!





Izna Trouble

> They just had to get a *StreetFighter* character in here, didn't they! Well, you get more than one for your money and we're not just talking playable here either. One of the bosses you come up against is Balrog, who attacks you in a caged arena occasionally pulling off a few of his classic special moves.







"There's only so far you can take mindless killing until it becomes numbingly repetitive – just ask any serial killer"

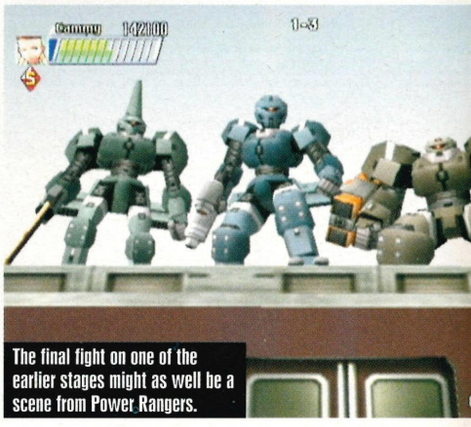
classic *Smash TV*, you'll know exactly what kind of gameplay we're talking about. Fast, simple, mindless fun!

Firing Blanks

There is one slight problem with this formula, however. Actually, it's a little bit more than a slight problem – more like a glaring error. We are, of course, talking about longevity. This game (like all arcade conversions) excels in short bursts of fun, but totally runs out of steam way, way before the second lap. There's only so far you can take mindless killing until it becomes numbingly repetitive – just ask any serial killer.

This is a shame because the level bosses are inventive (you even get to fight Vega!) but even this isn't enough to break up what is essentially a dull





The final fight on one of the earlier stages might as well be a scene from Power Rangers.



With a name like Jungle Master you'd think he'd be difficult to beat – sadly, no!



When battling robots you'd think she'd want a little bit more than a swimming costume and beret!?



monotony. Even classics like *Smash TV* suffered this problem after a while, but at least with that old game you were being constantly bombarded with impossible odds and, essentially, given no time to think. This isn't the case in *Cannon Spike* as the robot drones are few – at most you'll get ten on the screen at the same time. This simply isn't enough!

Spiked

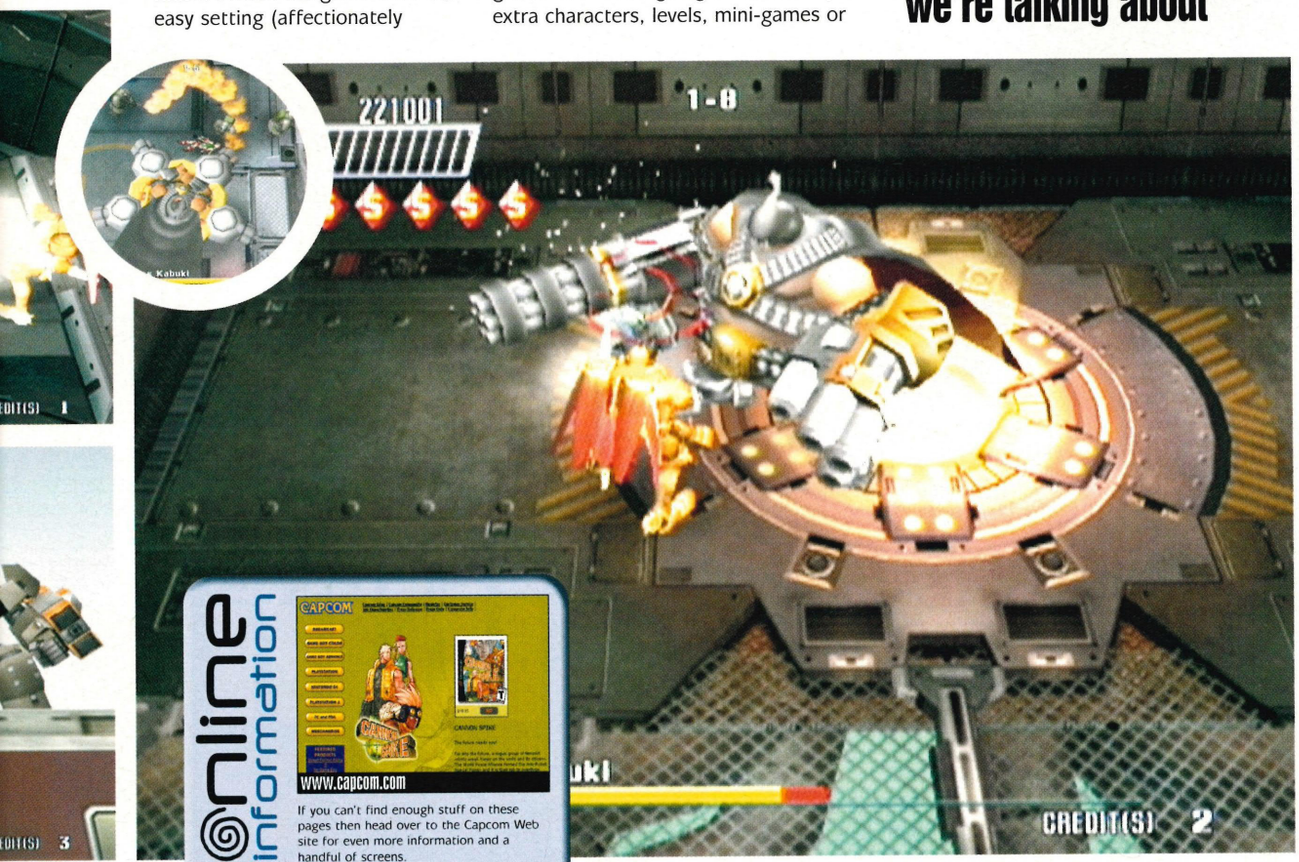
Unfortunately, this pretty much sums up *Cannon Spike* because there just isn't enough of anything to make your visit to infinite-ammo city worthwhile. There just isn't any kind of replay value to be found. Matters aren't helped any by the fact that this game is incredibly easy to finish. Switch the game onto the easy setting (affectionately known as 'baby'!) and you can plough through all ten of the levels in a little over ten minutes.

The arenas you fight in are small and the handful of waves you get are hardly overwhelming. In the arcade you might drop a coin in and play for five minutes or so off of one credit, but in this home version you get three credits right off the bat. More than enough to finish the game with, no problems. Seven characters may sound like a lot, but one day with this game and you'll soon learn just how little there is to do. The ending sequences, consisting of several still images, hardly make up for this with a worthwhile reward!

There is no real reward for playing this game. You're not going to unlock any extra characters, levels, mini-games or anything like that. This is a pure arcade conversion and the only extras you get for your money is a gallery of artwork. It is undeniably very nice artwork, but it's not exactly what you want to be seeing after the couple of hours of play it takes to see all of the ending sequences! If you really want a happy ending in your life, it's probably better to avoid *Cannon Spike* altogether.

Mike Richardson

"If you've ever played the classic Smash TV, you'll know exactly what kind of gameplay we're talking about"



Online information

If you can't find enough stuff on these pages then head over to the Capcom Web site for even more information and a handful of screens.

Dreamcast magazine Opinion

THE JUDGEMENT

CANNON	CANNOT
⊕ It can be quite fun in short bursts	⊖ It is far too easy to complete
⊕ The control system is great	⊖ Visually, it is not amazing
⊕ The special attacks are fantastic	⊖ It can get very, very repetitive

2ND OPINION

> We've nothing against the simple pleasure of the shoot-'em-up, in fact, once in a while we like nothing more than booting up such a game and firing at will at all-comers. However, we do have certain expectations that must be fulfiled. For starters, we expect some kind of challenge – after all, there has to be something that keeps us coming back for more. Here though, it's all a bit too easy – with no incentive whatsoever to return. In fact, it's the very epitome of 'fire and forget' and (to be honest) we'd much rather forget that we ever played this...

Simon Phillips

ALTERNATIVELY

Millennium Soldier

It's the same kind of thing, but with a little bit more body to it.



Reviewed: Issue 01
Dreamcast Rating: 80%

Fighting Force 2

There's less guns and explosions, but lots of arcade action.



Reviewed: Issue 04
Dreamcast Rating: 61%

DREAMCAST RATING

VISUALS	68%
SOUNDS	75%
GAMEPLAY	53%
VALUE	28%

54%

SUMMING UP

> Fun for a few minutes, but its incredibly short gameplay ultimately lets it down.

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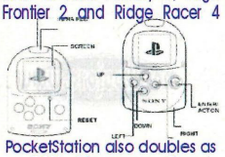
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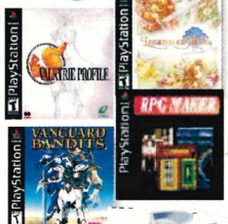
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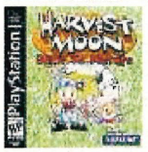
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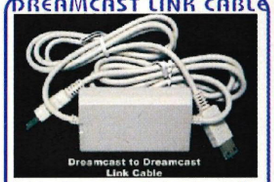


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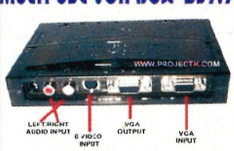
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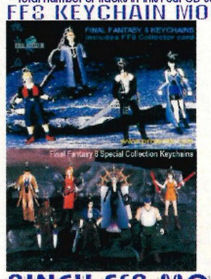


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A-Z of Cheats

34 Can't finish a game? Never mind, eh? We're here to help!



Shadow Man

52 Enter the badlands with our complete guide to Acclaim's darkest adventure game.

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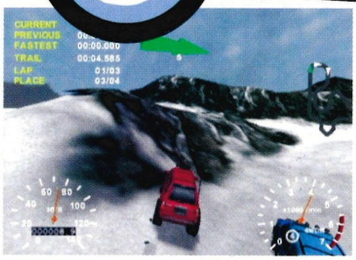
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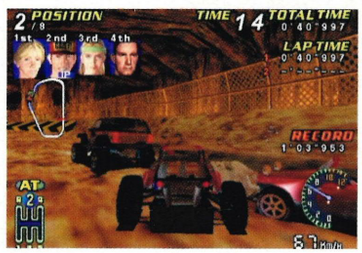
Getting bored of the same old car colours? If so then successfully complete Expert mode to unlock a third colour scheme to brighten up your life.

Extra Buggies

To access some hidden buggies successfully complete Expert mode in first place and you will be rewarded with the Beelzebub Buggy. To access the Jet Buggy achieve 100% on the level checker when building your car.

Additional Expert Races

To gain access to some extra expert courses complete Expert mode on the championship difficulty using the Beelzebub Buggy.



Bust-A-Move 4

Fed up of bursting bubbles all day? Can't take being beaten every time by the computer? Then why not take these special cheats for a spin and brighten up your day!

More Puzzles

On the title screen, press X, Left, Right, Left, X – you'll hear a noise if you have got the cheat right. Now you can choose Puzzle mode and enter the Arcade section to access more puzzles than you would have normally.

Bonus Characters

At the title screen, press Right, Right, X, Left, Left – again, you'll hear a sound if you've entered the code correctly. Now when you go to the Character Select screen in any of the game modes, you'll find the extra characters waiting for you.

Tarot Reading

At the title screen, press Up, X, Down, X, Up. Now if you go to the Options menu, you'll be able to try your hand at a spot of Tarot Card reading... strange, but surprisingly fun!

Talk Demo

Enable the Bonus Characters and Tarot Reading cheats, go to the title screen and press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. After you hear the sound confirming the cheat, enter the Options screen to access the new goodies.

Capcom Vs SNK

There are tons of secrets to unlock in Capcom's latest 2D beat-'em-up but they're not exactly self-explanatory... here's how to get them all!

Unlock Extra Costumes

To be able to choose from a selection of extra costumes for each fighter, just buy items 01 to 33 from the Secret Shop with the VS points you earn from playing the game – each item represents a different fighter, so you can buy the ones you want. To get them, press either A and B, B and Y, Y and X or X and A when choosing your character.

Unlock EX Characters

To unlock the EX versions of each character (the same look but with slightly different moves) buy items 35 to 61 from the Secret Shop - to select them, just hold down Start when choosing your character.

Unlock Evil Ryu

To unlock Evil Ryu (the EX version of Ryu) as a playable character, purchase item 34 from the Secret Shop – you'll then have an extra ratio tier on the Character Select screen from which to choose him from.

Unlock Wild Iori

To unlock Wild Iori (the EX version of Iori) as a playable character, purchase item 49 from the Secret Shop – you'll then have an extra ratio tier on the Character Select screen from which to choose him from.

Face Ultimate Characters

To fight against Akuma, Morrigan and Nakoruru in the main game, you need to beat the game a number of times before their shadows become available in the Secret Shop – once to unlock item 62 (Akuma), with all the Capcom characters to open item 63 (Morrigan) and with all the SNK characters to get item 64 (Nakoruru). Once you've bought the items, play through the main game again and reach the end of the third bout without losing, with over 60gps, to face either Morrigan or Nakoruru. To face Akuma, you need to reach the final stage with over 80gps... it's certainly not easy!



Unlock More Backgrounds

To be able to fight in one of five new locations, just beat the characters that each background represents in the main game (M Bison, Geese, Akuma, Nakoruru and Morrigan) and then buy each one as items 65 to 69 from the Secret Shop. To access the final Thailand stage, you have to play through the main game until you reach it randomly – only then will you be able to buy item 70 from the Secret Shop.

Unlock Morrigan

To access Morrigan as a playable character, you need to have bought ALL the Capcom EX characters and also have beaten her in the main game by buying item 63 from the Secret Shop. When you've done that, item 74 will be available – she costs 8000 VS points.

Unlock Nakoruru

Unlock Akuma Long

To access Akuma as a playable character, you need to have bought both Morrigan and Nakoruru from the Secret Shop. When you've done that, item 75 will be available – she costs a whopping 9500 VS points!

Chu Chu Rocket!

Sonic Adventure Chaos

Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.

NiGHTS Angels

Complete the 25 Mania mode levels in order to transform the mice into angels from NiGHTS.

Hard Mode Puzzles

Complete all puzzles in Normal mode.

Special Mode Puzzles

Complete all puzzles in Hard mode.

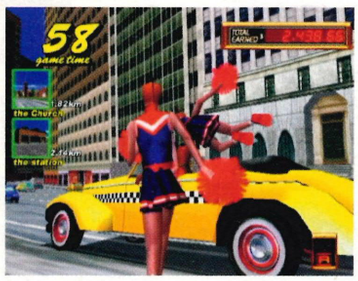
Mania Mode Puzzles

Complete all puzzles in Special mode.

Crazy Taxi

Another Day Mode

To play in Another Day mode press R at the Driver Select screen and then press R a



second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position. You will also have new fare locations.

Expert Mode
To access the Expert mode press and hold L+Start and R+Start just before the Driver Select screen appears. This will switch off both destination markers and arrows.

No Guiding Arrows
To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if this has been done correctly.

No Destination Mark
To play without the green destination markers press and hold L+Start before the Driver Select screen. A message 'No Destination Markers' will appear if done correctly.

Access Taxi Bike
To access the Taxi Bike press L+R+Start three times after you select your character but before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.

View Change And Speedometer
To be able to change your view and to see your speedometer, plug a controller into port three and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, press X five times.

Dave Mirra BMX



Play As Slim Jim
Press Down x2, Left, Right, Up x2 Y at the rider select screen in 'Pro Quest' mode.

Play As Amish Boy
Complete the game with Dave Mirra, Ryan Nyquist, Joey Garcia, Troy McMurray, Mike Laird, Chad Kagy, Tim Mirra, Kenan Harkin, Shaun Butler and Leigh Ramsdell.

Unlock All Levels
Press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the level selection screen in 'Pro Quest' mode.

Unlock All Bikes
Press Up, Left, Up, Down, Up, Right, Left, Right, Y at the bike selection screen in 'Pro Quest' mode.

Unlock All Styles
Press press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y at the style selection screen in 'Pro Quest' mode.

Unlock Big Crash Mode
Complete the game with Leigh Ramsdell.

Unlock Sticky Crash Mode
Complete the game with Kenan Harkin.

Unlock Silly Grunt Mode
Complete the game with Tim Mirra.

Play In First Person View
Complete the game with Mike Laird.

Unlock Ghost Rider Mode
Complete the game with Joey Garcia.

Unlock Exorcist Mode
Complete the game with Troy McMurray.

Bike Suspension Mode
Complete the game with Chad Kagy.

Unlock Night Vision Mode
Complete the game with Shaun Butler.

Daytona USA 2001
No-one ever said that it was going to be easy unlocking all the cool cars in SEGA's arcade classic, but at least we tell you how to do it.

Unlock Pywackett Barchetta
Finish any course with each of the four cars you get at the start to unlock this three wheeled beast.

Grip	85
Accel	80
Top Speed	40

Unlock Pywackett Barchetta Super
Select the Pywackett Barchetta and race around any of the tracks backwards with the lap setting at two.

Grip	100
Accel	60
Top Speed	45

Unlock Unicorn
Come first in the final stage of the Daytona Championship mode.

Grip	35
Accel	90
Top Speed	90

Unlock Rule of The 9th
Set 1st place record times on every track in each of it's variations – normal, mirror, reverse, and mirror reverse.

Grip	50
Accel	85
Top Speed	85

Unlock The Javelin
Clock up over 100 hours of playing the game and you'll be rewarded for your efforts with this beauty.

Grip	20
Accel	100
Top Speed	100

Dead Or Alive 2

3D Character Select
Turn off the 'Quick Selector' in the Vs mode options.

Bounce Trick
In the Options menu enter Others, where you will be able to increase or decrease the age – this will determine the bounciness of the girls' breasts. The older you are the bigger the bounce.

Camera Control
Hold B during your character's victory pose and use the analogue pad to rotate the camera around them.

View Hidden Cut-Scene
Play as Ayane in Story mode. When you get to the battle with Kasumi you must K.O her on the ice pit and she must be about 10ft away from you. If done correctly the fireball cut-scene from the intro movie will take place.

Taunts
Press forward, back, forward and then punch and kick at the same time to perform a taunt.

ECW Hardcore Revolution
- Play As Joey Styles - Win the Acclaim belt in Career mode.
- Play As Joel Gertner - Win the Acclaim belt in Career mode.
- Play As Tommy Rich - Win the ECW World TV belt in Career mode.
- Play As Cyrus The Virus - Win the ECW World TV belt in Career mode.
- Play As Taz - Win the ECW World Heavyweight belt in Career mode.
- Play As Louie Spicolli - Win the ECW World Heavyweight belt in Career mode.
- All Jobbers - Defend the ECW World Heavyweight belt 5 times in Career mode.
- Play As Beulah McGillicutty - Win the ECW World Tag Team belt in Career mode.
- Play As The Sheik - Win the ECW World Tag Team belt in Career mode.
- Play As Bill Alfonso - Complete Tournament mode as Rob Van Dam.
- Play As Judge Jeff Jones - Complete Tournament mode as Mike Awesome.
- Random Head Mode - Complete Tournament mode as Louie Spicolli.
- Big Head Mode - Complete Tournament mode as Rhino.
- Little Head Mode - Complete Tournament mode as Roadkill.
- Headless Mode - Complete Tournament mode as Taz.
- Big Hands Mode - Complete Tournament mode as Jason.
- Big Feet Mode - Complete Tournament mode as Balls Mahoney.
- Fat Man Mode - Complete Tournament mode as Spike Dudley.
- Hangman Mode - Complete Tournament mode as Sal E. Graziano.
- Ego Mode - Complete Tournament mode as Chris Chetti.
- Custom Wrestler Textures - Complete Tournament mode as Tommy Dreamer.

ESPN International Track And Field
So you wanna be the king of the track? Well, we might not be able to do that for you, but check out these cheats and things will look a whole brighter.

Extra Events
To access the triple jump, high jump, pole vault and trap shooting events in 'Championship' mode enter 'Montreal' as a name.

Play As Metallic Characters
If you want to play as a funky metallic character enter these names when in 'Trial' mode.

CHEAT	CODE
Gold Metallic Player	Montreal
Silver Metallic Player	Sydney
Bronze Metallic Player	Helsinki
Brown Metallic Player	Roma
White Metallic Player	Moscow
Blue Metallic Player	L.A
Light Blue Metallic Player	Munich
Green Metallic Player	Mexico
Red Metallic Player	Tokyo
Silver/Grey Metallic Player	Athens
Orange Metallic Player	Atlanta
Purple Metallic Player	Seoul

F355 Challenge
Can't manage to finish those damn courses in first place to open the bonus courses? Then fear not, just enter these cheats and all the hard work will be done for you.
Just go to the Options menu, hold X+Y down and choose the 'Passwords' option. Then just type in these codes:

CODE	TRACK
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

Fighting Force 2

Select Level
To have the choice of which level to enter



press Left, Up, X, Up, Right, Y at the Press Start screen. If the code has been entered correctly the screen will flash and when you start a new game, the list of levels will appear.

Fireworks
To access the Fireworks mode complete the game and then enter the Options screen. You then need to choose the Fireworks option.

Incoming Cheat Mode
To access the Cheat mode in Incoming all you have to do is press Up, Down, Left, Right, X, Up, Down, Left, Right and Y at the main menu and it will display a cheat menu with options that include Level Select, Infinite Lives, Infinite Shields and more!

Fighting Vipers 2
You know those secret characters are there, but how the hell do you unlock the buggers? Here's how...

Unlock Bonus Stage
Complete Stage 07 in Arcade mode in less than 5.50 mins with a Super K.O or with at least half your energy in tact.

Unlock Kuhn
Beat Mahler in Arcade mode in less than 5.50 mins with a Super K.O and then beat Kuhn in the bonus stage.

Unlock Mayor B.M
Beat B.M in Arcade mode with a Super K.O.

Unlock Del Sol
Beat Del Sol in Random mode and then complete the game.

Access Alternate Costumes
Highlight a character at the selection screen and press Up or Down for other outfits.

Frogger 2: Swampy's Revenge
Okay, so it might be pretty darn easy, but if you want everything the game has to offer without having to play it all the way through these cheats might be right up your street.

Level Select
Pause game, hold X and press Up, Down, Left, Right x3, Down, Left.

Level Skip
Pause game, hold X and press Right, Left, Up x3, Right, Left x2.

Infinite Lives
Pause game, hold X and press Down x2, Up, Down, Right, Down, Up x2.

Unlock All Bonus Levels
Pause game, hold X and press Right, Up x2, Down, Right, Down, Right.

Unlock All Characters
Pause game, hold X and press Left, Right, Left x3, Up, Left x2.

Fur Fighters
Let the fur fly. Or something like that. If you're having fun playing with Bizarre Creation's furry little friends check out these secrets.

Unlock Thin Mode
Complete the maze in Temple of Gloom to make all the characters incredibly thin.

Access Hidden Artwork
Put the game disc in a PC compatible CD-ROM drive to find artwork of the game's stages and characters in the 'Omake' directory.

Access Mini-Games
Defeat the indicated boss to unlock the corresponding mini-game:

BOSS	MINI-GAME
Claude	Balloon Lift
Esmerelda	Bear Attack
Gwynth	Block Puzzle
Juanita	Snake Classic
Viggo	Bomber Bear
Winnie & Mai	Super Snake

Boss Bonuses
Defeat the indicated boss a second time to unlock the corresponding bonus:

BOSS	BONUS
Claude	Ammo Boost
Esmerelda	3D Mode
Gwynth	Auto Aim
Juanita	Health to 100%
Viggo	Invincibility
Winnie & Mai	Bears 2x Tough

Mini-Game Bonuses
Complete the indicated mini-game under the listed goal to unlock the corresponding bonus:

MINI-GAME	GOAL	BONUS
Balloon Lift	10,000 points	Small character
Bear Attack	10,000 points	Alternate voices
Block Puzzle	Less than 60 seconds	Rotation camera
Bomber Bear	30,000 points	Big head mode
Snake Classic	5,000 points	Rocket camera
Super Snake	10,000 points	Fish-eye lens

GTA2

Get $500,000
Enter 'MUCHCASH' as a player name.

Access All Weapons
Enter 'BIGGUNS' as a player name.

Guilty Gear X

For all those cool secret characters, see below.

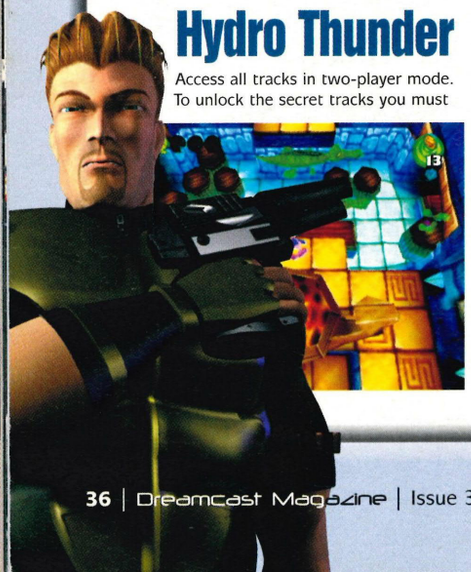
Fight As Testment
Reach level 20 in Survivor mode and then beat Testament – you'll now be able to choose him.

Fight As Dizzy
Reach level 30 in Survivor mode and then beat Dizzy – you'll now be able to choose her.

Unlock Guilty Gear Mode
Complete Arcade mode with every character or complete level 100 in Survivor mode.

View Character's Endings
Complete the Arcade mode with a character without using any continues.

Hydro Thunder

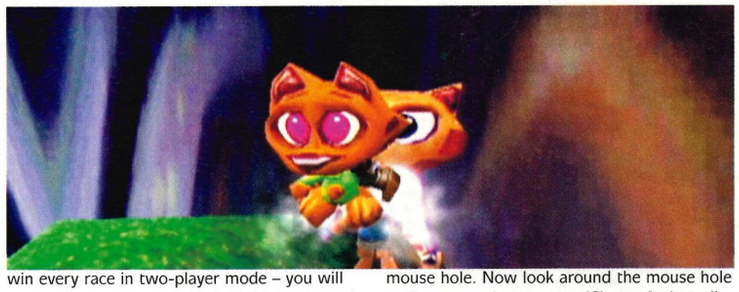


Access all tracks in two-player mode. To unlock the secret tracks you must win every race in two-player mode – you will eventually manage to unlock all the tracks and all the boats.

Race In A Fishing Boat
Not satisfied with all the boats on offer? Well, to play as a fishing boat you must first unlock all the hidden tracks. Then, when at the Boat Selection screen, highlight Thresher and then hold the Left Shoulder and Right Shoulder buttons and press View twice. Then select Chumdinger and you will race in a fishing boat.

Turbo Start
To get a turbo start hold the Left Shoulder button while the game is loading. As the number three disappears release it and then hold the Right Shoulder button. As the number two fades reverse the process (that is, release the Right Shoulder and hold the Left one). As the number one fades repeat step one (that is, release Left Shoulder and hold Right one).

Bonus Track
If you think you've finished all the tracks then think again. Before starting a game, go to the options menu and highlight Back. Then press Up, Up, Down, Up, Down, Down, Start and you will open a new track.



Jedi Power Battles

Using the Force has never been so much fun – thankfully, there's even more to be gained from Jedi Power Battles with these cheats from the Dark Side...

Unlock Ki-Adi-Mundi
Complete all seven training levels and save the game to unlock Ki-Adi-Mundi.

Unlock Darth Maul
Complete the game with Qui-Gon Jinn. At the Character Selection screen, highlight Qui-Gon Jinn and press Start. Darth Maul's picture will replace Qui-Gon Jinn.

Unlock Queen Amidala
Complete the game with Obi-Wan Kenobi. At the Character Selection screen, highlight Obi-Wan Kenobi and press Start. Queen Amidala's picture will replace Obi-Wan Kenobi.

Unlock Captain Panaka
Complete the game with Plo Koon. At the Character Selection screen, highlight Plo Koon and press Start. Captain Panaka will replace Plo Koon.

Unlock Droidekas
Complete the game with Plo Koon.

Unlock Kaadu Race
Complete the game with Adi Gallia.

Unlock Survival Challenge
Complete the game with Mace Windu.

Jimmy White's 2: Cueball

Cheat Mode
To access the Cheat mode, enter the snooker hall and then use the Explore mode to zoom in on the single stool that is located to the left of the table – this will take you into a mouse hole. Now look around the mouse hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JoJo's Bizarre Adventure

Unlock Kid Mode (Jojo)
To be able to play the characters appearing as kids defeat more than fifteen characters in Survival mode, thereby unlocking the mode.

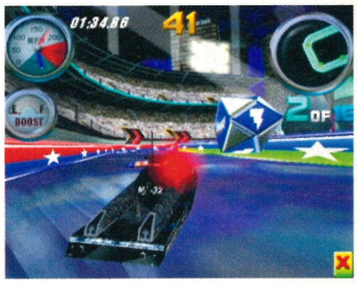
Fight As Young Joseph (Jojo)
Complete Arcade mode with Joseph to unlock Young Joseph.

Fight As Dio (Jojo)
To unlock Dio complete Arcade mode with Jotaro.

Fight As Evil Dio (Jojo)
To unlock Evil Dio complete Arcade mode with Dio.

Access Alessi Mode (Heritage)
To unlock Alessi Mode complete the Arcade mode with Alessi.

Fight As Young Joseph (Heritage)
To play as Young Joseph in Heritage For The Future, complete the Challenge mode with Joseph.



Fight As Evil Dio (Heritage)
To play as Evil Dio in Heritage For The Future, complete the Challenge mode with Dio.

Fight As Lover Soul (Heritage)
To play as Lover Soul in Heritage For The Future, complete Challenge mode with Jotaro.

Fight As Alternate Holhorse (Heritage)
To play as an alternate Holhorse complete the Challenge mode with Holhorse.

Fight As Alternate Kakyouin (Heritage)
To play as an alternate Kakyouin you must complete Challenge mode with Kakyouin.

Fight As Kam (Heritage)
To play as Kam in Heritage For The Future you must complete Challenge mode with Anubis Nitoutruu Polunaref.

Kao The Kangaroo

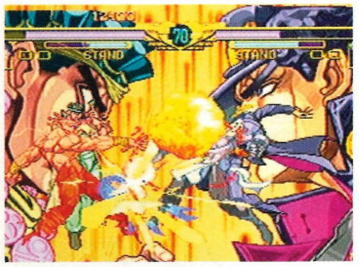
If you're having problems hoppin' and skippin' through this down-under adventure, try these cheats on for size. Simply go to the Map screen and hold down both trigger buttons before entering any of the codes for the desired effect:

Unlock Next Level	Up, Up, Left, Down, X
Unlock All Levels	Up, Down, Right, Left, Up, X
Extra Checkpoint	Up, Right, Down, Left, A
Extra Glove	Down, Right, Left, Down, A
Extra Life	Down, A, Up, Left, A
Unlimited Checkpoints	Up, Right, Down, Right, Left, A
Unlimited Gloves	Down, Right, Up, Right, Left, B
Unlimited Lives	Down, Left, B, Left, B, B
Unlimited Energy	Down, B, B, A, Up,Left, Right

Legacy Of Kain: Soul Reaver

Gain All Abilities
To pass through shut gates, climb walls, fire force projectiles, swim and have the Soul Reaver. pause the game and then hold L or R and press Up x2, Down, Right x2, Left, B, Right, Left, Down.

Refill Health
To recharge your health pause the game and hold L or R and press Down, B, Up, Left, Up, Left.



Regain Maximum Health
To regain full health pause the game and hold L or R and press Right, B, Down, Up, Down, Up.

Upgrade Health To Next Level
To upgrade your health to the next level pause the game and hold L or R and press Right, A, Left, Y, Up, Down.

Recharge Magic
To recharge your magic pause the game and hold L or R and press Right x2, Left, Y, Right, Down.

Maximum Magic
To gain maximum magic pause the game and hold L or R and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers
To have the ability to pass through barriers pause the game and hold L or R and press Down B x2, Left, Right, Y, Up.

Wall Climbing
To have the ability to climb walls pause the game and hold L or R and press Y, Down, X, Right, Up, Down.

Hurt Raziel
To be able to hurt Raziel pause the game and hold L or R and press Left, B, Up x2, Down.

Gain Soul Reaver
To get the Soul Reaver pause the game and hold L or R and press Down, Y, X, Right x2, Down x2, Left, Y, Down.

Gain Aerial Reaver
To get the Aerial Reaver pause the game and hold L or R and press A, Right, Up x2, Y, Left x2, Right, Up.

Gain Kain Reaver
To get the Kain Reaver pause the game and hold L or R and press A, B, Right, Y, Left x2, Right, Up.



Gain Fire Reaver
To get the Fire Reaver pause the game and hold L or R and press Down, Up, Right, Up, Down, Left, B, Right, Down.

Make Fire Reaver
To make the Fire Reaver pause the game and hold L or R and press Y, Right, Down, B, Up.

Cast Force Glyph
To cast a force glyph pause the game and hold L or R and press Down, Left, Y, Down, Up.

Cast Stone Glyph
To cast a stone glyph pause the game and hold L or R and press Down, B, Up, Left, Down, Right x2.

Cast Sound Glyph
To cast a sound glyph pause the game and hold L or R and press Right x2, Down, B, Up x2, Down.

Cast Water Glyph
To cast a water glyph pause the game and hold L or R and press Down, B, Up, Down, Right.

Cast Fire Glyph
To cast a fire glyph pause the game and hold L or R and press Up x2, Right, Up, Y, X, Right.

Le Mans 24 Hours
Even though we've been playing it for a while, we've only managed to find one cheat in this ace racer. Still, it's worth a look if you're into it...

Unlock All Tracks
Enter your name as 'GOOZ'.

Unlock All Cars
Enter your name as 'MONSTA' in Championship mode.

Unlock All Championships
Enter your name as 'CARNAGE' in Championship mode.

Unlock Jaguar XR9 Concept Car
Complete Quick Race mode in first place on all tracks.

Change Replay Camera Angles
Use the Y button to change the view of the replay.

Quick Race Bonus Car
If you can manage to place first on all of the tracks in the Quick Race mode and collect a bundle of gold medals, you'll be given access to a rather special Jaguar XR9 LM Concept Car.

Looney Tunes Space Race
Okay, so it might be pretty easy anyway, but if you're having trouble making your way through the game then these cheats should help you out.

CHEAT	CODE
Unlock Porky	YAVARMINT
Unlock Marvin	REDWAGON
Unlock ACME 2	MAROON
Unlock Mars 2	SCWEWBALL
Unlock Off World 1	DURNIDGIT
Unlock Off World 2	PALOOKA
Unlock Wild West 1	HOGGRAVY
Unlock Wild West 2	CHITLINS
Unlock Nebula	MRFUZZY
Unlock Galactorama 1	YOIKS
Unlock Galactorama 2	DODGPARRY
Unlock All ACME Events	3LILBOPS
Unlock All Challenges	MOIDALIZE
Unlock All Gallery Items	MICHIGANJ
Unlock Everything	CHEESFISH
Unlimited Turbo?	DUCKAMUCK
Mirror Mode	SAMRALPH
No Gags	SUCCOTASH

Hints & Tips
Collect five turbo canisters for one charge activated on button B. You can use these on selected inclines to gain super speed and jump over large sections of the track to gain a higher placing!

Run over the crates to collect gags and use the A button to fire them off at your opponents.

Watch out for falling Anvils or Safes when you activate this gag – sometimes they fall in front of you or on you and thus you end up getting squished!

Collect a turbo and hold on to it until the last lap – use it to get away from your opponents at the last minute and win the race!

Mag Force Racing
High-speed racing takes a twist and turn with Crave's futuristic racer, but can you take the pace? If not, then try these cheats to help you along.

All Tracks And Tripods
Highlight the 'Tripod Select' option at the main menu and then, hold X + Y and press Up, Left, Down, Rightx2, Up, Down, Right.



Unlock Everything
To unlock all missions and aeroplanes hold L and press X+Y while in the Game Select screen. If done correctly, you will hear a noise.

Unlock Free Flight Missions 20 & 21
Complete all fighter missions and tactical challenges.

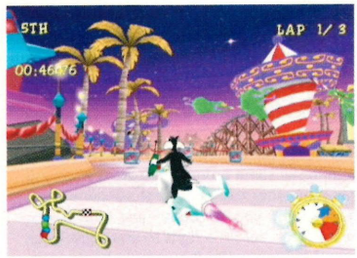
Unlock F-18 Aggressor Fighter
Land more than nine carriers in either carrier free flight mission.

Unlock F-15DJ Aggressor 2 Fighter
Get over 50 kills in the game.

Unlock T-3 Fighter
Get over 100 kills in the game.

Cheat Codes
Finish high enough in a race to enter your name on the leader board, then enter any of these codes as your name in order to activate the cheat.

Make All Power-ups Triple Missiles	MISSI
Make All Power-ups Turbo Rams	TURBO
Turbo Ram Auto-Pilot	AUTOM
Invisible Tripods	GHOST
CPU Controlled Bonus Tripods	HUND
Alternate Sound Effects	RETRO
Debug Mode	JOHNM



Marvel Vs Capcom

Play As Lilith
To play as Lilith highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.

Play As Roll
To play as Roll highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2. Roll will then appear for selection to the right of Mega Man.

Play As Gold War Machine
To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.

Play As Shadow Lady
To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection listed below Gambit.

Play As Red Venom
To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.

Play As Orange Hulk
To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.

Play As Akuma
To play as Akuma press Down, Down/Back, Back, Fierce Punch while playing as Ryu. NB. You must have reached at least Level One on you hyper-combo bar.

Play As Ken
To play as Ken press Down, Down/Back, Back, Medium Punch while playing as Ryu.

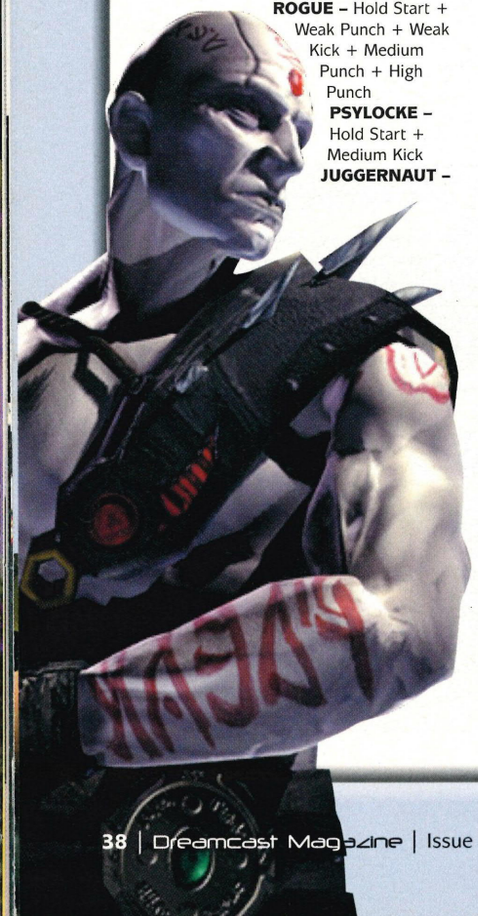




Select A Special Partner

To select your special partner before the Special Partner screen appears, hold the corresponding buttons and your special partner will be chosen.

UNKNOWN SOLDIER – Hold Start + Weak Punch
LOU – Hold Start + Medium Punch
ARTHUR – Hold Start + Weak Punch + Medium Punch
SAKI – Hold Start + High Punch
TON-POOH – Hold Start + Weak Punch + High Punch
DEVILOT – Hold Start + Medium Punch
ANITA – Hold Start + Weak Punch + Medium Punch + High Punch
PURE AND FUR – Hold Start + Weak Kick
MICHELLE HEART – Hold Start + Weak Punch + Weak Kick
MIGHTY THOR – Hold Start + Weak Kick + Medium Punch
CYCLOPS – Hold Start + Weak Punch + Weak Kick + Medium Punch
MAGNETO – Hold Start + Weak Kick + High Punch
STORM – Hold Start + Weak Punch + Weak Kick + High Punch
JUBILEE – Hold Start + Weak Kick + Medium Punch + High Punch
ROGUE – Hold Start + Weak Punch + Weak Kick + Medium Punch + High Punch
PSYLOCKE – Hold Start + Medium Kick
JUGGERNAUT – Hold Start + Weak Punch + Medium Kick
ICEMAN – Hold Start + Medium Punch + Medium Kick
COLOSSUS – Hold Start + Weak Punch + Medium Punch + Medium Kick
US AGENT – Hold Start + High Punch + Medium Kick
SHADOW – Hold Start + Weak Punch + Medium Kick + High Punch
SENTINEL – Hold Start + Medium Punch + Medium Kick + High Punch



Marvel Vs Capcom 2

The biggest and best fighting game from Capcom has also got some rather storming little secrets hidden away inside it... here are a few pointers to get you going in the right direction!

Switch Character Order

When you pick your three characters at the start of the game, you don't have to keep them in the same order. If you want a character other than your first selection to begin a fight, you can do it – just hold down the L button before a fight to start with your second fighter or the R button to begin with the third character.

Alternate Costumes

In order to change the costume of your chosen character go to the Character Selection screen, then highlight a fighter and press A or Y rather than X. Remember that you won't be able to change costumes if you haven't bought them for that character!

Cheaper Hidden Characters

Don't like the price that a hidden character you want to buy is offered at? The prices change every time you visit the Shop – just keep exiting and enter the Shop screen until the price of any hidden characters is slightly more reasonable.

MDK2

Kurt Wearing Boxers

Hold L + R and press Xx2, Y, X at the main menu.

Indy 500 Camera View

Pause the game and hold L + R and press B, A, B, A.

Slow-Motion Mode

While playing as Max, hold R and press Up x4.

Full Pause Screen

Pause the game and press X + Y.

Hidden Artwork & Sounds

Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

Millennium Soldier: Expendable

Shield

Up, Down, Left, Right, X, Up, Down, Left, Right, Y

Level Skip

Y, Y, X, X, L, R, Down, Down, Up, Up

Grenades

Down, Down, Down, Down, Down, Up, Up, Up, Up, R

Lives

A, B, X, Y, L, R, Up, Down, Left, Right

Credits

A, B, Left, A, B, Right, B, A, Down, R

Easter Egg

L, Left, R, Right, X, X, Down, Down, R, L

Game Won

L, R, Left L, R, Left, Right, Left, Right, Y, X

Level Select

Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

MoHo

Can't get passed those damned house robots? Having trouble making your way through all the prison complexes? Then throw off those shackles and chains and



enter these ace cheats to become the king of the prison.

Unlock All Prisons

Hold down the left trigger and enter the following code at the Prison Select screen – A, B, A, X, A, Y, A, A, B, A, X, X, A, Y, A.

Unlock Bonus Prison

Hold down the left trigger and enter the following code at the Prison Select screen – A, A, A, B, A, X, X, X, B, A, X, X, Y.

Unlock Doctor

Hold down the left trigger and enter the following code at the Single Player Character Select screen – A, A, B, Y, X, B, Y, A, X, B, B, X.

Display Version Number

Hold down the left trigger and enter the following code at the Main Menu – A, A, A, B, Y, A, A, A, Y, X.

Mortal Kombat Gold

Access Cheat Menu

At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'. Enter the Options screen and the press L+R





and the Cheat menu will appear with various options to choose from.

Easy Endings

Will allow you to see a player's ending by only beating one character.
Fatal 1 – To enact a character's first fatality simply press High Punch.
Fatal 2 – To enact a character's second fatality simply press High Punch.
Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch.

Fight As Goro

To play as Goro enable the Cheat menu and at the Character Selection screen, select the hidden icon and hold L+R and press Up, Left, A.

Fight As Noob Saibot

To play as Noob Saibot enable the Cheat menu and at the Character Selection screen select the hidden icon and hold L+R and press Up twice, Left three times, A.

Play As Sektor

In order to play as Sektor, enable the Cheat menu and at the Character Selection screen select the hidden icon and hold L+R and press Up four times, Left four times, A.

Alternate Fighter's Costumes

Highlight a character and hold Start and any button in order to rotate them to reveal their second costume.

MTV Skateboarding

Yes, we know it's quite a bit tougher than *Tony Hawk's Skateboarding* – that's why we've hunted down the best cheat for you...

Cheat Mode

When you're entering your name in Lifestyle mode, enter PASWRD instead and you'll instantly unlock all the boards, parks, costumes and skaters.

NHL2K

Play As Programmer Team

Hold L+R and press Bx2, and X on controller 4 at the 'Black Box' logo,

Big Head Mode

Hold L+R and press B, A, B, Y on controller 4 at the 'Black Box' logo. If done correctly the words 'Oh Black Box Baby' will be spoken.

Wayne Gretzkey Message

Enter 'Wayne Gretzkey' as a name in the 'Create a Player' option to see the message



'Thanks For The Memories' appear.

Dale Hunter Image

Enter 'Dale Hunter' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Marty Reasoner Image

Enter 'Marty Reasoner' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Ron Hextall Image

Enter 'Ron Hextall' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Tony Twist Image

Enter 'Tony Twist' as a name in the 'Create a Player' option to see his picture in the 'Edit Lines' menu.

Other Players

Enter any person that retired during the 1998-1999 season in the 'Create a Player' option in order to see his picture in the 'Edit Lines' menu.

Programmer Images

Enter any of the names from the development team that are listed in the instruction manual in the 'Create a Player' option and the picture of the corresponding person will appear in the 'Edit Lines' menu.

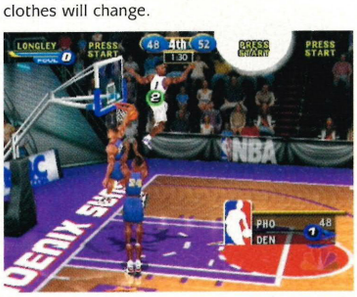
NBA Showtime: NBA on NBC

Play Any Player On Any Team

To play any character regardless of what team they're on go to the Enter Initials screen and enter the first three letters of the team the player plays for and then enter his jersey number as the PIN number.

Change Costumes

To see a player's alternative costumes when creating a player press up or down and his clothes will change.



Play As Team Mascots

To play as a team mascot enter any of the following names and corresponding PIN and you will unlock that mascot.

TEAM	NAME	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILLA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Create-A-Player Characters

To play any of the following hidden players, enter their name and PIN number in order to unlock them.

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternative Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001
MIDWAY STAFF	**NAME**	**PIN**
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johnson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	EGEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players

To play as any of the following players, enter the name and PIN at the Enter Initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Access Hidden Courts

To access play on one of the following hidden courts enter the denoted combinations of buttons immediately after you have selected a player at the Choose Team screen.

COURT	CODE
Team 1 (Left)	Hold Up + Turbo
Team 2 (Right)	Hold Down +Turbo
Street Court	Hold Left + Turbo
Island Court	Hold Right + Turbo
Midway Court	Hold Up + Shoot + Pass
NBC Court	Hold Down + Shoot + Pass

Access Cheat Codes

After you've chosen all your players and so on and you are at the Tonight's Match Up screen you can use the Turbo, Shoot and Pass buttons to change the symbols at the bottom of the screen and so activate the cheats. For example, for 'Show Hotspot', you'd press Turbo once but not Shoot or Pass, and then you would press Down.

CHEAT	CODE
Show Shot %	0-0-1 Down
Tournament Mode (no power-ups)	1-1-1 Down
Show Hotspot	1-0-0 Down
No Hotspots [Note 1]	2-0-1 Up
Fog On [Note 2]	1-2-3 Up
Thick Fog On [Note 2]	1-2-3 Down
Swamp Fog On [Note 2]	1-2-3 Right
Night Fog On [Note 2]	1-2-3 Left
Snow On [Note 2]	1-2-1 Left
Blizzard On [Note 2]	1-3-1 Left
Rain On [Note 2]	1-4-1 Left
Big Head Mode	2-0-0 Right
No Replays	3-3-1 Left
Team Uniform [Note 1]	4-0-0 Right
Midway Uniform	4-0-1 Right
Home Uniform	4-1-0 Right
Away Uniform	4-2-0 Right
Alternate Uniform	4-3-0 Right

Note 1: Two-player agreement required.
Note 2: Only on outdoor courts.

NBA2K

As with most American sports games there are a whole host of cheat codes for NBA2K. Simply enter the following codes at the Code Selection screen, found in the Options menu, for the corresponding cheat.

Access Bonus Teams

In order to access three extra teams enter 'DEVDUDES' as a code. The NBA2K, SEGA Sports and SEGA will then be unlocked and will be available to play on outdoor courts.

Play With Big Heads

To have your team play with Big Heads enter 'FATHEAD' as a code.

Giant Sized Players

To play with giant sized players (and to make slam dunking even easier) enter the word 'MONSTER' as a code.

Miniature Players

To play with a team the size of the 'Borrowers', enter 'LITTLEGUY' as a code.

Access Fat Players

To have a team full of lardy boys enter 'DOUGHBOY' as a code.

Play With 2D Players

To play with a team made up of 2D (and wafer thin) players, enter 'SQUISHY' as a code.

Play With Big Feet

Fed up with your size tens? Then to make your players' feet more like size thirties enter 'BIGFOOT' as a code.

Play With Big Ball

To play with a bigger sized basketball enter 'BEACHBOYS' as a code.

Suffering Coaches

To have your teams' coach writhing around in agony on the sidelines enter 'COACHOUCH' as a code.

View Hidden Message

To see a message in the crowd reading 'Hi Mom, love your child', enter 'HIMOM' as a code.

NFL Blitz 2000

Choose Plays Off-Screen

At the Play Selection screen move to the top left box and press Up twice. Your choice of play will then be hidden and chosen secretly on your VMU.

Access Hidden Players

To access hidden players enter one of the following player names and the PIN number when at 'Enter Names For Record Keeping'.

Cheat Codes

When at the Versus screen press the Turbo, Jump and Pass buttons and the icons below the helmets change. Depending on how many times the buttons are pushed, a different cheat will be activated. When the buttons have been pressed, press the indicated direction on the D-pad and if the code has been entered correctly you will hear a sound and see the name of the code appear. For example, if you want to activate Infinite Turbo press Turbo five times, Jump once and Pass four times before pressing Up. You are able to activate more than one cheat per game.

CHEATCODE	
Infinite turbo	5-1-4 Up
Unlimited throwing distance	2-2-3 Right
Fast turbo running	0-3-2 Left
Power-up offence	3-1-2 Up
Power-up defence	4-2-1 Up
Power-up team-mates	2-3-3 Up
Power-up Blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Red, white and blue football	3-2-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection [Note 1]	1-1-5 Left
Show more field [Note 1]	0-2-1 Right
No CPU assistance [Note 1]	0-1-2 Down
Power-up speed [Note 1]	4-0-4 Left
Hyper blitz [Note 1]	5-5-5 Up
Smart CPU opponent [Note 2]	3-1-4 Down
Deranged blitz mode [Note 2]	2-1-2 Down
Ultra hard mode [Note 2]	3-2-3 Up
Super passing mode [Note 3]	4-2-3 Right

Pen Pen

Play As Hanamizu

To play as the eighth comedy character, complete all the tracks while earning all silver medals.

Alternate Costumes

In order to unlock every costume that your character has, you must finish in first place on each of the courses and course variations twice. Good luck!







Phantasy Star Online

Everyone's favourite online RPG is brimming with secrets for you to unlock. Here's how.

Hidden Artwork

Put the game disc in the CD-ROM drive of your computer to find some saucy artwork for your desktop.

Unlock Extra Settings

Complete the off-line game to unlock the 'Hard' difficulty setting. Then complete the game on the hard setting to unlock a 'Very Hard' option.

Access Alternate Costume Colours

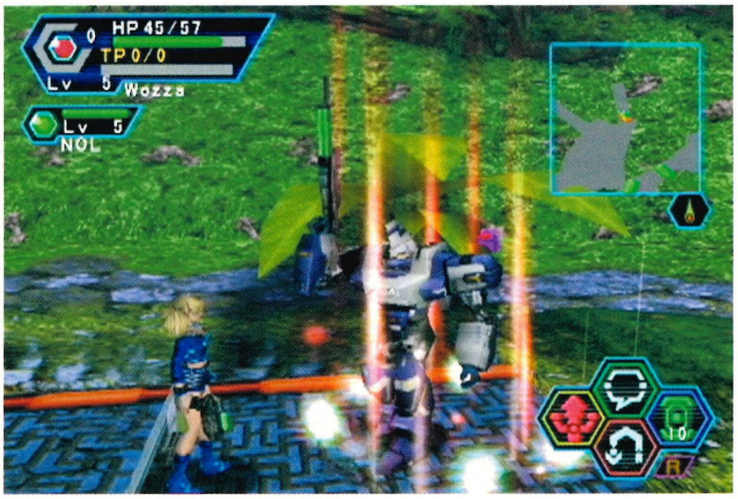
Start a new game and select a character before entering one of the names below to unlock two extra costume colours.

CHARACTER	NAME
Fomarl	DNEAOHUHEK
Fonewearl	XSYGSSHEOH
Fonewm	ASUEBHEBUI
Hucast	RUUHANGBRT
Humar	KSKAUDONSU
Hunewearl	MOUEOSRHUN
Racaseal	NUDNAFJOOH
Racat	MEIAUGHSYN
Ramar	SOUDEGMKSG

Power Stone

The World Of Power Stone

Finishing the game with each character opens up a different page in the World Of Power Stone book (found in the Collection menu on the title screen). Each page contains a new option or item that can be used either in the game or on your VMS and is usually selected by highlighting the page and pressing the A button. Here are a selection of the new goodies that you can access in this way...



New Fighting Items

The first four times you complete the game will open up the front four pages of the Power Stone book. These contain new items that will appear at random in the fighting arenas if you turn them on in the Options screen. In order of appearance, the items are an Extending Kendo Stick, a Gatling Gun, an alien ray gun and a shield – while carrying the shield you will be invincible to attacks but will be unable to attack yourself.

Virtual Mode

Complete the game as Kraken and the Virtual mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

Dual Virtual Mode

This option appears on Page Six of the book when you complete the game with Valgas. It is similar to the one-player Virtual mode only it allows two people to play in a split-screen, first-person perspective fight!

Play As Valgas B

Complete the game on any difficulty level but without using a continue. Now check Page Twelve of the Power Stone book to be able to play as the super-powerful Valgas B that appears at the end of the game. You can only use him in VS mode and even then only one of you can choose him per match!

Watch Endings

Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page in order to watch any of the endings for the characters that you have managed to finish the game as.

Extra VMS Games

You will open up a new game that can be downloaded into your VMS when you complete the game for the fifth, sixth and seventh time. You will need a totally empty VMS to download the game into – playing these games will earn you points which can then be used in order to get more pages of the Power Stone book! In order of opening, the games are Fokker's Plane Chase, Ayame's Ninja Star Throw and Gunrock's Slots.





Quake III Arena

It's only just coming out and we've already managed to find out how to unlock the cheats in this amazing first-person blaster. Are we great or what?

Unlock Cheats

Play through the game and complete it on any of the five difficulties – as a reward, you'll receive a special VMU Maze game to play. Once you successfully complete this, you'll unlock one of the cheats in the game (you can access them from the Cheats menu on the Pause screen of the game). You'll get a different cheat depending on which difficulty level you originally completed the game on, so to unlock them all, you will have to finish it on all five levels. Uh, oh!





Rainbow Six

Having trouble sneaking your men in past those annoying terrorists? Need to beef your troops up a bit? Then use these easy-to-enter cheats right away – just enter the relevant button/stick combination while playing the game to activate each one.

Activate God Mode
To make yourself invincible press the analogue pad Up, the D-Pad Down and A while playing the game.

Activate Team God Mode
To make your entire team invincible during the game press the analogue pad Left, the D-pad Down and A while playing the game.

Activate Heavy Breathing
Press the analogue pad Down + D-pad Down + A when playing the game.

Activate Big Head Mode
Press the analogue pad Up + D-pad Down + X when playing the game.

Activate Mega Head Mode
Press the analogue pad Left + D-pad Down + X when playing the game.

Activate Polska Mode
Press the analogue pad Down + D-pad Down + X to change the faces of your team when playing the game.

Activate Stumpy Mode
Press the analogue pad Left + D-pad Down + Y to activate Stumpy mode when playing the game.

Activate Brains Mode
Press the analogue pad Up + D-pad Down + Y to toggle the AI of your team when playing the game.

Activate Skinny Mode
Press the analogue pad Down + D-pad Down + Y to become as thin as the trees when playing the game.

Never Lose A Mission
Press the analogue pad Up + D-pad Down + B when playing the game to prevent losing a mission when an alarm is triggered or a hostage killed.

Infinite Ammo
To get an infinite amount of ammo shoot all the bullets in your gun except one before putting in a new clip. Even though your bullet quota will go up you will not lose a clip from your supplies and you can do it as many times as you like.



Rayman 2

No arms, no legs, can dance a little... it's a bugger to play though.
Not anymore!

Access Globox Disc
Hold L + R and press Bx4.

Bonus Map
Press A, B, X, Y, X, Y before the 'Access Denied' message.

Kaleidoscope Textures
Press Down, A, Down, B, A, Y, Xx2

Rayman VMS Icon
Press Up, X, Y, Down, Y, X, Left, Right.

Full Life
When playing a game, hit R repeatedly in a constant rhythm.

Full Pause Screen
Pause the game and press X + Y.

Ready 2 Rumble Boxing

Two-Player Level Select
When playing in two-player mode, press the Left Shoulder button for the two-tier arena and the Right Shoulder button for the Championship arena. If you press the Left and Right Shoulder buttons together you'll get yourself the gym!

Change The Cornerman's Voice
When you're on the Character Selection screen press the X button plus any direction on the D-pad to select a variety of different cornerman voices.

Outfit Change
There are different outfits for the boxers in the game. To access them press X + Y together when you select your character.

Hidden Leprechaun
You can play the game as a Leprechaun. To do this you have togo to the Character Selection screen and press X + Left Shoulder + Right Shoulder together.

Life Recover
When you look like you're out for the count, rotate the analogue joystick clockwise and your boxer will recover and be ready for action much faster.

Unlock Bronze Class
Enter your gym name as 'Rumble Power' to unlock this class.





Unlock Silver Class
Enter your gym name as 'Rumble Bumble'.

Unlock Gold Class
Enter your gym name as 'Mosma!'

Unlock Champ Class
Enter your name as 'Pod 5!'

Ready 2 Rumble Boxing: Round 2

Fight As Fat Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, Rx2, L.

Fight As Skinny Boxers
At the Character Selection screen, press Rightx2, Up, Down, Right, R, L.

Fight As Zombie Boxers
At the Character Selection screen, press Left, Up, Right, Down, Rx2, L.

Fight With Giant-sized Gloves
At the Character Selection screen, press Left, Right, Up, Down, R, L.

Fight As Mr. President
Complete Arcade mode nine times to unlock Bill Clinton.

Fight As The First Lady
Complete Arcade mode ten times to unlock Hilary Clinton.

Unlock Champion Costumes
Complete Championship mode to unlock the champion costumes.

Hidden New Year's Costume
Set the date to January 1 to unlock a baby New Year's costume for Joey T.

Hidden St. Patrick's Day Costume
Set the date to March 17 to unlock a leprechaun costume for the referee.

Hidden Valentine's Day Costume
Set the date to February 14 to unlock a lover's costume for Lulu Valentine.

Hidden Easter Costume
Set the date to April 23, 2001 to unlock a bunny costume for Mama Tua... scary.

Hidden Independence Day Costume
Set the date to 4 July to unlock an Uncle Sam costume for G.C. Thunder.

Hidden Halloween Costume
Set the date to 31 October to unlock a skeleton costume for J.R. Flurry.

Hidden Christmas Costume
Set the date to December 25 to unlock an elf costume for Selene Strike and a snowman costume for RumbleMan. The canvas of the ring will also have a snowman design.

Unlock Everything
To unlock all boxers, all their costumes and some other goodies press Left, Right, Left x2, Right, Up, Down, R Trigger x5, L Trigger.

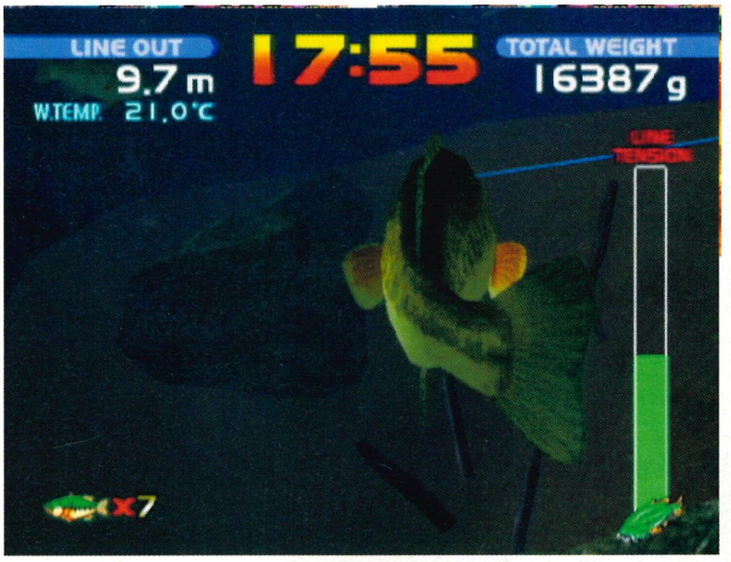
Unlock All Boxers
Press Left x2, Right, L Trigger, Left, Right x2, R Trigger x2, L Trigger.

Unlock All Championship Costumes
Press Left, Down, Right x2, Up, R Trigger, L Trigger, R Trigger 20, L Trigger.









Unlock All Holiday Costumes
Press Left x2, Down, Right, Up, R Trigger x8, L Trigger, R Trigger x4, L Trigger.

Unlock Fat Mode
Press Right x2, Up, Down, Right, R Trigger x2, L Trigger.

Unlock Thin Mode
Press Right x2, Up, Down, Right, R Trigger, L Trigger.

Unlock Zombie Mode
Press Left, Up, Right, Down, R Trigger x2, L Trigger.

Unlock Big Head Mode
Press Right x2, Up, Down, Right, R Trigger x3.

Unlock Big Gloves Mode
Press Left, Right, Up, Down, R Trigger, L Trigger.

Unlock Fast Mode
Press Right x2, Up, Down, Right, R Trigger x5, L Trigger.

Resident Evil Code: Veronica

Battle Mode
Complete the game with any ranking and then the Battle mode will automatically be saved to the VMU, making it selectable at the main menu.

First-Person View
In Battle mode pick up Alexia's sniper rifle once she drops it towards the end of Disc 1.

Play As Alt. Claire In Battle Mode
Do well with Claire in Battle mode.

Get Linear Launcher In Battle Mode
To Unlock the Linear Launcher get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in Battle mode.

Get Rocket Launcher
Get an A ranking in the normal game by completing it without saving and without using any first aid sprays, and no retries. Also save Steve from the Luger quickly, give the medicine to Rodrigo and complete the game with a time less than 4:30.

Play As Steve Burnside In Battle Mode
Get the Gold Lugers from the basement office in Disc 2. The right combination is red, green, blue and brown. You can also unlock Steve Burnside by doing well with Chris in Battle mode.

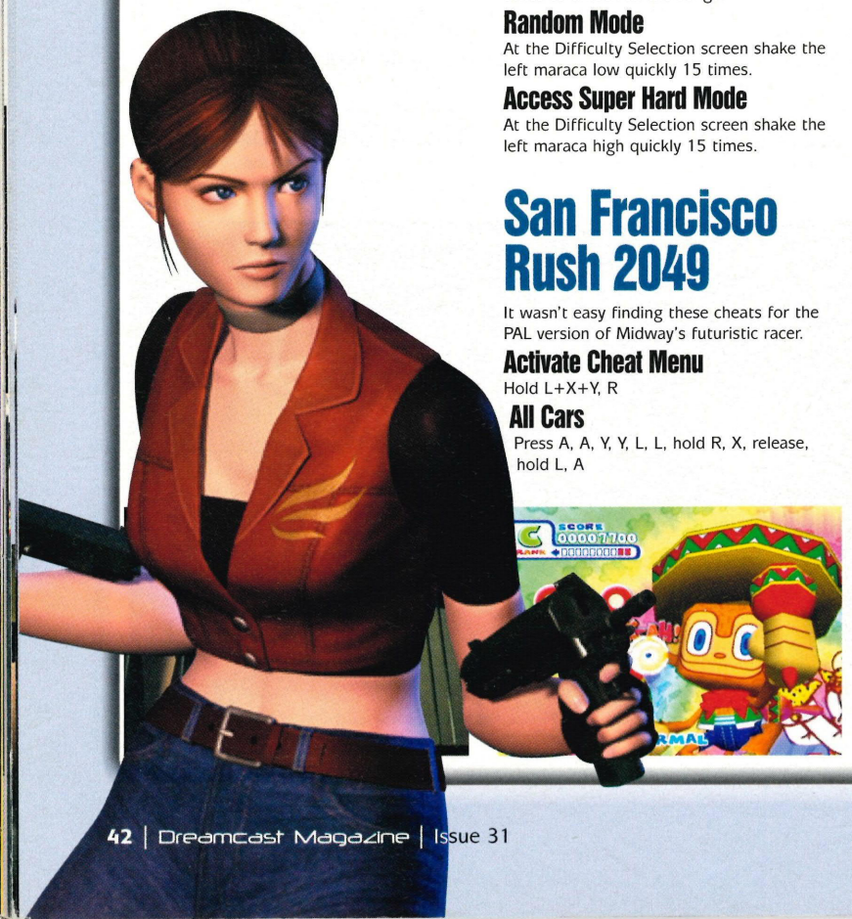
Play As Albert Wesker in Battle Mode
Do well with Chris in Battle mode.

Samba De Amigo

Access All Music
At the Height Selection screen in Arcade mode, shake the left maraca high quickly 15 times to unlock all the songs.

Random Mode
At the Difficulty Selection screen shake the left maraca low quickly 15 times.

Access Super Hard Mode
At the Difficulty Selection screen shake the left maraca high quickly 15 times.



San Francisco Rush 2049

It wasn't easy finding these cheats for the PAL version of Midway's futuristic racer.

Activate Cheat Menu
Hold L+X+Y, R

All Cars
Press A, A, Y, Y, L, L, hold R, X, release, hold L, A

Super Speed
Hold Y+R, L, release, hold A, X, release, A, A, A

Fog Colour
Hold L, X, release, hold A, X, release, hold Y, X, release, hold R, X

Random Weapons
Hold L+A, X, Y, release, Hold R+A, X, Y

Invincible
Hold L+X, Y, A, release, hold R, A, X, Y

Invisible Car
Hold L, X, release, hold R, Y, release, A, hold L+R, X, release, Y, Y, Y

Invisible Track
Press R, L, Y, X, A, A, X, Y, hold L+R, A

Brakes
Press Y, Y, Y, hold L+X+A, R

Super Tires
Hold R, X, X, X, release, hold L, A, A, Y

Mass
Hold A, X, X, Y, release, L, R

SEGA Bass Fishing

Bonus Practice Levels
To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode you must complete Lake Crystal in Consumer mode.

Change Lure Colour
To change the colour of your lure press Up or Down to change the lure colour in Consumer mode.

Sonic Lure
To gain the Sonic Lure you must complete all five of the tournaments when you are in Consumer mode.

Alternate Clothes and Boat Colour
To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

SEGA GT

Not so much a cheat as a tip on what to look forward to when you've managed to get through the game... it ain't too easy, believe us!

Access World Speed King Races
Once you've managed to finish first in each of the Official and Event races in the game, you will unlock the World Speed King races – a whole new set of races for you to race including the 4Wheel Drive Cup, the Front Drive Cup and the Rear Drive Cup.





SEGA Rally 2 (Japanese Version)

Extra Vehicles

There are loads of cars available at the start of the game, but the further you get into the championship, the more vehicles you'll get to drive about in. Check out the list to see how to earn these little beauties!

NAME OF CAR	HOW TO GET IT
Subaru Impressa 555	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd Year of Championship mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th Year of Championship mode
Peugeot 106 Maxi	Finish 1st in the 5th Year of Championship mode
Lancia Delta Integrale	Finish 1st in the 6th Year of Championship mode
Fiat 131 Abarth	Finish 1st in the 7th Year of Championship mode
Peugeot 205 Turbo	Finish 1st in the 8th Year of Championship mode
Renault Alpine A110	Finish 1st in the 9th Year of Championship mode
Lancia 037 Rally	Finish 1st in the 10th Year of Championship mode

Secret Track

If you manage to finish in first place in all ten years of Championship mode, you have the opportunity to race one last time on the super-secret course.

Access All Cars

Go to the title screen and press Up, Down, Up, B, A, Left, B, B, Down (using the D-Pad, NOT the Analogue Stick) to open up all the cars without playing through the game.

Access All Tracks

Go to the title screen and press Up, Left, Down, Right, B, A, B, Right, Down. This will now open up all of the tracks in the Championship mode.

Courses

Desert SS1

Best car: Lancia 037 Rally

The first Desert course is one for beginners and is a great place to practice your powersliding. There's a good long straight where you can reach a high speed, and two shorter ones which are sadly spoilt by the crests in the road – if you're good you can use these to overtake competitors by flying over their cars!

Choose the right car and you can drive most of this course by sliding from left to right – remember to watch out for the giraffes as you slide by! The other major factor to take into account here is water – avoid this when the co-driver warns you, it will slow you right down and you'll lose that high ranking!

Desert SS2

Best car: Peugeot 205 Turbo 16

This desert course is a bit tougher than the first, with long sweeping bends in the road and some rugged sections where you must avoid smashing the car into the rocks. This time the giraffes found on the sides of the road are joined (wouldn't you just know it!) by zebras!

Starting out in a small town area the desert sand is soon left behind and replaced by more of a muddy surface which will make your car slide more than usual. Avoid the sides of the road as water tends to collect here more than the centre – and always try to make jumps as fast as you can, you can then sail over many obstacles!



Desert SS3

Best car: Alpine Renault

With a five star difficulty rating things are already starting to toughen up. This doesn't have a single straight where you can overtake, you'll have to do all your passing as you slide by other drivers on the corners. The entire course is twists and turns, more of a snake than an 'S' shape!

The desert heat has evaporated all the water on this course, but it has also had the effect of making it very dusty, and dust can also slow your car down. Watch out for rows of barriers along the side of the road early on – hitting them will send them flying, and lose you speed. The 'K' turns and hairpin are the toughest manoeuvres you'll have to make here – hit the brake slightly just before the bend and keep your finger on the accelerator to power through them.

Mountain SS1

Best car: Lancia 037 Rally

The rocks of the desert have been replaced by trees, but the handling is pretty much the same when the course breaks away from the tarmac and goes into the gravel. The first mountain course has a long section of easy lefts which give you a good overtaking opportunity, there are no really sharp turns either so you can keep the speed high. Make sure your car is kept perfectly straight when the co-driver shouts out 'Crest Jump' as the car will undoubtedly leave the ground and could crash if you take it on a slant.

Mountain SS2

Best car: Lancia 037 Rally

These mountain roads are lined by stone walls and these are further narrowed by two bridges, so there isn't much room for making mistakes. This second course doesn't have much in the way of straights, it's very winding so again you'll have to overtake as you slide by your opponents.

The road surface is a mixture of gravel and tarmac. You will find that your car has good traction on the tarmac sections, but you'll have to watch for skidding when you burst into the gravel – the co-driver will warn you, so be ready! Just after the checkpoint be ready with the brakes too – you'll very soon be confronted with a hairpin right turn!



Mountain SS3

Best car: Lancia 037 Rally

This course is much shorter than the other two, but with sharp turns all the way through it's a test for even the best drivers. The first thing to watch out for is the 'K Left' turn directly after the starting line. The course is blocked off, forcing you to go left and you'll need to slap the brakes on and slide the car into the corner to get maximum speed. There are two more corners like this in the course!

Another major problem on the mountain courses is the width of the road. There is little room for overtaking manoeuvres most of the way around – you'll have to take your chances when you see an opportunity.

Snowy SS1

Best car: Mitsubishi Lancer Evolution IV

There are a couple of major problems facing you in the Snowy courses – the ice on the road and visibility. When you're about to enter a particularly nasty area of ice the co-driver will shout it out to you – make sure you don't make any erratic movements through this section. As for visibility, the fog is really thick in places, but all the other cars have to cope with it too!

This first course is very short compared to the ones raced already. Use this beginner's snow course to get used to the loss of traction as the cars slide around in the snow.

Snowy SS2

Best car: Mitsubishi Lancer Evolution IV

Part of this course is actually tunnelled underneath the mountain, but this doesn't make any difference to driving conditions except that it can't snow in a tunnel! Surprisingly stretches of road are completely snow free around this course too – the snow ploughs must have been out here!
There are a couple of good straights, one on either side of the course. If you can approach a competitor in a straight line, use these for overtaking – but watch out as they could be sliding around in the snow too! It's very easy to get stuck on the sides of the course in the snow. If you do, let go of the accelerator and get off the bank before trying to continue.

Snowy SS3

Best car: Peugeot 306 Maxi

This is by far the longest of all the Snowy tracks and it's packed to bursting with twists and turns. Make sure you take a look at your tyre set-up before











tackling this one, and have tyres that will stand some serious punishment and give good grip in the snow! As you should know by now, the snow causes one major problem – if you drive your car onto the ridge at the side of the road you will get stuck, and seriously spoil your chance of a fast lap time. If this happens, let go of the accelerator until you're back on the main road, then let rip once more.

Riviera

Best car: Lancia 037 Rally

The Riviera section of SEGA Rally 2 is unique for two reasons. One, it's the only course that is permanently set at night. Secondly it doesn't come in three parts – there's only the one course to master. It's got a five rating for difficulty though – and the tight twists and turns are certainly a challenge for even the most experienced drivers.

Your first horror comes at the end of the first straight – a sharp hairpin right-hand turn. Slam the brakes on to slow the car down and throw it around the corner, then put the power back on to drive out of the bend. The next section has a couple of twists, and then there's a second hairpin as you come back towards the checkpoint. There's only one checkpoint on this track, so in Arcade mode you will have to go around twice!

Interestingly, there are two cones positioned just before the finish line. Knock them down in sequence when playing in Arcade mode and you open up a secret area of the track where you can knock over cones for points!

Muddy SS1

Best car: Peugeot 205 Turbo 16

The first track in the Muddy stage is a good mixture of bends and straights giving ample overtaking opportunities as you're racing around. It's not too tricky to drive around, only having a two star difficulty rating. Your main problem in this track (surprise, surprise!) is the mud! It acts in a similar way to snow, giving a slick surface under the wheels and causing your car to slide more than it would normally on each corner. Watch out for the handful of barriers that are placed in strategic places around the track too – knocking them over is fun, but will slow down the car.

Muddy SS2

Best car: Peugeot 205 Turbo 16

More slipping and sliding around in the second of the Muddy courses, and this one has some very nasty surprises in store for all boy racers out there! As you accelerate away from the starting line, you'll find the road ahead blocked, and a route through to the left. If you don't slow down in time your car will smash head-on into the barriers, and really spoil your chances of a high score. Also, keep a look out for the K-Left, K-Right bends in the road – these take a lot of practice to drive perfectly, you must slow down just before them and slide the car first one way the the other. Keep practicing!

Muddy SS3

Best car: Peugeot 205 Turbo 16

All three Muddy courses are set around the same island, with new roads opening and old ones closing as you progress. This final Muddy course has similar perils to course two, with roads closed directly ahead of you, but after a couple of laps you will soon learn where these are and be able to anticipate them.

The Open Hairpins that you find towards the end of this course need even more skilled driving. Power on into the hairpin, then let go of the accelerator and touch the brakes slightly while turning the car. You should slide through the first part of the hairpin, then reverse the steering and power back on to take the next Open Hairpin going in the other direction. Again, practice makes perfect!

Isle SS1

Best car: Peugeot 306 Maxi

Do you want the good news or bad news? The good news is that the Isle courses are all raced on nothing but tarmac, giving the cars much more grip and making sure they actually go in the direction you're pointing them in. The bad news is that the roads are so narrow one Sunday driver can destroy an entire race!

This first attempt at the Isle has two long straights that go underneath bridges, the road doubles back on itself after the first to bring you back around for the second. These are your best overtaking opportunities, so make sure you make good use of them.

Because of the narrow nature of the roads here, you must be more precise with your powerslides. You don't have the luxury of the open plains in the Desert courses, so this track is most definitely for the experts.

Isle SS2

Best car: Lancia 037 Rally

The second Isle track is a bit of a cop out in our opinion! Again, the same roads are used again, as in the Muddy courses, but the new section that is opened up here is so small and insignificant, it's hardly worth bothering with!

The one thing that has changed is the direction you race the course in – this time we start off in the town and head down over the bridge, then into the new section up on a hill. You can still use to two straights as good overtaking places, but watch out for the tunnels that lead off the hill, you can can hit the side of the tunnel as you go in, seriously damaging it and spoiling your race. The final stretch of the course is the most difficult to drive – you end up twisting and turning through the streets of the town, you'll have to lower your speed through here or you'll hit every wall!

Isle SS3

Best car: Lancia 037 Rally

Once again, the long straight sections of the island are put to good use, but the new section that is opened up is at the opposite side of the island from that in course two. This creates an even longer course with some serious twists and turns that will test your steering skills to the absolute max! You should already know how to drive through the majority of this course, instead of using up your ace cards on the same pieces of road, concentrate your efforts on the twisting mountain road. You will need to make creative use of the brakes, or even the handbrake, to get through the bends without losing places or slowing down too much. When you pass the finish line give yourself hearty congratulations! This is the last track of the game – try to beat your times!

Shenmue

Okay, so there might not be any cheats as such in this game and we're hardly going to do the whole walkthrough in this mag, but here are some hints and tips for you.

Fight In 70-Person Battle

Complete the game and save the Clear Data to unlock the 70 Person Battle option on the Options screen. NB: Disc 3 has to be in the machine for this.

Get Extra Money

The best way to build up your finances is to take the 500 yen you're given each day and then leave the house as usual. Return to the house at any time and go into your room – when you leave it another 500 yen will be available. You can repeat this as many times as you like – hey, you can even become a millionaire.

Against All Odds

To increase your chances of winning on the addictive slot machines, go to the Lapis fortune teller and choose Gamble. She will give you a lucky number and if you use the slot machine with the same number your chances of winning will improve significantly – bonus!

Silent Scope

We've been able to track down some cool codes for this one, but they're not so much cheats as some bonus extras – enjoy!

Scopeless Mode

To play the game without a scope press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down , Right, X, Y at the Mode Selection screen.

Invisible Enemies

To make the enemy invisible (quite why you would want to though is beyond us) press Right, Down, Right, X, Up, X, X, Y, Down, Right, Down , Right, X, Y at the Mode Selection screen.

Night Levels

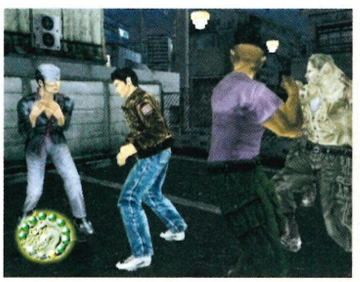
To play all the levels of the game at night-time press Up, Right, Down, Left, Up, X, Y at the Mode Selection screen.

Scope Always On

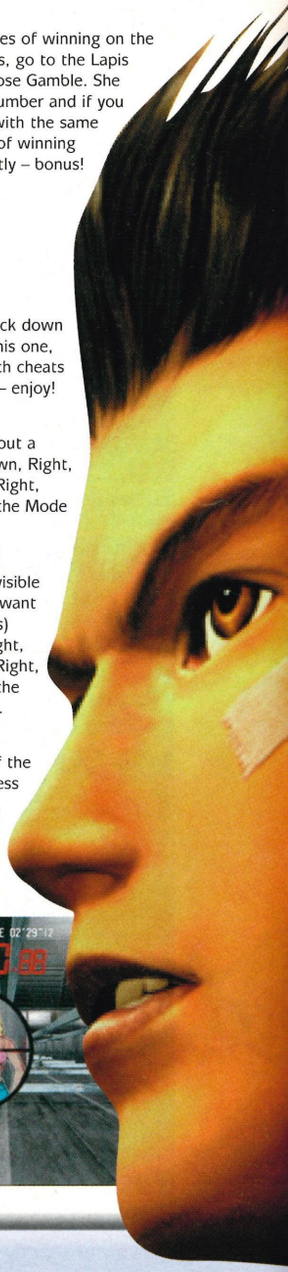
If you finish the game













you'll get the option to have a scope permanently in the top left corner of the screen, as in the arcade version of the game.

Slave Zero

Invincibility
To become invincible press L+R+B on controller two in single-player mode.

Gain Full Health And Ammunition
To recharge your health and to get a full compliment of ammunition press L+R+X on controller two while playing in single-player mode.

Toggle Enemy AI
To throw the enemy into confusion press L+R+A on controller two while playing in single-player mode.

SnoCross: Championship Racing

Crave's skidoo racer might not be the easiest game to get to grips with so hopefully these cheats will sort you out.

Unlock All Tracks, Leagues & Skidoos
Hold R and press Up, Y, Up, Y, Up, Y at the main menu screen.

Unlock Cartoon Track
Hold R and press Right, Up, Left, B, Y, X at the main menu screen and then select the Kiruna track.

Unlock Summer Track
Hold R and press X, A, B x2, A, X at the main menu screen and then select the Calgary track.

Unlock ATV
Hold R and press Up, Right, Down, Up, Right, Down at the main menu screen.

Unlock Go-Cart
Hold R and press Right x2, Left x2, Right x2 at the main menu screen.

Unlock Demo Mode
Hold R and press Up x3, Down x3 at the main menu screen.

Sonic Adventure

Chaos and your VM
One of the most interesting things about Sonic Adventure are the Chao, the little creatures you can breed, manipulate and download to your VM to take away with you! The important thing to remember is that if you want a top-rating Chao, you'll need to nurture and love him. Are you ready for some hand-held fun? Then follow us as we take you through the basic ins and outs of Chao raising, VM style...

Put It In, Take It Out
The first thing you'll need to know is how to actually download your Chao into a VM. This is done through the Chao Gardens and if you follow these simple steps, you'll have a miniature version of the Chao in absolutely no time at all.

1. Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VM so you may have to delete some files to fit him in.

2. Choose the Chao you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it is sitting on the small trapdoor in front of you.

3. A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chao in and press the A button.





4. After a brief period, the Chao will disappear into the controller and then reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your little Chao to your heart's content!

5. Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM unit since it cannot be deleted by conventional means.

Work, Rest And Play
Once you've placed the Chao in your VMS, it's time to start them on their quest! The object of the game is to help your Chao develop its abilities as it makes its way along a route of quest stages – there are fifteen in total to choose from but only five are used in each quest. We will take you through exactly what ability each stage requires your Chao to have – however, being proficient in that particular ability doesn't mean that the stage of the quest will end any sooner. Along some of the routes, he'll even get to meet one of Sonic's friends or maybe even the blue wonder himself!

Be My Guide
To start your Chao off on his quest, get your VM into Game Mode by pressing the Mode button until an 'Ace of Spades' appears and then hit the A button. Once the title screen appears, press the A and B buttons together and you're off on the adventure of a lifetime (for the Chao, anyway). Most of the time, you can pretty much leave him to his own devices as he walks along but at certain points you'll need to help him out of a situation – a noise will tell you that you have to do something. Here's a guide to what might happen to your little buddy...

1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the A button to get him moving again.

2. If he finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!

3. A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past this, just press the A button until it disappears.

4. A picture of a Chao standing at a signpost means that they have reached the end of their current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice if you let it!

5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above that as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit, but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one who is standing is the winner!

Fancy A Game Of Cards?
One of the sure-fire ways of getting goodies that you can use to boost your Chao abilities is to play the Fruit Matching game











in the Quest menu (brought up by pressing the A button). When you start the game, you'll get a brief glimpse of a screen containing six pairs of fruit in various positions. The screen will then go blank and you'll have three chances to try and match up the pairs by remembering where each of the different fruit were. It takes a bit of practice but if you can remember a couple of the fruits that look similar, you won't get confused between them. The fewer times you get it wrong, the better the prize you get, but mess up three times and you won't get anything except one very disappointed

Fruit And Veg

The main way to build up the abilities of your Chao inside the VM is to feed them different kinds of fruit, collected through playing the Fruit Matching game, winning fights or opening chests. Each fruit gives the Chao a boost in a particular field and the more fruit you feed them, the better they become! Even better, any fruit left over after a quest is carried onto the next adventure and if you remove the Chao from the VM while it still owns fruit, then the fruit will pop out with it and you can then feed it to other Chao besides the one that you had in the VM! To feed your Chao a fruit, bring up the quest menu with the A button and then select the Items menu – this will give a list of fruits available that you can give to your friend. Use our guide to the different fruits in the game to help work out exactly what you need to feed your babies to make up for the areas that they're lacking in! The stipulations tell you if you need to perform a special function to get the fruit – all the fruits can be found randomly in chests also.

Fruit: Yellow Fruit

Ability Affected: Swimming (+4pts)
Stipulations On Getting Fruit: None

Fruit: Purple Fruit

Ability Affected: Flying (+4pts)
Stipulations On Getting Fruit: None

Fruit: Green Fruit

Ability Affected: Running (+4pts)
Stipulations On Getting Fruit: None

Fruit: Red Fruit

Ability Affected: Strength (+4pts)
Stipulations On Getting Fruit: None

Fruit: Haste Fruit

Ability Affected: Speeds you up through your current quest stage
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Star Fruit

Ability Affected: Slows down cursor during your next fight
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Chao Fruit

Ability Affected: All Abilities (+4pts)
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Heart Fruit

Ability Affected: Recovers all Health Points
Stipulations On Getting Fruit: Get a perfect round in the Fruit Matching game

Fruit: Random Fruit

Ability Affected: Makes your Chao very unhappy indeed!
Stipulations On Getting Fruit: Do something bad!

Sonic Shuffle

So you wanna know how to play as all the hidden characters, do you? Well, it might take a bit of time but here's how.

Play as Big The Cat

Buy all the pictures of Tails in Sonic's room to unlock Big The Cat in Versus mode.

Play as Chao

Buy all the pictures of Knuckles in Sonic's room to unlock Chao in Versus mode.

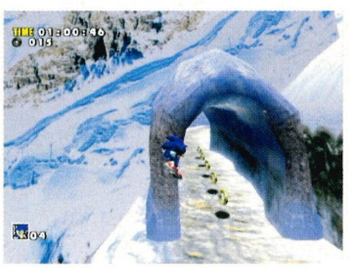
Play as E-102 Gamma

Buy the last picture of Amy in Sonic's room to unlock E-102 Gamma in Versus mode.

Play as Super Sonic

Buy all the pictures of Sonic in Sonic's room to unlock Super Sonic in Versus mode.









Soul Calibur

Secrets

Picture Gallery Secrets

This is a list of all the pictures in the Art Gallery and what you get when you buy them. They are numbered accordingly. Buy the number to get the prize!

New Art Card Categories

02, 06, 14, 18, 45, 55, 90, 103, 126, 149, 159, 203, 217, 266-294 – Free Art, 295-322 – Free Art.

New Missions

03.....Silk Road Ruins 1
05 .....Harbour of Souls 1
10.....Maze of the Dead 1
21 .....Silk Road Ruin 2
26 .....Shrine of Eurydice 1
27 .....Palgaea Shrine 1
34 .....Emperors Garden 1
37.....Money Pit 1
40 .....Takamatsu Castle 1
56.....Hoko Tempel 1
60 .....The Adrian/Fortress 1
65 .....City of Water 1
81 .....Ost/burg Castle 2
82.....Valentine Mansion 1
84 .....Water Labyrinth 2
93 .....Harbour of Souls 1
101.....Silk Road Ruins 3
106.....Maze of the Dead 2
116 .....Shrine of Eurydice 2
117 .....Palgaea Shrine 2
122 .....Kunpaetku Shrine 2
132 .....Takamatsu Castle 2
134.....Money Pit 2
143.....Emperor's Garden 2
148 .....The Colosseum 2
169.....Hoko Temple 2
178.....Valentine Mansion 2
180 .....The Adrian/Fortress 2
182 .....City of Water 2
188 .....Water Labyrinth 2
199.....Proving Grounds 2
215 .....Ost/burg Castle 3

New Features

15 .....Character Profiles
39.....Xianghua's Costume
54 .....Exhibition Theatre (Museum Mode)
58 .....Sophitia's Costume
70 .....Maxi's Costume
94 .....Voldo's Costume
137 .....Exhibition Theatre: Taki
155.....Exhibition Theatre: Voldo
167.....Extra Survival Mode
177 .....Exhibition Theatre: Sophitia
179 .....Opening Direction
183 .....Exhibition Theatre: Nightmare
189 .....Exhibition Theatre: Astaroth
198.....Exhibition Theatre: Hwang



207 .....Exhibition Theatre: Yoshimitsu
224 .....Weapon Select: Press L
225 .....Exhibition Theatre: Lizardman
229 .....Exhibition Theatre: Siegfried
230.....Exhibition Theatre: Maxi2Weapons
233 .....Exhibition Theatre: Rock
239 .....Exhibition Theatre: Seung Mina
251.....Exhibition Theatre: Cervantes
256 .....Exhibition Theatre: Edge Master
265.....Metal Model Mode: Press R

New Stages

19 .....The Colosseum
31.....Kunpateau Shrine
32 .....Takamatsu Castle (Winter)
68.....Proving Grounds (Twilight)
79 .....Maze of the Dead
83 .....Emperor's Garden (Autumn)
104.....Kunpaetku Shrine
123 .....Silk Road Ruins (Night)
130 .....Chaos

Note: All the rest are just pictures (there are 338 in all). You must get all 338 for other extra features. All extras will not come from buying art!

Gold Title Screen

After obtaining all 338 pictures from the Art Gallery, a new black and white title screen appears. Beat every mission in Mission Battle and it will have a gold tint.

New Title Screen

Beat the game with Inferno to get a new title screen.

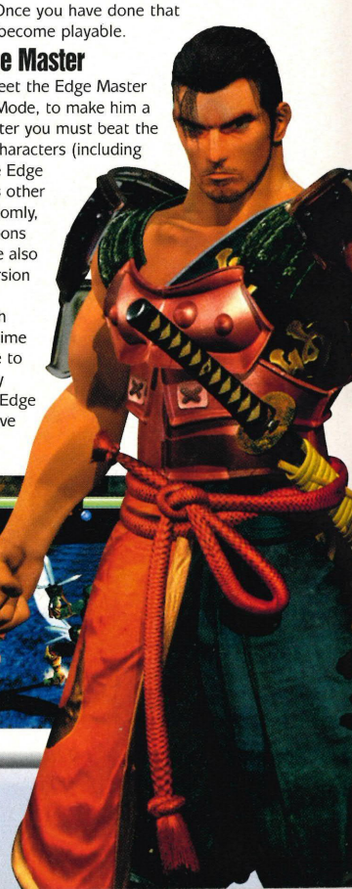
Play As Cervantes

The boss of Soul Edge returns but this time as a regular contender, he is no longer under the influence of the demon swords and he wants them back…badly. To play as Cervantes finish the arcade mode with every character, this includes all the new ones that are unlocked. Once you have done that Cervantes will become playable.

Play As Edge Master

You will first meet the Edge Master in the Mission Mode, to make him a playable character you must beat the game with all characters (including Cervantes). The Edge Master imitates other characters randomly, switching weapons every round. He also has his own version of everyone's weapon, though within a short time you will be able to tell immediately who he is. The Edge Master does have some exclusive







moves of his own. If he's impersonating Kilik or Seung Mina the following move's available: When Running: ⇧ or ⇩+ ⇧, ⇧, ⇧

Play As Inferno

In order to unlock Inferno you must first unlock all the other characters, stages, and bonuses. Select Xianghua and her third outfit. Play through and complete the game with her. Inferno will then be unlocked. Like the Edge Master, Inferno imitates other characters and switches moves every round. He does have some exclusive moves of his own however. Though the availability of these moves depend on the character he is impersonating...

Another way of verifying which moves are available is to pause the game mid-fight and check the characters move list. Inferno's moves will be added to the existing moves so search carefully.

Secret Dojo Mission

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the Korea area. When you pass over the secret mission, you will hear the 'zip' noise you hear when you pass over any other mission; note that you will not be able to see it when you land on the location.

There are five missions in this location. Each stage has a random combination of conditions from the previous missions.

Secret Swamp Mission

b, ⇧
k, ⇧
k, ⇧, g
k, ⇧, b
k, ⇧ b, g

First finish all the missions, including all the extra missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the western most map. Move your pointer over the middle of the upper right area of the screen (somewhere around Poland). When you pass over the secret mission, you will hear the 'zip'' noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are two missions in this location. Each stage has a random combination of conditions from the previous missions.

Victory Poses

Each character has three different victory poses. To see each one, after winning a battle, press a, b, or k during the replay.

Soul Fighter

Access Cheat Code Screen

To access this, you must press Left on the D-pad and Y simultaneously when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it again. The next screen to appear will be the Cheat Code screen.

High Energy

To have high energy throughout the game enter ABXXYA as a code.

All Weapons

To have a supply of all weapons at the start of the game enter XAAYBB as a code.

Level Codes

To bypass levels enter the following codes

Level 2 – AABXYA
Level 3 – XAYAAB
Level 4 – YYBAXA
Level 5 – BABXXY
Level 6 – XAXBYY
Level 7 – ABXBYB
Level 8 – YBBAXY
Level 9 – BYAAXB
Level 10 – XABBAX
Level 11 – YBYXAB
Level 12 – XBAXBY

South Park Rally

Cheat Mode

Complete the Championship mode without using any tokens in order to unlock all of the tracks, cars, skins, and other cheat options.

Random Checkpoints

Complete Championship mode.



Speech Test

Complete Championship mode.

Cheat Sheet

Win the Rally Days 1 race without collecting any pick-ups.

All Skins

Collect the three hidden pick ups in the Valentine's Day race.

Race As Bebe

Lose the Cowdays race without collecting any health pick-ups.

Race As Big Gay Al

Win the Pink Lemonade race.

Race As Cartman Cop

Hit Chicken Lover five times with the salty balls in the Read-A-Book Day race.

Race As Damian

Win the New Year's Eve race and be the only racer to touch the millennium key.

Race As Death

Win the Halloween race after dropping off four candies at a time.

Race As Grandpa

Win the Halloween race.

Race As Ike

Collect the hidden pick-up on top of the airplane in the Memorial Day race.

Race As Jesus

Win the Christmas race.

Race As Mephisto

Win the Independence Day race.

Race As Mr Garrison

Activate all four checkpoints on the Rally Days 2 race.

Race As Mr Mackey

Win the Spring Cleaning race.

Race As Mrs Cartman

Drop off all lemonades without letting anyone else get to a checkpoint in the Pink Lemonade race.

Race As Ned

Collect thirteen turbo pick-ups in the Independence Day race.

Race As Pip

Activate checkpoints one and four on the Rally Days 2 race.

Race As Satan

Win the New Year's Eve race.

Race As Scuzzlebutt

Find a Phillip Phart on the Easter Egg Hunt race. Then find the waterfall and Phart your way to the Golden Cow next to the waterfall.



Race As Sheila Broflovski

Collect the Pot Pie next to the building on the Easter Egg Hunt race.

Race As Shelly

Win the Valentine's Day race.

Race As Starvin Marvin

Lose the Thanksgiving race without collecting any turkeys.

Race As Terrance and Phillip

Collect the four hidden pick-ups in the Christmas race.

Race As Tweak

Collect five caffeine pick-ups in the Spring Cleaning race.

Race As Visitor

Collect the hidden pick-up above checkpoint one and the other pick-up that is between check point four and the wood bridge in the Memorial Day race.

Speed Devils

Access All Cars And All Tracks

Access all tracks and all the cars by pressing B, Right, B, Right, Up, B and Up when playing the game.

Infinite Nitros

To help you on your way to bust some speed guns try using these infinite nitros. Press Down, Up, Down, Up, A, X and A whilst playing the game.

Gain Extra Money

Money makes the world go round, but to earn a few extra bob simply press A, Right, A, Right, Up, B and A as you're driving along and you'll be instantly richer.

Star Wars Episode 1: Racer

Bonus Characters

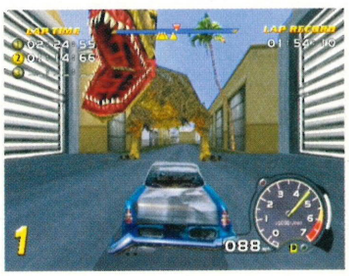
Finish first place on one of the following tracks and you will unlock the corresponding racer:

RACE	TRACK
Sebulba	Boonta Classic/Galactic
Aldar Beed	Beedo's Wild Ride/Amateur
Ratts Tyerell	Howler Gorge/Semi-pro
Mawhonic	Andobi Mountain Run/Galactic
Slide Paramita	AP Centrum/Invitational
Clegg Holdfast	Aquilaris Classic/Amateur
Bullseye Navior	Sunken City/Semi-pro
Ark Bumpy Roose	Bumpy's Breakers/Semi-pro
Wan Sandage	Scrapper's Run/Semi-pro











Bozzie Baranta.....Abyss/Invitational
Neva Kee.....Baroo Coast/Semi-pro
Ben Quadinaros.....Inferno/Invitational
Teemto Pagalies.....Mon Gazza
.....Speedway/Amateur
Mars Guo.....Spice Mine Run/Amateur
Boles Roor.....Zugga Challenge/Semi-pro
Fud Sang.....Vengeance/Amateur
Toy Dampner.....Executioner/Galactic

StreetFighter III: Double Impact

Play As Yang

In order to play as Yang highlight Yun and then press any of the kick buttons when at the *StreetFighter III* Character Selection screen.

Play As Akuma

To play as Gouki in *SFIII: Second Impact*, highlight Sean at the Character Selection screen and press Up.

Play As Gill

To play as Gill complete either of the two games on any difficulty setting and then highlight Sean at the Character Selection screen and press Upx2.

Play As Shin Akuma

To play as Shin Akuma reach the final boss in SFIII: Second Impact without losing any rounds and getting three perfects along the way. Then defeat Akuma with super arts or a perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. At the Character Selection screen highlight Akuma, hold Start and press any kick or punch button.

Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press Leftx2, Five2, Rightx2. Then highlight 'Button Config' and press Leftx2, Yx2, Rightx2. Next highlight 'Screen Adjust' and press Leftx2, X, Y, Rightx2. Finally highlight 'Sound' and press Leftx2, Y, X, Rightx2. If the codes have been entered correctly 'Extra Options' should be now be unlocked.

Full Pause Screen

To get a Full Pause screen pause the game and press X+Y

StreetFighter III: Third Strike

Play as Gill

Successfully complete the game and save. Then at the character selection screen, highlight Yun or Yang and press Up or Down to move off the screen.

Extra Costume Colours

Finish Arcade Mode with a character and save the game. Now go to the Character Select screen, highlight that character then press and hold the Start Button before pressing any of the attack buttons – you'll now have even more costume colours than before.

Unlock Secret System Direction pages

To unlock pages eight, nine and ten of the System Direction mode, you'll need to be playing the game through on the highest difficulty without continuing... well, we never said it was going to be easy.

The Grinch

He might have ruined Christmas in Whoville but The Grinch is enough to crack anyone up. If you're still wondering how to get those mini-games, here's how.

Unlock Spin 'n' Win Mini-Game

Destroy 750 gifts in the game.

Unlock Pankamania Mini-Game

Destroy 1,500 gifts in the game.

Unlock Copter Race Mini-Game

Destroy 2,500 gifts in the game.

Bike Race Mini-Game

Destroy 3,000 gifts and complete the game with 100% to unlock the final mini-game.

Tomb Raider Chronicles

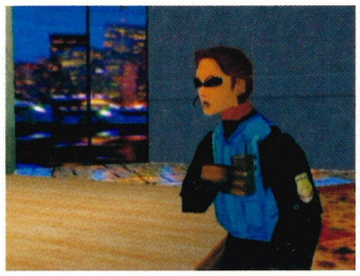
This one's definitely a bit tricky so these cheats will be a bit of a life-saviour

Start At Black Isle

Highlight 'New Game', hold L+R and press Left.

Start At Tower Block

Highlight 'New Game', hold L+R and press Right





Tony Hawk's Skateboarding

Having trouble pulling off all those outrageous jumps, flips and grinds? Need some help getting all the tapes? Wanna play with big heads? Here's how.

The Super Code / Private Carrera

Start a game (in any mode) using Officer Dick. Pause the game and hold the Left Trigger then press Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake like in all other codes. Quit the game and begin another one. In the Character Selection screen Officer Dick will be replaced by Private Carrera. If you try to restart a session, the game will freeze and you cannot unfreeze it.

Unlock Everything

Pause the game and hold the Left Trigger then press B, Right, Up, Down, B, Right, Up, X, Y. This will give you 50 tapes with each character, all the videos, stages and boards.

Unlock All Levels

Pause the game and hold the Left Trigger then press Y, Right, Up, X, Y, Left, Up, X, Y. The stages will still appear unavailable. Choose them anyway!

Skip to Restart

Pause the game and hold the Left Trigger then press X, B, A, Up, Down. This code then will allow you to restart the level from various different areas.

Special Meter Always Full

Pause the game and hold the Left Trigger then press A, Y, B, Down, Up, Right. Now you can pull off those special moves whenever you like! Yippee!

Slow Motion

Pause the game and hold the Left Trigger then press X, Left, Up, X, Left. Wow, just look at the *Matrix*-effect!

Big Head Mode

Pause the game and hold the Left Trigger then press X, B, Up, Left, Left.

Stats At 10

Pause the game and hold the Left Trigger then press X,Y, Up, Down. You'll be given max stats for your current skater.

Stats At 13

Pause the game and hold the Left Trigger then press A, X, X, Y, Up, Down. Now your skater will have stats over the max level!

Tony Hawk's Pro Skater 2

Unlock All Cheats

Pause the game and then hold L and press Ax3, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. Then select the 'End Run' option from the menu. All cheats, levels, FMV sequences, McSqueeb, Officer Dick, and Spider-Man will be unlocked.

Maximum Special Meter

Pause the game and then hold L and press A, Y, Bx2, Up, Left, Y, X to always have a full Special Meter.

Get Full Stats

Pause the game and then hold L and press A, Y, B, X, Y, Up, Down to raise all your skater's attributes to 10.

Unlock Turbo Mode

Pause the game and then hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B. This will increase the speed of the game by 25%.

Unlock Big Head Mode

Pause the game and then hold L and press X, B, Up, Leftx2, X, Right, Up, Left.

Unlock Fat Skater

Pause the game and then hold L and press Ax4, Left, Ax4, Left, Ax4, Left to make your skater really fat.

Unlock Thin Skater

Pause the game and then hold L and press Ax4, X, Ax4, X, Ax4, X to make your skater skinny. If you enter the code more than once you skater will become even skinnier.

Unlock Kid Mode

Access 'Kid' mode by completing all level objectives in 'Career' mode three times.

Unlock Perfect Balance

Unlock Perfect Balance by completing all level objectives in 'Career' mode four times.

Access Wire Frame Mode

Unlock the 'Wire Frame' mode by completing all level objectives in 'Career' mode eight times.

Access Slow-Motion Tricks

To be able to see your tricks in slow motion, complete all of the level objectives in 'Career' mode nine times.

Access Smooth Mode

Complete all level objectives in 'Career' mode twelve times.

Access Moon Physics

In order to get low gravity pull, complete all level objectives in 'Career' mode 13 times.

Access Disco Mode

To get 'Disco' mode, complete all level objectives in 'Career' mode 14 times.

Unlock Flip Level

Complete all level objectives in 'Career' mode 15 times.

Unlock Spider-Man

In order to play as Spiderman complete all level objectives in 'Career' mode with a created skater.

Unlock Officer Dick

To play as everyone's favourite ball-busting cop complete all level objectives in 'Career' mode.

Unlock Private Carrera

To play as Private Carrera you must get

all the gaps in each of the regular levels in 'Career' mode.

Unlock McSqueeb
To play as McSqueeb, complete all level objectives in 'Career' mode with Tony Hawk.

Unlock Chopper Drop
Earn three gold medals with all characters.

Unlock Skate Heaven
Complete all level objectives in 'Career' mode with all of the original characters, Officer Dick, Spider-Man, and a custom skater.

Unlock Neversoft Bails FMV Sequence
Earn a medal in all of the competitions with any character.

Unlock Neversoft Makes FMV sequence
Earn three gold medals with Private Carrera.

Skater's FMV Sequence
Earn the gold in all three competitions with a character to unlock their FMV sequence.

Toy Commander

Access All Rooms
To access all rooms and to have all missions unlocked, pause the game, hold L and press A, Y, X, B, Y, X. If successful, a note sounds.

To Switch Machine Gun
Pause, then hold L and press B, A, Y, X, A, B. A note will then sound.

Fix Toy
Pause the game, then hold L and press A, X, B, Y, A, Y. A note will be heard if entered correctly.

TrickStyle

Infinite Time
If you keep on running out of time go to the Options screen and choose the cheats selection. Enter 'IWISH' as a code and you'll be given infinite time to complete the courses.

Power-up Moves
Having trouble with the power-up moves? Enter the Options screen and choose the cheats selection. Then enter 'TRAVOLTA' as a code and you'll be sorted.

Big Head Mode
All great games have a Big Head mode somewhere and sure enough there's one in TrickStyle. To access these big-headed dudes enter the Options screen and choose the cheats selection. Then, enter 'INFLATEDEGO' as a code and lo and behold they'll appear!



Speed Board
Successfully defeat the boss on the US track and the speed board will appear.

Trick Board
To access the trick board, defeat the boss on the Japanese track.

Combat Board
To access the combat board successfully defeat the boss on the UK track.

Quick Start
To get ahead at the start hold R when the word 'Go' appears during the countdown and you'll get a flying start.

Unreal Tournament

It might well be the best first-person-shooter ever, but that doesn't mean that it's an easy business, so maybe these cheats will help.

Skip Level
Pause the game and press Up, Down, Left, Right x2 and then Left.

Become Invincible
Pause the game and press Left x2, Right x2, Down and then Up.

Maximum Ammo
Pause the game and press Left, Right, Left, Right x2 and then Left.

V-Rally 2

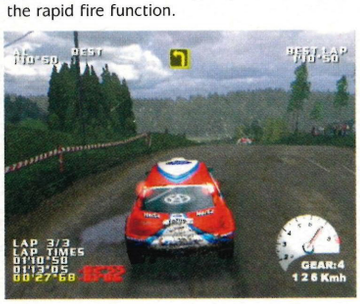
We'll agree that V-Rally 2 is one of the tougher racing games around, so you'll probably be needing a bit of help. Well, don't say we never give you anything...

All Cars and Tracks
If you don't want to play through the whole game to access everything, just go to the Options screen and choose Game Progression. Now press L, R, Left, Right, Left, Right, Up, Down, Up, Down, A, A, Start – once you've done that, you can highlight any empty box on the screen (extra cars, tracks and so on) and press A to fill it in. You can now choose any of them that you want!

Vigilante 8: Second Offense

Access Password Screen
To access the Password screen enter the Options screen and select 'Game Status'. Then highlight a character and press L+R. The Password screen should then appear if the code has been entered correctly.

Rapid Fire
To remove any delay when you are shooting your weapons enter 'RAPID_FIRE' as a password. This will then give you access to the rapid fire function.



Super Missiles
To have access to super missiles which will inflict more damage enter 'BLAST_FIRE' as the code.

Faster Cars
To make your chosen vehicle go faster enter 'MORE_SPEED' as a password.

Heavier Cars
To increase the weight of your vehicle in order to prevent you being rammed over and to allow you to ram things more effectively, enter 'GO_RAMMING' as a password.

Access Fast Action
To enable a random fast action arcade feature enter 'QUICK_PLAY' as a password.

Attract Enemies
To have three enemies to attack you all at once enter 'UNDER_FIRE' as a password.

Access Slow-Motion Mode
To make everything move in slow-motion enter 'GO_SLOW_MO' as a password.

Access No Enemies In Arcade Mode
To play the Arcade mode free of enemies enter 'HOME_ALONE' as a password.

No Gravity
To reduce gravity in the game enter 'NO_GRAVITY' as a password.

High Suspensions
To play with high suspension enter 'JACK_IT_UP' as a password.

Big Wheels
To play with big wheels on your vehicle enter 'GO_MONSTER' as a password.

No Wheel Attachment Icons
To prevent wheel attachment icons from appearing enter 'DRIVE_ONLY' as a password.

View All End Sequences
To view all the end sequences of the characters together enter 'LONG_MOVIE' as a password.

Bonus Characters
To access the bonus characters you must complete the following missions to unlock the corresponding character...

Lord Clyde
To play as Lord Clyde complete all the missions in Quest mode with Nina Loco, Dallas 13 and Molo.

Obake
To play as Obake complete all the missions in Quest mode with Lord Clyde.

Boogie
To play as Boogie you must complete all missions in Quest mode with Obake.

Houston
To play as Houston complete all missions in Quest mode with Sheila, The Flying All-Star Trio and John Torque.



Convoy
Complete all of the missions in Quest mode with Houston.

Dave's Cultsmen
To play as Dave's Cultsmen complete all missions in Quest mode with Convoy.

Chassey Blue
To play as Chassey Blue complete all missions in Quest mode with Agent R. Chase, Garbage Man and Astronaut Bob O.

Padre Destino
To play as Padre Destino complete all missions in Quest mode with Chassey Blue.

Dusty Earth
To play as Dusty Earth, you will need to complete all missions in Quest mode with Padre Destino.

Interceptor Missiles
Attack 1: Up, Up, Down, Machine Gun
Attack 2: Up, Up, Up, Machine Gun
Attack 3: Up, Up, Right, Machine Gun

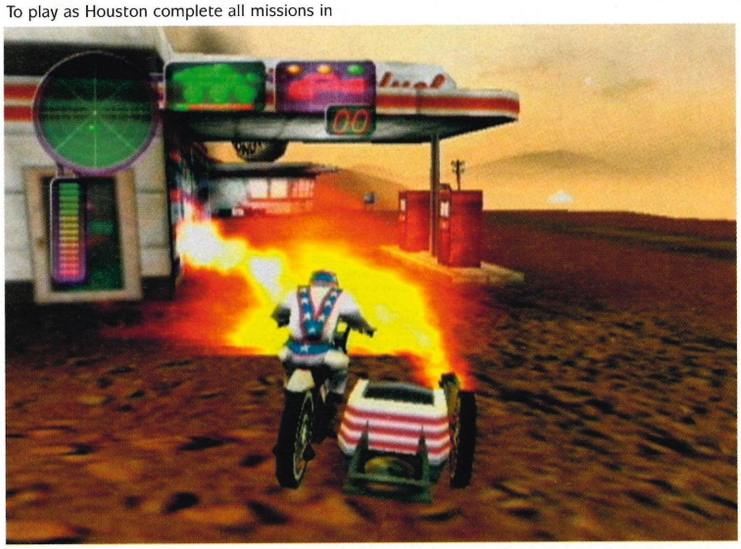
Bull's Eye Rockets
Attack 1: Up, Down, Down, Machine Gun
Attack 2: Up, Down, Up, Machine Gun
Attack 3: Up, Down, Right, Machine Gun

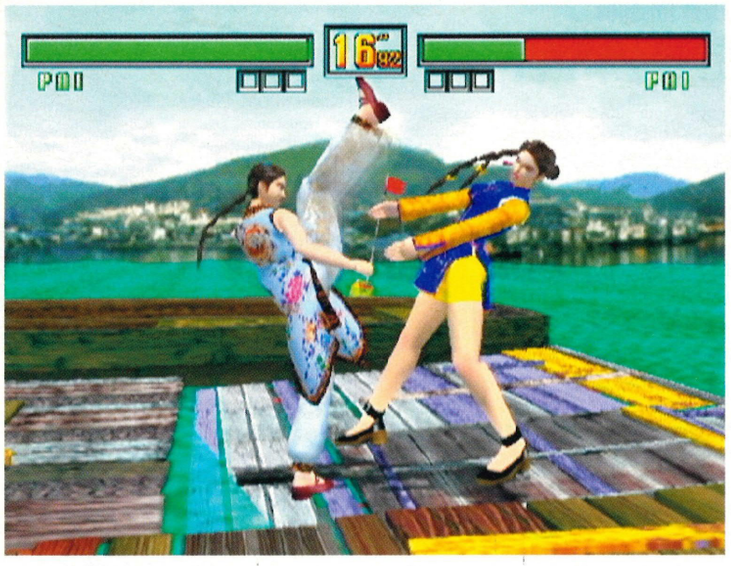
Sky Hammer Mortar
Attack 1: Down, Down, Down, Machine Gun
Attack 2: Down, Down, Up, Machine Gun
Attack 3: Down, Down, Right, Machine Gun

Bruiser Cannon
Attack 1: Down, Up, Down, Machine Gun
Attack 2: Down, Up, Up, Machine Gun
Attack 3: Down, Up, Right, Machine Gun

Roadkill Mines
Attack 1: Left, Right, Down, Machine Gun
Attack 2: Left, Right, Up, Machine Gun
Attack 3: Left, Right, Right, Machine Gun

Brimstone Burner
Attack 1: Right, Left, Down, Machine Gun
Attack 2: Right, Left, Up, Machine Gun
Attack 3: Right, Left, Right, Machine Gun





Virtua Fighter 3tb

Fight Against The Name Entry Character

To make all the opponents turn into the fighting letter from the Name Entry screen, go to the Character Select screen and:

- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character

Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lion then press Start
- Move to and highlight Pai then press Start
- Choose the character you want to fight as and you'll be the fighting letter!

Play As Silver Dural

To take control of the silver robot girl at the end of the game, you simply need to press Start, X and A simultaneously at the Character Selection screen.

Alternate Costumes

If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay

If you want to savour the final moments of your last victory, press and hold the Dodge button at the KO screen to watch the following replay in slow motion.



Virtua Striker 2: Version 2000.1

Play As MVP Yuki Chan Team

To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and press Start. Highlight USA and press Start and do the same for Korea and Italy. The new team will appear above Japan.

Play As MVP Genki Team

To play as the MVP Genki team enable the code used to play as the MVP Yuki Chan team. Then highlight the MVP Yuki Chan team, hold Start and press A. If done correctly the word 'Rainbow' should be spoken.

FC SEGA Team

To play as the FC SEGA team highlight France at the Team Selection screen in Arcade mode and then press Start. Then highlight Chile and press Start and do the same for South Africa, England, Germany and Argentina in that order. If this is done correctly the FC SEGA team will appear in the corner of the screen.

Change Uniforms

Highlight a team and hold X+Y and press A.

Access Bonus Teams

To access bonus teams complete the 'Ranking' mode with a high grade to unlock the team that was defeated in the finals.

Worms Armageddon

Unlock Bonus Scheme 1

To unlock Bonus Scheme 1 you must complete all of the training modes with at least a Bronze rank in multiplayer mode.

Access Cheat Mode

To access the following cheats you must complete the corresponding missions which you will then be able to enable at the 'Weapons' or 'Games' option screens.

CHEAT — **OBJECT**

Bleeding Worms ....Gain gold medal in 'Basic .....Training' mode.
Aqua Sheep .....Gain gold medal in 'Super .....Sheep Racing' training mode.
Long-bow Power-Up .....Gain gold medal in .....'Euthanasia' training mode.
Shotgun Power-Up Gain gold medal in 'Rifle .....Range' training mode.



Grenade Power-Up .....Gain gold medal in .....'Artillery Range' training mode.
Sheep In Every Crate .....Gain gold medal in .....'Crazy Crates' training mode.
Invincibility .....Gain an elite rank in .....'Deathmatch' mode.
Laser Sight.....Succeed in Mission 4.
Jetpack.....Succeed in Mission 8.
Walk Fast.....Succeed in Mission 13
Invisibility .....Succeed in Mission 16
Low Gravity.....Succeed in Mission 20
Indestructible Environments..... .....Succeed in Mission 25
Super Banana Bomb Power-Up ....Succeed in Mission 33
Full Worm Game Options ..... Gain gold medals and elite ranks in every mode.

WWF Attitude

Career Mode Bonuses

To unlock the following bonuses and wrestlers win the appropriate championship titles and Per-Per-View Events in Career mode with any wrestler on any setting.

European Title

Win the European Championship and you will unlock Sable, Marc Mero, Trainer as well as Squeaky mode (the wrestlers speak in squeaky voices) and new customisations in the Create Wrestler mode.

Intercontinental Title

You will unlock Jacqueline and Chyna as well as Big Head mode and more points in the Create Wrestler mode if you win the Intercontinental Title.

WWF Heavyweight Title

If you win this title you will unlock Head and two more modes of play – Beep mode and Ego mode. The Beep mode gives you the option to bleep out the foul language used by the wrestlers. The Ego mode makes the wrestlers' head grow when they gain momentum and shrink when it decreases.

King Of The Ring Pay-Per-View

You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View

You will unlock Sgt Slaughter and Shawn Michaels when you win this title.

Royal Rumble Pay-Per-View

You will unlock Jerry Lawler and Paul Bearer if this is completed.

Reveal Wrestlers Moves

To find out the moves for any boxer enter the Create Wrestler mode and select their move set before going to the edit option where their moves will be revealed. Otherwise you can press Pause during a bout and go to the moves list which will tell you what moves you can do at that time.





Taunts

To taunt your opponent hold Kick and Tie-up and then press Up, Left, Down, or Right.

WWF Royal Rumble

Blimey, those men in tights are pretty hard to get to grips with, aren't they? Well here's a few cheats and tips to help you.

Wrestle As Shane McMahon

Eliminate Shane McMahon during the 'Royal Rumble' on any setting to unlock him as a playable character.

Wrestle As Vince McMahon

Win all ten matches in 'Exhibition' mode on any setting in order to unlock him as a playable character.

Alternate Costumes

Hold Start + A while selecting wrestler at the Character Selection screen.

Alternate Backgrounds

Enter the Ranking screen and choose any section there before returning tot he main menu to see a new background – repeat procedure for more backgrounds.

Infinite Double Team Moves

Knock the ref out twice using a weapon and a message will appear saying 'The referee is knocked out'. The Double Team moves will now light up, allowing you to perform infinite double team moves for a short while

Remain In Ring

Rotate the D-Pad or press the R button when your wrestler is hanging onto the ropes – he'll crawl back in.

Zombie Revenge

Access Cheat Mode

Accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes

Highlight character at the Character Selection screen, then hold Start and press B, X or Y.





ISSUE 31
31/01/02-28/02/02

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where it's never game over

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Shadow

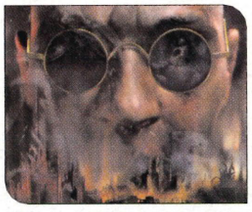
The forces of evil are waiting for you... time to take them down!

CONTROLS

Wander the realms of the dead with these controls...

- Move the Shadow Man around
- Open doors/pick-up
- Draw gun
- Fire gun
- Jump
- Nothing
- Duck/roll
- Pause
- Changes viewpoint

essential information
Dreamcast magazine
Shadow Man



Publisher	Acclaim
Developer	Acclaim Studios
Origin	UK
Genre	Adventure


one player


arcade stick


vibration pack



visual memory
VM information

Save position →	Y
Logo during play →	Y
Mini-game →	N



A BAG OF BONES

If you want to be the top Shadow Man, you're going to need the right equipment. Some of these items are more difficult to locate than others but persevere and you'll find them all.

Shadowgun



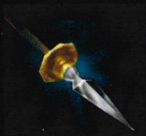
Your basic weapon of the shadows, this gun fires out wraiths that envelop the target. As you grow more powerful, so does your gun – put it to good use!

Asson



The sacred rattle of the Mambo does more than just make a noise. Use it to throw out mini-fireballs towards your enemy and burn them to a crisp!

Baton



Point the Baton at anything that moves to throw out a flaming burst of fire that burns anything that it touches. It also has another purpose...

awesome moment

Watch carefully as our story unfolds... it's clear that this is going to be no picnic!



Man



BRING OUT YOUR DEAD!

> If one thing is certain, it's that *Shadow Man* is not filled with people you'd like to meet on a Friday night. Even the good guys aren't all that 'good'... still, that doesn't mean you can't help them fight the forces of evil now, does it?

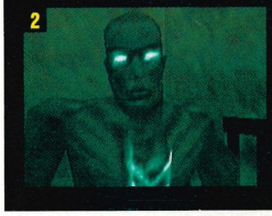
THE GOOD GUYS

Mike LeRoi – The Shadow Man

A failure in life, Mike turned to the world of voodoo after his family were all killed in a brutal gangland attack. He's the baddest dead man that ever walked!



[1] As Mike LeRoi, your powers are limited to the human world. [2] As Shadow Man, you're unstoppable!



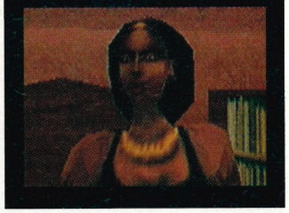
Jaunty – Deadside Serpent

Because Mama Nettie cannot venture into Deadside, Jaunty acts as her eyes and ears in the land of the dead. He's just like a snake version of Frank Carson!



Mama Nettie – Voodoo Priestess

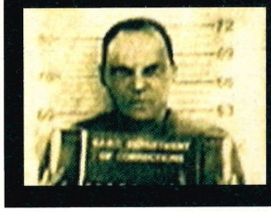
After seeing visions of the end of the world, Mama Nettie sends the Shadow Man out to stop Legion. She'll provide you with advice when you need it.



THE FIVE

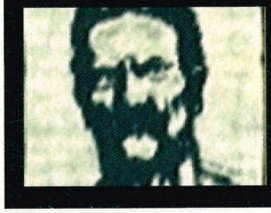
Dr Victor Karl Batrachian – The Lizard King

A doctor with a dark past, Batrachian has taken the moniker of 'The Lizard King' as well as being the leader of The Five. A dangerous man.



John G Pierce – Jack The Ripper

The history of Jack The Ripper is steeped in rumour and hearsay. Who was he? How did he get away with it? Believe us, you're going to get the answers when you meet him!



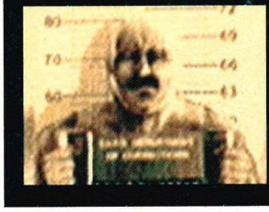
Marco Roberto Cruz – The Repo Man

After kidnapping and killing ten innocent people, Cruz became a perfect candidate for membership of The Five. Watch out for his deadly aim!



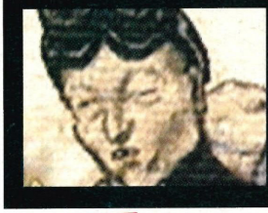
Milton T Pike – The Video Nasty Killer

A Vietnam veteran and Green Beret who joined a left-wing militia group, he used to send videos of his killings to the police. He's a big man so don't underestimate him.



The Home Improvement Killer

Possibly the most psychopathic of the group, the Home Improvement Killer is so called because of his tendency to decorate his home with the remains of his victims. Nice.



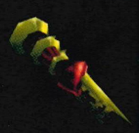
LEGION

'For We Are Many...'

Not much is known about Legion although many believe he is evil incarnate. Don't underestimate his power or your journey will be over very quickly...



Engineer's Key



Found within the walls of Asylum itself, this device allows you to open up many of the locked doors inside this hellish place.

Flambeau



Need a light? Try the Flambeau for an illuminating experience. It even lets you burn down certain blockages if you need to get through...

Calabash



Much like a modern-day hand grenade only with slightly more 'bang'. Throw it down and then immediately run like mad to avoid the blast!

Marteau



Use this magical weapon to create vicious shockwaves that harm anything in range. Also handy for a little ritual drum playing!

Violator



You might be able to guess why it has such an unpleasant name – needless to say it's not nice to be on the receiving end of an attack from it!

continued >

Shadow Man
LEVEL 01

Bayou Paradis, Louisiana

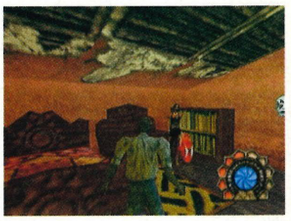
From your starting point in the shallow waters of the bayou, turn right and grab the Cadeaux that's hiding in a little crevice before running forwards past the birds and entering the tunnel ahead when you reach dry land.

Follow this passage through the canyon, jumping over the small gaps as you go, until you reach another stretch of water. Take a right and wade through the pool, entering the cavern beyond and collecting the two Cadeaux – carry on through the passage and under the bridge to find one more. Head back to the pool and climb the ramp, jumping at the top to cross to the ledge on the other side. Cross the bridge just ahead but jump as you hit the middle of it otherwise you'll fall as it collapses beneath you.

Carry on down the path between the two ridges until you get to a boat sitting in a shallow pool. Ignore the dog and climb up onto the wooden walkway, then run along it and go round the hut at the end. There are some Cadeaux inside but you can't reach them yet, so just keep heading along the narrow path. The gate blocking the doorway of the next house is locked – don't try to open it. Jump up at the rope tied to the wall instead and climb along to the ledge beyond.

Grab the Cadeaux as you drop down and enter the cavern in front of you. Climb the steep stone step into the mine, collect another Cadeaux and then run down the passage and up the ramp on the right. Turn left and leap over to the Cadeaux on the wall – as you grab it, you'll also catch hold of a narrow ledge that you move along. Clamber to the left and when you are level with the wider opening, pull yourself up and run through the short tunnel to enter the church grounds.

Explore the grounds to find a crypt with a huge padlock on the door and another Cadeaux at the rear of the church. Don't worry about the dogs as they won't hurt you so just run back to the edge of the grounds and enter the church through the large double doors. Inside you'll find Nettie, who will give you back your items – a pistol and your brother's teddy bear, which you can use to travel between Liveside and Deadside. Once



you know what to do next, collect the two Cadeaux lying around and then head through the door opposite Nettie's room. Push the large crate out of the way and grab four more Cadeaux, then head back outside to the grounds.

Go over to the crypt and blow the padlock off with your pistol (make sure you've armed it in the Inventory screen) then go inside to find an abandoned mine. Drop into the hole and surface quickly when you land in the water – sadly, breathing underwater isn't one of your strong points! Swim down the trench to make it back onto dry land, but don't get too excited as you need to drop into the next pool that you find. Follow the next watery trench along, diving down briefly to grab another Cadeaux, then make a series of quick dives to swim through the underwater passages connecting each chamber.

At the end is a large lake – swim ahead and towards the submerged building on the



right. Grab the Cadeaux under the water behind it, then swim inside it and climb onto the ledge to get a shotgun. Go back outside and head for the other building that contains a ramp onto dry land, but watch out for the two alligators as you surface. Follow the dry gully along and pass through the next cavern (which contains Nettie's guard dogs and another Cadeaux) then drop into a rocky canyon. Head down here, climbing the stone steps as you go and grabbing another Cadeaux and you'll eventually find yourself in the passage underneath the broken bridge – carry on through and make your way back through the level.

When you get back to the boat, go round the back of it and blow off all the planks to open a hole in the side – go in and drop through the gap to enter a chamber with three Cadeaux inside as well as a whole stack of barrels. Follow the tunnel at the rear of the chamber to find a Govi, even though you can't open them yet. Drop down to the floor below then follow the path to emerge back near the broken bridge again!

Make you way back past the boat and along the wooden walkway, blowing the barrels away that block the entrance to the first hut in order to collect two more Cadeaux. You still can't open the gate around the corner though, so now is the time to whip out your teddy bear and travel to the Marrow Gates in Deadside.

1

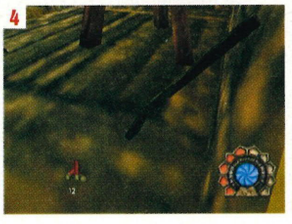


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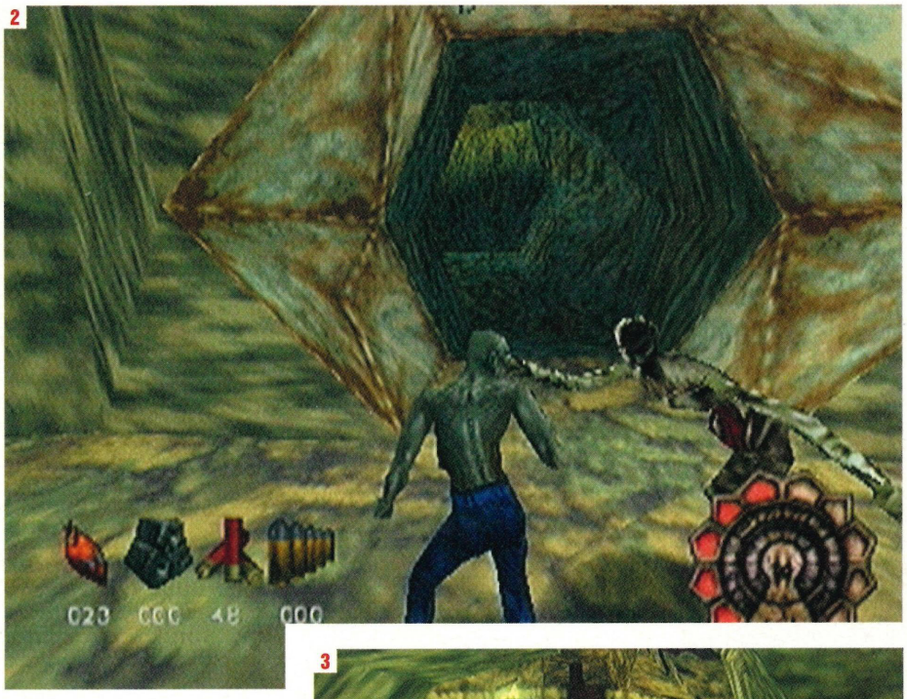


4



[1] Take care when you run over this bridge... it looks rickety! [2] When you enter this large lake, you need to take a detour before getting out on the left... [3] Swim through the waters over to the boat shed. [4] Inside the shed, you'll find a Govi that you can't open yet and the much needed Shotgun. Grab it and be ready to use it straight away!





Shadow Man LEVEL 02

Marrow Gates, Deadside

Wade through the murky water and take out the Ghoul that lurks behind the stone pillar with your Shadowgun. Take a quick look to your left – the liquid coming out of the wall forms Blood Falls. You can't climb them yet, but remember where they are as you'll need to come back here later when you've earned new abilities. Carry on through the water and take out the Ghoul that rises up as you reach dry land, then head into the canyon and blast some more Ghouls. Continue down the passage, jumping over the water and trenches until you find your friend Jaunty sitting outside the Marrow Gates.



After finding the next piece to the story puzzle, head through the now-open gates and follow the long passage beyond. Wade through the shallow water along the path, but watch out for the Ghouls that pop up from time to time. At the far end of the tunnel, watch out for an ambush by a Ghoul that stands to the left – you'll have to run past him and turn around to kill him. Get the Ghoul standing at the bottom of the ramp and then take a quick look around. Remember the location of the door with three drum-like posts in front of it on the right, then head back to the ramp you came down originally and climb up, going down the passage that is in front of you.

Follow the rocky chasm along, killing another Ghoul, until you reach an open area at the end. Turn right and deal with the Ghoul there. Follow the path through the gap and past a floor tile that looks vaguely familiar (the church grounds perhaps in the Bayou?) and then get the next Ghoul on the left. Blow open the two nearby jars to get another two Cadeaux, then drop down the steps and take out the Ghoul at the bottom – remember that there is another Blood Falls above the pool ahead of you.

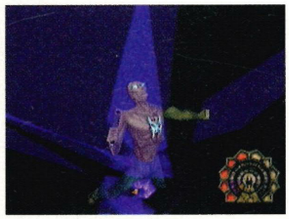
Head back up the steps past the floor tile and walk across the rock bridge over the area below, making sure you leap over the gap in the middle. Follow the passage beyond – notice the flame-marked cloth covers along the walls as you'll have to come back here later – but watch out for the Bladed Ghoul at the end who will try to cut you to shreds. Explore the areas to the left (another Cadeaux sits in a jar here) and right (a Cadeaux in a jar guarded by two Ghouls waits here). Head down the passage slightly to the right of where you entered. Watch for another two Bladed Ghouls from the front and behind, take out the Ghoul around the corner and head for the gaps in the wall ahead.



[1] Reaching Asylum isn't as easy as you'd think... now how are you going to get over this gap? [2] These Bladed Ghouls move like lighting and can cut you to shreds in an instant! [3] Remember the Blood Falls as you'll need to come back here later...

You can jump high enough to grab onto the ledge above,





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Extra information>

> Collecting Dark Souls is the key to success in Deadside. Each one adds to your powers and gives you access to new areas of the land.



continued>

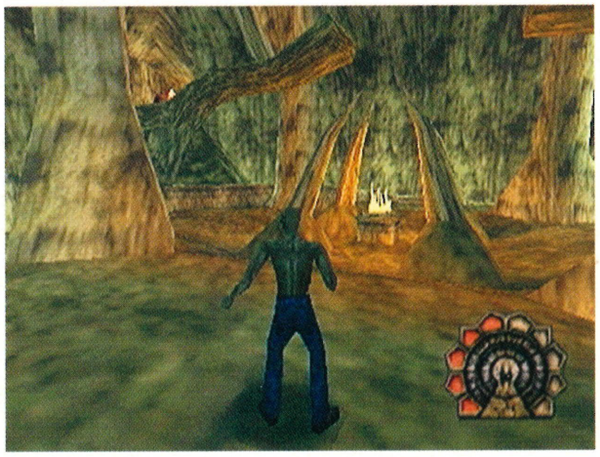
so do this in the far right-hand gap and blow apart the four jars to reveal more Cadeaux. Leap from ledge to ledge collecting them and then use the rope to cross the wide gap and reach the platform on the other side – watch out for the Bladed Ghoul waiting for you though! Follow the path through the rocky canyon until you end up on a raised ledge above where you first passed through the gates. Blast the jar in front of you to find another Cadeaux, then jump over the gap to the next ledge and head under the bone arch to the cavern beyond.

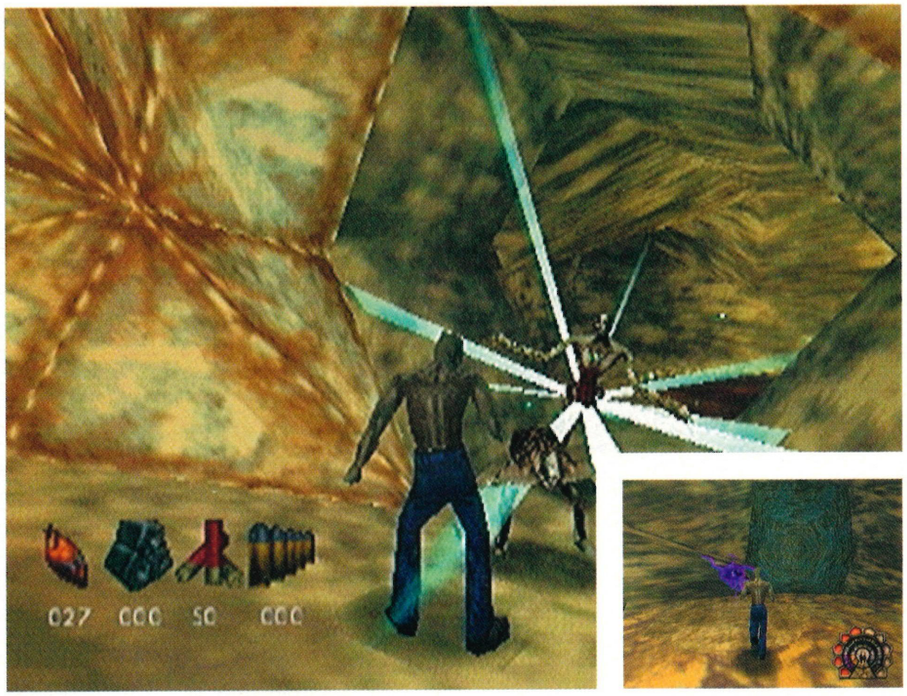
Kill another Ghoul in the passage and keep walking until you reach the first Coffin Gate that leads to the Paths of Shadow. The markings around the outside are coloured according to how many souls you need to have if you want to open them. Luckily, this one has no colours on it, so you can just open it by pressing the Action button while standing by the pedestal in front of the gate. Run down the winding tunnel until you enter a huge chamber – check out the shining pedestal in front of you to find the Prophecy left by Maxim St James. This Prophecy holds important information about the tasks ahead of you, as well as the powers you'll need to earn in order to be victorious over Legion and The Five – read it and make sure you remember it well!



Once you've checked out the Prophecy, head to the right and leap onto the low rocky ledge. Move along and follow the ledge as it rises up, but make sure you leap the wide gap that sits above the door you entered through. Halfway up the ramp, you'll find another Coffin Gate – you can't open this one yet as you need to have one Dark Soul in your possession. Carry on along the ledge and jump the gap to find a Govi. With your Shadowgun in hand, blast it a couple of times to blow it open and reveal a Dark Soul for you to collect. Don't touch the panel on the right-hand side though as it burns with elemental fire and cannot be moved yet. Instead, you should head back to the Coffin Gate and open it with your new soul power, breaking the jars to the sides and collecting the Fire Skulls before venturing inside.

Run down the narrow passage as it winds left and right until you reach the rope bridge at the end. If you look down to your left, you'll see another Coffin Gate below requiring two Dark Souls to open it. Watch out for the Bladed Ghoul that tries to make his way up onto the bridge – quickly get rid of him with your Shadowgun before he can get there. Drop down and explore the area around the gate to find another Cadeaux and a Fire Skull then use the ramp to get back up to the bridge. Head through the opening on the left to enter the Temple of Life.





Shadow Man
LEVEL 03

Temple of Life, Wasteland

Before going anywhere, move into the room and take a quick peek over the ridge to the right. There's a Coffin Gate up here but you need lots of Dark Souls to open it, so remember the location for later. Now run forwards and blast the two jars to get some more energy, then take either of the two passages in front of you to reach a large chamber full of murky water – the left-hand path takes you low while the right-hand one leads to a ledge high above the room. Drop down from either ledge and into the water, making sure you surface quickly as the fish can be pretty nasty here! Thankfully though, you can't drown while in Deadside so feel free to explore underwater to find another Cadeaux. When you jump out onto one of the platforms, quickly get rid of the Harpy that spits acid on you from above. Check out all the jars on the small floating platforms to get some Fire Skulls and remember the three Blood Falls that are here before heading over to the larger platform on the far side. Press the button on the right to extend the rope crossing before turning around to face the falls.

Head for the Blood Falls on the right – you'll notice that there's a ledge running underneath it that you can reach from the furthest right floating platform. From here you can grab and pull up onto the ledge underneath the rope, which you should grab hold of and cross to the other side. Smash the jars to get another Cadeaux before dropping down and collecting another from the roof of the hut next to the switch. Drop down and jump into the water again, swimming to the side of the hut to find an underwater passage.

Follow the passage through the murky water, keeping your eyes open for any more fish, and you'll eventually reach a point where you can emerge again. Watch out as you surface as two Bladed Ghouls will attack from the chamber beyond – you can either stay in the water and shoot them while being attacked by fish or jump out and risk getting sliced to bits! When they're gone, head through the arch and blast the jars to get two more Cadeaux, then press the big switch next to the cog and watch a new doorway opening before you.

Go back and swim through the tunnel again, resurfacing next to the hut. Jump out of the water and go through the cloth-covered door, past the new opening you made for yourself and into another doorway. Look at the hot coals on the left – you'll need some new abilities if you want to walk across those and reach the Govi on the other side. Jump over the gap and head through the passage beyond. As you enter the wide cavern at the end, watch for the two Bladed Ghouls who attack you simultaneously. Kill them using the strafing method, then explore the area to find another Bladed Ghoul hiding as well as a Cadeaux and a Rope Switch.

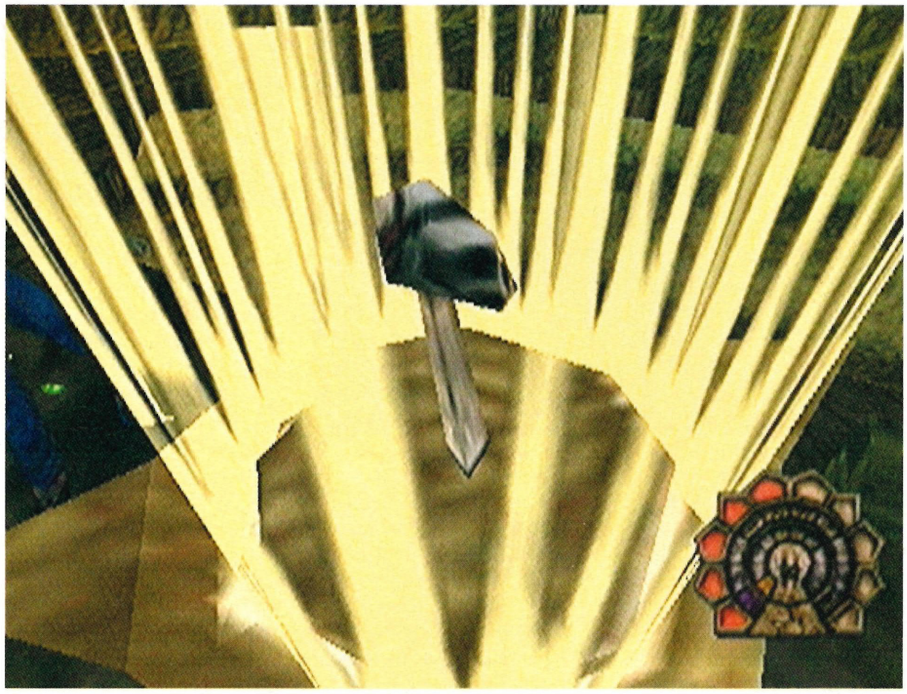
Press the button to extend the rope, then head back and climb the cloth ramp to the right of where you entered. Jump over to the canopied area at the top, shoot the jars to find two more Cadeaux and a Fire Skull before jumping to another cloth ledge opposite. Carry on along and leap another gap then duck into the opening on the right to enter another passage, at the end of which is a chamber similar to the one you just left. Head down the ramp and explore the lower area to find

awesome moment

You'll be making journeys like this constantly through the game... don't get sick!







a Cadeaux in a jar under the tower, then head for the narrow ledge on the wall just behind it. Run up this ledge to reach a series of cloth platforms. Make your way across these by jumping between them and then follow the narrow ledge around the stone spire. Leap onto another cloth walkway when you reach the end, follow it to the next spire and walk gingerly along the ledge to the left to get a Cadeaux. Head back and continue round the spire before jumping onto the last cloth walkway that leads to the top of the tower. Inside the small hut, you'll find a Govi – blast it open and collect your second Dark Soul! Now make your way back to the original cloth ramp room via the passageway you came in through.

Once through the passage into the main chamber, make your way across the rope on the right to the opening on the other side before following the passage to an area with lots of wooden ledges. Kill the Two-Head that attacks from the left and then explore the lower area to find a couple of Cadeaux in a watery area on the right then return to the entrance. Run forwards and leap up to grab the slanted ledge set in the wall. Go inside, kill another Two-Head and then blast the Govi to collect your second Dark Soul. Turn around, head back through the opening and follow the ledge, then leap to the wooden platform and blast the jar to collect a Cadeaux. Make a leap to grab another and carry on over to the last wooden platform. If you look closely at the wall ahead you'll see a ledge – empty your hands and jump towards it to grab on, then shuffle your way over to the left. At the end, press Up to put your feet on the wall and hit Jump to fly backwards onto the ledge behind you. Follow this raised platform to the end, killing two Two-Heads on the way, to collect the Asson – your first decent weapon. This is powered by Fire Skulls, so don't use it too much or you'll run out of ammo!

Turn around and head through the arch behind you to reach the raised area near the start of this section – you'll be next to the Coffin Gate you noticed earlier on. Kill the Bladed Ghouls and collect the two Cadeaux, then pass through the small opening on the left into a lava-filled room.

There are more Cadeaux here as you leap across the platforms, but don't stand still for too long on the floating ones as they sink into the lava. Once you've got to the far end, there's nowhere else for you to go – the floor is covered with hot coals that burn you to a crisp if you step on them.

infoburst

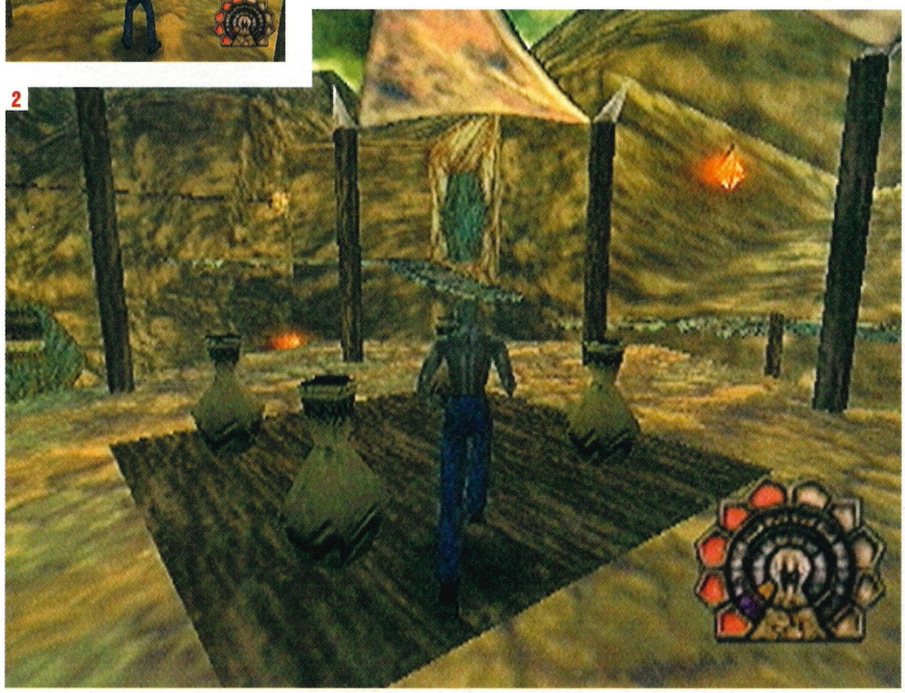
Extra information>

> Always remember that if you can't do something right now, you'll probably have to collect an item or ability before coming back later.

1



2



3



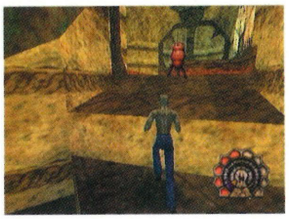
[1] Press this switch and you'll extend a rope high above the floor you're on. [2] Now just run back up the cloth ramps to the top and go under the canopy to the other side. [3] Jump up and grab the rope then swing over and cross to the opening opposite. Easy!

continued>



Remember this location and then turn back and head for the main chamber where you used the rope crossing.

When you get there, you should drop down to floor level, heading over to the ramp leading up to the canopied platform. Halfway up, turn around and leap onto the narrow ledge set into the wall, following it up to another opening. Take the passage beyond to enter yet another chamber similar to the main one. Run along the cloth walkway to the left and enter the hut, blasting the three jars to get two Cadeaux and a Fire Skull. Go round to the right of the hut, follow the ramp down to the floor level and take out the two Bladed Ghouls that wait there. Explore the area to find another two Cadeaux, then head through the opening set into the bottom part of the wall. Through this passage, you'll enter the lower section of an area populated by Harpies – don't worry too much though as they're too high to cause any real problems. Follow the cloth ramp and collect the Cadeaux hiding behind the pillar, then press the Rope Switch to activate a rope crossing back in the previous room.





Head back there and climb the ramps back to the hut on the top level. Run along the walkway past the passage leading back to the main chamber and leap over the gaps towards another opening that you can see in the distance. Halfway along, stop and turn left – there's a separate platform that leads over to your newly-formed rope crossing. Leap over and use the rope at the end to reach the ledge with the Govi on it, blasting it open to claim another Dark Soul. Head into the opening next to it and follow the long tunnel, blasting a Two-Head along the way and taking out another in the chamber at the end. Go through the doorway here and follow the passage to find two things of interest that should be noted for later – a large pushable block that burns your hands when you touch it and a lake of lava with a Govi on the other side. Note these locations and then head back through the passages to the rope crossing.



Cross back to the cloth walkway and jump back to the cliff path. Make your way through the passage at the end to enter the upper area of the Harpy Lair – when you walk to the edge of the ledge leading onto the rope bridge, you'll activate a marker that acts as a restart point. Head over the bridge, taking care of the Harpies along the way and enter the chamber at the end. Follow the path around the walls until you reach a room at the end. There's a passage covered by hot coals ahead as well as a glowing altar that you can only activate with the Baton. Make a note of their location and then turn right and jump into the opening beyond the gap.

Turn the corner and use the platforms to leap over the lava – don't stand still though, as they sink into the hot molten magma! Stop before the next gap in the floor and take care of the Bladed Ghoul on the other side, then leap over and head down the passage. Jump over the gap at the end to land on a platform with spikes rising out of it. Head to the far side and look down to see a narrow ledge below that you can stand on – there's a jar here with a Cadeaux inside it. Now get back up and jump into the opening to the right of where you entered to find another passage. Smash the jars to get some energy and a Fire Skull, then take note of the Fire Block in an alcove near the opening. Head back over the spikes and into the main corridor.

1



2

3



4



[1] To get across the coals, jump over and grab the ledge on the wall. Make sure you've got empty hands or you'll fall and burn! [2] Now clamber along the ledge until you reach the end – pull yourself up and be ready to move! [3] Hit the Jump button to fly backwards and land on the platform behind you safely. [4] Don't try to get that Govi – you're not fireproof!

awesome moment

The cinematic cut-scenes set the story and give you an overview of the level.



1



2



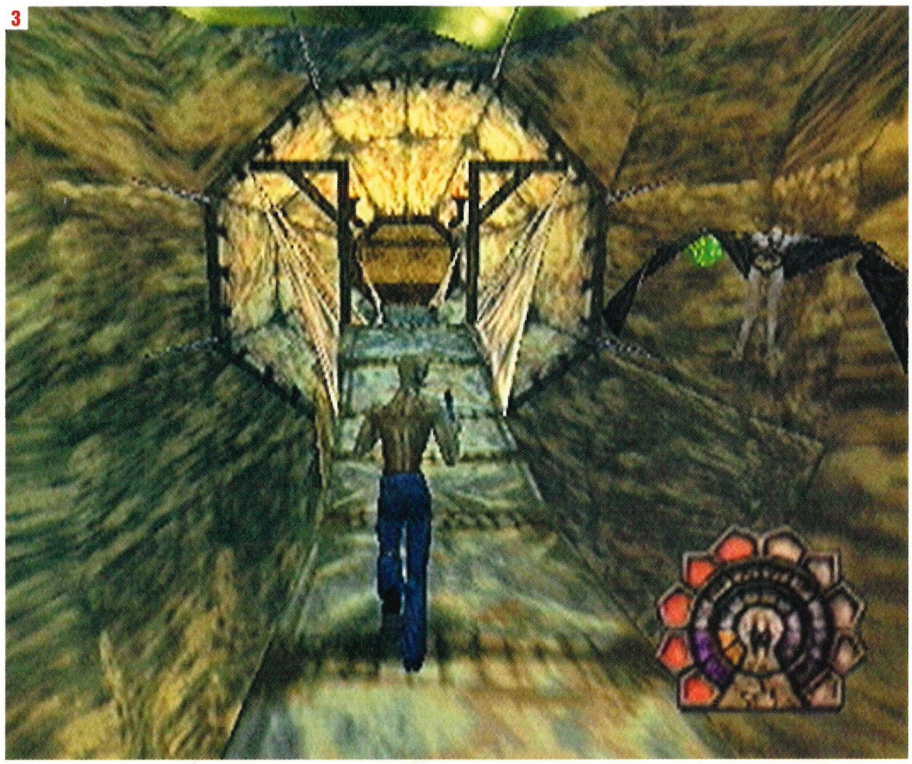
[1] Make sure you check any nearby jars for handy life and voodoo power-ups. [2] The Two-Heads might not look scary but they can give you a nasty nip! [3] The Temple Of Life – what joy!

Turn left at the opening and jump the gap into the room then turn around and face the entrance to see a Cadeaux in the air. Jump over at the wall and you'll grab hold of a narrow handhold that you can edge your way along. When you get as far as you can go, push Up to put your feet against the wall and then jump to take a big leap backwards, landing on the platform behind. Move over and leap at the next handhold, using the same technique at the end and collecting another Cadeaux on the way. Turn around (ignore the opening on the other side of the lava) and head down the passage on the left, dodging the fireballs spat out by the statue at regular intervals. Leap past the spikes and turn about to face the wall – you need to use the same handhold technique along the ledge in front to get the Cadeaux on the far right.

Leap off onto the platform behind you, but watch out for the spikes as you land. Turn around and run to the end, jumping over the gap into the passage beyond. Follow this passage, ignoring the Cadeaux behind the gate and blasting the jars. Destroy the Bladed Ghoul there before dropping down the hole on the left. Watch out for the four Bladed Ghouls in the room at the end – it's better to get out of the tunnel and face them in the open room than have them all come down to get you in the enclosed passage. When they're all dead, drop down the hole into the watery room and head down the passage at the side.

Follow the tunnel to enter the Temple of Loa – this is an important place and should be noted as such. Each time you find 100 Cadeaux, you should return here by warping in via the Baton Altar and offer them on the Loa Altars at the sides to increase your Life-force. Ahead on a pedestal at the end is the Baton. Place it in your left hand and use it on the glowing altar to teleport back to the altar near the entrance of the lava area. With the Temple of Life cleared for now, pull out your teddy bear and use it to transport yourself back to the Prophecy Chamber on the Paths of Shadow. Run through the Coffin Gate at the top of the ramp and through the passage to the rope bridge. Drop down and use your Dark Soul powers to open the next Coffin Gate.

3



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Extra information>

> Try to remember the places that are abundant with power-ups. That way, you can always come back when you're running a bit low.

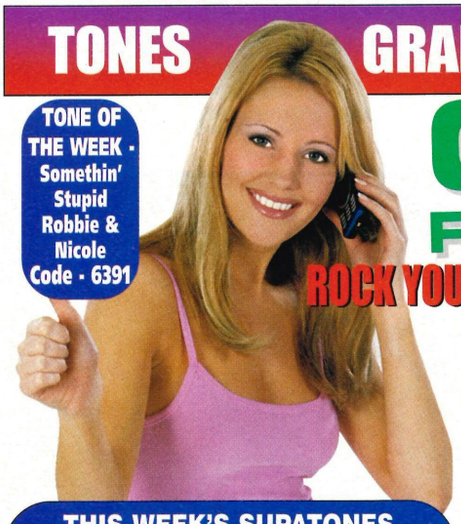




continued>

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All-Time Favourites

Turn Off The Light - Nelly Furtado	5441	Perfect Gentleman - Wyclef Jean	5272
21 Seconds - So Solid Crew	5390	Smoke On The Water - Deep Purple	0134
Castles In The Sky - Ian Van Dahl	5273	Girls Dem Sugar - Beanie Man	3732
Eternity - Robbie Williams	5270	*!#* On You - D12	3722
Heaven Is A Hallpipe - OPM	5215	Clint EastWood - Gorillaz	3721
I'm All About You - DJ Luck	5525	Changes - 2PAC	0294
Eternal Flame - Atomic Kitten	5322	Bow Wow - Lil'Bow Wow	3752
Little L - Jamiroquai	5350	Piano Loco - DJ Luck	3723
Purple Hills - D12	5271	We Come One - Faithless	4750

Top 20 Chart Tones

1. Somethin' Stupid - R. Williams/N. Kidman	6391
2. Gotta Get Thru This - Daniel Bedingfield	6390
3. Murder On The Dance Floor - S. E. Bextor	6290
4. Handbags And Gladrags - Stereophonics	6403
5. Will I - Ian Van Dahl	6313
6. Lately - Samantha Mumba	6344
7. Have You Ever - S Club 7	6302
8. Resurrection - PPK	6449
9. I Believe In Xmas - Tweenies	6485
10. Country Roads - Hermes House Band	6443
11. What If - Kate Winslet	6427
12. Just A Day - Feeder	6289
13. Son Of A Gun - J.Jackson/C.Simon	6325
14. Words Are Not Enough - Steps	6450
15. Catch - Kosheen	6308
16. In Too Deep - Sum 41	6287
17. Who Do You Love Now - Danii Minogue	6234
18. Somewhere Over The Rainbow - Cliff Richard	6486
19. Everybody - Hear'Say	6379
20. Not Going To Sleep Tonight - E. Bunton	6355

New Releases

Just A Day - Feeder	6289
Pay My Dues - Anastacia	6291
Who We Be - DMX	6295
Are You Looking At Me - Ricky Tomlinson	6267
Livin' It Up - Ja Rule	6270
Just 1 Kiss - Basement Jaxx	5544
Chop Suey - System Of A Down	6164
If You Come Back - Blue	6186
Make It Last - Embrace	6303
You Can't Change Me - Roger Sanchez	6304
Lullaby - Starsailor	6312
Will I - Ian Van Dahl	6313
Area Codes - Ludacris	5539
Dreams - Miss Shiva	6269
You Are - Atomic Kitten	6275
Boiler - Limp Bizkit	6242
Why Can't You - Armand Van Helden	6248
Gimme Some More - Busta Rhymes	5597
Bounce With Me - Lil Bow Wow	5785
Don't Mess With The Radio - Nivea	5609
The Metre - Powderlinger	5636
Xzibit - Paparazzi	5664
Souvenir - M Clan	5576
First Date - Blink	5565
Out Of Control - Darude	5572
Flawless - The Ones	5619
Nite & Fog - Mercury Rev	5632
Batter Up - Nelly St Lunatics	5540
Finally - Kings Of Tomorrow	5542
Walk On - U2	6241
Outside - Staind	6223
Dance And Shout - Shaggy	6230
Feeling Good - Muse	6231
Who Do You Love Now - Riva feat Dannii Minogue	6234
Halfway Round The World - A Teens	6169
Sexual Revolution - Macy Gray	6216
The Legacy - Push	6217
Harder Better Faster Stronger - Daft Punk	6170
That Day - Natalie Imbruglia	6178
The Trees - Pulp	6188
You Give Me Something - Jamiroquai	6127
Emotions - Destiny's Child	6101
Island In The Sun - Weezer	6051
Jump - Mystikal	5991
Music - Erick Sermon/Marvin Gaye	5992
Unpredictable - BBMac	5993
Breathe - Faith Hill	5796

NEW TRIFIC TONES!

Harry Potter - Film Theme	6214
Hosanna - Jesus Christ Superstar	6245
Phantom Of The Opera	6246
Down Town - Dusty Springfield	6252
Fun Fun Fun - The Beach Boys	6253
One Fine Day - The Chiffons	6257
Sweets For My Sweet - The Drifters	6260
Wouldn't It Be Nice - The Beach Boys	6262
You're Sixteen And Beautiful... - Ringo Starr	6263
Wherever I Lay My Hat... - Paul Young	6261
Star Trek Deep Space 9 - TV Theme	6239
Winnie The Pooh - TV Theme	6179
Enter The Dragon - Film Theme	6172
Tarzan - Film Theme	6176
The Can Can - Traditional	6200
Bertha - TV Theme	6163
Rupert The Bear - TV Theme	6165
Some Mothers Do 'Av Em - TV Theme	6166
Casualty - TV Theme	6201
Wonder Woman - TV Theme	6202

Films & TV

The Simpsons - Theme	0132
Laurel & Hardy TV Theme	6067
Zip A Dee Doo Dah - Disney Film Theme	6098
Lord Of The Rings (Part 1) - Film Theme	6080
Happy Birthday - Traditional Song	6075
The Wedding March	6078
The Hulk - TV Theme	6077
Willo The Wisp - TV Theme	6079
Bugsy Malone Good Guys - Film Theme	6058
Hi Ho Hi Ho - Snow White - Film Theme	6072
Bridge Over The River Kwai - Film Theme	5985
Whistle While You Work - Snow White	5982
Scarborough Fair - Simon & Garfunkel	5984
Tales Of The Unexpected - TV Theme	5983
Scooby Doo	0128
Terminator 2	5795
Postman Pat	0229
Teletubbies	0156
Austin Powers	5784
Reservoir Dogs	5790
Moulin Rouge	5794
Black Beauty	5761
Watership Down	5753
One Foot In The Grave	5754
Portland Bill	5765
The Sixth Sense	5986
Captain Pugwash	5766
The Sweeney	5561
Top Cat	5562
Return of the Jedi	4828
The Saint	4829
Theme from Fame	5405
The Sweeney	0153
ET	4821
Forrest Gump	4822
Ghostbusters	4823
Jurassic Park	4825
The Magnificent 7	4826
Father Ted	4853
Hawaii 5-O	4855
Lost in Space	4858
The Bare Necessities - Jungle Book Film Theme	6060
Oumpah Lumpa Song - Charlie & The Choc Factory	6066
As Time Goes By - Casablanca - Film Theme	5792
Close Encounters Of The Third Kind - Film Theme	5558
Star Wars (Phantom Menace) - Film Theme	4827
The Professionals	4859
Pulp Fction	4860
The Rockford Files	4862
Starsky & Hutch	4863
Wallace & Gromit	4865
Airwolf	4680
Magic Roundabout	4690
Biperty Boperty Boo	4682
Blackadder	4683
Blade Runner	4684
Friends	5265
Jaws	5266
Bug's Life	4685
Chariots of Fire	4687
Spiderman	5559
Terrahawks	5560
The Wombles	5563
Star Trek	4844
Blind Date	4848
Coronation Street	4849
BBC Cricket	4850
Dad's Army	4851
Rainbow	4861
Button Moon	6090
Grange Hill	6093
Tom & Jerry	6095
Braveheart	6076

James Bond Themes

Goldeneye	6058	Licence To Kill	6052
Goldfinger	6059	Octopussy	6054
Thunderball	6064	The Living Daylights	6055
Never Say Never Again			6053
The World Is Not Enough			6056
From Russia With Love			6057
The Man With The Golden Gun			6061
The Spy Who Loved Me			6063
Tomorrow Never Dies			6065
A View To A Kill - Theme 1			6047
A View To A Kill - Theme 2			6048
Diamonds Are Forever			6049

60's Hits

Summer Holiday - Cliff Richard	6258
Sunny Afternoon - The Kinks	6259
Rocking All Over The World - Status Quo	6198
A Whiter Shade of Pale - Procul Harum	5301
Suspicious Minds - Elvis Presley	3755
I Can't Help Falling in Love - Elvis Presley	5262
I've Got You Under my Skin - Frank Sinatra	4775
Jumping Jack Flash - Rolling Stones	5354
Love Me Tender - Elvis Presley	5264
Music to Watch the Girls Go By - Andy Williams	5408
Can't Get Used to Losing You - Andy Williams	4771
Pretty Woman - Roy Orbison	5295
Que Sera Sera - Doris Day	4774
Raindops Keep Falling On My Head	5410
Dock of a Bay - Otis Reading	5351

70's

Get Up Stand Up - Bob Marley	0060
By The River Of Babylon - Boney M	5797
Sound Of Silence - Simon & Garfunkel	5804
No Woman Now Cry - Bob Marley	5789
Hotel California - The Eagles	5318
Dancing Queen - Abba	1507
Maggie May - Rod Stewart	5304
Tubular Bells - Mike Oldfield	0159
So Do You Think I'm Sexy - Rod Stewart	5293
I Will Survive - Gloria Gaynor	0201
If You Leave Me Now - Chicago	5358
Money Money Money - Abba	5358
Mull of Kintyre - Wings	0224
Nights in White Satin - Moody Blues	5300
Sailing - Rod Stewart	5294
YMCA - Village People	0167

80's Onwards

Love Shack - B52's	6240
Disco - Ottowan	6192
Hot Hot Hot - Arrow	6194
Relax - Frankie Goes To Hollywood	6197
Cherry Oh Baby - UB40	6229
Please Don't Make Me Cry - UB40	6232
The Way You Do The Things You Do - UB40	6233
Sweet Child Of Mine - Guns N Roses	5793
Wake Me Up Before You Go Go - Wham	5803
Who Wants To Live Forever - Queen	5756
Red Red Wine - UB40	5773
Kingston Town - UB40	5469
Michael Jackson - Smooth Criminal	5519
Simply the Best - Tina Turner	5309
Summer of '69 - Bryan Adams	5356
Friends - Gary Numan	0054
Holiday - Madonna	5255
I Guess That's why They Call it the Blues - Elton John	5398
I Want To Break Free - Queen	5302
Imagine - John Lennon	5299
In The Air Tonight - Phil Collins	5353
Just Can't Get Enough - Depeche Mode	0333

Classic Tones Of The Week
Dambusters March - 5061

The Italian Job - Film Theme
Code - 4856

Halloween Film Theme
Code - 0065

The Muppets - TV Theme
Code - 0099

The Rock - Wrestling Theme
Code - 1836

Eye of the Tiger - Film Theme
Code - 4852

Beverely Hills Cop Film Theme
Code - 0013

Banana Splits - TV Theme
Code - 5316

Joe 90 TV Theme
Code - 5317

Rainbow - TV Theme
Code - 4861

Mission Impossible Film Theme
Code - 0094

Hawaii 5-0 - TV Theme
Code - 4855

The Great Escape Film Theme
Code - 3548

Classic Tones Of The Week
Airwolf - TV Theme
Code - 4680

Football Tones

You'll Never Walk Alone - L'pool	3549	Glory, Glory - Man Utd, Spurs	4134
Vindaloo - Football Anthem	3542	Play up Pompey - Portsmouth	4139
We Three Kings - Grimsby	5513	Show Me The Way To Go Home - W'bldon	5512
When The Saints...	3544	Skip to My Lou - Everton	5461
Yellow Submarine - Coventry	5531	The Great Escape	3546
You Are My Sunshine	5462	The Liquidator	4845
You'll Never Walk Alone 2 - L'pool	3545	The Wild Rover	5310
Z Cars - Everton	3546	3 Lions - England World Cup	5503
All You Need is Love - Blackburn	5530	Up The Dale - Rochdale AFC	4142
Altogether Now - Everton	5459	Go West - Arsenal	5470
Blue is the Colour - Chelsea	4140	Here we Go	4135
Blue Moon - Manchester City	4130	Glory, Glory - Man Utd, Spurs	4134
Celtic	3547	Vindaloo - England	1514
City Till I Die	3540	The Rock	1836
Daydream Believer - Sunderland	4132		

I'm Forever Blowing Bubbles - WHUFC	3543
It Must be Love - Blackburn	5529
Keep Right On - Birmingham	4137
Marching on Together - Leeds	3541
Nay nay never - Burnley	4138
Nessun Dorma - World Cup	5252
Okey Cokey - Everton	5460
Stand up if you hate Man U	5471

Wrestling

Chyna	3487
Kane	3485
Kurt Angle	3480
Raw	1839
The Rock	1836
Too Cool	1840
Triple H	3482
Undertaker (New)	3484
Just Feels Right - Lita	4835
I've Got It All - Billy Gunn	4836
Medal - Kurt Angle	4837
God Save The Queen	0062

Anthems

Irish National Anthem	5077
Welsh National Anthem	5084
Jerusalem	4141
Rule Britannia	0126
Scotland the Brave	0129
Flower of Scotland	5306

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Harry Potter 6218

Austin Powers 1720	POOH 0609	
100% Sexy 2060	West Ham 1472	0681
0438	limp bizkit 4164	0471
0436	I ♥ BEER 4329	0432
0452	EX-♥ 2770	I'm sorry 2872
Heir'Esy 4117	007 0667	Flat Eric 0635

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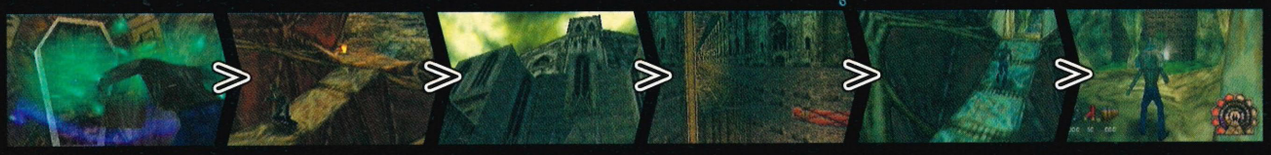



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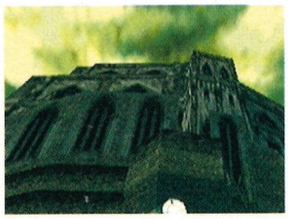
Shadow Man
LEVEL 04

Asylum Gateway

In the cavern beyond the Coffin Gate are two more gates, each requiring an addition to your Shadow Level meter before you can open them. Ignore them for now and head through the large opening on the left with a rope bridge inside to begin your approach to Asylum. Walk forwards and leap onto the metal pipe, using it to cross the acid pool, and enter the doorway to the right on the far side. Head down the passage and into a room, leaping over the next pool of acid onto the raised platform. Take a right turn into a narrow corridor opposite the metal cabinet and climb the ramp to a room at the top. Go through the opening on the left (the one on the right leads back down to where you just came from) and run between the two sets of crushers before dropping down into the outer grounds of Asylum.

Run forwards and to the right slightly to cross the drawbridge and find the entrance to Asylum, as well as another restart point. Of course, they're not likely to let you into Asylum just like that – in fact, the door is locked tight. Look down below to see a long metal pipe running alongside a river of lava. Drop down and make your way along to the right, dodging the flame jets, until you get to an opening. Jump up and run through the crusher before continuing down the corridor and through another one.

Drop out of the passage onto a metal pipe and run along it, jumping onto the wooden platform at the end. Turn right and wait for the moving platform to come down before jumping aboard. Take a look at the pipe on the right to spot a Cadeaux on the far end of it – you can take a leap and land right on top of the pipe to collect it before getting back on the moving platform and riding it to the other side. Take a huge leap over to the cog-shaped block, then carry on across and onto the next pipe below. Move along it and leap up into another tunnel then jump onto the wooden platform from the end of the passage to keep out of the lava below. Wait for the next lift to come down and then use it to reach the pipe on the left – the two jars each contain a Cadeaux. Empty your hands and leap back to the lift, grabbing it to



pull yourself up. You'll need to jump to the lift that runs simultaneously to the one you're on, so when they come together in the middle, leap to the new platform.

Drop onto the pipe below when you reach the end and run along, dodging the flame jets. Leap into the opening on the left, run through the crusher and along the corridor past another crusher. Climb the ramp past the giant cog and keep going down the passage until you reach a T-Junction with a grating in front of you. Turn right and drop through the opening, taking out the two Ghouls below. Head for the door and be prepared – when you get close, it flies open and a Butcher comes running at you. Kill him and then enter the chamber that he came from. Turn left and go through the door on the left to find another Butcher to kill as well as two more Cadeaux. Exit the room and head through the opening on the left to enter another corridor



with doors on either sides. The one on the left holds a Ghoul and a Cadeaux, while to the right is a locked door with a metal cabinet next to it – remember this as you'll need to come back here with the Engineer's Key.

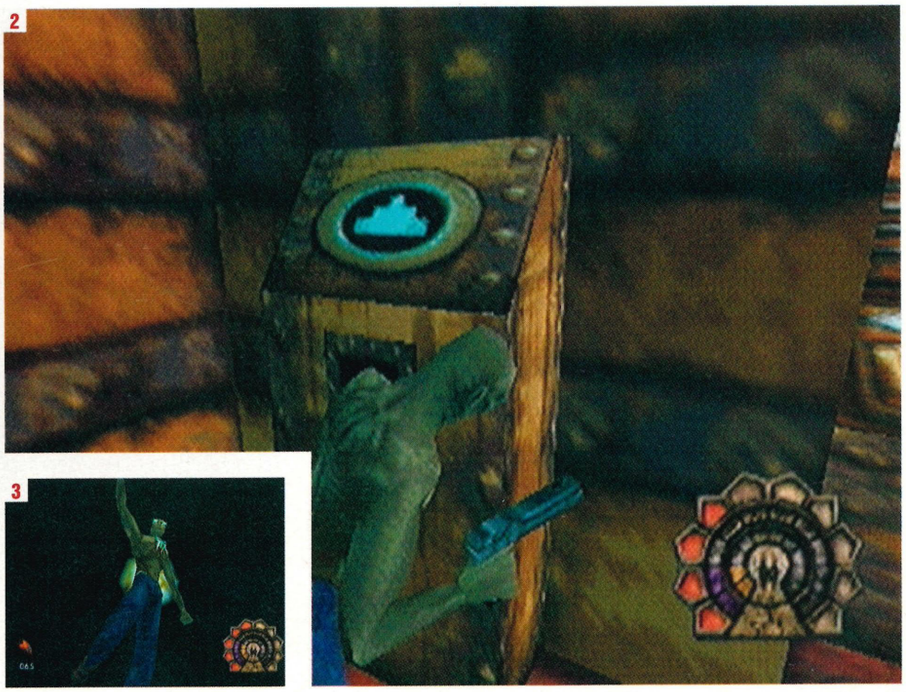
The door at the far end of the corridor holds another Cadeaux, but watch out for the Butcher guarding it. Now head down the passage opposite the door and wipe out another two Butchers, one on the other side of the arch and another in the chamber beyond. Take note of the large metal door with a red light on it to the right for later and then head through the next archway. Run through the opening on the right, blow open the jars for another Cadeaux and hit the Govi to get another Dark Soul. Don't worry about the Govi on the boxes to the left – you need to drop down from the walkway above to get it. Now head back out the way you came.

Head through the narrow metal corridor ahead and follow the ramp up to the top level. Take out the Butcher waiting for you and then continue through the passage to find another Butcher. Check inside the small control room on the left to find two Cadeaux, then head back to the corridor and climb into the opening positioned above the control panel to the left. Walk forwards and drop down the hole, then turn around and follow the passage to another

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2



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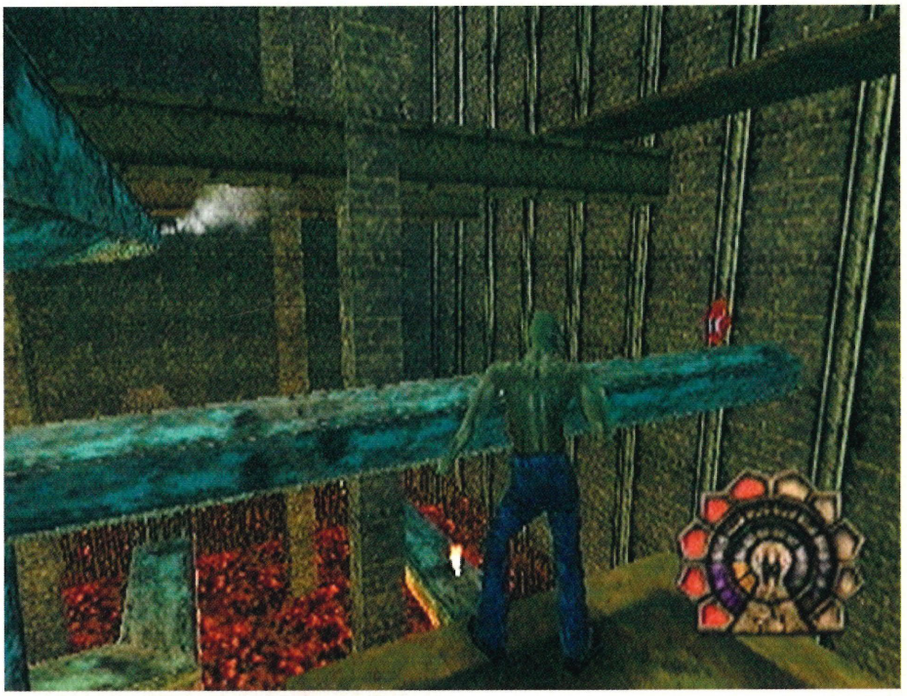
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Extra information>

> If you need to get somewhere fast, try to locate the nearest teleport point. It'll save you a lot of aimless running around!

[1] Once you've wiped out the Butcher in this room, you can run over and pick up the Engineer's Key. This means that you can now activate the metal cabinets that you'll have passed on your way through the Asylum. [2] There's one in the corner of the room so use the key on it and unlock the door nearby. [3] Now teleport back to the entrance of Asylum and let yourself in!

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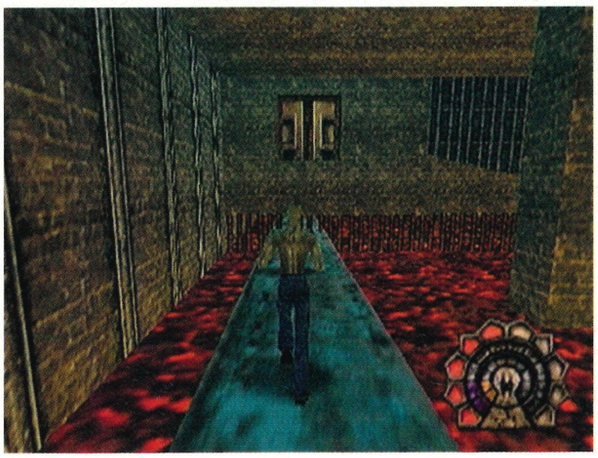


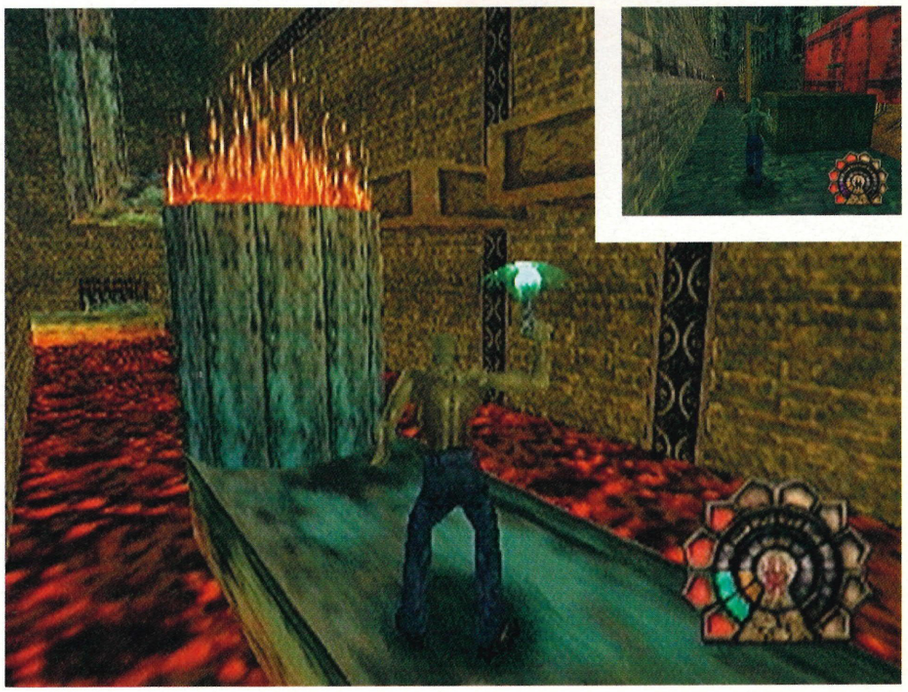
hole at the end. Drop through and collect the Engineer's Key from the pedestal in front of you, but watch out for the Sniper shooting through the window.

Equip the key and use it on the two metal cabinets to open the locked door and change the light on the metal block from red to green. Now whip out your teddy bear and transport yourself back into the outer grounds of Asylum. Use the Engineer's Key on the metal cabinet to open the front door to the Asylum and then run back to where you originally dropped into the outer grounds. Head towards the pillar on the left and use the key on the cabinet there to activate a crusher in a lower passage – this allows you to get through the tunnel below where you dropped in and get back to the first area of Asylum. Forget this for now and head back to the main entrance of Asylum.

Go through the door, collect the Cadeaux on either side and head over to the next door, taking out the three Snipers that are guarding the inner keep. Ignore the ones on the higher levels and head through the arch at the end. Take a right turn and follow the corridor to a room where a Cadeaux and another Dark Soul are waiting for you to collect. Now go back down the corridor and across the junction, follow the passage and collect another Cadeaux in the control room. Head right, following the passage along, and you'll come to an open area with a Sniper guarding a Govi. Get rid of him and claim the Dark Soul – the door on the right with the green light on is the same one you passed earlier, and is now open if you want to head back into the outer chambers. Check out the tram on the right-hand side; this takes you over to the Cathedral of Pain, the central hub from which you can track down the Five. You don't need to go there yet though, so instead whip out your teddy bear and transport yourself to the Prophecy Chamber.

Climb the ramp and pass through the Coffin Gate then follow the passage and drop off the bridge to go through another gate. Head forward from the exit and use your Dark Soul powers to open the Coffin Gate ahead of you – inside you'll find La Lune, the first part of L'Eclipser. There are three parts of this to find and combining them allows you to change Liveside into Deadside, giving you a chance to kill the Five. Get rid of the two Bladed Ghouls that have appeared outside and then use your teddy bear to quickly visit Nettie in Bayou Paradis to find out about the powers of L'Eclipser. Use the bear again and head back to the Prophecy Chamber before running through to where you collected the first piece of L'Eclipser. Fall into the hole to the left of the Coffin Gate and use your powers to open the next gate there. Run down the passage and down the spiral ramp, jumping the holes and collecting the five Cadeaux on the way. There's a tunnel on the left just before the bottom of the ramp – run down it to enter a chamber with two more Coffin Gates, each requiring more Dark Soul power to open them than you've actually got at the moment. Ignore them and instead head through the large opening on the left, taking care of the two Bladed Ghouls before running over the rope bridge.





awesome moment

The Prophecy tells of an ancient evil bringing about the end of the world. Boo!



Shadow Man

LEVEL 05

Temple of Fire

Follow the winding passage to the large open chamber at the end. Drop into the shallow water in front of you and go through either of the openings – they both lead to the same place, a bare room with a ramp leading up the side. Climb the slope and take the left-hand path, taking time to explore the area and find a Blood Falls, two flame-marked doorways and a Coffin Gate. Now head back and take the other route across the junction before dropping off the ledge back into the starting area.

Climb the ramp on the right and leap the gaps to reach another fork. The left arch leads to another flame-marked door, so head right instead, run straight past the pool and go through the passage on the other side. At the end, take a giant leap over and land on the small ledge with a Cadeaux in a jar on it. Empty your hands, turn around and jump at the wall on the other side to grab a narrow ledge – from here you can move along and climb up into an alcove with another Cadeaux inside. Now drop back down and make your way back up the ramp to the pool you walked past earlier.





Dive into the water and swim through the small opening at the bottom. Follow the passage while trying to avoid the nasty fish before surfacing at the far end. As you climb out, note the two Blood Falls on either side of the pool that you'll need to come back to later. Run into the passage at water level and head through the corridor, dodging the fireballs spat out by the statues, until you reach the Temple of Fire. Press the switch on the wall just inside the archway and then run back to the pool in the other room.

Run up the ramp behind the Blood Falls on the right and follow it all the way to the top. Go through the large opening on the left and dodge the fireballs to reach a plateau high above the lower area. Press the switch on the wall behind you and then head back to the pool room. Turn left and explore the small passage at the end to find two more Cadeaux and a flame-marked archway. Now return to the pool room again and make your way back down the ramp until you reach a sealed opening on the right.

Blast the blockage to blow it apart and then follow the passage beyond to reach a large room with a wooden walkway. Head down the ramp, stopping halfway down to collect a Dark Soul from an alcove on the right, and then press the switch on the wall at the bottom. If you want to get some Fire Skulls you can venture into the small room opposite the switch, but you should be extremely careful of the three Sisters of Blood inside who can cause you immense amounts of pain. When they're all gone, climb back up onto the walkway and go up the ramp back to the pool room.



Continue down the ramp and blast another blockage to enter the next opening on the right. Take the short passage through to the long chamber before running to the end and climbing onto the ledge underneath the crescent moon on the wall. Empty your hands and jump up to grab the narrow ledge above, then move along to either the left or right before pulling yourself up onto the wider ledge. Turn around and jump onto the pillar in front of you, jump across again and then carefully walk onto the narrow wooden beam to the rafters. There are four Cadeaux to collect, two at each end of the beams, so collect these and then look down to spot two central pillars. Drop down so that you land on one of the pillars – if it has a button on it, press it; if not, then just jump across to the opposite pillar that does. When you hit the switch, three Sisters of Blood come to life and drop down from above. Take care of them and then note the flame-marked opening high to the side before making your way back to the pool room.

There's another entrance for you to blast open a little further down the ramp. Follow the passage and run past the two currently inactive Sisters of Blood, heading for the stairs on the right instead. Climb the slope while avoiding the fireballs and follow it around the outside of the room, eventually ending up at the top of the central platform. Push the switch and be ready for the two Sisters of Blood from the entrance who have come to life, as well as a Sister of Blood from the room at the bottom of central ramp. Take care of them and then head back to the pool room.

Proceed down the ramp to the last blocked entrance and blow your way through. Go down the corridor and through the room, down another corridor and into a room full of pillars of different heights. Move around the room and break all the jars to find two Cadeaux, before heading to the right-hand side of the room. Use the lowest platform to climb up and leap from pillar to pillar, getting higher until you reach the main ledge in the centre. Press the button here and prepare to drop down – watch out though, as two Sisters of Blood have sprung to life at the back of the room and are coming after you! Fry them both and then return to the pool room.

With all the switches pressed, it's time to head back to the Temple of Fire. Go through the opening at water level to reach the outer area then run forwards and climb the new steps that have been formed through your frantic button-pressing. At the top, collect another Dark Soul and then head through the iris-shaped opening in front of you. At the bottom of the passage is the main temple – the floor here is covered with lava, so don't fall down whatever you do! Run over the floor tile and jump the gap then run through the gauntlet of turning blades and swinging weights to the opening at the end of the walkway. Jump over the gap to the platform and then over to the next opening to enter a room where the floor is covered in hot coals. Leap from the wooden platform to the one ahead and then carry on along the walkways, avoiding the weights and a single turning blade at the end – remember the four Govi around the sides of this area for later.

Climb the stairs through the next opening and enter the heart of the Temple of Fire. From the high ledge you're on, take a huge leap forwards so that you land on a large platform in the hot coals below. If you look to the centre, you'll see one half of a structure – the other half of it hangs high above the altar. To lower it, you'll need to make your way around to the four alcoves at the sides of the altar, pressing the switches contained within. Watch out for

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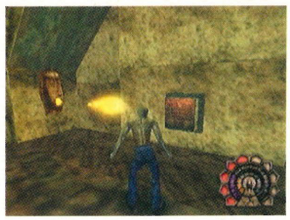


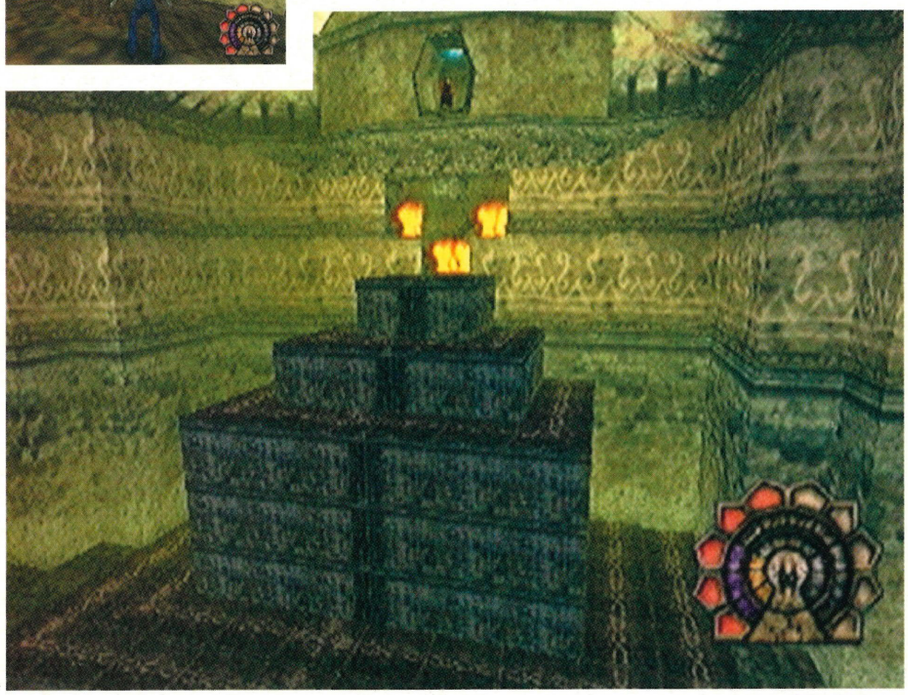


the Sister of Blood that appears to hinder your efforts and then head over to the large opening at the rear of the altar to find the last switch. Jump over to the structure and climb inside – you'll rise up and be granted your first set of tattoos, the Gad Toucher.

The Gad Toucher allows you to push those blocks that were originally too hot to touch and climb along places with fire on, so test out your new powers by heading for the alcove on the right on the large opening. Run to the right of the platform and jump up to grab the burning ledge, move along and pull up into the opening halfway along. Run down the corridor, drop down into the room below and run to the far side to press a switch that opens the exit. Head left and find another switch to fire a rope across the room and then make your way back up to the platform near the new rope. Clamber across, collect the Cadeaux and leap along the platform into the opening then climb the stairs into a room with five burning blocks.

Move the blocks out of the way to get into the chambers on the other side. Two contain items, including more Cadeaux and Fire Skulls, while the others all have Sisters of Blood waiting inside. The one on the right closest to the open room at the back also has a flight of stairs inside that you should climb. Follow the passage beyond to get the first of the Dark Souls you saw above the turning blade room earlier and then jump down onto the platform and dodge the blade, heading right to re-enter the altar room.





Head for the alcove on the far left of the room and walk along the platform to the side to find a burning block. Move it out of the way with your new powers and run down the corridor to a room with several wooden ramps. Drop down and take out the Sisters of Blood that come from each side, then go back to the entrance and kill two more on the ledge above. Climb up onto the wooden walkway and run along to the end, collect the Cadeaux and then come back and jump across the gap to the opposite walkway. Move along to the left and jump over again before emptying your hands and making a grab for the burning ledge. Edge along to the left and then pull yourself up before running down the tunnel you find there.

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Extra information>

> **When you've finally gained your new tattoo powers, head back and use them on all the places that you couldn't get through before!**

At the top is another of the Dark Souls visible from the turning blade room – collect it and then drop back down to the blade platform and move back into the altar room. Now is the time to do a bit of backtracking and open up all of those places blocked off by burning blocks – whip out your teddy bear and transport yourself back to the Prophecy Chamber.

3



[1] There are six of these buttons dotted around the temple – if you want to get inside, you'll have to find them all. [2] Each one pressed raises the next level of the steps to the temple entrance. [3] When you raise them all, you can climb up and go inside...



Shadow Man
LEVEL 06

Various Locations

Run right to the top of the ramp and push the burning block out of the way – you'll find a chamber on the other side with a Dark Soul inside. Now transport yourself with your teddy bear to the Temple of Life and venture inside. Run through the corridors, across the spiked ledge at the end and turn right into the alcove to find another burning block. Once again, this can be pushed aside to find another two Cadeaux and a Dark Soul. Return to the entrance of the Temple of Life once more with your bear and this time follow the cloth walkway to the left, heading through the passage to the other side. Jump the small gap to the left and get onto the tower opposite where the rope crossing is.

Take it to the other side and follow the passages through to the next burning block for you to move. Inside as you'd expect is another Dark Soul, but watch out for the two Bladed Ghouls guarding it. With this section cleared for now, it's time to revisit Asylum – use your bear to transport yourself back to the drawbridge directly outside the main entrance of the tower itself. Drop off the drawbridge and follow the pipe to the left, dodging the flames and entering the opening at the end. Run through the two crushers then drop onto the pipe below and head over to the tall pipe with flames on top. Empty your hands and grab hold before edging your way around it and letting go when you're over the pipe on the other side. Do this again for the next pipe and then walk along the metalwork to the path ahead, collecting the two Cadeaux when you get there.

Go up the ramp on the left and follow the path to the top, killing the Butcher you meet on the way. In the room at the end, head right through the arch and get rid of the Sawblade that attacks from the room beyond. Collect the Dark Soul and the three Cadeaux on the stack of boxes, then dash into the room where the Sawblade came from to find another Cadeaux. Go back to the room with the Ghoul in a cage and through the archway opposite, past another caged Ghoul in the next room and into an area above the lava room you originally came in through to find another Dark Soul. Kill the Butcher that comes out to get you and head through the archway he came out of. Take an immediate right and blast the two Butchers waiting behind the wall, then turn back and go up the long flight of stairs behind you to a junction.



Turn left and go down the steps to a control room – take out the two Butchers wandering around before they get a chance to move. Now go back up the stairs and across the junction, collecting the two Cadeaux and the Dark Soul in the room at the end. Turn back again, head back down the stairs on the left at the junction and return to the room where you wiped out the two waiting Butchers. Run up the ramp at the end to another raised area, taking another right to find a Sawblade waiting to ambush you. Kill him and then go left to find two Cadeaux on the ledge and a Govi sitting on a stationary lift way out over the outer grounds of Asylum.



Impossible to reach, eh? Or so you think...

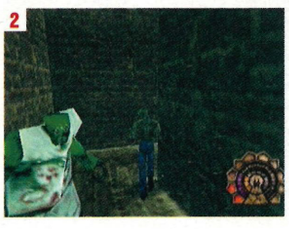
Use the boxes in the corner to get up high and then take a careful jump onto the long beam holding the lift above the ground. You now have a choice – you can either walk gingerly over the beam, ignore the Govi and reach the other side, dropping down to get the four Cadeaux there, or you can drop down halfway and collect the Dark Soul. Either way, to get both sets of items you'll have to retrace your steps through this entire section of the level! By now you should have four segments of your Shadow Level meter full, allowing you to open two more Coffin Gates – one near the entrance to the Temple of Fire area and the other through the maze of passages leading to the temple. The quickest way to the first is to use your bear to reach the Prophecy Chamber and then run through the various gates to your destination.

Of course, things aren't as simple as you'd expect. Before you can head through the Coffin Gate ahead of you, you'll have to take a little detour and grab the Poigne – the item that allows you to climb up the Blood Falls. Run through the opening on the left leading to the network of caves preceding the Temple of Fire and make your way through them as you would to reach the temple. Swim through the pool (avoiding those nasty fish!) and

1



2



3





[1] If you find yourself trapped in a narrow corridor with lots of enemies, get out of there quick! If you don't, you'll only wind up even deader than before! [2] Whenever you can, just ignore the monsters and run past them to where you're going. [3] The Sawblades have shields so you'll need to destroy them first!

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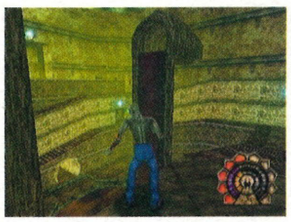




[1] Once you've collected enough Dark Souls, you'll be able to open up the more powerful Coffin Gates in the game. [2] Grab the Poigne – these let you climb up the various Blood Falls! [3] Now you can go back and get even more Dark Souls.

resurface in the pool room of the temple where you pressed all the switches to raise the steps. This time you'll have to follow the ramp behind the left-hand Blood Falls and when you reach the top, duck into the opening on the left. Push aside the burning block at the end and head through the passage beyond to reach another Coffin Gate. Blow it open with your Dark Soul powers and go inside, dropping into the pool of blood and collecting the Poigne from the pedestal in front of you. Finally, you can climb the Blood Falls!

Take a left turn and climb up the falls there to reach the top. If you look off the ledge on the other side, you'll see a Govi sitting on a platform ahead. Step back and take a running jump over to collect the Dark Soul and then turn around and jump back onto the falls, climbing back up to where you jumped from. Go back to the entrance to this room and climb the falls there, head back through the Coffin Gate and through to the temple's pool room. Climb the falls on the right and collect the two Cadeaux there, then go up the opposite falls and follow the passage beyond. Dodge the fireballs and spikes then shoot the Govi at the end to find another Dark Soul. Be careful when you jump onto the pillar that it sits on, as if you miss the landing you'll have go all the way around again to get it! When you've got it, jump over to the platform ahead to collect two Cadeaux, dodging the fireballs again and then drop down and head back to the pool room – watch out for the Sisters of Blood waiting for you as you leave!



Pull out your teddy bear and transport yourself back to the entrance of the Marrow Gates – it's time to check all those Blood Falls that you passed earlier. Turn left immediately as you arrive and climb the falls to collect another Dark Soul, as well as finding the ultimate Coffin Gate – you need all the Dark Souls to get this one open! Drop back down and head along the path past Jaunty and through the Marrow Gates to the chamber on the other side. Head left and follow the passage until you reach another open area with a Blood Falls on the left. Kill all of the Bladed Ghouls and then climb up the falls where you will find another Dark Soul. Now use the teddy bear to transport yourself to the Prophecy Chamber.

Exit the chamber through the Coffin Gate that you've used before and go along the path and over the rope bridge to the Wastelands. Take the left-hand passage on the other side of the bridge and run right towards the Blood Falls ahead of you. Climb it and follow the stream of blood to a small hut on a platform at the end. Get rid of the Harpy and run inside to collect the Dark Soul – you'll





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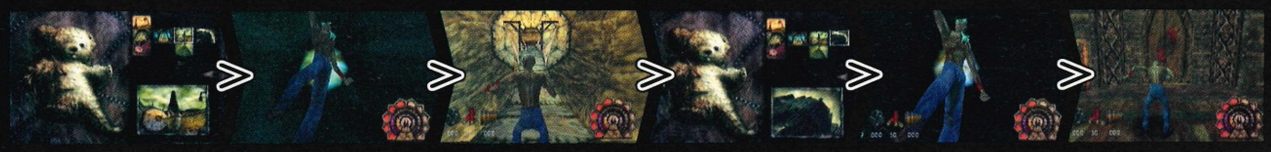
Extra information>

> **Take your time to explore each new area as you enter it. If you don't, you could quite easily miss something important or vital!**



awesome moment

This is just one of those times when you'll have to dash between locations...









notice you're above the room where you collect the Asson, so don't fall down or you'll have to get back to the start again. Go back downstream and fall down the falls before climbing the stream of blood opposite and collecting the Cadeaux at the top. At the end of the short passage is a tunnel on the left – go down it and enter the blood-filled room at the end. Using the platforms around the outside, make your way up to the top level and onto the wooden ledges in the middle, collecting the Dark Soul on the cloth walkway linking the two.

Drop down and take a quick swim around to locate two Cadeaux before moving along the bottom to find a large opening leading into an underwater passage. Follow it to the end and surface in an open area with a large spire in the centre leading up to a windmill. Collect the Cadeaux on the platform to the side and then move over to the spire. There are loads of Harpies here, so be really careful as you make your way up the cloth platforms around the side of the spire to the wooden ledges near the top, grabbing another Dark Soul on the way up. Collect the Cadeaux just ahead of this, then jump up onto the platforms around the windmill and go inside the small shed at the top. Press the switch to activate the sails of the mill before falling all the way back down to the pool (don't worry, you can't be hurt from falling while you're Shadow Man) and swimming back through to the original pool room.

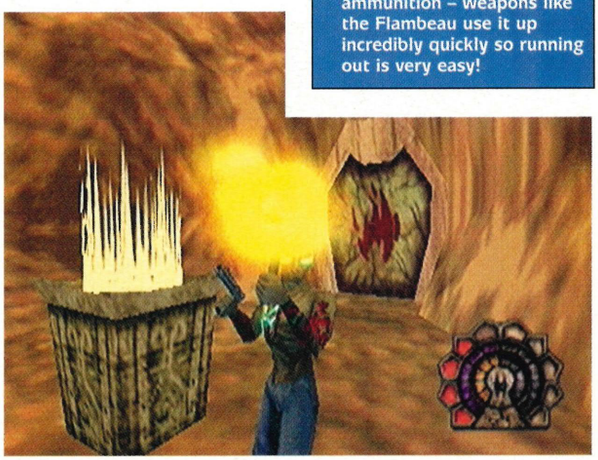
Surface and get out, then head over to the archway to the left of the entrance through which you originally came into this area. Turn around and look over to the right to spot an opening in the wall that you should pass through. Follow the passage until you find a cavern with a long wooden ramp and a lift hanging over another pool of blood. The lift is moving because you activated the windmill, so use it to cross over the pool and reach the platform on the far side that has another Dark Soul on it.

At this point you should have your Shadow Level half full, filling up five of the ten segments on the meter. Time for one last trip to a distant Coffin Gate for another important item – the Flambeau. This allows you to burn open the flame-marked cloth covers blocking several doors along the route you've been on throughout the game and also lights your way in darkened areas! Run back through the Wastelands to the rope bridge leading to the Prophecy Chamber and then drop off before you get there to enter the open Coffin Gate below. Follow thez passage to the next chamber, drop into the hole ahead and pass through the Coffin Gate there and when you reach the next chamber cross the rope bridge over to the caves leading to the Temple of Fire.

On the other side, head for the caves near the pool of blood in front of you and climb the ramp on the other side. Find your way through the maze of caves until you reach the next Coffin Gate – you've now got enough Shadow Level to open it, so do so quickly. Inside you'll find the Flambeau as well as two flame-marked doors to test it on, on the other side of which is a pair of Cadeaux. Head out of the gate and turn left, following the path to find another cloth opening containing two Cadeaux and some Fire Skulls. Exit this room and continue through the caves to find one more cloth blockage hiding another Cadeaux.

Get your teddy bear and transport yourself to the main entrance of the Temple of Fire then turn around and run back to the nearby pool room. Climb the ramp on the right and blow open the doorway one from the top. Run inside and climb up on the platform under the crescent moon again and then work your way round to the flame-marked doorway on the right. Burn it open to reveal two more Cadeaux and then pull out your teddy once more, transporting yourself to the entrance of the Marrow Gates. Run through the level past Jaunty and through the gates, until you cross the rock bridge into the corridor with three cloth-covered doors. Burn these away for three more Cadeaux and some Fire Skulls and then transport yourself back with the teddy one last time to the Prophecy Chamber. Finally, it's time to progress!





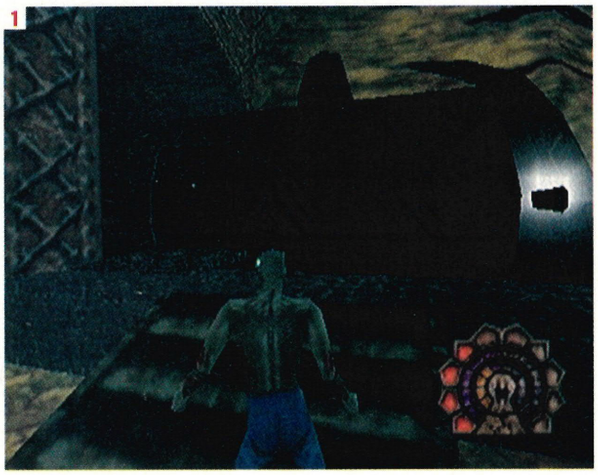
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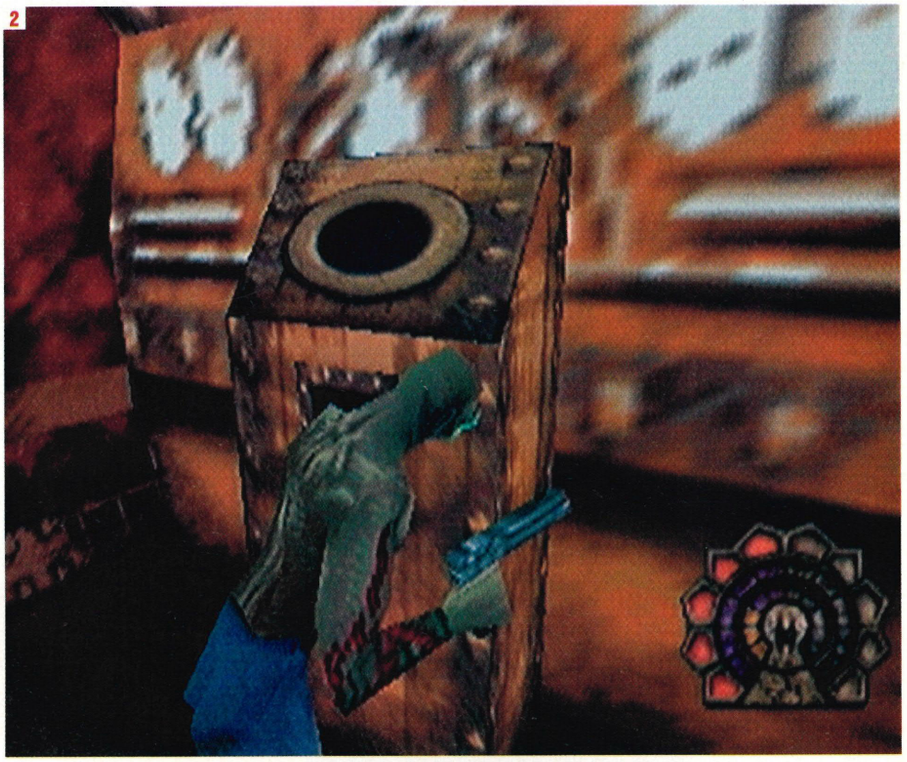
Extra information>

> **Try to preserve your voodoo ammunition – weapons like the Flambeau use it up incredibly quickly so running out is very easy!**

continued>

continued >





Shadow Man
LEVEL 07

Cageways, Asylum

Make your way through all of the Coffin Gates you've opened so far and through the cave passage to the area with two gates and the rope bridge leading to the Temple of Fire. Use your Dark Soul powers to open the furthest Coffin Gate, then go through it and explore the shallow water areas beyond for two Cadeaux. Ignore the new rope bridge for now and instead open the other Coffin Gate in the room – this opens up yet another area to explore later. For now though, all you need to do is nip inside and grab Le Soleil, the second part of L'Eclipser. With this stashed away, go back out of the gate, turn left and across the rope bridge to the Cageways.

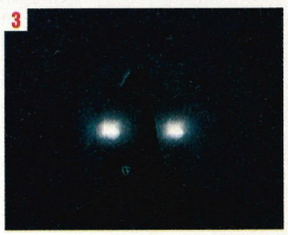


Drop to the lower path on the other side of the bridge and take a quick look around. There are three drum-like posts here similar to those found in the Wastelands – make a note of this location and then head back to the bridge and take the higher path to the left. Jump the gaps and enter the opening on the far side, burning away the cloth-covered door to reveal a Cadeaux. Continue down the passage and then drop through the hole to the level below – be careful of the two Ghouls awaiting your arrival. Empty your hands when they're dead and jump up to grab the wall ahead of you. Clamber along to the right and then jump off at the end onto a stack of boxes – collect the Cadeaux behind you and then turn around and take a running jump over the wall to the area beyond.



Kill the next two Ghouls here and then use the sloped rope tied to the corner to climb over to the tower over the next wall. Drop to the floor and head left past the train to the block in the cliff ahead. Push it to one side and then follow the passage along, burning through all the cloth doorways to find another four Cadeaux before eventually ending up back near the start of the area. Make your way back through the level and upon reaching the train again, go through the small doorway on the right into the tower. Once inside, take care of the Butcher guarding the barrels and then blow them open to find three Cadeaux and some Fire Skulls. Head upstairs, getting rid of another Butcher on the way and blast the Govi to collect another Dark Soul.





Head back outside and run over to the large black train sitting stationary on the tracks. Run over to the door and it will open, allowing you to go inside.

Run down the train carriages, dodging the Ghoul in the cage and taking care of the Sniper guarding the two Cadeaux in the third carriage. There's another Sniper in the fourth carriage. The fifth is the control room – use your Engineer's Key to activate the train and take a ride back into Asylum. Leave the train by the door on the left, killing the Sniper waiting outside for you and activating another teddy bear transport point. Run round the opposite side of the train and collect the two Cadeaux before turning around and blasting the Sniper trying to sneak up on you. Ignore the tram up the stairs ahead and drop

[1] Typical British Rail – the train's here but it ain't going anywhere fast... [2] If you take a trip up to the driver's cabin, you can start the engine off by using the Engineer's Key. [3] And we're off! Next stop, the Cageways station...

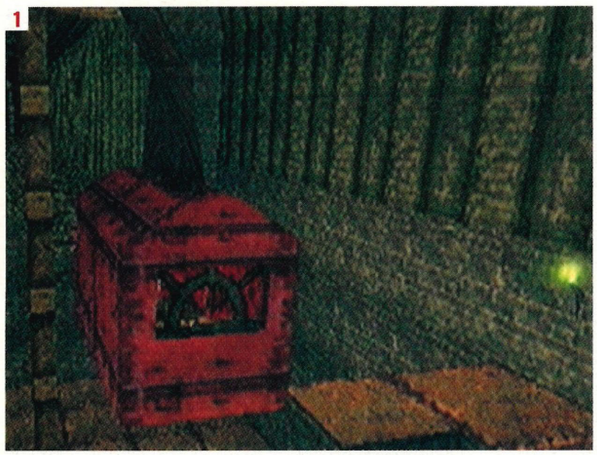


awesome moment

There's no chance of turning back now – the end of the world is coming!



1



2



[1] Take the Cageways tram through to the Engine Block. [2] When you get there, you spot a familiar figure... [3] It's Luke! Save him, Shadow Man!

3



Shadow Man

LEVEL 08

Engine Block, Asylum

onto the metal pipe on the left. Move along by grabbing the burning pipes and edging round them, making sure you collect the two Cadeaux along the way before entering the door at the end.

Head down the passage and go through the doors at the end, dropping onto the pipe below. Grab the Cadeaux on the left, but watch for the cages moving around the outside of the room – they will knock you into the lava if you give them the chance. Get around the pipe without falling in and jump onto the platform at the end, killing the Butcher and collecting the Dark Soul there. Now save yourself the trouble of getting back over the pipe by using your bear to transport yourself back to the point outside the train. Run forwards past the train and do a U-turn to find yourself next to a set of metal sliding doors. Jump up on the wall next to the doors and grab a narrow ledge that you move along to the left, reaching a passage at the end. Run through to a room partially flooded with water – jump over the pipes and collect the three Cadeaux here, then jump past the balcony and kill the Butcher and Sniper here.

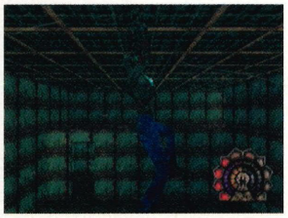
Go down the stairs and kill the Sniper at the bottom, then use the boxes to climb up to the cabinet above. Use the Engineer's Key and run left and use it again on the next cabinet to open the door. Follow the passage into a cathedral-esque room – kill all the Snipers here and run up the stairs to collect another Retractor. Run back and return to the door that you entered through by jumping onto the furnace beneath and then go back through the passage to the previous area. Go left and run over the second narrow walkway to the right, killing the Butcher and Sniper before heading down the passage behind the barrier. Go down the stairs and kill the Sniper, then jump into the cage to collect the Dark Soul. Jump back and use the Engineer's Key on the cabinet to open the locked door, run through and enter a large storage area.

Run up the stairs in front of you and leap across the two hanging cages to reach a Dark Soul on top of a stack of boxes. Drop down, killing the two Snipers and the Sawblade, then head through the open door to the right and go down the blood-soaked corridor to the room at the end. Take care of the two Sawblades waiting for you, pull the lever to activate the cage high above the floor and then run over and climb the stairs on the left. Stop halfway up and turn to the right, jumping on the banister and facing where the cage comes in through the double doors below. When it comes through, quickly jump over onto it and then over to the stack of boxes just ahead to find another Dark Soul. Now fall back down to the floor, turn right and head through the large double doors when the cage passes through. In the room beyond, pull the lever at the side to open the doors and unleash two Ghouls and a Sawblade. If you follow the passage around to the side, you'll go through some sliding doors back into the train area at the start. Go up the steps ahead and enter the tram, riding it through to the Engine Block.

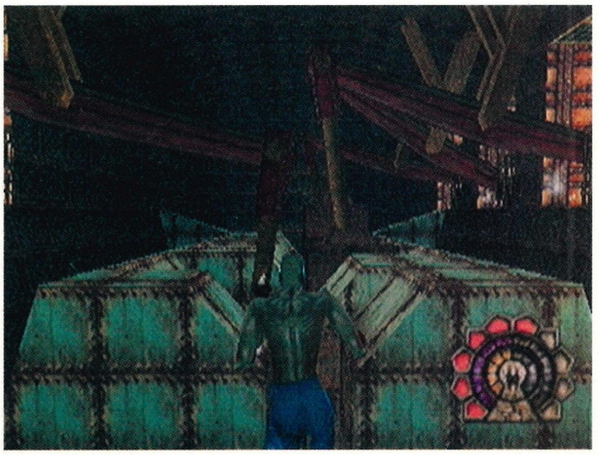
At the other end, run down the ramp to the floor and up the slope opposite to hear a familiar voice in the distance. Run down the passage, up the slope and through the door on the left to enter the Engine Block. Inside, you'll spot Luke calling out for you, but unfortunately you can't reach him yet. The Engine Block is a long room with huge pumping











continued >





pistons – to get across and reach your brother, you'll need to shut them all down. Turn left and head through the door, ending up in a large chamber with a rope crossing hanging over an area below. Don't use the rope yet though – turn right and go down the ramp, clearing the bottom area of two Cyclops guards before returning to the higher platform.

Cross the rope and drop down on the other side, pulling out your guns again to kill the Cyclops coming from the opening on the right. Turn the corner and run down the ramp on the right, swivelling around to blast the Cyclops hiding in an alcove under the platform. Continue through the door, past the control panels and up the ramp in the next room to pass though a corridor into the first piston room. Here you'll need to use the Engineer's Key twice on each of the three panels to shut down the first piston for good. When you've done this, head all the way back to the Prophecy Chamber by means of your teddy bear.

Shadow Man
LEVEL 09

Playrooms, Asylum

Make your way through all of the previous Coffin Gates to the area where you collected the second part of L'Eclipser. Run through and down the large stone steps to find yet another gate and a couple of Cadeaux in jars. Head over the rope bridge to the Playrooms of Asylum.

Turn left on the other side and jump along the narrow ledge, then make a right and leap onto the platforms by the pool below. When you reach the lowest platform, dive in and look at the airlock on the wall in front of you – at the moment it's locked so you can't get in. Swim right and turn the corner to spot a small opening near the surface just ahead. Avoid the fish and swim inside, then surface and follow the passage, leaping the gaps until you appear on a platform high above the pool you swam through. Leap over to the platform ahead and draw your weapons quickly to get rid of the Butcher and Sniper there before going inside the chamber at the end. Use the Engineer's Key on the metal cabinet to open the airlock below before diving back into the water and swimming through the new opening.

Follow the underwater passage, collecting the Cadeaux in the larger chamber and then taking it slowly in the next tunnel to avoid the rotating blades. Keep heading down the tunnel and through the glass passage (check out the Govi in a side chamber guarded by a pack of Dogs) then grab the Cadeaux in the room at the end and surface. Get out quickly to deal with the three Snipers waiting for you or you'll be a sitting duck in the water, then head down the ramp on the left. Turn right and continue down to the very bottom of the room, getting rid of the Sniper and Sawblade along the way, before collecting two Cadeaux and heading through the unlocked door at the bottom of the ramp.

Go through the door on the right to enter a glass passage under a pool of water – get rid of the Sniper at the end to activate a restart point halfway along the tunnel. Turn right at the junction at the end and run forwards, ignoring the door on the left and taking the opening ahead instead. Through another passage, you'll find a locked metal door and a control panel with a lever. Pull the lever to open the gate, then blow away the Butcher inside and collect the two Cadeaux. Make a note of the hot coals here as there's a passage above that you'll have to return to later. Now go back outside and return through the underwater passage to the room with the long ramp.

Run back to the top and follow the path around to another door on the right. Go

infoburst
Extra information>

> Killing enemies leaves behind a life force that you can pick up to increase your own. If you leave it though, it'll lose its power and die.

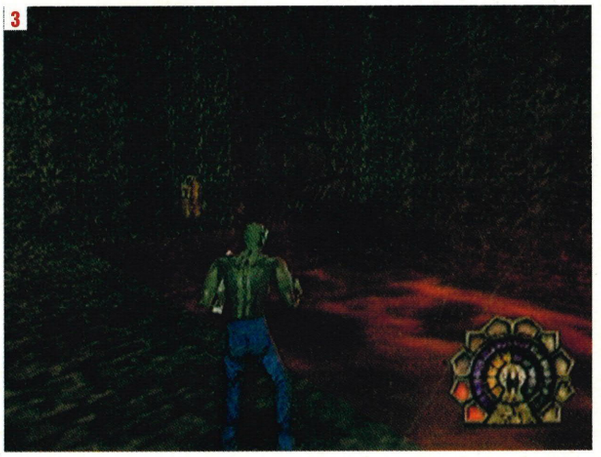
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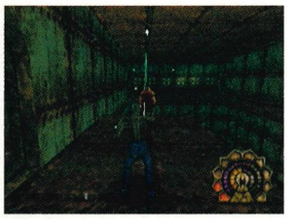
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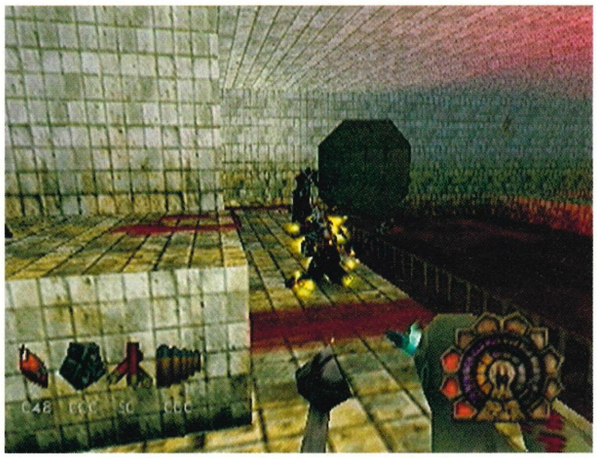


[1] If you ever find a locked door, the chances are that there's a switch nearby that will open it. This one, for example, is rather obvious... [2] You can't walk across hot coals yet so don't try going into the furnace right now or you'll regret it! [3] To access the next section of the level, you'll have to open up this hatch. But where's the right switch? Hmm...









through and past another doorway to a long rope bridge above the underwater passage you were in a moment ago. Run across the bridge, through the door on the other side and past another doorway on the left. Get rid of the two Snipers and run up the ramp on the left to find a set of doors with a huge pentagram on – if you continue through here, past another set of doors and climb the stairs, you'll find the Retractor (check under the stairs for two more Cadeaux as well). Now head back to the junction near the rope bridge.

Drop off the bridge to the left and collect the Cadeaux, then climb out on the ledge behind you and run left, dropping back into the water to grab two more Cadeaux. Climb out near the passage on the left and run through, avoiding the blades and climbing the stream of blood to a level above. At the end, turn left and leap over the barriers to get rid of the Cyclops there and collect another Dark Soul, then go all the way back down the passage to the room with the underwater glass tunnel.

Shoot the large mound of dirt in the middle to reveal a passageway, then follow it along, dodging the blades, until you enter a large chamber with a round opening in front of you. This is blocked at the moment by another airlock covering, so ignore it for now and surface to the right, climbing out and taking care of the Cyclops around the corner. Enter the control room at the end of the ledge and kill the Cyclops before using the Engineer's Key to open the airlock blocking the opening you ignored earlier. Before you go through it, head down the passage opposite the control room and into the opening sitting above the pool of water at the end. Climb the stream of blood and take the next tunnel into a familiar room. Leap the barrier again and kill two more Cyclopes before collecting the two Dark Souls and returning to the newly-opened airlock.

Swim to the surface and get onto dry land, killing the Cyclops and collecting the two Cadeaux. Go through the door in the corner and follow the passage into another open room with a metal gate and a lever on your left. Pull the lever and go through the gate to collect another Cadeaux, but watch out for the two Cyclops guards waiting for you. Back outside, climb the ramp on the right and go through the door at the top – ignore the right-hand turning and head into the door ahead. Before you let the water out of this chamber, pass through the opening on the far side of the room to find a long corridor lined with doorways. Push the lever at the end to unlock them and then check out what's inside. One room contains three Cadeaux in a glass tank, the next has two Dogs and a Butcher inside, the one opposite has a Cyclops playing on a pool table (?) while the last holds a playpen with a Butcher inside. If you push the single block to one side, there are a load of Cadeaux hidden behind it. With these rooms cleared go back to the lever and pass through the door next to it, following the ramp round to go through another door.

infoburst

Extra information>

> **Other weapons may kill enemies more quickly, but using the Shadowgun is the only way to guarantee you get energy once they die.**

Turn left and collect the Dark Soul, then about face and pull the lever on the panel to open the door down the passage on the left. Go through it and kill the Cyclops there before climbing onto the tower to the side and collecting another Dark Soul, then leave and go back to the switch, passing through the door to the right of where you entered. Go down the ramp into a control room, blast the Cyclops and pull the lever to release the massive Trueform – thankfully, he can't get to you... yet! Now head all the way back through the rooms to the place where you entered the storm pipe. Use the Engineer's Key on the metal cabinet to flow all the water into the opposite room before running all the way back

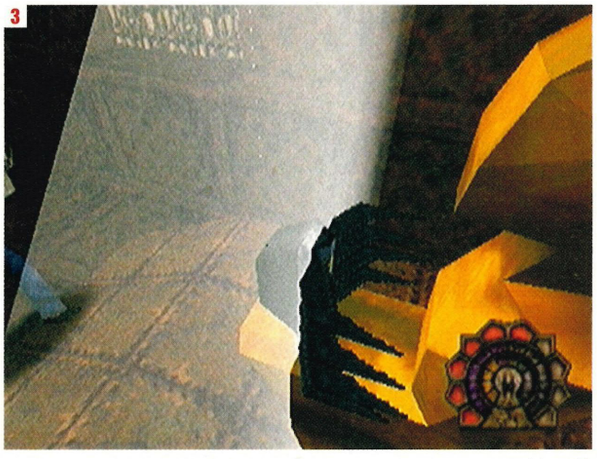
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[1] Before you try to activate any Key Cabinets, you should make sure that the surrounding area is clear of enemies. [2] These dogs may attack in numbers but they're really easy to kill. [3] Collecting these Retractors is essential for progress in the game.

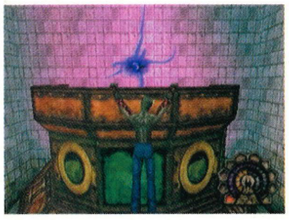
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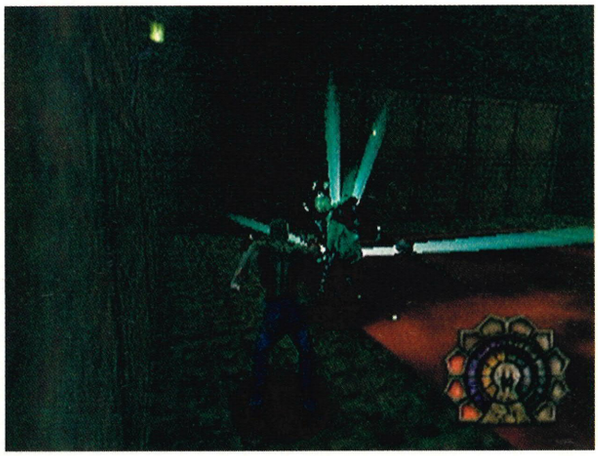


to the door with the metal gate you came through earlier.

Follow the path around the pool and use the Engineer's Key again to open the airlock gate, then dive into the water and enter the new opening, following it until you can surface at the far end. Climb out and jump over the wall, take care of the two Dogs in the room and then go through the door on the left by blasting it open. Follow the tunnel through another door and then take the door on the right in the next room. Pull the lever to open the cage, then kill the three Dogs inside and collect the Dark Soul in the centre. Go back and head through the opposite door into a large mechanical room. Kill the Cyclops and collect the Dark Soul from on top of the tower then check out the cabinets at the side to see the Violator – you can't get it yet, as you need three Accumulators to get it and you've only got one.



You've done pretty much all you can for the moment in the Playrooms. By now you should have over 35 Dark Souls, enough to light up six segments of your Shadow Level meter, so use your teddy bear to transport yourself back to the Prophecy Chamber. Run through the first Coffin Gate and over the rope bridge to Wastelands before going all the way through the level to the place where you collected the Asson. Follow the path from this chamber through to the Coffin Gate to the right of where you entered – blast this open with your Dark Soul powers and run inside to collect the Enseigne, a handy shield that can be used to deflect enemy attacks. Go back through the gate and drop down before heading back across the rope bridge to the Path of Shadows.



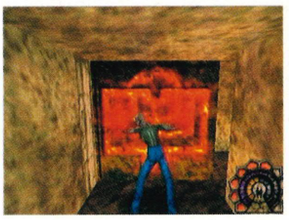


Shadow Man
LEVEL 10

Temple of Prophecy

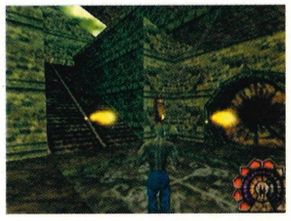
Drop off the bridge on the other side and head through all the Coffin Gates you've opened so far until you reach the gate next to the bridge leading to the Playrooms. Blow it open with your Dark Soul powers and then run inside, following the passage until you reach a fiery chamber with wooden platforms. There are three Coffin Gates above you but you haven't got enough Shadow Level to open them right now – run left instead and cross the rope bridge there to reach the path leading to the Temple of Prophecy.

On the other side, run down the tunnel past another Coffin Gate – remember this location as you'll have to come back here when you've got seven segments of your Shadow Level meter filled. If you go through the gate, you'll find the Marteau, a mystical stick that allows you to open gates blocked with drums – you don't need it to finish the game but it can open the way to many extra bonus goodies. Head slightly to the right through another opening to reach the entrance to the temple; there's a Govi to the right in a high alcove, but ignore this for now and run down the stairs into the temple. Follow the passage through the iris door into a long chamber, but watch for the four Sisters of Blood that will descend upon you – use your Enseigne to deflect their shots, but remember that using this shield uses up your Fire Skulls. Run through the next door and head for the left-hand side of the statue in front of you. Press the switch and kill the two Sisters of Blood that come to life then run round the front of the statue and climb the stream of blood to the top. Jump left and collect the Dark Soul there and then head back over to the entrance and take the left-hand doorway.



Run up the stairs and through the door at the top, dropping onto the narrow wooden walkway below. Carefully make your way across the network of walkways, avoiding the fire-breathing statues, and exit through the door at the end. Follow the passage through the next door into a large room covered in hot coals – there are a number of walkways and spinning beams here as well as a Govi high on the right-hand side. Jump up and grab the beam, letting it carry you over to a small platform on the left. Drop off and then jump over to the door, heading through the passage into another coal-filled room.

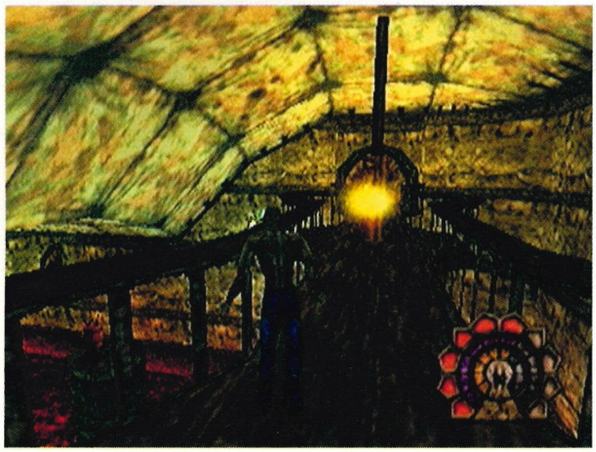
Jump over the gaps and across the platforms, avoiding the blades and fireballs before going through another door. Follow the passage and enter another room with a statue in it – this time, drop off the starting platform and press the switch to fire a rope over to the waiting Govi. Kill the two Sisters of Blood, then cross the rope and collect the Dark Soul. Drop back down and kill another two Sisters of Blood, then you must head all the way back to the room that you started your quest through the temple – the best way is to use your teddy bear to teleport back to the start.



awesome moment

Another Gad temple – it can only mean that there's another tattoo on the way!









Climb the pillar in the centre and turn right, jumping over onto the platform beyond. Follow the passage into a room with lots of fireball-shooting statues. Drop to the floor below and kill the three Sisters of Blood there before pressing the switch on the side of the central tower twice. Climb the ramp up the side of the tower and use the wooden beam you moved to clamber over to the switch on the far side. Press it to make the statue opposite drop down, then fall back to floor level and hit the switch there twice more to move the beam back again. Climb up and cross the beam, then head down the new passage and collect the Dark Soul.

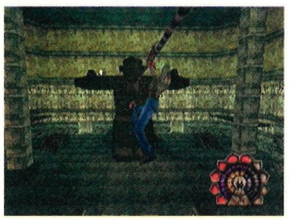
Drop back down once more and hit the switch three times to move the beam in front of the door on the far side of the room. Climb up and cross the beam then go through the door and dodge the fireball statues past the next opening to enter another door. Drop to the floor in the large room and press the four switches around the outside to make the statues drop, getting rid of any Sisters of Blood that come to life as you do it. When all four are down, climb back up the Blood Falls underneath where you entered and make your way around the outside of the room clockwise using the various ledges until you reach the Dark Soul on the right-hand side. Collect it and then drop down and head through the right-hand passage opposite where you entered, pushing aside the burning block and running past the statues breathing fire.

When you reach the next chamber, ignore the Govi on the left – the cloth platforms will only drop you in the lava below and there's no entrance to the cage from this side anyway. Run across to the door opposite and enter to find another room full of switches to push. Hit all four to lower the statues and then take the long ramp up to the top to collect the Dark Soul, watching for the four Sisters of Blood that spring to life as you grab it. Kill them all and then head through the door to the right of where you entered. Cross the small wooden platforms to the far side and enter the door leading to a maze of corridors. Make your way carefully through the maze, burning the flame-marked openings with your Flambeau and collecting the Cadeaux while killing any Sisters of Blood you might meet on the way. When you find an opening in the wall above, jump into it and walk along the walls to reach the doorway high above.

Turn right and head through the doorway into the hut – jump over the large coal-filled gap ahead to reach another hut. Inside here you should enter the structure in front of you to collect your second set of tattoos, the Gad Marcher. This allows you to walk across those previously deadly coals, but doesn't allow you to swim in lava, so don't try it! Go through the doorway on the left and run to the left of the pillar to push a switch and lower the Dark Soul on top. Now run back to the tattoo room and go through the right-hand door and over to the cage on the far side, climbing inside to get another Dark Soul.

Go back out the way you came into the tattoo chamber and through to the Blood Falls in front of the main hut. Drop down and kill the Sisters of Blood that come to life, then climb up the Blood Falls to collect the Dark Soul and drop back down to head through the doorway on the right. Through the passageway, kill the four Sisters of Blood that come down from above and climb the narrow ledges on the slopes to the glowing altar at the top – use the baton to teleport through to an area just above the entrance to the temple where a Dark Soul sits. Push the block to the left of it to form a makeshift staircase back up to the altar – you can now access the heart of the temple whenever you like!

Teleport back to the centre of the temple and drop back down, running through the door at the end of the room then through another one into another large statue room. Climb to the sides and press the two switches to open up the statue's arms before jumping from the high ledge onto an arm and into its lap to collect another Dark Soul. Drop back down and head through the doorway on the right. Make your way through all the next set of chambers, crossing various gaps and dodging blades and hammers (you can't be hurt by the hot coals now, so falling in isn't really a problem any more), reaching a room with a Govi trapped inside a cage. If you run over to the opposite side, you'll find a wooden bar near the door – if you jump at this you'll grab on, lifting the cage over the Govi. Wait until the cage goes as high as it can and then let go and run up the ramp ahead, back over to the Govi. Move quickly as the cage is coming back down as you move; make sure you leap the cloth platforms as they'll drop you into the lava and waste time.



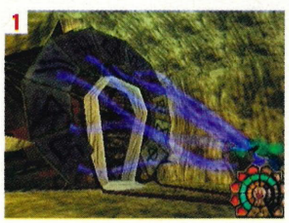
Collect the Dark Soul and then continue through the temple until you reach another statue room, this time with a huge figure of a snake. Run along the platform to the left until you reach another wooden bar on the wall. Jump up and grab it, pulling it down to raise the steps up the front of the snake. Run back round the walkway and run up the tail, dropping off in front to climb the steps up to the Dark Soul at the top. The temple is cleared for now – time to do some more backtracking for useful items!

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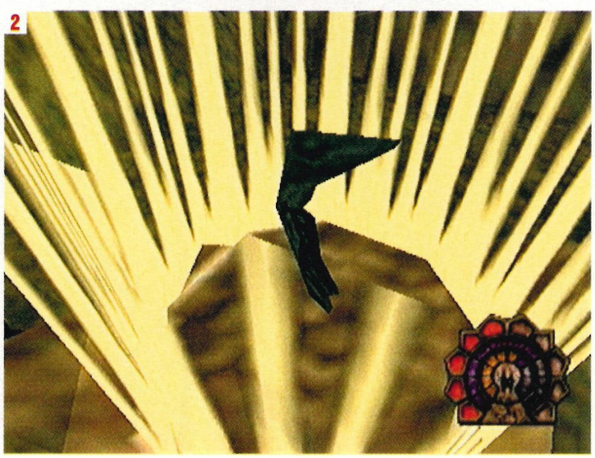
Extra information>

> If there appears to be no way forward in a certain area, search everywhere! You might just find a hidden switch or button around...

1



2



3



[1] Although opening all the Coffin Gates is ideal for perfectionists, this is one gate that you don't have to go through. [2] Collect enough souls to open it and you can run inside to collect the Marteau. Possibly the most useless weapon in the game! [3] Bash the three drums lying around to open secret areas. How exciting.

continued>

Shadow Man LEVEL 11

Various Locations

First off, it's a quick trip back to the Playrooms. Teleport into the underwater passage with your bear and then run to the end and turn right, going into the door at the end of the tunnel. Through the next door, take the metal entrance on the right and jump into the furnace to collect the Cadeaux before grabbing onto the opening above. Run through this passage and take a left turn, dropping into a room with a Govi inside. Collect the Dark Soul and throw the lever to open the nearby door before heading back into the tunnel. Cross the junction and drop into the room at the end of the passage... to meet the Trueform that you released earlier! He's very big but not all that tough – keep pummelling him with firepower and dodge his shots to down him quickly. When he dies, he'll even leave a Dark Soul behind! Now that this area is clear, it's time to move on...

Head for the Temple of Life with your teddy bear, going inside and dropping into the hot coals surrounding the walkways. Make your way through the passages until you reach a small floating platform – turn right and jump into the opening above before following the passage to a stretch of hot coals. Walk along it to the left and go through the arch to find an area containing a Dark Soul. Collect it, then turn back and walk along the coals ahead to find another Dark Soul. With these collected, take a shortcut back to the Coffin Gate where you collected the Enseigne by means of a narrow coal-filled tunnel to the right of the floating lava platform, and then drop down to the area with the rope bridge leading back to the Prophecy Chamber. Run through the left-hand passage, jump over the pool at the bottom and enter the hut with the rotating wooden gate. Turn left in the room beyond and cross the coals to collect a Dark Soul then grab the Cadeaux behind you and use your teddy bear to transport yourself to the Temple of Fire.

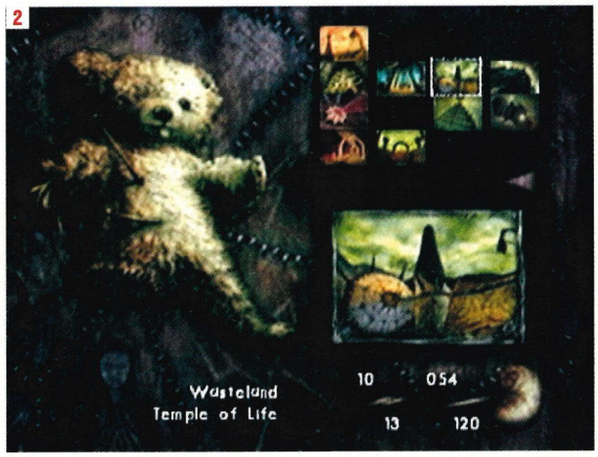
Head into the temple through to the third chamber (the one where the floor is covered in coals, not lava) and then drop down and head to the left. Go through the passage into a room with a long wooden ramp going up in a spiral. Run up the ramp to the first level, dodge the blade and leap into the alcove in the wall to press a switch. This opens a door high above but also unleashes four Sisters of Blood below! Quickly jump back to the ramp and run up two more levels, leaping over and grabbing the wall to pull up into the alcove there – make sure you've got hands free or you'll fall down to the bottom! Push the burning block out of the way and then run down the passage and collect the Dark Soul at the end.

[1] First you'll have to pay a visit to the Playroom... [2] ...and then you can magically transport yourself over to the Temple Of Life. [3] Finally, nip over to the Temple Of Fire and you're done!

1



2



Drop down and run right, collecting two Cadeaux from the small platforms on either side. At the end of the chamber, take the left-hand opening and follow the passage to another room with a ramp. Collect the Cadeaux from the room at the bottom of the ramp then run up and grab another Cadeaux until you reach the passage at the top. Follow the path around and you'll find yet another Dark Soul to collect. By now you should have over 51 Dark Souls – this is enough to fill up seven segments of your Shadow Level meter and will allow you to open a number of new Coffin Gates. Teleport yourself back to the Prophecy Chamber with the teddy bear and complete a very important task!

Shadow Man LEVEL 12

Bayou Paradis, Louisiana

Run through all the open Coffin Gates until you reach the room with the rope bridge leading to the Temple of Fire. Drop into the pit of hot coals in front of you and collect the three Cadeaux there before getting back out and opening the locked Coffin Gate with your Dark Soul powers. Run down the tunnel and leap onto the wooden platform at the end, crossing into the room with three locked Coffin Gates. Drop off the platform and cross the coals to enter a small passage

3



set into the wall to the right of the rope bridge – this leads to another Coffin Gate that you need to open with your powers. Run inside to collect La Lame, the third and final part of L'Eclipser. With all three parts collected, whip out your teddy bear and pay a visit to Nettie in the church of Bayou Paradis.

When the ritual is completed, the world of Liveside will be no more – Deadside is here! Collect the two Dark Souls by the altar and then run outside

infoburst

Extra information>

> **Make sure you grab all of the Cadeaux that you come across on your travels. When you've got 100 of them, you can increase your energy!**

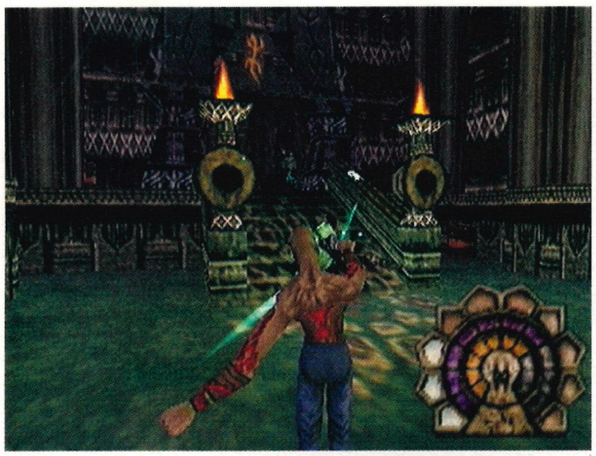




awesome moment

Once you collect all three parts of L'Eclipser, head back to Nettie for a shock!





the church and use your Baton on the altar there to teleport yourself inside the locked shed halfway through the level. Collect the Dark Soul and the two Cadeaux, teleport yourself back and then head to the back of the church grounds into the crypt. Drop down the hole and into the water, then head over to the dry land and drop into the next pool. Instead of following the underwater passage to the right, go forwards and take a long swim to a new area (thankfully, you can't drown here anymore). Follow the passage and cross the rope to a raised cliff, then run inside the two sheds to collect a Dark Soul and a Cadeaux.

Drop off the cliff and follow the path round to the right so that you head through the level and wind up back under the broken bridge. Go forwards to collect a Dark Soul, then make your way along the path (up the ramp and over the bridge) until you reach the wrecked boat. Go inside and follow the path up to the high ledge with a Dark Soul on it, then drop down and turn around, backtracking through the level until you reach the large lake where you collected the Shotgun. Go into the shed on the far side and grab another Dark Soul – there's one left in this area but you can't reach it yet. The best thing to do now is to start getting rid of the Five so transport yourself back to the Cageways with your teddy bear. Get on board the tram and ride it through to the Cathedral of Pain.

Exit the tram and run forwards, taking care of the two Snipers who come over to greet you. Duck into the opening on the left and follow the passage along, running down the flights of stairs to the chamber at the bottom. Pass through the door on the right then through another door into a lava-filled room. Leap over the gap to the platform ahead and pick up another Dark Soul, then run to the end to collect two Cadeaux. Jump back to the original platform and enter the blood-splattered room for two more Cadeaux then exit the room and run left along the path of hot coals. Run down the passage to the long room at the end, collect the Cadeaux placed between the rotating blades and then go through the narrow arch halfway along into a long corridor that you should follow. Climb out of the coals onto a ledge and run past all the spinning blades before jumping up the steps at the end, turning around and running along the top of the pipe that the blades rotate around. Collect all the Cadeaux along here and then grab onto and pull up to reach another high ledge.

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Extra information>

> If you want to make any progress through the Cathedral of Pain, you'll need to collect the Retractors that are just lying around...



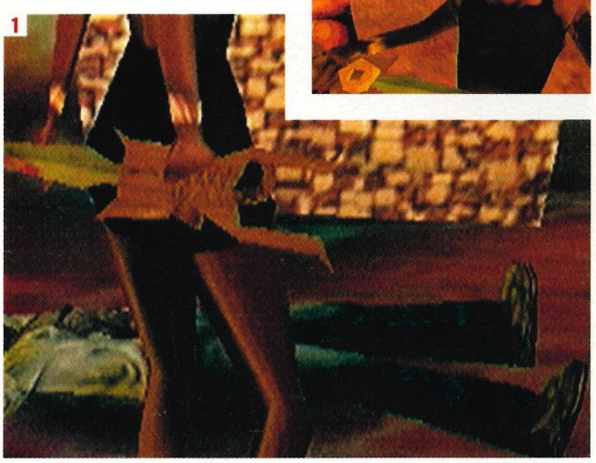
Take a right and run up the stairs, entering the doorway ahead of you to find a Dark Soul. Double back and go through another door to find two Cadeaux, then continue climbing the stairs until you reach a large control room. Kill the Sniper and Butcher here, run out onto the ledge around the pillar and collect the two Cadeaux before dropping down and heading all the way back to where you were dropped off by the tram at the start. Run to the end and go through the doors, travelling down a short corridor to another entrance leading to the Cathedral of Pain. Take care of the two Snipers at the top of the stairs in front of you and then check out your surroundings. There are five ways out of this chamber – a large set of double doors directly in front of you and four smaller archways with stairs leading up. The exits each have a symbol above them; from left to right they are...

THE SYMBOLS

From left to right the symbols above the exits are...



Crossed spears | A dagger | A lizard | A bolt of lightning | A spike



1



2

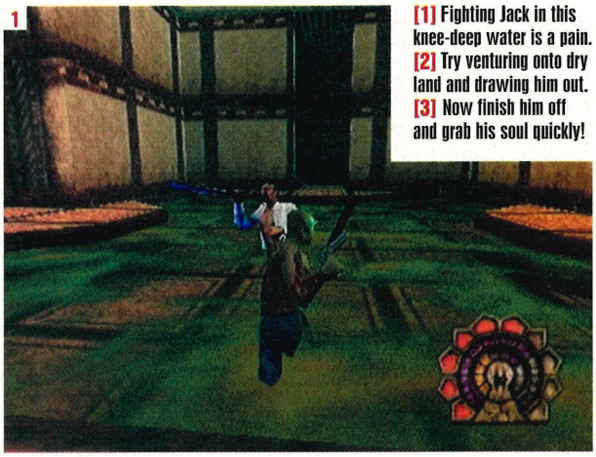


3

[1] As you'd expect from any normal voodoo ceremony, there's going to be some amount of pain involved! [2] Nettie summons up the powers of darkness through L'Eclipser, the bringer of night. [3] Once the ritual is over, Nettie is exhausted. Still, at least now the powers of Shadow are here – time to kick some evil butt!

continued>

continued>



[1] Fighting Jack in this knee-deep water is a pain. [2] Try venturing onto dry land and drawing him out. [3] Now finish him off and grab his soul quickly!



Shadow Man
LEVEL 13

Down Street Station, London

This is the central hub of the Cathedral of Pain and is the place from which you can track down the Five. Each doorway leads to a different member of the Five, although not all of them are accessible to begin with, which is what the Retractors are for. Explore the whole area by passing through all the doorways – there are a total of 11 Cadeaux to collect as well as a number of Snipers to deal with in the Cathedral. After clearing the place out, you're left with a choice of which member of the Five to go after first. The only ones available at the moment are the Video Nasty Killer, Milton T Pike and Marco Roberto Cruz, although by using the Retractors on the corpses at the top of the stairs in each area, you can open more. The first one to head through is the archway marked with a dagger – use a Retractor on the corpse at the end and teleport through to enter Down Street Station, home of Jack The Ripper.

Grab the Cadeaux at the side and then collect Jack's journal from the table. This contains valuable information about the Trueforms, Legion's plans to destroy the world and (most importantly) how to shut down the pistons in the Engine Block! Keep it handy and have a quick flick through it before going through the door to the right. Follow the sewer to the right until you reach a large round area – the water here is deep and you can dive down to find an underwater passage. Climb out in the sewer beyond and run right then jump into the opening at the end to enter the station staircase. Climb to the top and go through the door to reach the central hall – do a U-turn to the left and follow the passage through to the next area.

Clear out the Dogs that attack from all sides and then go down the tunnel to the Eastbound platform, killing more Dogs on the way. Enter the train through the door on the right, collect the Cadeaux inside and then exit through the next door onto the tracks. Run left and go into the doorway at the end then follow the passage through the network of corridors to another set of tracks. Move the block to find a hidden opening and go inside, follow the passage through to a large metal structure and go in through the gap, jumping down into the hole in the floor. Follow the passage below through to a large room with a metal floor – don't step on the darker plates or you'll drop into a room below full of Dogs!



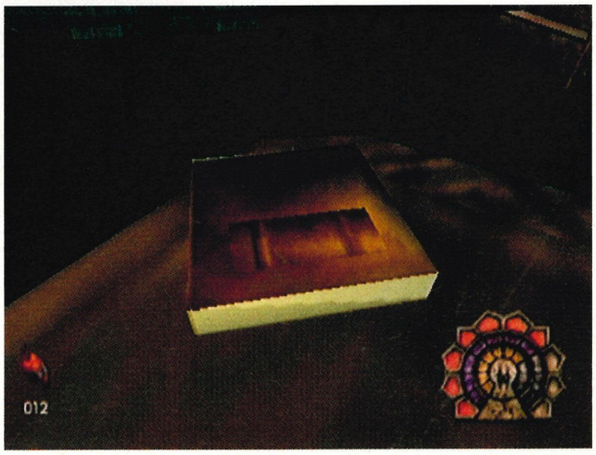
Cross to the opening on the left and go through, climbing up and killing the Dogs in the pit beyond from above before dropping down and climbing up on the other side. Dive into the water below and swim through to the chamber at the end. Climb out and pull the lever and then run down the slope and through the door. Duck into the opening on the right and go through another door into a lift. Activate it to reach the station above – blow away the boxes to the right and collect the Cadeaux in the train, then go





infoburst
Extra information>

> You'll find Jack's Journal just lying on his table – pick it up quick! It contains valuable information about Legion's plans for world conquest!



awesome moment

Heeeeere's Jack! As you may have guessed, Jack The Ripper isn't a nice person...



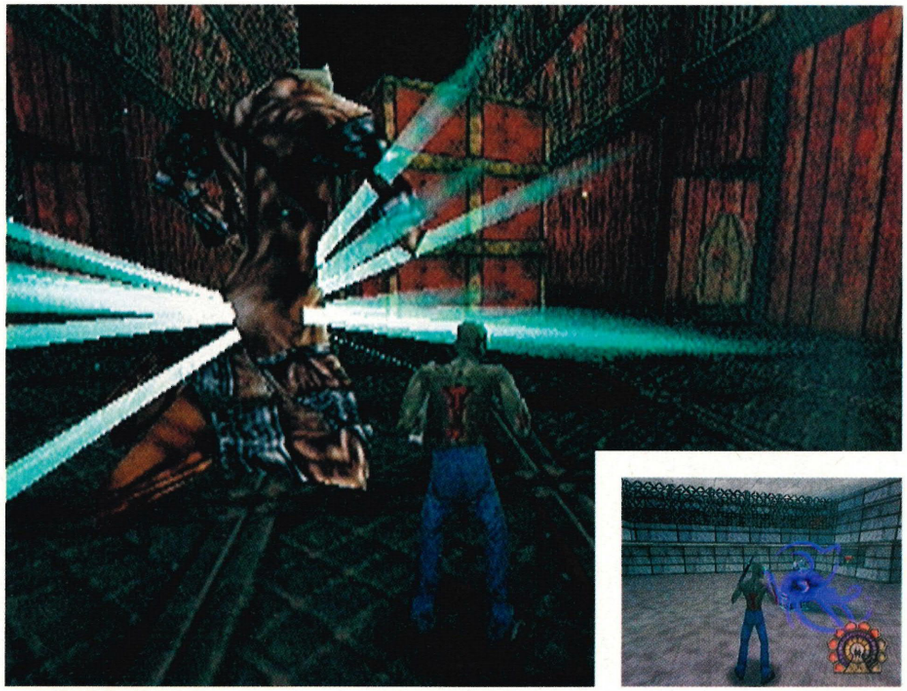
through the boxes on the left and follow the tracks round. Collect the Cadeaux from the train at the far end and then backtrack and blow away the planks blocking the exit you just passed. Go inside and jump through the train (collecting more Cadeaux on the way) and then enter the passage on the other side to find another metal chamber with a hole to jump into.

Go through the doors and swim into the underwater passage to enter Jack's lair. Kill the Dogs and jump up onto the ledge on the left before clambering over the narrow ledge to the right and pulling yourself up. Leap over to the pipe on the right and grab another narrow ledge, edging to the right and leaping backwards onto the platform behind you. Follow the tunnel and go down the steps, killing the Dogs at the bottom and going through the archways and blasting open the door at the end. Go through the maze of passages to the far right and blast away the planks to find another lift – take it up and exit through the door behind you.

Run forwards and into a small chamber where there's a lever for you to pull. Kill the Dog that appears behind you and then run back and drop onto the wooden platform to the right, running over and climbing into the opening opposite and heading through the door at the end. Follow the network of doors through the rooms, eventually collecting an Accumulator from the last one. Leave and climb the stairs, following the passage at the top to the end. Ignore the door and head into the room full of rotating blades. Drop into the water and swim through the underwater passage on the left to reach a lever that shuts off the blades. Now swim back and through the opening on the left on the surface into another pool room. Dive down and collect the Cadeaux, then swim through the narrow tunnel into another room – collect more Cadeaux here and then swim up and surface before heading through the door to meet Jack the Ripper.

This is a tough fight, not in the least because the floor is flooded with sewer water that really slows you down and that Jack can crawl along the ceiling! Using the Shotgun is the best way to take care of Jack, although you'll need to have a rapid rate of fire as he's always on the move. Taking on Jack is a little tricky, but if you walk backwards through the water in a wide circle, using your strafe to get around the platforms at the edge, then it will mean that he can't land behind you too easily. Fire constantly to keep him at bay, but remember that when he drops to his knees, you'll have to finish him off with the Shadowgun! Once he's dead, collect the Prism and Dark Soul he leaves behind and then explore the surrounding chambers for health and ammo. You'll eventually find a small corridor leading to the next Soul Gate – use the prism to open it and then step through to the Engine Block.





Shadow Man

LEVEL 14

Engine Block, Asylum

Run forwards along the walkway and down the ramp, killing the Snipers waiting at the bottom. Take the left exit and use the Engineer's Key on the cabinet there to open a door near the ramp you just came down. Run back up and jump through it, then follow the passage and drop down at the end. Unlock the door on the left leading back to the Soul Gate with the Engineer's Key and then go right, dropping into the coals and running to the end. Climb out and kill the two Cyclopes before entering the opening above the control panel and heading down the corridor. Run along the walkway at the end and kill the Cyclops, then drop down and hit the lever, releasing a Trueform. Kill him and collect the Dark Soul he leaves behind then go through the door at the other end of the room.

Follow the passage into a room with an inactive Trueform – approach the cage and then run away as he jumps out. Kill him for another Dark Soul and then run through the doorway on the other side of the room. There's another inactive Trueform here – kill the two Cyclopes and then throw the lever behind the cage to free him. Get rid of him and collect the Dark Soul, then jump on top of the cage and cross to the metal pipe ahead. Jump between the platforms around the outside of the room to reach the highest platform, then follow it round to an opening on the far side. Go through the passage into a metal cage then go left around the pillar to enter a control room. Kill the two Cyclopes and then climb the ramp to enter Piston Room Two.

Take a look at Jack's Journal, as you'll need to know the right combination for shutting down the piston. The code for Piston Room Two is One, Two, Four – use the Engineer's Key three times on the first panel, four times on the second and once on the third to get the right display and shut down the piston. Now teleport yourself to the Cathedral of Pain and head through the big double doors at the end marked with a lizard. Run through the archways and climb the stairs to the top to find an inactive corpse waiting to be activated with a Retractor. Open it and transport through the gate to arrive inside Gardelle Jail.

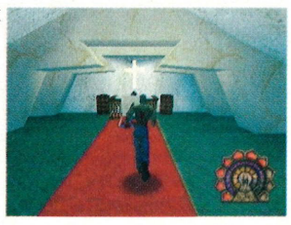
Shadow Man

LEVEL 15

Gardelle County Jail, Texas

Go through the opening ahead and turn right, following the passage along – watch out for the corpses that spring to life now that Deadside is in this world! In the large room at the end, kill the four corpses that spring to life and then collect the Cadeaux at the sides and in the unlocked cells. Go through the hole in the wall inside one of the cells to enter the main prison yard – follow it round and collect the Prison Card Key from the room at the end, use it on the panel to turn the light green and then kill the corpse that jumps up behind you.

Double back and retrace your steps to the large open room before heading through the opening on the opposite side to reach another yard. There's a helicopter hovering here intent on killing anyone trying to



continued>





escape... including you! Dodge the gunfire by using the boxes as a shield and climb the stairs on the left, reaching the top level and facing the chopper. Keep strafing to avoid the bullets and blast it out of the sky with your SMG before collecting the Cadeaux and health lying around. Once you've done this, it's time to find the members of the Five that are here – head back round the walkway and through the opening in the wall ahead.

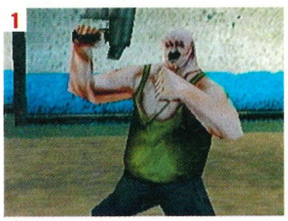
Go down the stairs and take a right, use the Prison Card Key on the panel at the end and then turn right, running across the prison yard into another opening. Follow the passage and take the first right into a long room – explore the showers on the left for a pair of Cadeaux and then go back and take the right-hand route up the stairs. Down another flight of steps you'll enter a prison yard; run to the end and use the Prison Card Key on the panel, then get rid of the corpses and collect the Cadeaux before running back to the shower room. Return through the archway that brought you to this room and turn right, then follow the passage into a yard to meet the first of the Five, Marco Roberto Cruz. He's got a big sub-machine gun to contend with so use the piles of boxes around the arena to keep him at bay while blasting him with fully charged Shadowgun shots.

When he's gone, collect his soul and head up the stairs to the side to collect the 0.9 SMG before heading down the next flight to the right, taking the passage past the locked gates to the room at the end. Use the Prison Card Key to open one of them and then head back and take the first right. Leap over the counter into the kitchens and follow the path round to the fridge – jump on top of it and use it as a platform to reach the level above. Go through to the pool room, collect the two Cadeaux on the right and then drop through the hole into the prison yard below. Use the Prison Card Key on the panel in the small block ahead, then turn around and exit through the gate on the right, taking the stairs back up to the yard and running all the way back through to where you downed the helicopter.

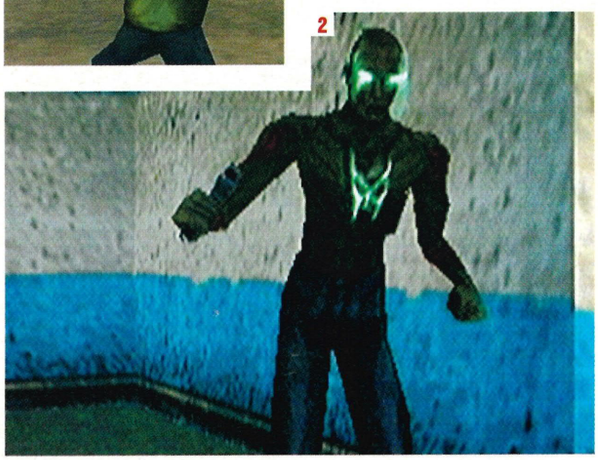
Run through the opening ahead of you and follow the passage, taking a right at the end. Head down here to meet Milton Pike – arm yourself with your best weapons and make sure your health is at its peak before you take him on. Remember that using your magical weapons is allowed here now; use the pillars as a shield against his massive machine gun and take him down before claiming his Dark Soul as your own. Cross the room and take the left-hand passage to collect the MP-909 and some ammo, then continue along to the open lift-shaft at the end. Drop down and follow the long passage round into the mental wing of the prison – ignore the right-hand turn into a green passage and continue round, using the Prison Card Key on the panel at the end. Double back and take the passage you ignored, nipping into the morgue on the left to collect a more powerful shotgun. Continue round and climb the stairs, taking a right at the top and then another right to re-enter the mental wing.

Search all the rooms for Cadeaux, then take the stairs down into the lower area and collect another couple of Cadeaux. Return to the top floor and go back into the green corridor, heading right into the church. Grab the Accumulator from the altar and then check in the left-hand room outside – use the Prison Card Key on the panel inside. Head back to the morgue and go through the newly-opened gate nearby to enter the Maximum Security wing, where Batrachian is being kept. Considering he's the leader of the Five, he's not exactly the most difficult person to beat – with only a baton to defend himself with, this is going to be an easy fight. Keep circling him and blasting him with your 0.9 SMG and fully-charged Shadowgun shots to keep him at bay until he goes down then collect the Dark Soul and Prism that he leaves behind.

1



2



3



[1] This fat man is Milton Pike and he intends to wipe you out. [2] Of course, the Shadow Man has other ideas... [3] Just like in Vietnam, boy... yeehaw!

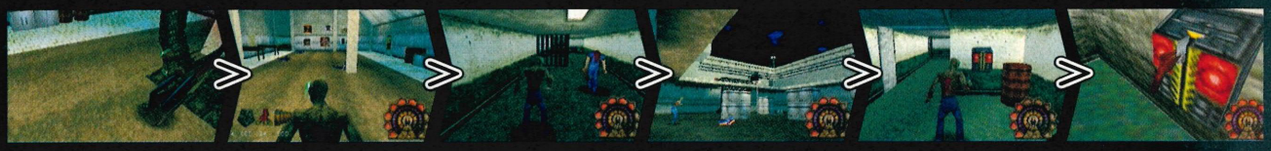
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Extra information>

> **Think yourself lucky that you didn't come here and take on The Five without your Shadow Powers. You'd have died in mere seconds!**

awesome moment

You arrive in Gardelle Jail just in time for the biggest prison-break of the century!



Shadow Man LEVEL 16

Engine Block, Asylum

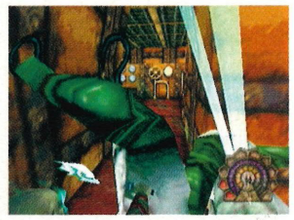
Use the Prison Card Key on the panel in the room to the left behind the arena and then take the passage on the right through to find your second Soul Gate. Place the Prism in the pedestal to open it and go through – collect the two Cadeaux, then step into the light to travel to the Engine Block. Kill the Cyclops guards and Snipers before entering into the passages on either side and using your Engineer's Key on the cabinets in each to open the doors. Head down the passage beyond them and up the ramp on the right, killing the Snipers and following the path up and to the left. Go through the door at the end and pull the lever in the control room to unleash two Trueforms in the chamber below. Kill the Cyclops guard behind you and get rid of the Trueforms to collect two more Dark Souls, then use the Engineer's Key on the cabinet in the corner to open the exit. Climb up onto the first Trueform's cage and leap across the boxes to reach the narrow ledge before edging along it and reaching the new opening.

Follow the passage on the other side and jump over, grabbing onto the pipe at the end. Run along to the left (avoiding the blades) and kill the Cyclops before using the Engineer's Key on the cabinet to open another door. Jump inside and follow the passage, then run up the ramp on the right to spring the trap and release the Trueform behind you! Kill the Cyclops at the top of the slope then drop back down and take out the Trueform, collecting the Dark Soul when he dies. Go back up the slope and pull the lever to bring another empty cage into the room, then go up the ramp to the left, using the Engineer's Key on the cabinet at the end to open the locked door. Kill the two Sawblades inside and then go back to the empty cage and jump in to be taken through into the next chamber.

Exit the cage and go round the back to find a door to go through. Follow the path round the boxes into a torture chamber – kill the three Cyclops guards and collect the two Dark Souls, then go back to the cage room and head up the ramp opposite. Pull the lever on the right to open the cages underneath, releasing a Trueform – drop down and kill him to collect his Dark Soul before going back up and taking care of the two Cyclops guards in the small caged control room. Pull the lever here and then use the Engineer's Key on the cabinet outside to open up another passageway. Follow the passage into another control room where two Cyclops guards wait for you to kill. Go through the door opposite where you entered to find Piston Room Four – use the combination Two, Four, Five to shut that one down too. With three of the pistons offline, it's time to use your teddy bear once again and teleport back to the Cageways.







Shadow Man LEVEL 17

Various Locations

Run over to the flaming pipes ahead of you and drop into the hot coals below. Turn left and jump into the gap, following the stairs up to the top. Ignore the door for a moment and head into the opening on the left, killing the two Snipers below from the balcony. Leap over onto the moving platforms and cross them to the other side, taking time to collect the Cadeaux sitting at the top of each one. On the other side, kill another Sniper then head into the small room on the right and throw the switch – this starts the cage moving outside. Go over to it and wait until the cage is moving away before grabbing the rope and following it along, dropping down onto the Govi halfway over and collecting the Dark Soul. Go back up the stairs and cross to the platform where you first grabbed the rope then jump over the balcony onto a small platform below to get another Dark Soul.

Head back up the stairs and cross the moving platforms once more, stopping on the third one along to enter the passageway at the top. Jump from the end onto the platform and grab the rope and cross over to collect two Cadeaux. Keep moving along the rope and collect the Dark Soul, then turn left and jump onto the metal pipe before leaping over to the platform. Turn left and take a look at the cage just ahead – it's possible to leap forwards and catch the edge of the cage, climbing inside for the Dark Soul. Now drop down and get back up to the rope, crossing it again and leaping to the platform you reached the cage from before heading down the passage. Take the slope down and go through the door then leap into the cage to the left to collect another Dark Soul. This is as far as things go in the Cageways for now, so there's one more place you need to check out before carrying on. Use the teddy bear once more and transport yourself to the Asylum Gateway.

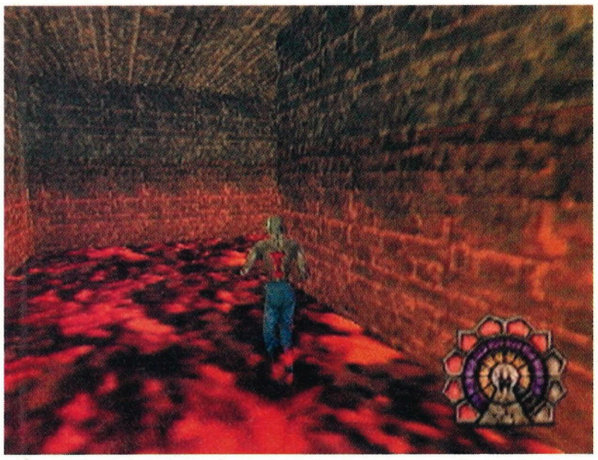
Drop off the drawbridge and run to the right, crossing the hot coals in the area beyond to reach a distant platform. Collect the two Cadeaux and then follow the ledge to the Dark Soul in the corner. Follow the ramp all the way up to the junction at the top before turning right to find two more Cadeaux and another Dark Soul. Go back and across the junction, down the slope and through the archway on the left into another room. Ignore the right-hand opening and go forward through the one on the left, following the passage to the ledge overlooking the entrance of Asylum to collect another Dark Soul. Double back and go through the opening you just ignored, crossing the wooden beams ignoring the Govi on the left. Follow the wide wooden walkway into the next room round to the left into a control room – kill the two Butchers and open the locked door with your Engineer's Key. Backtrack through to the previous room and make your way carefully over the central metal pipe to collect the Cadeaux before heading back to the Govi you ignored earlier and grabbing the Dark Soul inside. This done, whip out your teddy bear and transport yourself back to the Prophecy Chamber.

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Extra information>

> When you return to a level you've visited previously, the enemies get more powerful to match your own development so watch out!

continued>





Shadow Man
LEVEL 18

Lavaducts, Asylum

Run through the first two Coffin Gates and drop down to reach the third. Don't go through it, though – instead, head over to the altar in front of you and use your baton to teleport through to the coal-filled chamber near where you collected La Lame. Climb up the wooden platforms and pass through the Coffin Gate you opened earlier before crossing the rope bridge into the Lavaducts of Asylum.

Run forwards between the giant pillars, killing the Sniper and Sawblade who emerge from the right, then climb up the stone steps to the top and leap over to base of the bridge. Pull yourself onto the top and then run down the path of hot coals to the left before killing the two Snipers, jumping out at the end and climbing the stairs to the left. You'll emerge in a large room covered with hot coals – run left and take care of the Sniper, then follow the passage and use the Engineer's Key on the metal cabinet. This unlocks the two small doors just to the right and behind you – the one to your right contains two Cadeaux while the one behind you leads to a long sloped passage. Follow it up and you'll drop into a long control room. There's a Dark Soul at the end of it as well as a locked door – pull the lever to the right to unlock it and get outside. Run down the ramp ahead and kill two Butchers and a Sniper before returning back up to the top level and taking the stairs on the left.

At the top of the stairs you'll find a lever to pull – this activates the large stirring mechanism in the lava pit beyond. Run up the next flight of stairs to find it as well as activating a restart point. Ignore all this for now and head back to the metal cabinet where you used the Engineer's Key, taking the coal-covered passage opposite it. Follow the tunnel until you reach another control room where another Dark Soul sits – pull the lever here to unlock the door and get back into the area where the Sniper and Butchers were. Turn back once more and return to the large coal-filled room near the start; when you get there, run forwards and enter the passage ahead. Climb up into the control room at the end, watching for the three Sawblades and two Cyclops guards that will descend through the staircase in the corner of the room. Get rid of all of them and then run up the stairs and collect the Dark Soul on the left. Pull the lever at the far end of the room and run outside then climb the stairs on the left and reach the upper level of the room. Jump over the barriers onto the small platform in the middle to collect two Cadeaux, then jump back and head through the door on the left, through a control room back into the lava pit room.

Wait for it to turn in your direction and then leap onto it, dodging the fire from the Cyclops guards at the side until you can jump off again onto a new platform. Collect the Dark Soul and Cadeaux here, then jump back on board and carry on round the pit until you reach another platform. Take care of the two bothersome Cyclops guards then get another couple of Cadeaux and head down the stairs on the right. Follow the passage and enter a room full of boxes – kill the two Sawblades here and use the piles of ooze to leap up onto the boxes above, collecting a Dark Soul. Drop back down then turn around and take the stairs in the corner to the top level. Run straight through the next area to the room beyond to kill three more Sawblades and get some more Cadeaux before returning to the previous room. Climb the narrow ledges on the slope, collecting Cadeaux on the way, before entering the passage at the top and dodging the blades. Pull up onto the step at the end and then

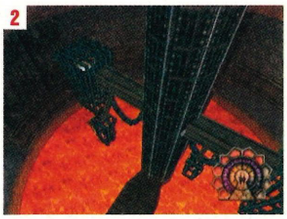
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> Whatever you do, don't underestimate the enemy! Keep moving at all times to dodge oncoming bullets or you'll die rather quickly.

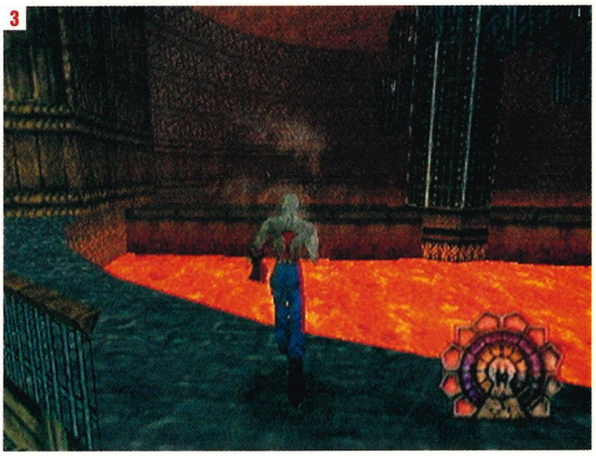
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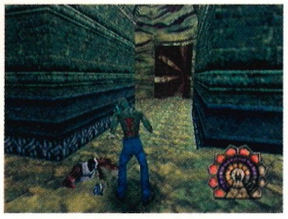
[1] Once you've managed to work your way through the perimeter of the level, you'll reach this switch. [2] Throw it and you'll activate the huge machine behind the wall – this lava stirrer moves round and generates huge amounts of power for Asylum. [3] Of course, this doesn't matter to you – just use it as a platform to reach the other side of the lava pit!



double-back, crossing the long tube and dodging the blades again to get some more Cadeaux.

Jump off at the end and enter the passage to the right. Look down to aim your fall and jump off the high ledge onto the boxes below. Jump across them and collect the Dark Soul on the far side of the room, then drop down and make your way back to the narrow ledges on the slope before climbing back over to the bladed pole to the ledge opposite. Go slightly left and turn around, dropping onto the metal pipe below to collect a Cadeaux, then pull yourself up and enter the passage on the left, following the path until you fall back into the lava pit room. You'll have lit up eight segments of your Shadow Level meter by now, so transport yourself back to the Prophecy Chamber and work your way back to the Coffin Gate that led you to the Lavaducts.





Shadow Man

LEVEL 19

Temple of Blood

Climb back up to the top of the wooden platforms and open the next Coffin Gate. Pass through the tunnel and over the bridge to reach the Temple of Blood, the last of the Gad temples. Run forwards and drop down, heading to the left side of the entrance and pressing the switch to lower one of the statues. You'll need to climb onto the ledges around the outside and jump over to the right to press the second switch, but watch out for the two Sisters of Blood that spring to life as you do it. Climb right to the top and enter the main temple through the right-hand opening.

Use the platforms going down the slope on the other side to drop into the main arena, collecting the Cadeaux as you go. Jump onto the central platform and ignore the Govi for now. Instead, cross to the left and right platforms to press the switches and collect two Cadeaux before heading back up the slope to the top. Go right and jump onto the narrow ledge, clambering across until you can climb up into the newly-opened gap. Follow the passage beyond down into a room with four doorways, three of which are blocked. Drop off the wooden walkway and press the switch underneath three times to rotate the plate blocking the doors round, opening the right-hand path. Kill the Sisters of Blood that have sprung to life and then run through the door, pressing the switch at the end to start the blood flowing down the pillar outside.

Kill another two Sisters of Blood, then go back outside and press the switch twice more to open up the left-hand doorway. Run up the stairs and drop through the gap into the room below before climbing the blood flowing down the pillar to the top. Collect the Cadeaux there, then drop down and head through the opening on the right, pushing the block aside and running through into the next chamber. Climb the pillar there and leap over onto the opposite platform to collect a Dark Soul before dropping back down and running into the tunnel on the left. Press the rope switch ahead to launch a rope a little further along, then head down the passage just behind you to the left and follow the passage, avoiding the rotating blades to enter a lava-filled room. Kill the Sister of Blood quickly and climb across the rope to grab the Dark Soul before using your teddy bear to teleport back to the main arena of the temple.

Make your way across the slope to the opposite side and clamber along the ledge to enter the other opening on the top level. Go down the slope into a lava-filled room and leap across the platforms to the



pillar going up and down in the centre. From here, cross the pit by means of the various platforms – watch out for the moving statues that will push you into the lava! – and then reach the ledge with a switch on it to the right. Push the button to activate more moving walls and cross over to the door at the end, dodging any obstacles that might send you in for a fiery bath. Enter the next room and turn right, jumping over the gap and grabbing hold of the ledge above. You'll need to edge along the ledge while waiting for the rotating blades to pass – if you get hit, you'll end up in the lava. Drop down on the other side and dodge the moving statue before entering the next doorway.

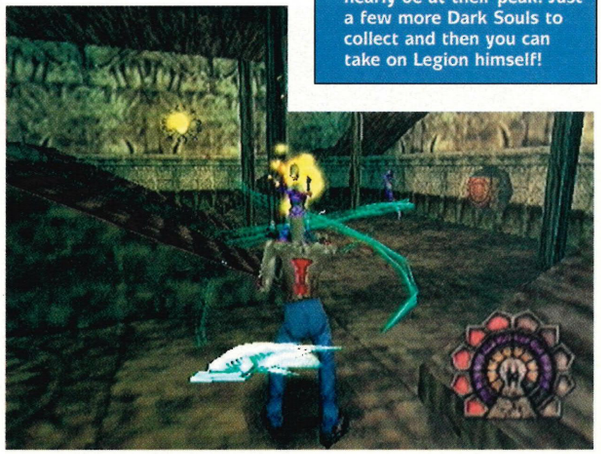
Ignore the opening on the left and run past the inactive Sister of Blood to the rope switch at the bottom of the slope. Kill the Sister of Blood as it comes to life, then go through the opening you passed and run up the ramp. Cross the new rope, avoiding the rotating blades, to the door on the other side, then go through into a large open room. Climb the Blood Falls on either side to collect the Cadeaux and then drop into the

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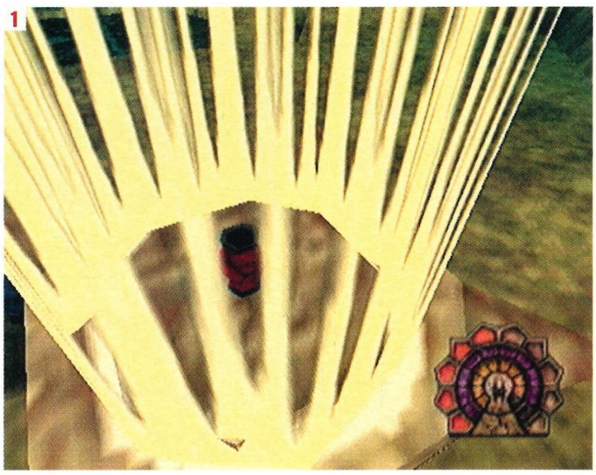
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> **By now, your powers will nearly be at their peak. Just a few more Dark Souls to collect and then you can take on Legion himself!**





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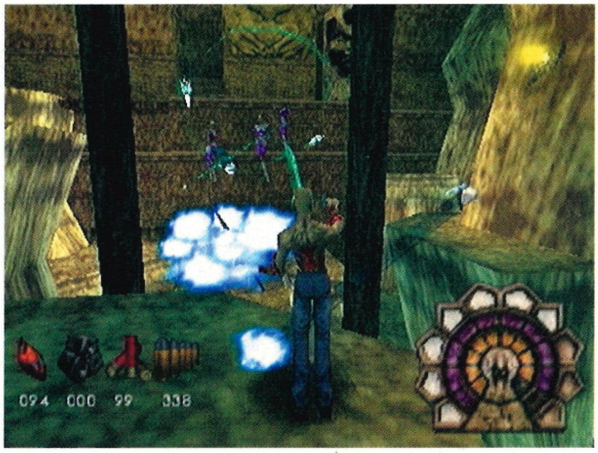
hot coals below and run to the end, dodging the blades, to collect a Dark Soul. Turn around and run through the coal-filled passage ahead to emerge in the Gad tattoo chamber. Get rid of the Sister of Blood and then check your surroundings – there are five switches here that all need to be pressed to activate the tattoo structure. There's one directly behind you and four others around the sides. Be warned though – the platforms in the lava sink when you stand on them, so don't stop moving for a second! Make your way around the room, pressing the switches and then leap over to the stairs leading up to the structure, dodging the Sisters of Blood that come out from the left and right.

[1] The Calabash is the voodoo version of the modern-day hand grenade. [2] Once you pour out the contents, it's a good idea to stand well back! [3] Use them to access this caged Govi.



Finally, you've got the Gad Nager! This makes you totally invulnerable to fire of any kind, to the extent that you can now swim through lava! Swim forwards when you land in the lava below and surface inside the small cage near the entrance to collect a Dark Soul. Swim back out and make your way back up the slope to the left, entering the opening at the top and following the path back through the level to the room where you clambered along the ledge avoiding the moving blades. Drop into the lava and swim through the arch to the room beyond, then climb out and make your way up the platforms around the outside, avoiding more blades, until you can return to the previous room through another arch to collect the Dark Soul at the top. Whip out your bear and transport yourself back to the entrance of the temple.





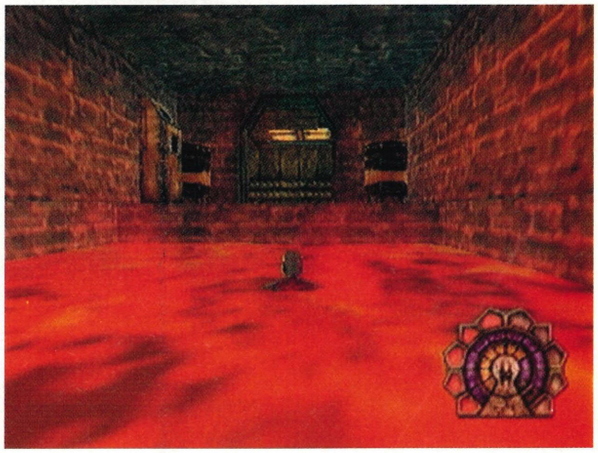
Climb up the slope and go through the opening high up on the right (as you face up the slope), following the path through to the lava-filled room where you crossed the rope. Drop into the lava and swim left, climbing out into a small chamber where there's a switch to push. Hit it to lower the level of lava and then run across and enter the passage on the other side to find another switch. This raises the lava again but higher than before, allowing you to reach the Dark Soul on the top platform. With this collected use your teddy bear to travel again, this time going back to revisit the Lavaducts.



Shadow Man
LEVEL 20

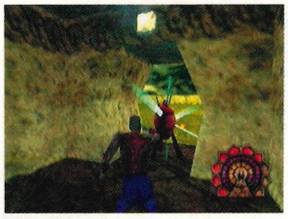
Various Locations

Time to visit all those places that were filled with lava and therefore inaccessible until now. Jump over the lava stirrer and swim through the lava to the left, surfacing into another chamber at the end. Go through the door and use the Engineer's Key to lock the door on the right and open the one above, then climb up and use the key again to close the hatch once more. Run down the slope and round the cage wall to collect another Dark Soul before opening the locked door with the lever to the side. Now pull out your bear and transport yourself back to the Lavaducts, diving into the pool again and going through the opening to the right instead. Follow the passage and surface, then run in and open the hatch above before climbing up. Go up the ramp and over to the corner of the room, jumping up and grabbing the ledge through an opening in the ceiling. Run along the platform, killing the Cyclops on the way, and go down the ramp at the end to find another Dark Soul. Warp



The Lavaducts are a dangerous place to go – one slip and you'll burn!





back to the edge of the lava stirrer once more and drop into the lava again. Swim right, but turn left at the end and head down to another lava stirrer area. Go through the opening on the far side and climb out, eventually reaching an open area at the top. Jump over the balcony and follow the passage ahead to reach the ledge around the top of the stirrer then jump on-board and ride it round for the last Dark Soul in this area. Now use the teddy bear to warp yourself to the Temple of Fire.

Run through the first chamber into the small room with a pillar in the centre and lava below. Drop down and then swim to the right, through an opening and down a long tunnel to a chamber beyond. Jump out and then dive into the lava hole ahead to swim down another tunnel, making note of the altar in the lava ahead before surfacing and running through the opening. Press the button on the right and run down the ramp. Drop into the shallow lava beyond and press the button to raise the level to the top, emptying the room with the altar in it that you came through earlier. Climb out and run up the stairs past the rotating blades, then cross the bridge with the hammers at the top and run down the corridor on the other side. Drop down and turn right to end up back in the altar room – use your Baton on it to teleport to a platform near another Dark Soul for you to jump across to and collect before falling down and climbing the steps back to the entrance to the temple.

Head back to the room where you dropped down before and do it again, this time swimming left and heading through the door at the other end. Run along the walkway ahead, avoiding the hammers, then turn right and jump to the platform there. Press the switch on the left to activate a rope crossing, then turn around and jump back to the central platform before leaping once more to the opposite side of the room. Run along and make a leap at the rope above to grab on then cross to the other side. Jump over to the wooden platforms – watch out for the fireball statues and the cloth platform that falls to the



floor, releasing two Sisters of Blood – then jump for the last time over to the door and reach the next room.

Drop to the floor and run through the maze of passages collecting the Cadeaux you find until you reach the far left-hand corner. Hit the rope switch to activate a crossing and then head back to the door, watching for the Sisters of Blood that have come to life. Run back and climb the slope before crossing the rope, jumping off along the way to collect the Cadeaux. Drop into the hole halfway along and then run up the stairs and collect the Dark Soul at the top. You've cleared out the Temple of Fire now so it's time to use your bear again. Next stop? The Temple of Life.

Turn left and run through the cavern, then cross the cloth walkways on the other side, turning right just along the way and jumping over to the separate platform. Cross the rope and follow the passage, killing the Two-Heads



on the way until you reach the lake of lava that you can now swim through. Cross it and collect the Dark Soul then go through the arch and grab the Cadeaux on the other side. By now, you will have over 95 Dark Souls, lighting up nine segments of your Shadow Level meter. It might seem like you're going backwards, but take a trip back to the Temple of Blood via your teddy bear.

Climb the slope and take the left-hand exit, following the path back to the room with the swinging hammer and pillar going up and down. Jump onto the pillar and ride it up, leaping over onto the platform on the right. Jump across to the opening at the end and go through it, then take the archway on the right again to run along a narrow ledge to a switch. This lowers a bridge in the area below – drop down and run across, then enter another room through the archway on the left that is full of floor tiles. Press the two switches under the pillars to lower them and kill the Sisters of Blood that come to life before using the bear to return to the entrance of the temple. Retrace your steps back to the high-up ledge near the new bridge and run across the space where the statues used to be to find a cavern on the right. Follow it to the top to reach the Coffin Gate above the rope bridge where you first entered this area. You can blast it open with your powers and then run inside to grab the Calabash waiting there.

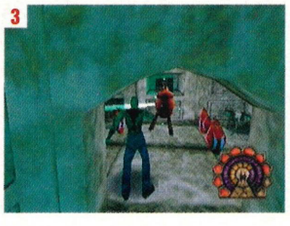
You can use this item to blast open the floor tiles you've seen all over the place so far – try it out on the one next to the pedestal, but make sure you stand back as they make quite a blast! Don't drop down yet though – instead, run out of the gate and turn left, using your Flambeau to burn the cloth covering on the entrance ahead. Run through and follow the passage through another cloth doorway to a small room with a tile in the ceiling. Blast it away with the Calabash and then jump up to collect the Dark Soul inside before heading back and passing through the Coffin Gate again. Drop through the hole you made in the floor and blow open the tile behind you to find a load of Cadeaux, before heading back into the temple. Go all the way back through to the room full of floor tiles and blast them all open. Many are full of Cadeaux, but one contains a stairway leading to the area behind the cage at the side where a Dark Soul waits to be collected. Once you've done

1



2

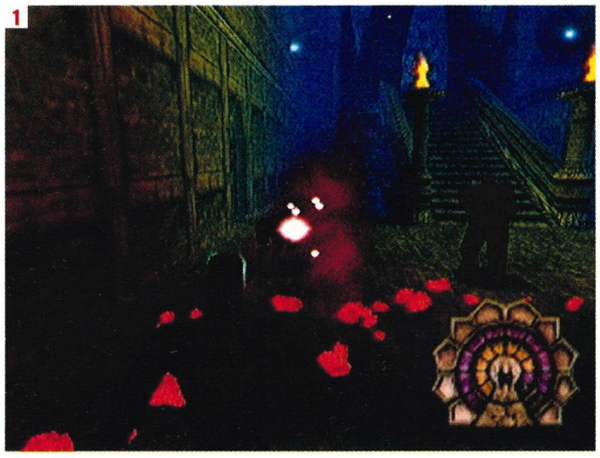
3



[1] For those with short memories, there's a rather cunning secret located right at the very start of the game near the church. [2] Teleport yourself back there and then use a Calabash on the tile sitting on top of the nearby grave. It'll explode and open up the crypt underneath. [3] Venture inside and you'll find another Govi but watch out for the dog guarding it!

continued >

continued>



[1] When you enter this cathedral-esque room, you'll have to wipe out a whole load of monsters. [2] Once they're all dead, run up the stairs to claim the prize... [3] It's another Retractor! Joy!





Shadow Man
LEVEL 21

Undercity, Asylum

Run forwards through the dark and take care of the Bladed Ghouls from your raised vantage point before dropping down. Head onwards and into the door on the left, killing the two Sawblades and collecting the Cadeaux before climbing the ramp. Grab more Cadeaux here and then go back outside and turn left, venturing into the darkness. Pretty black, eh? Well, just pull out your Flambeau and you'll soon be able to see where you're going – jump up and grab the ledge above, pulling yourself up and burning the flame-marked door on the right to collect a Cadeaux before running down into the area to the left.

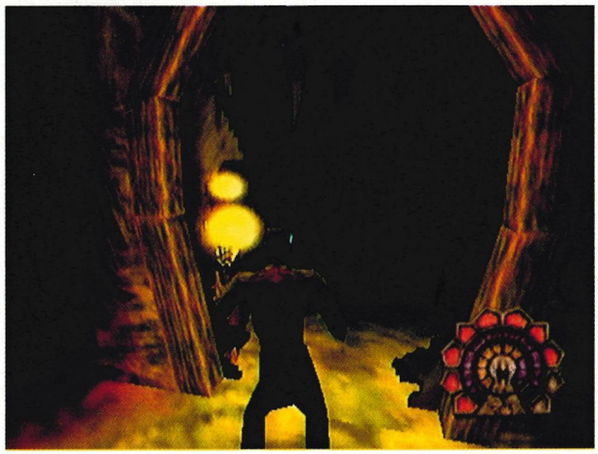
Kill the Sniper on the ledge as well as the one who emerges from a hut on the left. Pull up onto the ledge where the Sniper was, turn around and leap onto the rock steps on the left. From here, jump onto the metal pipe and then over to the high ledge opposite where another door waits. Cross through the control room past another door then make your way round the room to kill the three Cyclops guards before dropping into the area in the middle and using the Engineer's Key on the cabinet to activate the motor above. Go back up the stairs and use the control panels in the corner above to climb onto the higher ledge. Run along and cross the metal cage to the opposite side, then climb up again and run over to the tallest platform to leap onto the moving plateau. Jump off again when it moves level with the hole in the wall and then run down the corridor.

Drop down at the end to enter a room similar to the one you just left. Kill the four Cyclops guards and then run around to find another cabinet to use your Engineer's Key on. Use the platforms to clamber back up to the top of the room, leaping between the moving sections to reach an opening opposite where you originally fell down. Follow the passage and kill all the Cyclops guards in the control room at the end before entering a room with a glass ceiling. Drop down and take the passage on the left, through the door into a corridor that leads to a



platform with a Dark Soul on it. Collect it, then drop down and go through the door onto a narrow ledge – grab the Cadeaux and run down the ramp then use the rope on the left to clamber down to the floor below, taking out the three Snipers waiting for you.

Head through the passage on the left, using your Flambeau for light and then kill the Snipers in the room beyond. Wander over to the next dark opening and run through to re-emerge in the area you were in right near the start where you entered the high-up doorway. Climb all the way back up and retrace your steps through the first motor room into the second, using the moving platforms to get back up. This time though,



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> As you make your way through the land, pick up the Accumulators lying around. These can be used to open up the Violator cabinets.

this, you'll need to go back and blow open the floor tiles that you've passed previously to get some more useful items – here's a list of where they are:

Temple of Fire

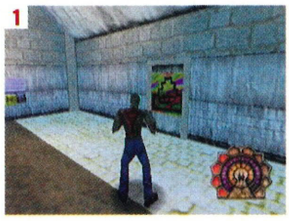
Just inside entrance – drop into the passage below and push aside all the burning blocks, climbing the slope to find Dark Soul in alcove at top of the temple.

Temple of Prophecy

Just inside the entrance – there's a Dark Soul waiting underneath it.

Bayou Paradis

In graveyard – drop into the crypt below and run to the end to collect two Cadeaux and a Dark Soul. Watch out for the killer Dog that's guarding it!



[1] Does this pattern ring any bells? Blast the picture to find a passage. [2] Use a Calabash on the tile to open the way.



Marrow Gates

Just on the other side of the gates – blow it open to reveal a whole stash of Cadeaux!

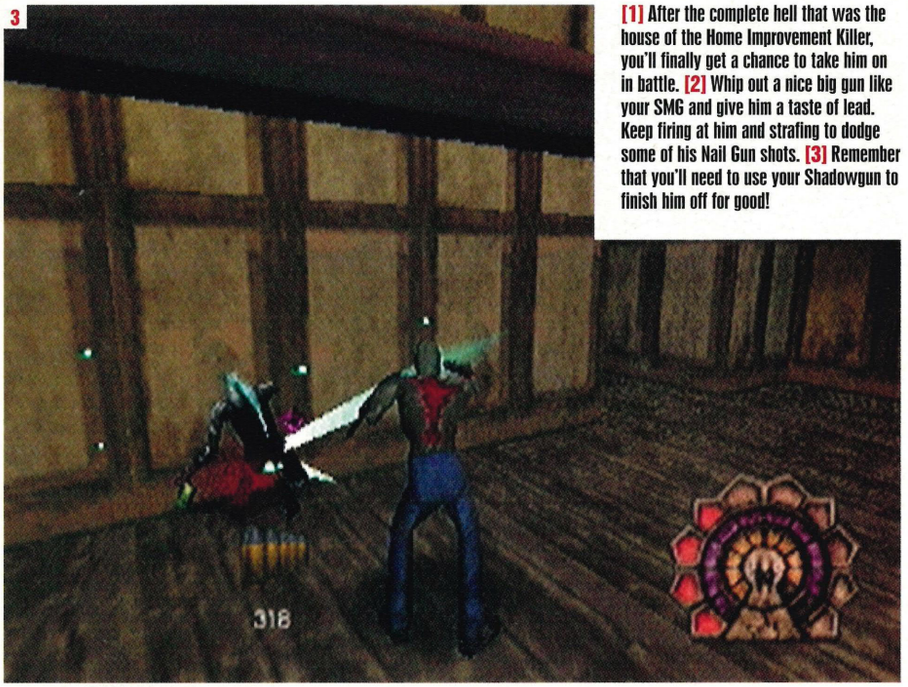
Gardelle County Jail

Through the lizard-marked archway in the Cathedral – check the painting on the right-hand side of the room where you enter the prison. Does the design look familiar? Blow it away and follow the path behind to find the tile. Collect the Accumulator there and then blow the padlock off the door at the end to get out.

Once you've been through them all, transport yourself back to the Prophecy Chamber with the teddy and head back through, using the Baton on the altar halfway along to reach the area with three Coffin Gates. Finally, it's time to reach a new area!







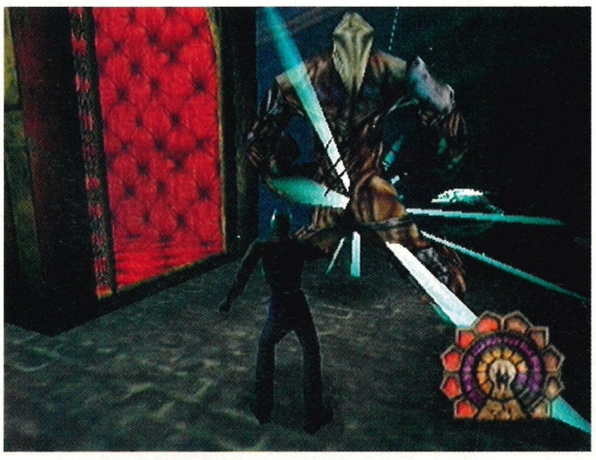
[1] After the complete hell that was the house of the Home Improvement Killer, you'll finally get a chance to take him on in battle. [2] Whip out a nice big gun like your SMG and give him a taste of lead. Keep firing at him and strafing to dodge some of his Nail Gun shots. [3] Remember that you'll need to use your Shadowgun to finish him off for good!

enter an opening halfway up level with the first set of rotating sections – follow the passage until you reach a junction. Take the right-hand path into a room with fast rotating blades, turn left and drop into the control room to kill some Cyclops guards. Use the Engineer's Key on the cabinet to stop the blades and then run through the door, turning left and going down the passage through another door.

Kill all the Snipers and Cyclopes in this cathedral-esque room before climbing the stairs and collecting the last Retractor. Go back down and head through the door on the right to collect two Cadeaux and then go back to the blade room. Drop down and take either exit, killing the Sawblade and collecting the Dark Soul before using the block to leap over the cage and going through the door back out to the starting area. Run back through the two open areas connected by dark passages and use the rope that you originally clambered down to climb back up to the top area. Go back up the ramp to the top door and then jump across, grabbing on and pulling up onto the platform on the right. Enter the door here and use the Engineer's Key on the cabinet on the left to unlock the door.

Run under the cage and use the key again to open the next door then run through into the upper regions of the middle open area. Kill the Sniper and cross the pipe to the other side, then run right and jump over to the platform opposite, going through the door at the end. In the chamber beyond, use the cage on the left to reach the level above and then leap onto the boxes and over the barrier into the next room. Collect the Cadeaux around the pillar and then head down the ramp to the dark area below. Pull out your Flambeau and wander round the central pillar to release the Trueform in the cage, then blow him away to collect the Dark Soul inside him. The Undercity is now cleared so you can transport over to the Cathedral of Pain with your teddy bear. Go through the archway marked with a spike and activate the corpse at the end with the last Retractor to access the lair of the Home Improvement Killer.





Shadow Man

LEVEL 22

Mordant Street, Queens, New York

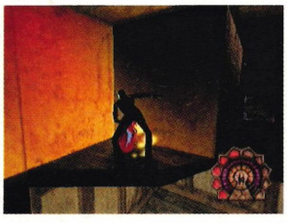
Run to the left and through the opening then leap up to the broken floorboards above and through the doorway on the right. Turn right and then left, heading down the passage and using your Flambeau to light the way. Through the door at the end you'll meet the Home Improvement Killer – a psychopath with a pair of bolt guns. Thankfully, you don't have to fight him yet, so let him disappear and then explore the room. There's a lift at the side that is locked (so you'll have to open it) and a couple of other exits including a broken staircase.

Go through the door to the left of where you entered and follow the passage round. Blow the planks away from the door at the end and run inside to collect the flashlight – use this from now on as it not only gives you better light than the Flambeau but also saves you precious Fire Skulls. Go back to the main hall and run forwards, blasting through the boxes to enter the passage beyond. Follow the corridor and enter the rooms to collect some Cadeaux before going through the doorway at the end and finding another door. Blow the padlock off of the gate inside and head on through to collect the Cadeaux in the shed. Carry on along the concrete and kill the Dog, then move the crate and blow away the planks inside blocking another opening.

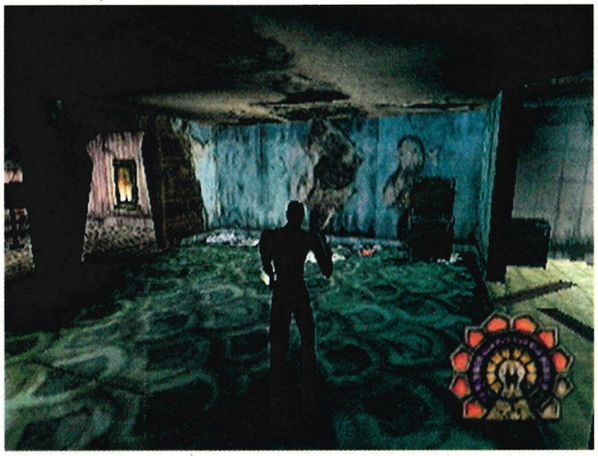
Go down the passage through the rooms and climb up through the broken ceiling in the kitchen to reach the room above. Go through the next set of rooms, blasting any boxes in your way, then go past the room full of skin-covered chairs and through the door at the end of the passage. Kill the Ghoul on the left and go through the doorway on the right, following the network of doors and leaping over the collapsing floor. Move the block aside in the next room and head past the birdhouse (made out of skin, unsurprisingly) into another corridor. Turn left and collect a Cadeaux, then go back and straight through the door ahead, running through all the wrecked rooms and through a pile of boxes into the corridor beyond.

Collect the Cadeaux on the left then go right, down the passage and out onto the balcony to get more Cadeaux. Back into the passage, go past the boarded entrance and collect two more Cadeaux then blow the boards away and follow the corridor. There's another boarded entrance at the end to go through, behind which lies a switch – throw it to turn on the power in the house, activating the lift. Go back outside and drop off the balcony into the main hall, taking the lift up to the top level. Leave the lift and collect the Cadeaux at the ends of the balcony then go to the left-hand side and jump over the gap (be careful – it's quite tricky!), going through the door. If you fall down, you'll





continued >



need to bring the lift back down before you can make an attempt at it again.

Take the corridor beyond to the left, running through all the empty rooms and jumping over the holes in the floor in front of the last doorway. Run through the wall cavity and destroy all the boxes to get through. Head into the next set of rooms and you'll find the last Accumulator – now keep going through the rooms to find a river of blood flowing through the house. Climb the falls on the left and follow the winding path through the corridors and rooms to the attic. The Home Improvement Killer is waiting for you here so arm your Violator and blast him like crazy. You'll need to get rid of him quickly as unfortunately he never misses with his bolt guns and can therefore wipe out your energy in record time! Once he's gone, collect the prism and Dark Soul, then exit the room to the right of where you entered. Use the prism to open the gate and then step on through to enter the Engine Block again.

Shadow Man
LEVEL 23

Engine Block, Asylum

Go forwards and run up the ramp, killing the Cyclops guards and Snipers on either side. Head right and onto the third level, pulling the lever there to open two doorways at the far end of the room before running to the very top of the ramps. Cross the rope and drop to the platform at the end then take the right-hand opening, following the passage into the room beyond. Drop onto the ramp below and kill the Cyclops, then use the Engineer's Key on the cabinet





to open the cages. Don't be fooled by the Trueform still locked up – it'll break loose when you drop down to take on the other one, so watch out! Get rid of them both and collect their Dark Souls, then go through the big archway and go right, entering the small door at the end.

Go through the control room and over the bridge, entering the opening in the wall high up to the right. Follow the passage and go through the door opposite when you reach the room at the end, entering Piston Room Three. Shut down the pistons with the combination Three, One, Two by using your Engineer's Key on the panels under the columns. With all the pistons off-line, you can make it across to the end of the Engine Block – however, you don't want to go there yet. Instead, teleport over to the Marrow Gates with your teddy bear and open the ultimate Coffin Gate with your complete Shadow Level meter...you did get all the Dark Souls, didn't you? Inside is the mystery item – another Violator! This makes taking down enemies even easier, although you'll use up a lot of ammo while you use them. Guns in hand, teleport to the base of the main piston area with your teddy bear and jump



all the pistons to the far end of the room to spot Luke again. Chase him up the ramp and through the corridor, up the slope into the Trueform cage room. Don't worry about them – they won't get loose. Run through the maze of passages to the central chamber where Luke waits for you...or is it? No, of course it's not – it's Legion in disguise!

Fighting Legion is really easy, especially with your twin Violators. Keep circling him and blasting away while he tries to swipe at you with his blade and he'll soon go down. Trouble is, he doesn't want to stay down... in fact, he transforms himself into a massive beast intent on ripping you to pieces! This time he's much tougher, firing out a multitude of homing blasts that take off major amounts of your health. To make things even worse, you should know that you only get one shot at beating him – if he kills you, Legion claims the Dark Souls and destroys humanity! Oh, the horror!

You're going to need a whole lot of firepower to take on Legion – make sure your Violators are fully loaded and you've got as many Fire Skulls as you can carry because you'll have to use your Enseigne if you run out of ammo. Drop to the floor right at the bottom and collect any items you might need before getting out your Violators again. Run in circles, trying to keep Legion in front of you, then run underneath him while firing the Violators constantly to hit him. The main thing to remember is to only fire when he's in front of you – you'll only waste ammo if he's not. Keep moving to outrun the soul blasts he shoots out and switch to the Shadowgun again when the Violators are running low on bullets. Only use fully charged shots to hit Legion as anything else will only do minimal damage. Eventually you'll wear him down enough for you to finish him off – hit him with a major Shadowgun blast and you'll have defeated Legion and his minions for good!



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Extra information>

> Try to collect all 120 Dark Souls so you can open the ultimate Coffin Gate. Inside is a great item – the second Violator! Take it to Legion!





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Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

It's our job to know games, and as this is the only Dreamcast magazine out there this is the only place that you will find a complete listing for all those Dreamcast games. So before you bother to even think about getting yourself a game you should read these seven pages very carefully. Doing so will prevent you from wasting money.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
18Wheeler: American Pro Trucker	**SEGA**	2	✔	✗	STEERING WHEEL	22	71%
We Say: "If only there was more to the game it would be another instant SEGA classic." AW							
102 Dalmatians: Puppies To The Rescue	**Eidos**	4	✗	✗	✗	17	66%
We Say: "A great game if you're a kid who's yet to savour the delights of 'real' games but otherwise one to avoid – unless you've got a thing for dogs." AW							
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	79%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
4x4 Evolution	**Take 2**	4	✔	✔	STEERING WHEEL	19	66%
We Say: "Dull and uninspired racing game, slightly saved by its online capabilities. You'd be better off getting *M-SR* or waiting for *Daytona USA* to come out." MH							
90 Minutes	**SEGA**	2	✔	✔	ARCADE STICK	29	30%
We Say: "Slow and boring, with not even a hint of passion, flair or exitement. Not a bit like the real thing, unless you are a Southampton fan!" RM							
AeroWings	**Crave**	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW							
AeroWings 2: Airstrike	**Crave**	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
Alone In The Dark: The New Nightmare	**Infogrames**	1	✗	✗	✗	23	68%
We Say: "You'll lose many hours wandering through the game's obscure puzzles... and we mean lose." WJ							
Armada	**N/A**	4	✗	✗	✗	05	71%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Army Men: Sarge's Heroes	**Midway**	4	✗	✗	✗	17	61%
We Say: "As good as this might be, there's nothing in it that we haven't seen before and for that, it kinda sucks." AW							
Aqua GT	**Take 2**	2	✗	✗	STEERING WHEEL	18	67%
We Say: "It might not look fantastic but it's actually really good fun to play." AW							
Bangai-O	**Virgin**	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
Blue Stinger	**Activision**	1	✗	✗	✗	02	53%
We Say: "It's *Blue Stinger*'s failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	**SEGA**	2	✔	✗	STEERING WHEEL	02	61%
We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with *Buggy Heat*." LW							
Bust-A-Move 4	**Acclaim**	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Buzz Lightyear Of Star Command	**Activision**	1	✔	✗	✗	19	66%
We Say: "Even for a kids' game this is way too short, although while it lasts it's moderately enjoyable to play." AW							
Caesars Palace 2000	**Interplay**	4	✗	✗	✗	12	55%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
Capcom Vs SNK	**Virgin Interactive**	2	✗	✔	ARCADE STICK	17	91%
We Say: "This is the best 2D beat-'em-up available. As a pure arcade fighter with loads of options, it's the bees knees." CN							
Championship Surfer	**The Learning Company**	4	✔	✗	✗	19	46%
We Say: "Unless you absolutely must own a surfing game, you should leave this one well alone. Really, you should." MM							
Charge'N Blast	**Xicat**	2	✗	✗	ARCADE STICK	21	46%
We Say: "If you've ever needed an example of how great graphics don't make a decent game, this is it." MM							
Chef's Luv Shack	**Acclaim**	4	✗	✗	✗	03	61%
We Say: "As party games go, *Chef's Luv Shack* is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW							
Chicken Run	**Eidos**	1	✗	✗	✗	17	72%
We Say: "Not that much here for mature audiences, but younger kids and addicts to Aardman paraphernalia will warm to its undeniable charms." WJ							
Chu Chu Rocket!	**SEGA**	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
Confidential Mission	**SEGA**	2	✔	✔	LIGHTGUN	22	89%
"A worthy companion for the Dreamcast's other lightgun shooter." MM							
Coaster Works	**Xicat**	1	✔	✔	✗	21	56%
We Say: "Good fun while it lasts but nowhere near enough to make you want to play all through the night." AW							
Crazy Taxi	**SEGA**	1	✗	✗	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one SEGA-patented GD-ROM..." ST							
Crazy Taxi 2	**SEGA**	1	✗	✗	✗	23	92%
We Say: Top visuals, top music and top gameplay... but as good as the original? Err, well...MM							
Dave Mirra Freestyle BMX	**Acclaim**	2	✗	✗	✗	16	74%
We Say: "A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles." MR							
Daytona USA 2001	**SEGA**	4	✔	✔	STEERING WHEEL	20	90%
"A more than arcade-perfect conversion that is guaranteed to impress fans of the ageing original." WJ							
Dead Or Alive 2	**Acclaim**	4	✗	✗	ARCADE STICK	08	92%
We Say: "*DOA2* might not be the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW							
Deadly Skies	**Konami**	1	✗	✗	✗	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Deep Fighter	**Ubi Soft**	1	✗	✗	✗	12	45%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dino Crisis	**Virgin**	1	✗	✗	✗	16	76%
We Say: "Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?" MM							
Dinosaur	**Ubi Soft**	1	✗	✗	ARCADE STICK	16	69%
We Say: "It's not awful to play, but *Dinosaur* won't be keeping your attention for longer than a week at most." MM							
Donald Duck Quack Attack	**Ubi Soft**	1	✗	✗	✗	17	71%
We Say: "Perfect for the kiddy-winks, but much too short-lived for anyone looking for a real game to get their teeth into." AW							
Dragon Riders: Chronicles Of Pern	**Ubi Soft**	1	✔	✗	✗	24	67%
We Say: "It's hardly thrilling stuff, as the plot meanders along at the speed of a particularly lazy snail." AW							

What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Does it have online capabilities? Still a tad short on ticks...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit – is it actually any good?

Genre

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Dragon's Blood	**Interplay**	1	✗	✗	✗	10	65%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
Ducati World	**Acclaim**	2	✔	✗	✗	20	30%
"An absolute shocker of a biking game that you shouldn't even attempt to go near – it's for your own safety." SP							
Dynamite Cop 2	**SEGA**	2	✔	✗	✗	03	69%
We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR							
Ecco The Dolphin: Defender Of The Future	**SEGA**	1	✗	✗	✗	08	91%
We Say: "As soon as you see *Ecco The Dolphin* in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt' tournament." MM							
ECW Hardcore Revolution	**Acclaim 4**	4	✗	✗	✗	08	33%
We Say: "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM							
ECW Anarchy Rulz	**Acclaim**	4	✗	✗	✗	20	31%
"If you need us to tell you one more time that this is utter arse, you're beyond help. Please, just leave us alone." MM							
ESPN International Track & Field	**Konami**	4	✗	✗	✗	15	63%
We Say: "A second-rate knock-off of a version that appeared on an inferior console." MM							
European Super League	**Virgin**	4	✔	✗	ARCADE STICK	19	58%
We Say: "Certainly not a terrible game, but sadly it plonks itself down on the average stool in the Dreamcast's footballing pub." MM							
Evil Dead: Hail To The King	**THQ**	1	✗	✗	✗	23	42%
We Say: "Fans of the films may enjoy it for a while but others would do better to play *Code Veronica* again!" SG							
Evolution	**Ubi Soft**	1	✔	✗	✗	05	80%
We Say: "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
Exhibition Of Speed	**Virgin**	2	✔	✗	✗	18	18%
We Say: "Frankly, there's absolutely nothing to recommend this game to anyone... other than those who enjoy torture." AW							
F1 Racing Championship	**Video System**	2	✔	✗	STEERING WHEEL	19	71%
We Say: "Whether you're an arcade racing fan or fancy more of a simulation, F1 Racing Championship offers both at a decent enough level." AW							
F1 World Grand Prix	**Video System**	2	✗	✗	STEERING WHEEL	03	80%
We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW							
F1 World Grand Prix 2	**Video System**	2	✗	✗	STEERING WHEEL	12	90%
We Say: "The definitive F1 racer for Dreamcast." SC							
Ferrari 355 Challenge	**Acclaim**	2	✗	✗	STEERING WHEEL	14	91%
We Say: "Have no doubt, this is the ultimate driving experience. Savour it and cherish it." AW							
Fighting Force 2	**Eidos Interactive**	1	✗	✗	✗	04	61%
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
Fighter Vipers 2	**SEGA**	2	✗	✗	ARCADE STICK	20	65%
We Say: "It plays quite well, but the package as a whole just doesn't live up to the high standards set by other DC fighters." CN							
Flogian Brothers	**SEGA**	1	✔	✔	VIBRATION PACK	28	71%
We Say: "Nice idea, good for kids, but don't expect days and days of challenging gameplay." CC							
Frogger 2	**Konami**	4	✗	✗	✗	17	50%
We Say: "Not as bad as you might think, but still not good enough to warrant more than a few day's worth of play." MM							
Fur Fighters	**Acclaim**	4	✗	✗	✗	09	91%
We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP							
Gauntlet Legends	**Midway**	4	✗	✗	ARCADE STICK	10	87%
We Say: "It might not be the best-looking game ever but when you've got four friends crowded round it's fantastically satisfying fun to play." AW							
Giant Killers	**Smoking Gun**	1	✔	✗	KEYBOARD	20	70%
"A good football management game with all the current English teams and a wide range of tactical options." RM							
GigaWing	**Virgin**	2	✗	✗	ARCADE STICK	14	35%
We Say: "Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around." MM							
Grandia II	**Ubi Soft**	1	✔	✗	✗	19	91%
We Say: "A fresh approach to the genre that does a great job in showing other wannabe adventures how it should be done." WJ							
Gran Turismo 2	**Sony**	2	✔	✗	STEERING WHEEL	24	68%
We Say: "It's damned hard to enjoy all the enhancements when you're driving on what looks like a track made out of a frayed quilt." WJ							
GTA2	**Take 2 Interactive**	1	✗	✗	✗	09	81%
We Say: "*GTA2* is immensely satisfying once you've got to grips with the tricky control, proving once again that gameplay is more important than graphics." AW							
Gunbird 2	**Virgin**	2	✗	✗	ARCADE STICK	15	51%
We Say: "Despite feeble attempt, this game fails to deliver in almost all departments." MM							
Half-Life	**Mr. Nobody**	0	✗	✗	VIVID IMAGINATION	15	81%
We Say: "Half-finished, never saw the light of day more like!" CN							
Headhunter	**SEGA**	1	✔	✗	ARCADE STICK	28	92%
We Say: "An excellent title that seamlessly blends together puzzle, adventure and all-out blasting action." SC							
Hidden & Dangerous	**Take 2**	1	✗	✗	✗	12	92%
We Say: "*H & D* is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen." AW							
House Of The Dead 2, The	**SEGA**	2	✗	✗	LIGHTGUN	01	91%
We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM							
Hydro Thunder	**Midway**	2	✗	✗	✗	01	79%
We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR							
Incoming	**Infogrames**	2	✗	✗	✗	02	80%
We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically." TS							
Iron Aces	**Xicat**	2	✔	✗	✗	21	63%
We Say: "It isn't without its flaws, but the airbound combat is entertaining and at times in-depth. Not a must-buy, but worth a look." ST							
Jedi Power Battles	**Activision**	2	✗	✗	ARCADE STICK	16	76%
We Say: "Great for Star Wars fans, but might be worth a look if you're a simple platform-loving person as well." PM							
Jeremy McGrath Supercross 2000	**Acclaim**	2	✗	✗	✗	14	29%
We Say: "Don't go near this game if you want to retain your faith in the Dreamcast. Why? Because it will rot your soul." AW							
Jet Set Radio	**SEGA**	1	✗	✗	✗	15	92%
We Say: "Playing this game is a near-heavenly experience, unrivalled thus far on any system." AW							
Jimmy White's 2: Cueball	**Virgin**	2	✗	✗	✗	03	59%
We Say: "If you really must play, then you might as well pop down the local snooker hall and do the real thing, at least it'll get you out of the house!" AW							
Jojo's Bizarre Adventure	**Virgin Interactive**	2	✗	✗	ARCADE STICK	07	71%
We Say: "A little too bizarre for its own good – despite trying to do something original, it just ends up mediocre." MM							
Kao The Kangaroo	**Virgin**	1	✗	✗	✗	16	71%
We Say: "At the end of the day Kao is just a poor man's Rayman, but it'll keep the kids happy... or should that be frustrated." AW							
KISS Psycho Circus	**Take 2**	1	✗	✗	✗	17	48%
We Say: "A good conversion, but sadly not exactly ground-breaking on the game front. Of course, you might want to give it a quick blast if you're desperate." MM							

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

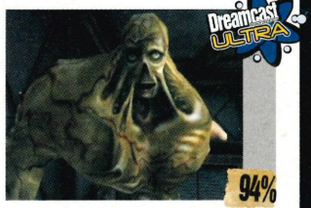
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Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Le Mans 24 Hours	**Infogrames**	4	✗	✗	STEERING WHEEL	16	91%
We Say: "A visual and aural treat with plenty of challenge. A great driving game that leaves others lagging behind." SP							
Looney Tunes Space Race	**Infogrames**	4	✗	✗	STEERING WHEEL	16	83%
We Say: "An amazingly fun kids' racing game – it's just a shame that they've gone too far and made it really, REALLY easy." MM							
MagForce Racing	**Crave**	4	✗	✗	✗	14	51%
We Say: "This is as close as you're going to get if you're looking for an ultra-fast futuristic racing game like *WipeOut* on the Dreamcast." MM							
Maken X	**SEGA**	1	✗	✗	✗	12	85%
We Say: "No one seems perturbed by the fact that the *Maken X* looks like a withered and mouldy parsnip." NC							
Marvel Vs Capcom	**Virgin**	4	✗	✗	✗	04	80%
We Say: "When the people behind the *StreetFighter* series stick to their predictable guns, they do it with style and this is no exception..." MM							
Marvel Vs Capcom 2	**Virgin**	2	✗	✗	ARCADE STICK	11	89%
We Say: "An absolute must for all beat-'em-up aficionados." AW							
Mat Hoffman's Pro BMX	**Activision**	2	✔	✔	ARCADE STICK	29	68%
We Say: "Sadly, various other similar titles have done all this before. What's more, they did it all a hell of lot better. *Tony Hawk's 2*, any body?" SC							
MDK2	**Virgin Interactive**	1	✗	✗	ARCADE STICK	07	90%
We Say: "*MDK2* is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW							
Metropolis Street Racer	**SEGA**	2	✗	✗	STEERING WHEEL	15	96%
We Say: "One of the finest games that we've laid our hands on for a very, VERY long time." MM							
Midway Arcade Greatest Hits - Volume 1	**Midway**	2	✗	✗	✗	10	27%
We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere..." MM							
Millennium Soldier: Expendable	**Infogrames**	2	✗	✗	✗	01	80%
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
MoHo	**Take 2**	2	✗	✗	ARCADE STICK	16	80%
We Say: "A uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing." AW							
Mortal Kombat Gold	**Midway**	2	✗	✗	✗	03	77%
We Say: "Although a dying breed, *MKG* breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW							
Mr Driller	**Virgin Interactive**	1	✗	✗	ARCADE STICK	17	80%
We Say: "Despite a distinct lack of games modes and options, *Mr Driller* is quite simply brilliant fun!" AW							
MTV Sports: Skateboarding	**THQ**	4	✗	✗	ARCADE STICK	17	68%
We Say: "There's plenty to recommend *MTV Skateboarding* but at the end of the day it's no match for the might of *Tony Hawk's*." AW							
NBA Hoopz	**Midway**	4	✔	✗	ARCADE STICK	20	88%
"Looks fantastic, great fun to play with your mates and basically kicks ass. Reality – who needs it?" AW							
NBA2K	**SEGA**	4	✔	✗	✗	06	89%
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	**Midway**	4	✔	✗	✗	04	82%
We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW							
NFL2K	**SEGA**	4	✔	✗	✗	04	74%
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
NFL Blitz 2000	**Midway**	4	✔	✗	✗	03	89%
We Say: "The beauty of *NFL Blitz* is that you don't need to have a clue about the sport to be able to enjoy it." AW							
NFL Quarterback Club 2000	**Acclaim**	4	✗	✗	✗	04	56%
We Say: "Dull, boring and mindless, *NFL Quarterback Club* is American football at its worst, without even a sniff of enjoyment." AW							
NHL2K	**SEGA**	4	✗	✗	✗	11	85%
We Say: "Fast, frantic and great fun to play." AW							
Nightmare Creatures 2	**Konami**	1	✗	✗	✗	12	39%
We Say: "The only good thing this game has to offer is that you can kick doors down FBI-style." CD							
Outtrigger	**SEGA**	4	✔	-	KEYBOARD & MOUSE	24	92%
We Say: "With online play, this would probably get around 96%... it doesn't have it, so we'll mark it down to 92%. Not bad, eh?" MM							
Pen Pen	**Infogrames**	4	✗	✗	✗	02	68%
We Say: "You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!" BL							
Phantasy Star Online	**SEGA**	1	✔	✔	KEYBOARD	19	90%
We Say: "Great when online, but it's a tiny bit repetitive otherwise – just like every RPG, it certainly isn't for everyone." MM							
Plasma Sword	**Virgin**	2	✗	✗	✗	12	54%
We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM							
POD 2	**Ubi Soft**	2	✗	✔	STEERING WHEEL	16	59%
We Say: "Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true." RM							
Power Stone	**Eidos Interactive**	2	✗	✗	✗	01	92%
We Say: "If Capcom decided to take a new direction with a beat-'em-up we sit up and take notice, and so should you. This game is truly wonderful." TS							
Power Stone 2	**Eidos**	4	✗	✗	ARCADE STICK	13	92%
We Say: "Much more fun when you've got loads of mates round, but still a really good laugh if you're playing with yourself." MM							
Project Justice	**Virgin**	2	✗	✗	ARCADE STICK	18	91%
We Say: "It's not fair – why won't Capcom stop making decent beat-'em-ups? It's a conspiracy, we're sure." MM							
ProPinball Trilogy	**Empire Interactive**	4	✗	✗	✗	21	81%
We Say: "Yes, it is only a pinball game – but it's a pinball game that we could happily sit and play all day long. Hoorah!" MM							

best of GENRE

You can't buy every game, so to stop wasteful purchases, here are the games you *have* to own!

Action/Adventure



Resident Evil Code: Veronica

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

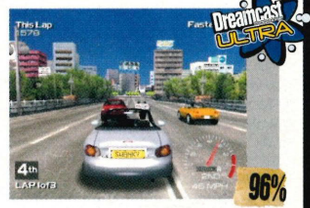
Beat-'Em-Up



Soul Calibur

This has got to be the most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

Driving/Racing

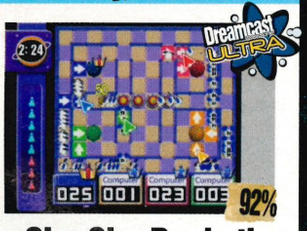


M-SR

This is the most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Psychic Force 2012	**Acclaim**	2	✗	✗	✗	04	65%
We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST							
Quake III Arena	**SEGA**	4	✗	✔	MOUSE & KEYBOARD	16	90%
We Say: "Pretty much as great as we were expecting it to be, but with too many annoying niggles to stop us going totally bananas about it." MM							
Racing Simulation: Monaco Grand Prix	**Ubi Soft**	2	✗	✗	STEERING WHEEL	03	83%
We Say: "The controls can be a little too sensitive. Nowhere near as good as *F1 World Grand Prix*." MR							
Railroad Tycoon 2	**Take 2**	1	✗	✗	✗	14	33%
We Say: "Digging deep, you could say there's a bit of a trainspotter in each of us and this game will appeal to that little bit." RM							
Rainbow Six	**Virgin Interactive**	1	✗	✗	✗	18	68%
We Say: "It may be old news but it's still a great idea for a game if you can get into it. Unfortunately, the control system makes this far too difficult." MR							
Rayman 2: The Great Escape	**Ubi Soft**	4	✗	✔	✗	07	92%
We Say: "*Rayman 2* represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW							
Ready 2 Rumble Boxing	**Midway**	2	✔	✗	✗	01	90%
We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST							
Ready 2 Rumble Boxing: Round 2	**Midway**	2	✗	✔	ARCADE STICK	16	85%
We Say: "A hilarious take on the po-faced sport that plays like a dream." WJ							
Record Of Lodoss War	**Activision**	2	✗	✗	✗	18	81%
We Say: "Killing beasties and collecting 'precious items' is all *Lodoss* has to offer, though it does these few tasks admirably." WJ							
Resident Evil 2	**Virgin**	1	✔	✗	✗	05	73%
We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW							
Resident Evil 3: Nemesis	**Virgin Interactive**	1	✗	✗	✗	17	68%
We Say: "Unless you're a complete *Resident Evil* nut who has to own them all, this really isn't worth handing over the cash for." MM							
Resident Evil Code: Veronica	**Eidos**	1	✗	✗	✗	10	94%
We Say: "*Resident Evil* fans will go mental about this game; the whole affair looks amazing and at times the action will scare the life out of you." MM							
Re-Volt	**Acclaim**	2	✗	✗	STEERING WHEEL	03	70%
We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW							
Red Dog	**SEGA**	4	✗	✗	✗	02	71%
We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK							
Roadsters	**Titus**	4	✗	✗	STEERING WHEEL	10	48%
We Say: "This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the power of the console." AW							
Rogue Spear	**Virgin**	4	✔	✗	KEYBOARD	21	77%
We Say: "Much better than the last Rainbow Six outing, but still not quite up to the excellence that the PC version achieved." MS							
Samba De Amigo	**SEGA**	2	✗	✔	MARACAS	16	92%
We Say: "It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas." AW							
San Francisco Rush 2049	**Midway**	4	✗	✗	STEERING WHEEL	13	71%
We Say: "For all the promise that *Rush 2049* shows, it doesn't live up to expectation." AW							
SEGA Bass Fishing	**SEGA**	1	✗	✗	FISHING ROD	03	80%
We Say: "*SEGA Bass Fishing* is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW							
SEGA Extreme Sports	**SEGA**	2	✗	✗	✗	15	86%
We Say: "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM							
SEGA GT	**SEGA**	2	✔	✔	STEERING WHEEL	16	89%
We Say: "An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time." AW							
SEGA Rally 2	**SEGA**	2	✗	✔	STEERING WHEEL	01	91%
We Say: "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM							
SEGA Worldwide Soccer 2000	**SEGA**	4	✔	✗	✗	04	62%
We Say: "Yet again we find SEGA shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW							
SEGA Worldwide Soccer: Euro Edition	**SEGA**	4	✗	✗	✗	09	80%
We Say: "Talk about overhaul – this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	**Acclaim**	1	✗	✗	✗	03	90%
We Say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW							
Shenmue	**SEGA**	1	✗	✗	ARCADE STICK	16	85%
We Say: "Stunning to look at and great for RPG fans, but certainly not for everyone." CN							
Shenmue II	**SEGA**	1	✗	✗	VIBRATION PACK	29	94%
We Say: "Get this as your DC's last great game - you don't play this epic, you experience it. A must-play whether you liked *Shenmue* or not." OD							
Silent Scope	**Konami**	1	✗	✗	✗	15	85%
We Say: "It'll keep your ass glued to your seat, your trigger finger happy and your eyes on stalks for hours." AW							
Silver	**Infogrames**	1	✗	✗	✗	10	84%
We Say: "*Silver*'s happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." AW							
Skies Of Arcadia	**SEGA**	1	✔	✔	✗	20	94%
We Say: "The closest thing to RPG heaven that's appeared on the Dreamcast yet. Everyone should play this." MM							
Slave Zero	**Infogrames**	4	✗	✗	✗	06	59%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Sno Cross Championship Racing	**Ubi Soft**	2	✗	✗	✗	18	58%
We Say: "A cool idea that's let down by poor execution, but then you win some, you lose some." AW							
Snow Surfers	**SEGA**	2	✗	✗	✗	03	62%
We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Soldier Of Fortune	**Ubi Soft**	1	✔	✗	KEYBOARD & MOUSE	24	74%
We Say: "It's a laudable achievement, ably demonstrating the DC's ability to handle PC conversions with ease." MOS							
Sonic Adventure	**SEGA**	1	✔	✔	✗	01	75%
We Say: "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR							

Party/Puzzle



Chu Chu Rocket!

A crazy game of cat and mouse, *Chu Chu Rocket*, is miles and miles better than most of the other puzzle games around. It's also one of the most addictive games that you'll ever play!

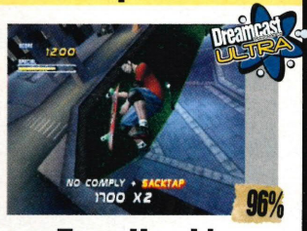
Shoot-'Em-Up



StarLancer

Walking away with the title of 'Best Shoot-'Em-Up' on the Dreamcast, *StarLancer* certainly deserves all the praise it gets. Top blasting action AND online play? It's amazing!

Sports



Tony Hawk's Pro Skater 2

Without a doubt, one of the finest achievements in gaming. You will never, EVER get bored of it, even when you've finished it. This game is pure genius.

Strategy/Simulation



Hidden And Dangerous

Being all stealthy and cunning is the name of the game in *Hidden And Dangerous*. Initially tricky to get to grips with, persevere and you'll fall in love with it.

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued >

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Sonic Adventure2	**SEGA**	2	✔	✔	✗	24	93%
We Say: "It brings with it a whole bundle of additions – and omissions – that go towards improving the game no end." MM							
Sonic Shuffle	**SEGA**	4	✗	✗	✗	18	58%
We Say: "Slap bang average. It's frankly shocking that SEGA is willing to place Sonic in such a derivative affair." MC							
Soul Calibur	**SEGA**	2	✔	✗	✗	02	94%
We Say: "*Soul Calibur* is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							
Soul Fighter	**Piggyback Entertainment**	1	✗	✗	✗	03	71%
We Say: "*Soul Fighter* is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR							
Soul Reaver	**Eidos**	1	✗	✗	✗	06	90%
We Say: "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM							
South Park Rally	**Acclaim**	4	✗	✗	STEERING WHEEL	11	63%
We Say: "A passable entry into the comedy racing market." SC							
Space Channel 5	**SEGA**	1	✗	✗	✗	14	90%
We Say: "With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance." WJ							
Spawn In The Demon's Hand	**Eidos**	4	✗	✗	ARCADE STICK	18	84%
We Say: "It's up there with Power Stone 2 for pure, frantic multiplayer fun. A bit of a bombshell in one-player mode, though." CN							
Speed Devils	**Ubi Soft**	2	✔	✗	STEERING WHEEL	02	92%
We Say: "Ubi Soft's first Dreamcast racer makes *SEGA Rally 2* look about as exciting as driving a supermarket shopping trolley!" RK							
Speed Devils Online	**Ubi Soft**	1	✔	✔	STEERING WHEEL	19	81%
We Say: "Offline it's a bit pants but as soon as you hit the Internet for some online goodness, SDO transforms into something ace." AW							
Spider-Man	**Activision**	1	✔	✗	✗	22	78%
We Say: "Everything you could hope for is here, embossed with an impressive level of Marvel comic styling." WJ							
Spirit Of Speed 1937	**Acclaim**	1	✗	✗	STEERING WHEEL	13	39%
We Say: "It's embarrassing to think that someone deemed this kind of drivel good enough to be released as a finished product." MM							
Star Wars Demolition	**Activision**	4	✗	✗	✗	18	18%
We Say: "How they managed to screw this one up is anyone's guess, but they have. What a pile of arse." MM							
Star Wars Episode 1: Racer	**Activision**	2	✗	✗	STEERING WHEEL	10	74%
We Say: "*Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StarLancer	**Ubi Soft**	1	✗	✔	✗	18	93%
We Say: "Another giant leap for online gaming on the Dreamcast, while managing to provide more than enough single-player action as well. Genius." MM							
StreetFighter Alpha 3	**Virgin**	2	✗	✗	ARCADE STICK	04	84%
We Say: "*StreetFighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							

import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	**CRi**	1	✗	✗	✗	08	82%
Alien Front Online	**SEGA**	1	✔	✔	Microphone	27	92%
Arabian Nights: Price Of Persia 3D	**Mattel**	1	✔	✗	✗	26	54%
Atari Anniversary Pack	**Infogrames**	4	✗	✗	✗	25	65%
Bakuretsu Muteki Bangaioh	**ESP**	1	✗	✗	✗	05	65%
Bang! Gunship Elite	**Red Storm**	1	✔	✗	Vibration Pack	27	50%
Berserk	**Ascii**	1	✗	✗	✗	05	75%
Biohazard	**Capcom**	1	✔	✗	✗	06	93%
Carrier	**Jaleco**	1	✗	✗	✗	09	69%
Cannon Spike	**Capcom**	2	✗	✗	Arcade Stick	21	62%
Capcom Vs SNK Pro	**Capcom**	2	✗	✗	Arcade Stick	25	91%
Capcom Vs SNK	**Capcom**	2	✗	✗	Arcade Stick	14	87%
Capcom Vs SNK 2	**Capcom**	2	✔	✗	Arcade Stick	28	92%
Centipede	**Hasbro**	4	✗	✗	✗	06	38%
Chu Chu Rocket!	**SEGA**	4	✗	✔	✗	04	92%
Climax Landers	**SEGA**	1	✗	✗	✗	02	52%
Cool Boarders Burn!	**UEP**	2	✗	✗	✗	02	44%
D2	**SEGA**	1	✗	✗	✗	07	60%
Dance Dance Revolution 2nd Mix	**Konami**	2	✗	✗	✗	07	93%
Death Crimson 2	**Ecolé**	1	✗	✗	Lightgun	05	53%
Densha De Go! 2	**Taito**	1	✗	✗	✗	10	26%
Espion-age-nts	**NEC**	1	✗	✗	✗	02	73%
Elemental Gimmick Gear	**Vatical**	1	✗	✗	✗	06	73%
FirePro Wrestling	**Spike**	4	✗	✔	Arcade Stick	21	87%
Giant Gram 2000	**SEGA**	4	✔	✗	Arcade Stick	13	82%
Giant Gram All Japan Pro Wrestling 2	**SEGA**	4	✗	✗	✗	02	84%
Giga Wings	**SEGA**	1	✗	✗	✗	04	35%
Godzilla Generations: Maximum Impact	**SEGA**	2	✗	✗	✗	06	40%
Guilty Gear X	**Spike**	4	✗	✗	Arcade Stick	21	80%
Gunbird 2	**Capcom**	2	✗	✗	✗	09	81%
Gundam Side Story: 0079	**Taito**	1	✗	✗	✗	10	80%
Heavy Metal: Geomatrix	**Capcom**	4	✔	✗	Arcade Stick	26	68%
Hoyle Casino	**Sierra**	4	✗	✗	✗	25	61%
IIIBleed	**Crazy Games**	1	✗	✗	✗	23	87%
Industrial Spy – Operation Espionage	**UFO Interactive**	1	✔	✗	✗	26	74%
Jet Coaster Dream	**Bottom Up**	1	✗	✗	✗	05	90%
Jet Set Radio	**SEGA**	1	✗	✔	✗	12	93%
JoJo's Bizarre Adventure	**Capcom**	2	✗	✗	✗	04	88%
Kakaioh	**Capcom**	2	✗	✗	✗	06	82%
King Of The Fighters '99	**SNK**	2	✗	✗	✗	02	57%
King Of Fighters '99 Evolution	**SNK**	2	✗	✗	Arcade Stick	09	72%
Last Blade 2	**SNK**	2	✗	✗	Arcade Stick	22	39%

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
StreetFighter III: 3rd Strike	Virgin	2	✗	✗	ARCADE STICK	14	71%
We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM							
StreetFighter III: Double Impact	Virgin Interactive	2	✗	✗	✗	08	74%
We Say: "We're not saying that it's bad... we're just saying it's *StreetFighter*. Again. You've seen it all before, so why bother." MM							
Stupid Invaders	Ubi Soft	1	✔	✗	Mouse	22	74%
We Say: "Ideal for adventure lovers, but if you've only got a five minute attention span you'll hate it." MM							
Stunt GP	Eon	4	✔	✗	STEERING WHEEL	21	80%
We Say: "Much more fun than *Re-Volt*, but still suffers from enough faults to stop it being totally perfect." MM							
Super Magnetic Neo	Crave	1	✗	✗	✗	13	85%
We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." MM							
Super Runabout	Interplay	1	✗	✗	✗	15	52%
We Say: "Great ideas, but completely arse in every other department." MM							
Surf Rocket Racers	Ubi Soft	2	✗	✗	✗	18	65%
We Say: "With its dodgy water effects and lack of difficulty, *Surf Rocket Racers* is too short-lived to hold your interest for more than a few days." MM							
Suzuki Alstare Extreme Racing	Ubi Soft	2	✔	✗	STEERING WHEEL	02	70%
We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN							
Sword Of The Berserk: Guts' Rage	Eidos	1	✗	✗	✗	09	73%
We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Sydney 2000	Eidos	4	✗	✗	ARCADE STICK	13	65%
We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW							
Tech Romancer	Virgin Interactive	2	✔	✗	ARCADE STICK	08	90%
We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							
Tee Off Golf	Acclaim	2	✗	✗	✗	05	80%
We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW							
Tennis 2K2	SEGA	4	✔	✗	ARCADE STICK	28	95%
We Say: "The best just got better. It's the greatest Dreamcast game ever, sports or otherwise." SG							
The Grinch	Konami	1	✗	✗	✗	18	57%
We Say: "As good as the film might have been, this is a really poor effort that could, and should, have been a whole lot better than it actually is." AW							
The Next Tetris	Ubi Soft	2	✗	✗	✗	23	57%
We Say: "Not really the kind of thing we expect after paying out for a machine that can do so much more." SG							
The Nomad Soul	Eidos	2	✗	✗	✗	08	50%
We Say: "*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
Time Stalkers	SEGA	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
Tokyo Highway Challenge	Crave	2	✗	✗	STEERING WHEEL	03	64%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tokyo Highway Challenge 2	Ubi Soft	2	✗	✗	STEERING WHEEL	17	65%
We Say: "Although significantly better than the original, this is a game that just doesn't seem to light the blue touch paper." AW							

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Maken X	Atlus	1	✔	✗	✗	04	75%
Mars Matrix	Capcom	2	✗	✗	Arcade Stick	22	74%
Marvel Vs Capcom 2	Capcom	2	✔	✔	Arcade Stick	08	92%
Metal Gear Solid	Capcom	1	✔	✗	✗	26	93%
Mr Driller	Namco	1	✗	✗	✗	12	83%
Neo Golden Logress	Success	1	✗	✗	✗	25	83%
NHL2K SEGA	SEGA	4	✗	✗	✗	08	84%
Phantasy Star Online Ver.2	SEGA	1	✔	✔	Keyboard	25	82%
Pop N' Music 2	Konami	1	✗	✗	Keyboard	02	73%
Power Stone 2	Capcom	4	✗	✗	Arcade Stick	10	92%
Puzzle Bobble 4	Taito	2	✗	✗	✗	09	92%
Rainbow Cotton	Success	1	✗	✗	✗	07	69%
Rainbow Six	Majesco	1	✗	✗	✗	11	78%
Razor Freestyle Scooter	Crave	2	✔	✗	Vibration Pack	27	62%
Ring	Asmick	1	✗	✗	✗	08	59%
Sakura Wars	SEGA	2	✗	✗	✗	08	77%
Sakura Wars Song Show	SEGA	1	✗	✗	✗	09	33%
Samba De Amigo	SEGA	2	✗	✔	Maracas	10	95%
Samba De Amigo ver.2000	SEGA	2	✗	✗	Maracas	27	88%
Seaman	SEGA	1	✗	✗	Microphone	14	84%
SEGA Bass Fishing 2	SEGA	1	✔	✗	Fishing Rod	27	61%
SEGA GT: Homogolation Special	SEGA	2	✔	✗	Steering Wheel	07	92%
SEGA Marine Fishing	SEGA	1	✔	✗	Fishing Rod	24	69%
SEGA Smash Pack	SEGA	1	✔	✗	✗	21	47%
SEGA Sports Jam	SEGA	2	✔	✗	✗	24	82%
Sorcerian – Apprentice Of Seven Star Magic	Victor Interactive	1	✗	✗	✗	10	49%
Space Channel 5	SEGA	4	✔	✗	✗	06	91%
Spec Ops: Omega Squad	Ripcord	1	✔	✗	✗	26	18%
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	✗	✗	✗	05	65%
StreetFighter III W Impact	Capcom	2	✗	✗	✗	05	44%
StreetFighter Zero 3	Capcom	2	✔	✗	✗	02	85%
Super Magnetic Niu Niu	Genki	1	✗	✗	✗	07	71%
Super Runabout	Climax Entertainment	1	✗	✗	Steering Wheel	11	48%
Time Stalkers	SEGA	1	✗	✗	✗	09	70%
Tokyo Bus Guide	Forty Five	1	✗	✗	✗	07	82%
Toukon Retsuden 4	Tomy	1	✗	✗	✗	02	49%
Treasure Strike	Kid	4	✔	✗	✗	09	72%
Twinkle Star Spirits	SNK	2	✗	✗	✗	10	79%
Typing Of The Dead	SEGA	2	✔	✗	Keyboard	20	88%
Virtua Cop 2	SEGA	2	✗	✗	Light Gun	08	69%
Virtua On	SEGA	2	✗	✗	✗	05	80%
World Series Baseball 2K2	SEGA	2	✔	✔	Vibration Pack	27	69%

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

continued>

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Tomb Raider Chronicles	**Eidos**	1	✗	✗	✗	17	70%
We Say: "Looks like the Emperor is absolutely naked. Sorry Lara, but it's time to stop adventuring and start having babies." WJ							
Tomb Raider: The Last Revelation	**Eidos**	1	✗	✗	✗	07	72%
We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM							
Tony Hawk's Pro Skater 2	**Activision**	2	✗	✗	✗	17	96%
We Say: "Without a doubt the finest skateboarding game in existence – until *Tony Hawk's 3* comes out!" MM							
Tony Hawk's Skateboarding	**Crave**	4	✗	✗	✗	10	84%
We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" MM							
Toy Commander	**SEGA**	4	✗	✗	✗	02	86%
We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW							
Toy Story 2	**Activision**	1	✗	✗	ARCADE STICK	16	70%
"Disney fans can rejoice, but everyone else should try before they buy." MM							
Trick Style	**Acclaim**	2	✗	✗	✗	02	79%
We Say: "*Trick Style* is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST							
UEFA Dream Soccer	**SEGA**	4	✗	✗	ARCADE STICK	16	79%
We Say: "It's third time lucky for Silicon Dreams as this is by far and away the best of the football games they've done." AW							
UEFA Striker	**Infogrames**	2	✗	✗	✗	02	67%
We Say: "It's very much from the old *FIFA* pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB							
UFC	**Crave**	2	✗	✗	✗	14	93%
We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM							
Unreal Tournament	**Infogrames**	4	✔	✗	KEYBOARD & MOUSE	22	87%
We Say: "Great game but the missing online play means that *Quake III*'s your best option." MM							
Urban Chaos	**Eidos**	1	✗	✗	✗	14	49%
We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW							
V-Rally 2: Expert Edition	**Infogrames**	4	✗	✗	STEERING WHEEL	09	86%
We Say: "*V-Rally 2* doesn't quite come up to the same standards as *SEGA Rally 2*, meaning that although it's a very good game it's just not great." AW							
Vigilante 8: Second Offense	**Activision**	4	✗	✗	✗	04	78%
We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW							
Virtua Fighter 3tb	**SEGA**	2	✗	✗	✗	01	80%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	**SEGA**	2	✗	✗	✗	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	**Infogrames**	4	✗	✗	STEERING WHEEL	09	85%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Walt Disney World Quest: Magical Racing Tour	**Eidos**	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so." AW							
Wetrix+	**Take 2 Interactive**	2	✗	✗	✗	08	71%
We Say: "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	**Rockstar**	2	✗	✗	✗	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	**Hasbro Interactive**	4	✗	✗	✗	04	73%
We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW							
Worms World Party	**Virgin**	4	✗	✔	ARCADE STICK	16	85%
"If you are even slightly into online games at their best, you'll want to get hold of this right now." MM							
WWF Attitude	**Acclaim**	4	✗	✗	✗	03	41%
We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW							
WWF Royal Rumble	**THQ**	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Vanishing Point	**Acclaim**	2	✔	✔	STEERING WHEEL	19	70%
We Say: "A fine looking, if a little hardcore, driving game offering everything but the one thing we all want – a bog standard arcade racing mode." SP							
Virtua Athlete	**SEGA**	4	✗	✗	ARCADE STICK	14	54%
We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM							
Virtua Tennis	**SEGA**	4	✗	✗	✗	12	94%
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
Who Wants To Be A Millionaire	**Eidos**	4	✗	✗	✗	14	59%
We Say: "Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed." CN							
Zombie Revenge	**SEGA**	2	✔	✗	✗	05	68%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

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CAPCOM vs SNK
Chu Chu Rocket
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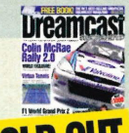


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lips@paragon.co.uk
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Ad Sales Executive **Marcus Reeves**
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Copy Controllers **Jo Spick, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
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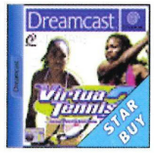
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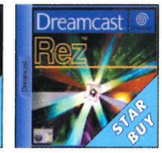
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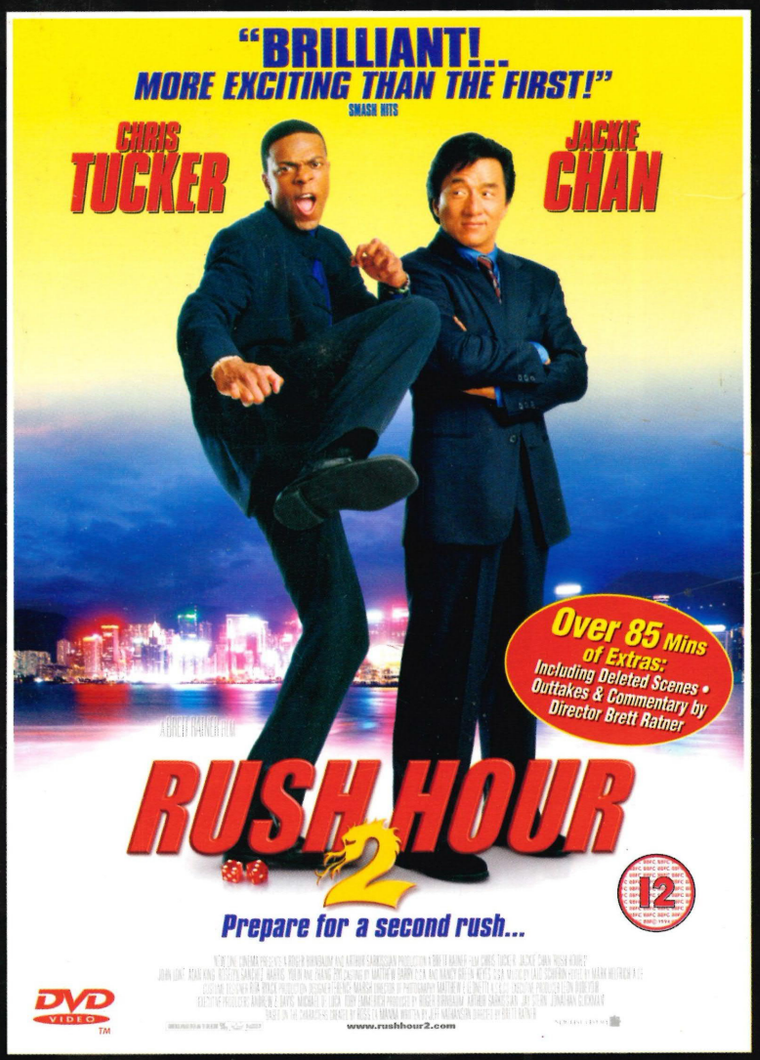


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