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April 2000 Issue 07

dreamcast MONTHLY

128-BIT TECHNOLOGY • ONLINE GAMING

exclusive review

TOMB RAIDER: THE LAST REVELATION

Lara's first adventure on the Dreamcast - showcased inside!

TOY STORY 2

Forget the T-Shirt - see the game here first!

RESIDENT EVIL CODE: VERONICA

Blood chilling review inside

SEGA GT

Forget GT 2000, Sega GT rocks!

£2.95

INSIDE SOUL REAVER COMPLETE SOLUTION

dreamcast MONTHLY Issue 07 Apr 2000 128-BIT TECHNOLOGY • ONLINE GAMING

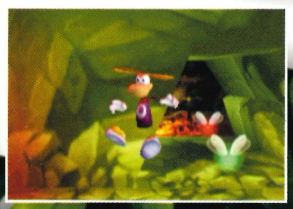
RAYMAN 2
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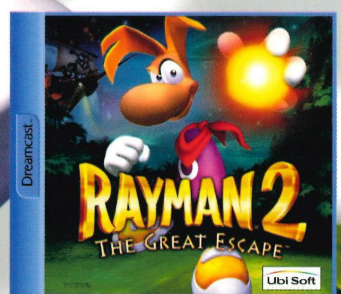
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Look 2YK

In times of uncertainty, it's vitally important to take a look at what the future holds. There was doubt in Sega's ability to create a Sony conquering console long before the Dreamcast reached fruition, so the current level of bad press is of little surprise. As Sony, Nintendo and even Microsoft are hard at work preparing their next generation hardware, Sega's head honchos aren't sat at boardroom tables twiddling thumbs and scratching heads. Instead, they're currently putting the finishing touches on plans that will undoubtedly change the way we play – online gaming.

Sega's latest giant leap for console kind is no baby step however, and building a foundation to run a global network of ultra-fast games servers is no small-fry business proposal. Sega's own spokesmen would be the first to admit that their promise of net-ready gaming on the day of launch was somewhat premature, especially considering that assistance is required from 'bungling British Telecom' to get the ball rolling. Their aim is to have a dozen net-ready games on the streets by Christmas this year, but don't expect to be playing Half-Life any time soon though – Sega's strategy is to start small, but aim high. You'll probably see a few graphically simple card and puzzle games in the beginning, Sega's own Chu Chu Rocket puzzler is one in particular that's tipped for success early on.

Sega's ambitions don't end with mere multiplayer applications however, as a recent signing between Sega and Swiss watch giant Swatch will soon prove. The introduction of 'Access to Cyberspace' is set to offer a whole host of useful functions through wearable and wireless watch technology. Downloaded information from the Dreamcast will be transferable to the watch and later used through yet unannounced technology, which Sega plans to install in places of interest like arcades and cinemas. There's no limit to the number of applications for such a device, especially when the internet's involved, so keep your ear to the ground with Dreamcast Monthly – your link 2YK...



Russell Barnes
Editor Dreamcast Monthly

dreamcast MONTHLY
128-BIT TECHNOLOGY • ONLINE GAMING

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58 You've seen the film, bought the T-shirt, now get ready to play the game!

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RESIDENT EVIL CODE: VERONICA

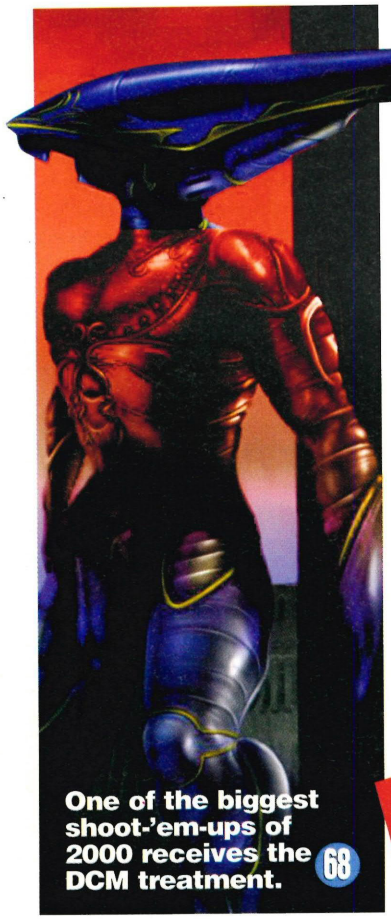
Resident Evil Code: Veronica 62

It's yet to reach our shores, but check our import feature for our review.

dreamcast MONTHLY
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review

MDK 2



One of the biggest shoot-'em-ups of 2000 receives the DCM treatment. 68

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GRAN TOURISMO 2000

HOMOLOGATION SPECIAL

It looks better than Gran Turismo 2000, but find out how it plays right here...



REDUCED SPEED NOW

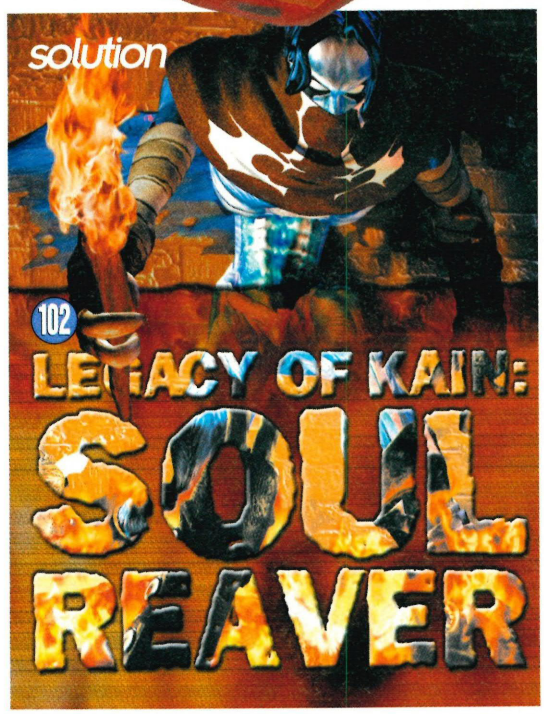
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GO LET IT OUT...

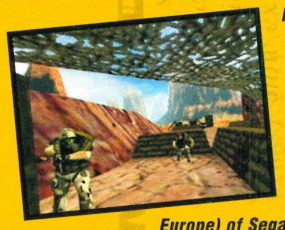


DCM LETTER OF THE MONTH

Dear DCM

I've been playing games for many years and have enjoyed countless nights of games playing into the wee small hours, sometimes alone, other times with a few close friends playing multi-player titles like Worms Armageddon and UEFA Striker. When I learnt that the Dreamcast was going to support internet and on-line gaming I rushed and placed a deposit down for one so I could get it all set-up on the day of release. What I want to know is why we haven't seen a singe multiplayer game yet and when we're going to be able to. Sega promised on-line gaming when the machine came out and it still hasn't happened, even since Christmas and New Year has passed. Does anyone know what happened to Sega's amazing plans or is their silence to be interpreted as an end to the future of on-line gaming?

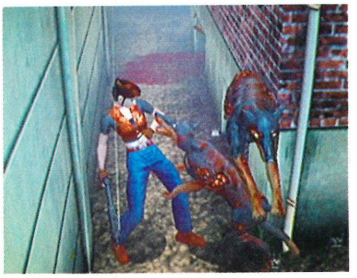
Richard, Middlesex

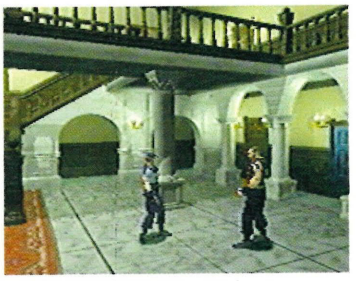


DCM: You're not the only disparaged on-line hungry gamesplayer to write in to complain about Sega's seemingly non-existent on-line strategy this month. I think many people have been very patient with Sega, given that the experience at the end of the day will be well worth the wait, but Sega have been too quiet for too long and you're perfectly within your rights to be annoyed. News this month is just coming through (after an industry announcement from Sega at a recent computer show in Europe) of Sega's strategy that should see on-line gaming starting this Spring and reaching its full potential by Christmas 2000. Take a look at this month's editorial for more details, but at length we should be playing graphically basic on-line games (like card games and simple puzzle affairs) within a matter of months and 'serious' on-line software (we can only assume they mean the likes of Half-Life!) by the end of the year. Hopefully game titles and release dates will be officially announced by the time next issue is on the shelves, so sit tight 'till then...

A SOUND SOLUTION

I just thought I would send a short letter that may help to alleviate frustration in other Dreamcast owners who would love to hook their super-console to some heavy duty speakers. I spent three weeks prior to Christmas phoning anyone who might be able to help, (even Sega's own help-line), only to be told that the necessary cable didn't exist. Well, fear not. I have the ultimate solution. Pay a visit to your local Tandy and pick up a SCART Video Control box. They





CHALK...

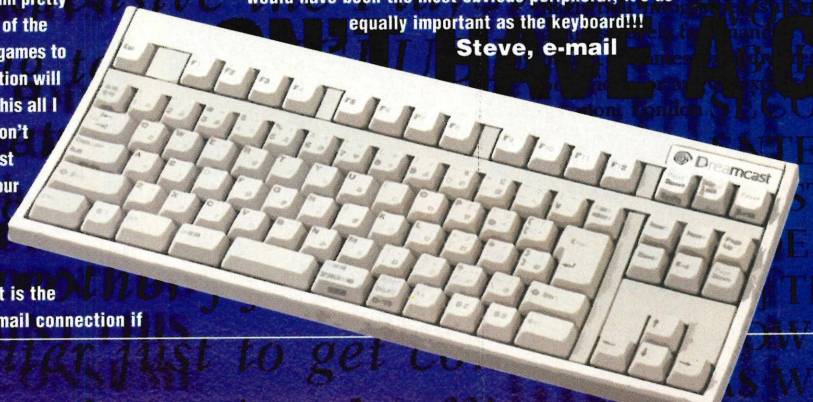
There are two plain and simple reasons why I think that Sega's Dreamcast is failing. This is the amount of games they are releasing at a time, and the quality of the games. I am writing this after just visiting my local Electronics Boutique store. I usually go in there weekly to see what, if anything has been released. I think there have been THREE games in the last two weeks. These were: Deadly Skies – absolute shit! (you said so yourself giving it a measly 5/10 and I agree), Revolt – a game that needs an extra something to get it up there with the best, but not bad, and Wild Metal – I haven't played it yet, but you lot seemed to like it.

I think this is absolutely pathetic and judging by EB's release schedule, it looks set to stay that way. If it wasn't for the up and coming release of Crazy Taxi, I am pretty sure my Dreamcast would be out of the window by now. I think the next games to save my Dreamcast from destruction will be Giant Killers and Sega GT. Is this all I have to look forward to? There don't seem to be many happy Dreamcast owners at the moment, so pull your finger out SEGA!

Andy, e-mail

What are Sega playing at? What is the point of offering an internet/e-mail connection if they're not going to make enough bloody keyboards to go around! I've been trying, to no avail, to buy one since I got my Dreamcast a few months ago, but everywhere I go shop assistants look through me with vacant eyes and give me the same pre-programmed response of how 'their suppliers are currently out of stock'. It seems that every time Sega do something they always manage to ming it up somehow! What about a mouse too?! It's much too time consuming (and more expensive) to scroll up and down web-pages using the joypad – surely a mouse would have been the most obvious peripheral, it's as equally important as the keyboard!!!

Steve, e-mail



cost £14.99 and have three Scart inputs that can be switched and a single output Scart socket. It also includes phono outputs! So now I have my DC, Video and PSX all connected via the same socket to the TV, and more importantly the phonos are connected to a Cambridge Soundworks sub and speaker system. The end result is nothing short of spectacular. Roll on Code: Veronica!

Steve, Cheltenham.

DCM: Sounds like you've got quite a set-up there Steve, but there's much more scope to using the Video Control box than meets the eye. Watch out next issue for a feature that will show you how to make the most of those leads and your internet connection to offer you more of your favourite type of music than you've got blank tapes for. Interested? See you next issue then!

around. It has quite literally transformed all my games like Sonic Adventure and Soul Calibur, which now looks arcade perfect, but I am disappointed that not all games support it, like Hydro Thunder and Marvel Vs Capcom. Why can't Sega just make it a basic requirement so it's compatible with all games, as it's a bit of a joke to have to swap leads to play non VGA games. Can someone please talk some sense into Sega!!!

Qamer Khan, High Wycombe

DCM: You're absolutely right on all counts. Sega's VGA cord is a great bit of kit, offering the best graphical representation of the games using the highest possible resolution. Games like Soul Calibur reach their full potential under these conditions and if it wasn't for the fact that some games don't support this method, I for one would have my Dreamcast permanently set-up on my computer monitor. These incompatibility problems generally come about because of poor planning and communication and we all know that those are two areas Sega are notorious in! Hopefully (sooner rather that later) all Dreamcast software will offer full support to both the VGA cord and the SCART cable, until then we'll just have to make do with reaching behind the telly to swap leads whenever we want to play a different game.

THE END RESULT IS NOTHING SHORT OF SPECTACULAR. ROLL ON RES EVIL CODE: VERONICA!



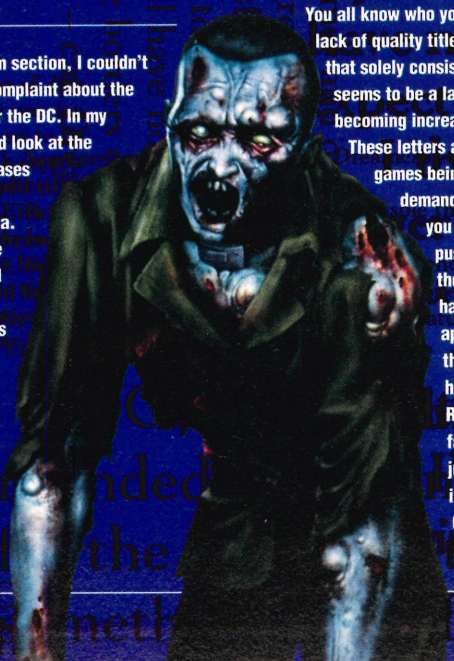
VGA ANNOYANCE

The VGA cord which allows you to plug a computer monitor to the DC is one of the best pieces of kit

...AND CHEESE

Having just finished reading your Forum section, I couldn't believe what I was reading. It was a complaint about the lack of games and the lack of sales for the DC. In my school lots of my friends own a DC, and look at the games so far and the forthcoming releases such as Soul Calibur, Crazy Taxi, Giant Killers and Resident Evil: Code Veronica. PlayStation owners would die for these exclusive Dreamcast-only releases and the list for add-ons, like the Zip Drive, DVD and the modem (which PSX owners would have to wait a couple of years for), is excellent. I'm definitely staying put – my Dreamcast, it's easily the greatest console yet.

Jake, e-mail



This letter is a response to all the DCM readers who take some kind of twisted pleasure in irritating the big in-house game development teams and their other associates at Sega. You all know who you are, writing letters about the 'apparent' lack of quality titles for the Dreamcast. These mundane letters that solely consist of 'where are all the RPGs? and 'there seems to be a lack of great titles for the Dreamcast' are becoming increasingly annoying to the average DC loyalist. These letters are a contributing factor to the amount of games being rushed out by developers to meet the demand of the ever-hungry gaming enthusiast. As you can probably imagine, developers are being pushed to publicise unoriginal games to meet the huge consumer demand. The result is a half-arsed game with very little long-term appeal at all. What people don't seem to see is the huge tsunami of gaming excellence that's heading our way, bringing titles like Tomb Raider: TLR, Hidden and Dangerous and the fantastic Shenmue. Why can't these people just sit tight until then and indulge themselves in some classic Dreamcast games like Soul Calibur and Sonic Adventure?

Stuart, Northamptonshire

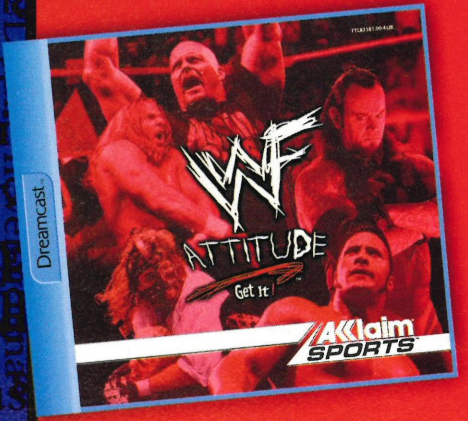
WIN A GAME OF YOUR CHOICE EVERY MONTH!

gameplay.com



For your chance to be the proud owner of any game of your choice, simply write to us with your usual trials and tribulations – it couldn't be easier! Make sure your letter is sharp/intelligent/funny/sarcastic enough to be DCM's Letter of the Month and the game at the top of your wish list will be winging its way to you, courtesy of those lovely people at Gameplay.

Make sure you include your full name and address and the name of the game you would like to win, or you'll be kicking yourself for a week when you don't win. Don't just sit there – get writing!



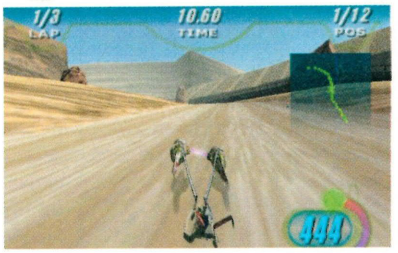
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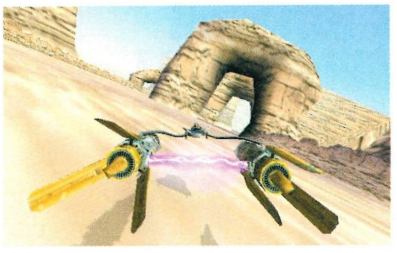
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bringing you the latest news and views from around the world

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THE FORCE IS HERE!

It's official! Star Wars is on the Dreamcast!







Just like in the film, expect to have to squeeze your pod through some very tight gaps...

STAR WARS EPISODE I RACER

Last issue we were celebrating the long overdue arrival of Lara Croft onto our favourite console. This issue? LucasArts have only gone and confirmed that they'll be releasing Star Wars Episode 1: Racer (a game that made even the Nintendo 64 look good) onto the Dreamcast!

Now those who remember our 'Your Most Wanted' from two issues ago will realise that this is one of the predictions we actually got right, and the even better news is we've only got a month or two to wait before the game is released.

Racer was first seen on the PC and N64 when the film was released last summer (the PlayStation only got a lacklustre adventure game that wasn't much cop), and is pure, mindless arcade fun. Its key selling points, other than it being based in the Star Wars universe, were the fact that it was bloody fast and bloody good fun. As for the DC version, it's not going to be a straight port either – which is good news as far as we're concerned. LucasArts have taken the extra time to aesthetically enhance the game,



Lining up at the starting grid, the expectation's high...

and so the version we see on the DC should look better than that on any other format.

The game itself centres around the pod racing section from the film, with the player plunged slap-bang into the middle of the action. You'll have to race your pod over numerous increasingly tricky levels, whilst having to hold off and beat a bevy of opponents who don't always play by the book. The game got high review scores on other formats, and we're expecting to see the same performance repeated with Sega's white box.

Hopefully, the floodgates are open now, and LucasArts will bring some of their other Star Wars games over to the DC. Other titles held by the Lucas empire include Indiana Jones (here's hoping we see a version of the excellent Indiana Jones and the Infernal Machine, which has recently been released on PC), and a cracking series of adventure games such as the Monkey Island Trilogy and Grim Fandango. We're guessing we won't be seeing much movement with the latter two, though.

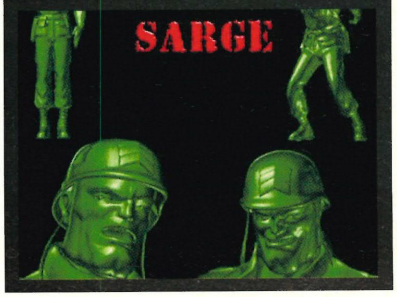
And we got through the whole thing without one shit Force gag...

HOPEFULLY, THE FLOODGATES ARE OPEN NOW AND THEY'LL BRING OTHER STAR WARS GAMES TO THE DC

MIDWAY GET MILITARY

Army Men storm the Sega

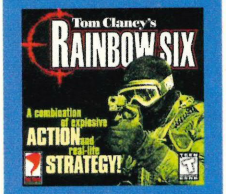
Those ever-industrious folk over at Midway have another feather in their cap, having picked up the Dreamcast rights to 3DO's light-hearted action strategy title Army Men: Sarge's Heroes. It's a game that involves lots of toy soldiers fighting, and boasts what will hopefully be a mean four-player mode. The release date is summer at the earliest, and we'll bring you an update as soon as we know any more.



STOP PRESS

SOMEWHERE OVER THE RAINBOW

The Tom Clancy endorsed Rainbow Six is well down the road to the Dreamcast at the moment, with a release of the game currently pencilled in for the summer. That'll put it in direct competition with the other major soldier sim on the market, Hidden and Dangerous, and we'll find out how they fare shortly...



YOU'RE BUSTED!

The frustratingly maddeningly addictive puzzle game Bust a Move is being brought to the Dreamcast, courtesy of Acclaim entertainment. Essentially nothing more than a simple puzzle game involving the grouping of coloured bubbles, it's an exemplary puzzle title, and the two player mode should carry a health warning. Every good format needs a Bust a Move game – it seems the Dreamcast is no exception.

MAKE WAY FOR THE KING

SNK's forthcoming scrap King of the Fighters 99, yet another one on one beat-'em-up, should be arriving on the Dreamcast later in the year. It'll have the added attraction of a link-up option with SNK's terrific little handheld console, the Neo Geo Color. And if you haven't played Sonic or Pacman on that, then you haven't lived, frankly.

STOP PRESS

PROSPECTS

ULTIMATE FIGHTING CHAMPIONS

UFC will have less of an emphasis on insane moves and impossible combos and will instead focus more on precision and realism. You can pull off anything you'd expect to be able to do in real life, and as a result, you'll no doubt spend as much time on the ground as you would on your feet – sounds cool.

GUN BEAT

This is classed by developer, Treasure, as an action racing game. Your main objective is to finish a race before the timer runs out, before being awarded a level of shooting performance. In turn, this grade gives access to a new arsenal of weaponry. The enemies in the game are fundamental to the gameplay, in that they force you to forget about just racing for pole position. No word on a release date yet though.

CHAKAN

Chakan is a graphic comic book originally created by Robert Krauss. The story is that Chakan was an unbeatable warrior hundreds of years ago. He became a little too cocky and wagered Death in a battle. He's now got the responsibility of ridding the planet of all evil – or rather, you have.

TITLE DEFENCE

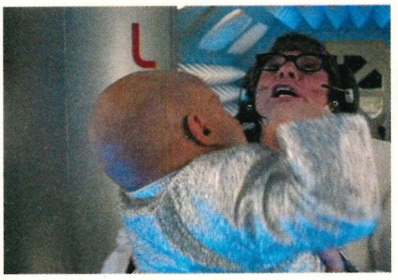
Climax have unveiled the latest version of Title Defence, the second boxing game to be revealed on Dreamcast. A publisher for the game has yet to be assigned, but it looks like having the potential to give the old Ready 2 Rumble a hard fight.

YEAH BABY! YEAH!

Austin heads Sega-way



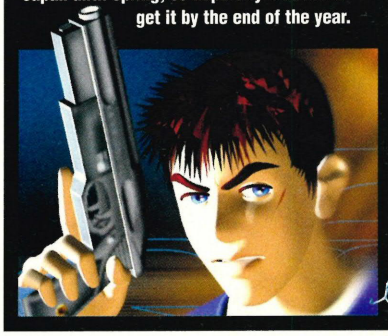
Those happy folk at Take 2 Interactive have just scored a fairly weighty coup by nabbing the rights to make several games based around the Austin Powers movies. There's not a lot known at the moment, but we do know this: four games will be released for the Gameboy Colour, and there WILL be one for the Dreamcast too. Climax are handling the coding duties – and you can read about them elsewhere in these news pages. Hopefully we'll get something more substantial than the not-too-impressive Austin Powers: Operation Trivia that PC owners had to endure last year, although we'll wait and see exactly what route they take with the licence. And, of course, it's a golden opportunity for every gaming mag in the world to wheel out those tired old Austin Powers sayings. Er... Groovy baby? I need a drink...



READY TO CLIMAX?

New game from the Blue Stinger people

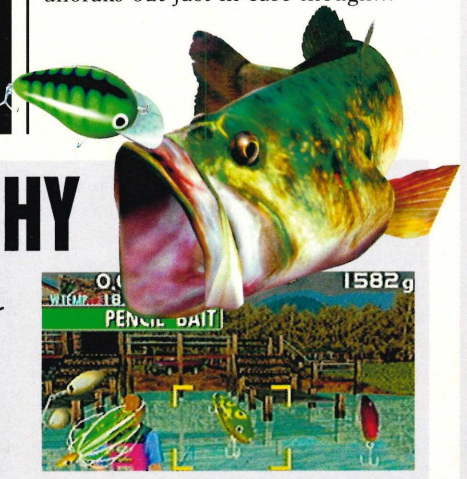
Currently with the okay-ish Blue Stinger sitting on their CV, Climax are beavering away at their next Dreamcast opus, a racing game called Super Runabout. Boasting all sorts of vehicles, from sports cars to mini-vans, you'll have to undertake lots of missions that'll no doubt get you on the wrong side of the law. It's not due out in Japan until Spring, so hopefully we should get it by the end of the year.



TRAINSPOTTING

Deep strategy for the DC?

This one's straight out of rumour land, but it appears that the ageing PC strategy game Railroad Tycoon 2 could be making an appearance on the Dreamcast. Converted recently to the PlayStation (causing our sister magazine, extreme, to award it a decent-but-should-have-left-it-on-the-PC 60%). There'll need to be some decent improvements made for it to succeed on DC, as the original PC version is well over a year old. No word yet on a UK release, but we'll let you know if we find anything out. Get your trainspotting anoraks out just in case though...



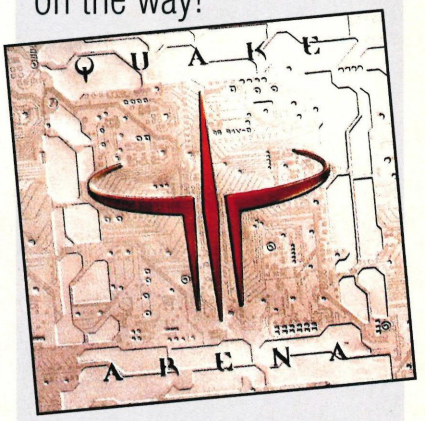
SMELLS FISHY

It looks like Sega are heading back for the water

Those worried about splashing out for Sega Bass Fishing and finding themselves with a fishing-rod add-on that they won't be able to use again could be about to have their fears quashed, courtesy of Lake Master Pro, which is just about to be released in Japan. Internet sites who have fiddled with the game suggest a tougher challenge is in order, and this is one that looks quite likely to head to Blighty in the next few months.

QUAKE 3!

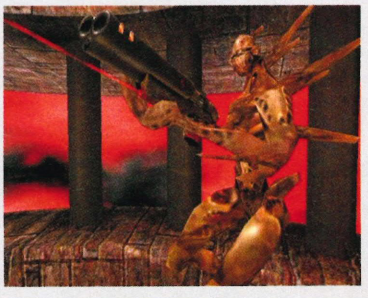
Multiplayer mayhem is on the way!



Quake 2 is cleaning up on the PlayStation, the whole Quake franchise is a classic, and Quake 3 Arena is winning plaudits all over on the PC scene. So, here's another prediction come true from the 'Your Most Wanted' piece two months ago: ID Software and Activision have confirmed that the game will now be coming to the Dreamcast.

In all honesty, there's little reason why it shouldn't. There's little doubt that the DC can handle the action and still play a mean game at the same time, and it's also perfectly poised to take full advantage of the DC's online capabilities. One of the delights of Quake 3 is the amazing array of multiplayer deathmatches that can take place, and frankly we can't wait to roll up our sleeves and get involved.

The only real problem is the fact that the game is so multiplayer focused that it doesn't leave much room for a strong one-player game (something that may be rectified, come DC time). Nonetheless, to have one of the most famous gaming names in the world on our beloved console is a very good thing indeed, and we look forward to the game's release later in the year. For those wondering where the equally adored Unreal Tournament is, it's currently being converted for plenty of other platforms (including the PlayStation 2), so we live in hope that we'll be on the guest list too. In the meantime, save up your notes, as Quake is sure going to help you rack up a healthy phone bill...



MULTICOLOURED VMUS ANNOUNCED

They'll fit right in with your multicoloured DC...

They're already in most of the gaming shops over in Japan, so it will hopefully only be a matter of time until we're treated to these multicoloured Visual Memory Units. Readily available in Aqua Blue, Lime Green, Passion Pink and Smoke, you'll easily be able to impress your friends after you've given them a good whooping on any game!

They're supposed to match up with the Millennium Controller counterparts that were released last year, so we'll have to wait and see on that front.



IT'S NOT ALL JUST TALK

A new microphone peripheral will be released for the DC...

The Dreamcast microphone has been unveiled to the public for the first time, via webcast, by Sega Enterprises' President Shoichiro Irimajiri. Similar to the one developed for kooky pet-sim, Seaman, the device will plug into one of the VMU slots on your Dreamcast controller and will include a headset for hands-free use.

Sega's Digital Camera, dubbed the DreamEye, is a fully portable digital camera that you can take anywhere you want, to take pictures of whatever you want. There is no official word on the exact installation of the add-on. However, because it is too big for a VMU slot, the serial port or modem port are likely candidates. You can read more about the DreamEye elsewhere in the news.

Both peripherals have been developed to be used together for seeing and hearing opponents via Internet, and there are other possibilities. According to Irimajiri, Sega has been wanting develop a program that will enable users to participate in video chat sessions. These sessions would allow gamers to set up gaming sessions, talk about upcoming titles, or simply talk trash. As always in the industry, release dates for both items are sketchy. Similarly, pricing is also up in the air, but in an effort to aid popularity, it is reasonable to think that Sega would like to keep the cost of both units under 80 pounds – fingers crossed.

SOUL REAVER SEQUEL FOR THE DREAMCAST

The Legacy of Kain continues...

At a special press event held in San Francisco to unveil Tomb Raider: The Last Revelation for the Dreamcast, Eidos made several big announcements regarding its interest in the Dreamcast. The company stated that it would be supporting the Dreamcast with more than eight titles (in addition to those currently on the market) and commented that games based on Disney and Olympic licenses were currently being developed. But the biggest revelation from Eidos during this presentation was that it would be bringing a sequel to Soul Reaver to the Dreamcast.

All exciting stuff, it seems like they've only just released Legacy of Kain and already they're building on the winning formula. Looks like the series will never end – hoorah!



CAPCOM TO RELEASE ANOTHER RPG

Only this one's set to have an extra twist...

Capcom of Japan have announced that it will be releasing a new role-playing game for the Dreamcast later this year. Unlike your normal RPG titles, this one will come in the form of bimonthly installments. Capcom have been hinting for a while now that it would create a new RPG series, but it wasn't indicated which platform this series would appear on. Now we've learned that it is in fact the Dreamcast, but instead of monthly installments, the game will be presented in bimonthly chapters.

It's also been rumoured that the famed Final Fantasy artist, Yoshitaka Amano, is supplying character designs for a new Capcom title. The game is titled Eru No Monsho (The Emblem of Eru). However it's not yet clear if this game and the bimonthly RPG are one and the same, or if they are somehow connected. We'll keep you posted.



INFOGRAMES UP 66%!

Dreamcast=dollars

Last issue we reported on how Midway had benefited from their aggressive backing of the Dreamcast with a healthy balance sheet, and this issue we've got the latest figures from Infogrames in the States, who had a 66% rise in revenue in the last half of 1999 – and that also takes into account their not-very-cheap acquisition of GT Interactive.

Big reasons behind the sales boost? Word is that their US Dreamcast range, which includes Slave Zero and Expendable, is getting the credit.
Well done, we say.



CHEAT!

The Action Replay leads another band of new peripherals

You know those Action Replay cartridges that you can get for the PlayStation, where you type in various codes and it gives you access to cheats and extra parts of the game? Well Datel have announced that the Dreamcast version, the Action Replay CDX, will be going on sale on March 17th. The unit plugs into the DC's controller, which then allows you to pick a game from the on-screen menu. Fully programmable for new cheat codes (which it can store), the unit will allow you to get to bits of games that have previously been out of reach, either because they're too hard or you're too weak.

Also on March 17th, Datel launch two other peripherals; a high capacity 16x memory card with LCD status at £39.99 and a transparent aquamarine keyboard for £19.99. The Action Replay CDX will cost you £39.99 as well, and we hope to be taking a look at all three in a future issue.

COMPETITION HOTLINE

Hi, I'm the Prize Mistress, if you make a date with me, you can enter my great competition. We'll have a lot of fun along the way!



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Maximum cost of £3, please ask permission before calling. After the closing date, this service may be replaced by a similar competition. For rules, or winners names, send S.A.E. to *Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA*

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GRABBING THE GAUNTLET

Classic arcade game comes back to life!

Anyone remember Gauntlet, one of the first coin-grabbing four-player arcade games? Viewed from an overhead perspective, it was a game where four players explored a dungeon, fighting off ghosts, picking up keys and finding their way to the exit on each level. In no way was this an RPG, it was a straight blast-and-head-for-the-door kind of game. The good news is that despite one unsuccessful effort to revive the game for home gamers in the last decade (anyone remember Gauntlet 3D?), Midway are hard at work on Gauntlet Legends for the DC, and word is that this is a more successful updating. It's due out in the next few weeks in the States, and considering Midway are one of the most committed DC publishers out there, it shouldn't be too long until it's on the shelves of Woolies.



YOUR MISSION...

...should you choose to accept it

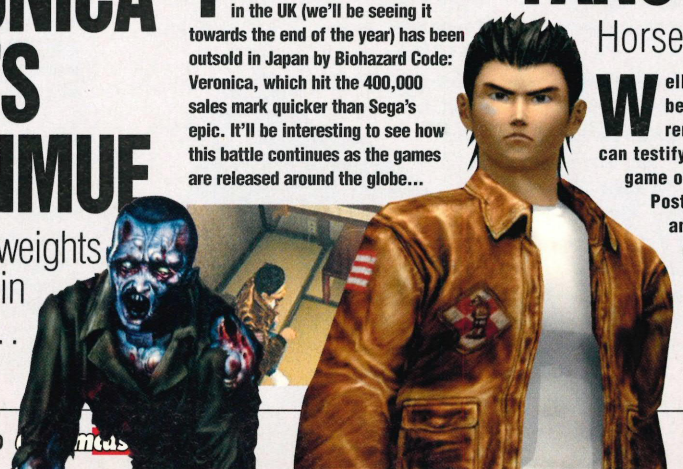
Looking forward to this summer's big blockbuster sequel, Mission: Impossible 2? Wondering what's happened to the videogame's rights? Good news – they've been snapped up, and once again Infogrames are the winners. Whilst we obviously hope that the game they put out is better this time, there's still no confirmation at the time of going to press on exactly which formats it will be supporting. Mind you, Infogrames are no slackers when it comes to Dreamcast, so there's little reason why a DC version would be left off the release list.

global news

VERONICA BEATS SHENMUE

Two heavyweights slug it out in sales war...

The mighty Shenmue, one of the most eagerly awaited games ever in the UK (we'll be seeing it towards the end of the year) has been outsold in Japan by Biohazard Code: Veronica, which hit the 400,000 sales mark quicker than Sega's epic. It'll be interesting to see how this battle continues as the games are released around the globe...



MEGA BROWSING

Fancy a game of Sonic 2?

Over on the other side of the world, Japanese Dreamcast owners have found that their online experiences have been boosted thanks to the release of the third version of the Dream Passport software. Amongst the many upgrades to the software, though, is a nifty little feature that allows you to play classic Mega Drive games on a pay-as-you-go basis, although you need to download them each time you want to play. Perfect for those, er, FIFA 95 classic gaming moments.

FANCY A FLUTTER?

Horse racing...on the DC...

Well, we've had fishing, so horse racing shouldn't be a major surprise, and as anyone who remembers the Spectrum classic Grand National can testify, it's possible to make quite a decent little game out of the subject matter. Anyway, Winning Post 4 2000 is under way for release in Japan, and if we were betting people, we'd suggest its chances of making it over to these shores were slim. But we could be wrong. Best have a chat with your local import supplier when the game eventually turns up later in the year, eh?

A BOOST FOR THE NET

Japan goes faster – now what about us?

A spanking new Internet strategy has emerged from Sega of Japan which will see, with a bit of luck, a substantial increase in the number of browsers on the other side of the globe. By basically speeding the whole system up by adding in more broadband, the objective is to boost those using their DC for the Net, as well as allowing for video chat and e-mail with the forthcoming DreamEye add-on. So there.

THE DOGS FIND A HOME

New strategy game signed to Take 2

Silicon Dreams, those folk behind Sega WorldWide Soccer 2000, have found a publisher for their upcoming strategy title Dogs of War, which previously went by the name Warmonkeys. Thanks to the chequebook of Take 2 Interactive, the game will be released onto Dreamcast at some point this year, with key selling points including 200 units within a level for a big old-fashioned wargaming scrap, and an intricate satellite surveillance camera, which lets you view the action from any perspective. We'll be hearing more about Dogs of War in the not-too-distant future, we suspect.



ARE KONAMI GETTING SPORTY?

Might be time to get your joypads ready...

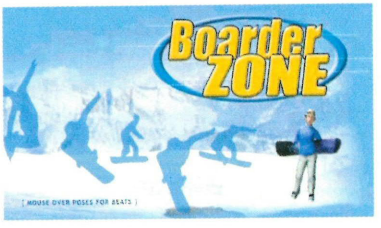
Whilst we've heard no official word in the UK, over in the States Konami are apparently readying a release of International Track and Field 2 for Dreamcast. The game is a full athletics-style simulation in the old fashioned style, where to progress you have to hammer seven shades of shit out of your gamepad. They're also working on baseball and basketball games, although whenever we try to find out anything about the possibility of an ISS footie game, things go strangely quiet and we get a very quick denial. We can but hope. At the very least though, we'd be surprised if International Track & Field 2 didn't make it this way. Soon. And they've got that Castlevania game later in the year to look forward to...

BOARD GAMES

Time to hit the snow again...

Okay, so we've had Snow Surfers, but the Dreamcast is still very shy of a good quality snowboarding sim. However, Infogrames are hoping to change all that with the news that their entry into the field, Boarder Zone, has appeared on American release lists, with a UK version all but inevitable. According to the game's website, it's a "pure thrill for the senses", which we roughly translate as 'this could be quite good'. Expect tricks, moves, freeriding, hazardous slopes, quality graphics and a release in the final quarter of the year.





WWW THROUGH DC

Plenty of you are at it...

Over 200,000 of you are now using your Dreamcast to navigate the Internet. With multiplayer online gaming hopefully just a month or two away, it's a promising starter base for the long hours of competition ahead. The number should get a further boost when the online gaming facilities do finally go live (isn't that what most of us are waiting for?) and we expect substantial additions to the million-strong legion of DC surfers when that actually happens.

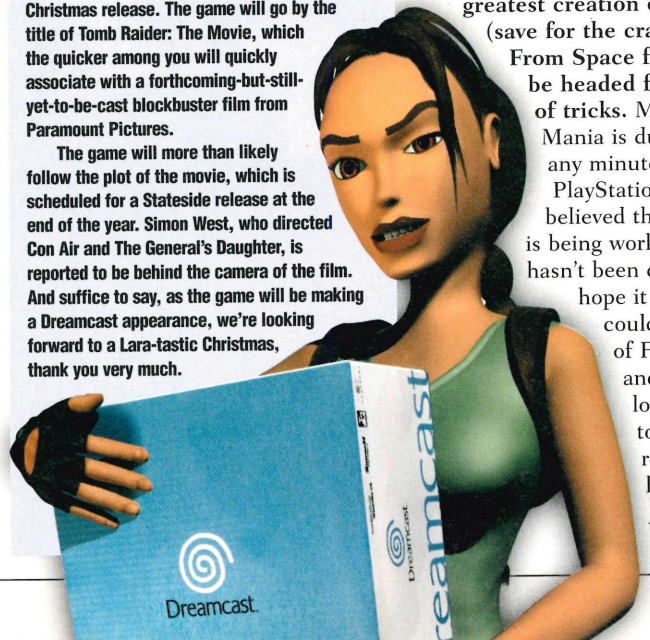


EVEN MORE LARA!

New Tomb Raider game set for Christmas

Eidos and Core Design have confirmed what we'd expected to be the case, that a brand new all-singing all dancing Tomb Raider epic has been scheduled for a Christmas release. The game will go by the title of Tomb Raider: The Movie, which the quicker among you will quickly associate with a forthcoming-but-still-yet-to-be-cast blockbuster film from Paramount Pictures.

The game will more than likely follow the plot of the movie, which is scheduled for a Stateside release at the end of the year. Simon West, who directed Con Air and The General's Daughter, is reported to be behind the camera of the film. And suffice to say, as the game will be making a Dreamcast appearance, we're looking forward to a Lara-tastic Christmas, thank you very much.



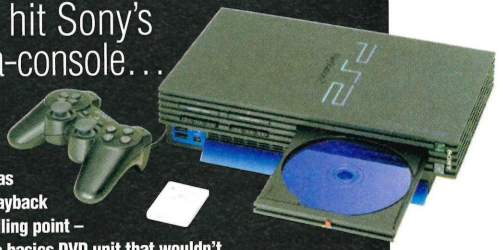
IT'S TIME TO PLAY THE MUSIC...

...Kermit does DC?

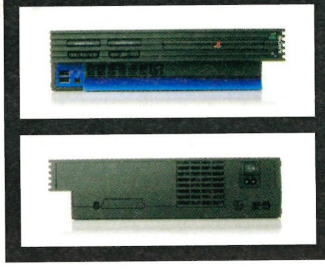
It's unofficial at present, but rumour on the Internet suggests that the Muppets – surely the greatest creation of all-time (save for the crappy Muppets From Space film) – could be headed for Sega's box of tricks. Muppet Race Mania is due for release any minute for the PlayStation, and it's believed that a DC version is being worked on, but hasn't been confirmed. We hope it is though. Who could resist the likes of Fozzie, Gonzo and Kermit? We love 'em. We want to invite them round to our house. We're just off to see our therapist.

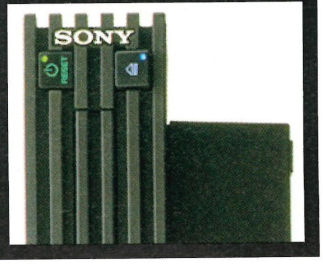
PLAYSTATION 2... THE LATEST RUMOURS

More problems hit Sony's impending mega-console...



Okay, there have been two major assaults aimed at the forthcoming PlayStation 2 in the past few weeks. First up was the accusation that the DVD playback capability – a much mooted selling point – would be a stripped down, bare basics DVD unit that wouldn't support features such as subtitles and multi-angle viewing. This isn't true, and Sony have confirmed that you will be getting the full monty in that department. However, the other major selling point was that you'd be able to play your old PlayStation games on the PlayStation 2, but just weeks before the Japanese release of the console, news has leaked from Sony that it may not be the case. More precisely, some of the older titles in the PlayStation catalogue will not work on the new machine, and that particular story is true. Just thought you'd like to know...





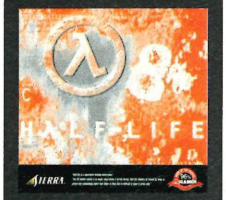
WILL THE DOLPHIN APPEAR?

Nintendo think so...

Retailers on the other side of the world are beginning to question whether Nintendo really will develop their new console, the Dolphin, by the end of this year, as originally promised. The new machine, which is said to out-perform the PlayStation 2 by around 33%, has been strangely quiet in the hype department, and whilst Nintendo continue to ascertain that it'll appear, we're not putting any money on it.

WE'VE GOT A LIFE!

PC classic gets nod for Dreamcast conversion



A huge round of applause for Captivation Digital Labs for knocking yet another of our most wanted titles in the direction of the DC. They've got the go ahead to work on a Dreamcast version of the superb PC first person action adventure Half Life, widely regarded as one of the best games ever on the format.

The game isn't due for release until summer at the earliest, but obvious opportunities abound for online play, which we hope those concerned will grab. Frankly though, you should be knocking your knees with excitement about this one. Unless they screw it up. But only time will tell...



SAY CHEESE!

Sega unveil the Dreamcast camera!

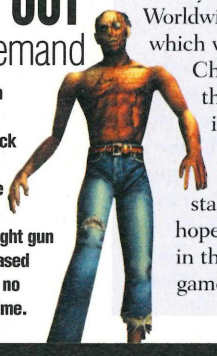
At the recent Milia trade show in Cannes, Sega officials took the opportunity to unveil the latest Dreamcast peripheral – the DreamEye! Hooking into one of the DC's controller ports at the front, the camera works like any other, and allows you to broadcast pictures of yourself over the Internet.

Also allowing you to record messages up to 24 seconds in length, the DreamEye comes with image enhancement facilities and a maximum exposure time of 1/10 second. The resolution on offer is an okayish 640 dot by 480 dot, and it will be capable of holding 31 pictures at a time.

It's out in Japan and the States first, but it's highly likely this little gadget will be on sale in the UK too. If we had to guess pricing, we'd say around £100-120 – but we could be wrong.

GET YOUR GUNS OUT

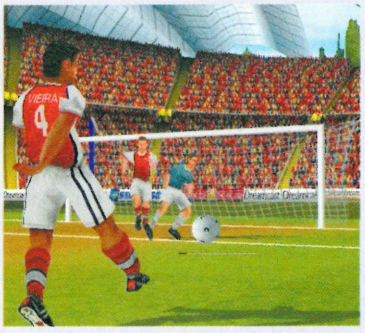
Madcatz supply the demand



Plenty of you have been in touch with regards the shortage of various DC peripherals. First up, there was a lack of keyboards on the shelves of Woolies, which hopefully Datel's new unit will solve from mid-March. And now those looking for a copy of House of the Dead 2 with a light gun might get more joy, as MadCatz have released their third party gun. Which means you've no excuse not to be blasting zombies by teatime.

WORLDWIDE SOCCER HITS EUROPE

Updated version of footie game for the summer



With England just about safely qualified for the European Championships, attention naturally moves to the flood of videogames that usually hangs around such tournaments like a bad smell. With Electronic Arts producing the official game of Euro 2000 (and let's face it, given their current narrow-mindedness, we haven't got much chance of seeing that), it's left to Silicon Dreams to put together Sega's entry onto the field.

They'll be updating their Worldwide Soccer 2000 game, which we gave an 8/10 to before Christmas, and has since split the jury fairly evenly between its fans and enemies. The new version looks to be more than an updating of statistics, fortunately, and we'll hopefully be taking a closer look in the next issue. Expect the game around June/July.

INCOMING!

Those dastardly Worms are set to return...

With Worms: Armageddon getting a thumbs up from us and most of you, it seems inevitable that there are going to be more entries into the ongoing Worms saga. And there are, as Team 17 are rumoured to be working on a new action/strategy title to be released within the next twelve months.

Nothing more concrete than that at the moment, although we are expecting a Dreamcast version and online play as well.



SEGA AND SWATCH GETTING HANDY WITH THE DREAMCAST

Watches can do more than tell the time...

Sega have announced that they've teamed up with Swiss watchmaker Swatch to provide a new range of Internet services, using the Dreamcast and Swatch watches with wireless communication features. This technology is being labelled by the two companies as wearable "Access to Cyberspace."

The system will allow users to download data onto the Dreamcast via its modem connection to the Internet and then transfer it to the watch, which includes a built-in RFID (contactless memory chip) with read and write functions. Although the data cannot be viewed on the watch itself, it can be transferred to other hardware units that can – such as different Dreamcast hardware units or special adapters that Sega intends to install in places such as cinemas.

Sega and Swatch intend to launch the watch worldwide between April and May at a price of 15,000-20,000 Yen – that's about 90 quid for us folks.

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Crazy Taxi
Cueball (Jimmy White 2)
Daytona Usa 2
Dynamite Cop
Dynamite Deka
Elemental Gimmick Gear
Evolution
Evolution 2
Expendable
Fighting Force 2
Flag To Flag
Generator Vol.1
Get Bass
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Giant Gram All Japan Wrestling
Godzilla Generations
Hardcore Heat
House Of The Dead 2
Hydro Thunder
In Nippon Budokan Giant Gram
Incoming
Jimmy White 2 Cueball
Jojo's Bizarre Adventure
King Of The Fighters Dream Match 99
Legacy Of Kain Soul Reaver
Marvel Vs Capcom
Metropolitan Highway Battle
Millenium Soldier: Expendable
Monaco Grand Prix
Mortal Kombat Gold
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Nba Showtime
Nfl 2k
Nfl Blitz 2000
Nfl Quarterback Club 2000
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Powerstone
Psychic Force 2012
Puyo Puyo
Racing Simulation: Monaco Grand Prix Enter 01
Rayman 2
Ready To Rumble Boxing
Redline Racer
Resident Evil 2
Resident Evil Code Veronica
Re-Volt
Rippin Riders: Coolboarders Burrrn
Sega Bass Fishing: Get Bass
Sega Rally 2
Seventh Cross
Shadow Man
Shotuko Highway Battle
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver L.O.K.
South Park
Speed Devil
Star Gladiator 2
Street Fighter 3, 3w Impact , Alpha
Super Speed Racing
Suzuki Alistare Extreme Racing
Tee Off
Test Drive 6
Tnn Motorsports Hardcore Heat
Tokyo Extreme Racer
(High Way Challenge)
Tomb Raider 4
Toukon Retsuden 4
Toy Commander
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TOMB RAIDER: THE LAST REVELATION

Whether you're new to console gaming or a seasoned old hand, you're going to know a thing or two about Lara and her adventures. The Dreamcast has the ability to do the series justice, but have Core done the business?

It feels like it's been an eternity coming, but they do say that all good things come to those who wait. Join us as we focus the microscope on The Last Revelation and the intricacies behind Core's labour of love. First however, let's take a trip round the extraordinary world of the industry's biggest cyber babe, while delving into her past and looking to the future...



showcase

LARA CROFT: THE GIRL, THE ADVENTURER

The Daughter of Lord Henshingly Croft, Lara was brought up in the secure world of the aristocracy. Wanting for nothing, she was surrounded by servants, social events and high society. Having attended Wimbledon High School for girls from the age of eleven, Lara's parents decided that at the age of sixteen she should broaden her education by studying for her A-levels at one of England's most prominent boarding schools. Being an adventurous soul, Lara was excited at the prospect of being sent away from home.

By chance, one day Lara came across a copy of National Geographic, upon which was the picture of a familiar face – Professor Werner Von Croy. A respected archaeologist, Von Croy had once lectured at Lara's school to pupils and parents alike. The experience had had a profound effect on Lara, triggering a desire for travel to remote locations in search of adventure. In some ways Von Croy had become an inspirational figure for Lara.

As Lara read further, she learned that Von Croy was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Lara burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croy on his expedition. Lord Croft could hardly disagree that travel was an education in itself.

As Lara argued the case further, Lord Henshingly Croft walked to the bureau and penned a letter to Von Croy, introducing himself as an influential society figure and offered financial assistance in exchange for his daughter's place on the expedition. Von Croy's reply assured the Henshingly Croft's that the territories were friendly and that he had ample experience to look after both his and Lara's well being. Lara's company as an assistant would be welcome, as was the offer of such a generous cheque. He remembered Lara from his lecture – her incessant yet insightful questions had made quite an impression upon him. And so it was agreed by all that Lara would accompany Von Croy for the duration of his tour...

TOMB RAIDER: A STAR IS BORN

Ironically, the first pictures of Tomb Raider ever to appear in the public domain did so as a result of work on Sega's Saturn development kit, in a time when Core were struggling to get to grips with the new 32-bit formats. As time told, it was on the PlayStation and PC platforms that the game took off. Following a deal between Sony and Eidos, rights to publish the game went exclusively to Sony, barring the ill-fated Saturn from seeing anything more from luscious Lara until the year 2000 and leaving nothing more than the demise of Sega's machine on the cards in the foreseeable future.

Work on the title actually began at Core Design early in 1993, three years before Lara actually made her debut in our homes.

This is partly due to the many character transformations Lara went through before her final persona was decided. In the beginning she was nothing like the Indiana Jones style wonder woman she is today (though it's hard to imagine her any other way – not that I over-use my imagination when Lara is concerned, I hasten to add), but was in fact a gun-toting, armed forces GI Jane. This persona had to go, there's no doubt, but it was most likely due to the lack of empathy created by such a character more than anything else, whereas we all know and love the 'rustic adventurer', just like the loveable, and timeless, Indiana Jones.

Though MD Jeremy Smith and Lara's creator Toby Guard had full control over press, media attention and character development, hype surrounding the industry's hottest new property was soon to spread, thanks largely to a financial prospectus of Eidos Interactive in the Financial Times. The piece featured a large render of Core and Eidos' new leading lady and interest from other leading papers and publications soon followed. Soon after, a feature about Lara and her forthcoming game appeared in the Sunday Telegraph and later she made the front cover of Face Magazine, which was viewed as a controversial step for the huge selling culture and fashion magazine. It wasn't long before the demand for details of Tomb Raider, and more notably Lara herself, left Core at breaking point and hundreds of sponsorship offers and advertising ideas soon followed, the most recent of which feature Lara sporting Lucasade and appearing in Nike's multi-million dollar advertising campaign.

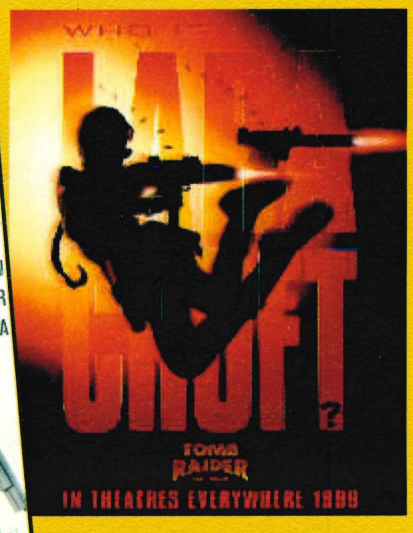
TOMB RAIDER: THE MOVIE

Is it media gone mad? Gone are the days of game publishers cashing in on blockbuster films with flimsy, mediocre software. These days it seems it's more chic to turn the tables and base the movies on the games. Of course, it had to happen and hype is building to a phenomenal level on a film that hasn't even got a leading lady! There are thousands of rumours knocking around as to who the staring role should belong to – the most recent of course was Posh Spice Girl, Victoria Beckham!

The rights to the impending film apparently belong to Paramount Pictures and the budget is reported to be in excess of $80 million, with the director's chair belonging to Stephan Herek (director of Bill and Ted's Excellent Adventure), and the producers both worked on films like Predator 1 and 2, Die Hard 2 and the excellent Event Horizon.

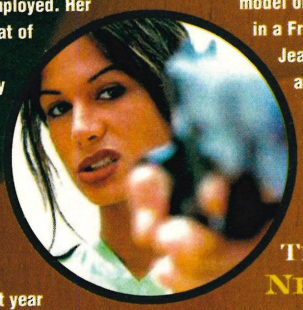






THE REAL LARA CROFT: RHONA MITRA 1996-97

To this day, Rhona is still classed as the best body double for Lara Core Design have ever employed. Her look was remarkably similar to that of her virtual other half and her attitude towards the part was very well suited. It wasn't long however, before the rumour mill was up to speed and news stories broke of Rhona's breasts being enlarged by her very own father, a well respected plastic surgeon. Strangely (amidst other incidents of Core's disliking), that year Miss Mitra was replaced by Nell McAndrew without so much as an audible firing, but not before a short fling with lesser know Lara model, Vanessa Demouy...



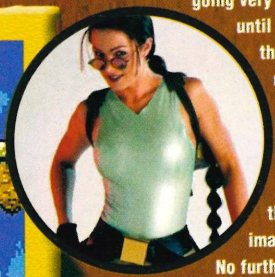
THE REAL LARA CROFT: VANESSA DEMOUY 1997

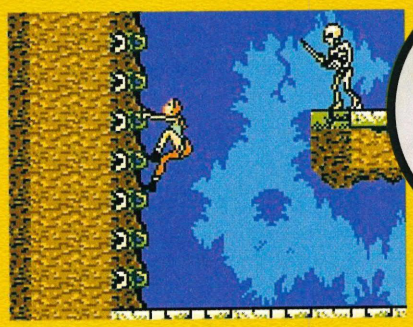


This rather gaunt looking French model only briefly appeared as Lara, in a French magazine called VSD Jeaux Passion. Though looking rather hot in Lara's attire, Vanessa didn't carry off her part anywhere near as well as Rhona, nor did she have the ability to pose with as much passion and her slim-line figure didn't hold as much presence as Rhona's feminine, yet firm frame.

THE REAL LARA CROFT: NELL MCANDREW 1998

To many of her critics' dismay, Nell McAndrew proved to be an excellent replacement to the still-loved Rhona Mitra. Her look was nothing short of voluptuous and her pouts and sneers were a dead ringer for virtual Lara's. Everything was going very well for the new face of Lara Croft until she decided to take her career to the new 'dizzy' heights of glamour modelling for America's premier men's magazine, Playboy. With a cover splash of 'Lara Croft Nude' Core and Eidos went to court and made the jazz mag publisher sticker the cover, claiming that Lara's clean image would be irreparably tarnished. No further action was taken, but Nell McAndrew's days as Lara were clearly numbered...







THE REAL LARA CROFT: LARA WELLER 1999-00

Hailing from Holland, the all new Lara Croft, Lara Weller, first stepped into the limelight for the first time in May 1999 at the world's biggest computer show, E3. Unfortunately for her, Lara fans were already keen on Nell and coverage of Core's latest body double was somewhat negative. Though there are no details of a possible replacement for the latest, slightly less popular Lara model, Core may well put the lack of interest down to a momentary dip in Tomb Raider's popularity.



SHOCK: LARA REACHES FOR GAME BOY!

In a surprise move, Core and Eidos have signed Lara's all new epic adventure to appear on the Game Boy! Instead of a giant leap forward in technical achievement, Core must step back from 3D to 2D for the sake of the Game Boy's 8-bit technology. An over-sized cartridge is promised to compensate for Lara's 2,000 frames of animation and you can even expect to see cut sequences between levels, outlining the game's huge story! Let's hope the Game Boy can do Lara justice...



CORE DESIGN: THE BEST OF BRITISH

Derby based Core Design is heralded as one of the world's leading computer software developers. Through its illustrious eleven year history, the company has produced more than fifty titles, many of which you will no doubt be familiar with. It is, of course, best known for designing three of the world's best selling games (have you guessed which – d'oh), creating combined sales in excess of fifteen million units world-wide.

Jeremy Smith founded the company in 1988 with a group of seven employees(all of which had previously worked together at defunct games publisher, Gremlin Interactive) with a mere £16,000 in the bank. Now, ten years later, the company employs a staggering 80 people, 70 of which are hard at work developing new software for a wide range of hardware formats.

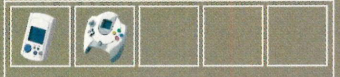
Expansion began immediately thanks to their first release, Rick Dangerous, which rocketed straight to the top of sales charts in the UK and scooped the prestigious title of 'European Game of the Year'. Growth continued year by year, building Core one of the industry's best back catalogues, boasting titles like Chuck Rock, Thunderhawk, Jaguar XJ220, Battlecorps, Wonder Dog and Fighting Force. After managing to establish itself as a publisher in their own right in 1994, Core Design was soon acquired by the Centregold Group (comprised of the publisher US Gold and the distributor, Centresoft) which by 1996 was itself acquired by Eidos Interactive, one of today's biggest publishing names. Thanks for this goes, in part, to the new title Core brought with them – Tomb Raider. The rest, as they say, is history...



showcase

Can The Last Revelation hold its own, or is it really a cash-cow coming in to graze? It's time to find out, as we delve past the hype and down to the core of Tomb Raider: TLR...

Peripherals

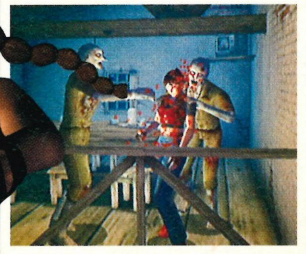


USING BOTH THE ANALOGUE STICK AND D-PAD TAKES A LITTLE GETTING USED TO, BUT YOU'LL BE CONTROLLING LARA LIKE SHE'S AN EXTENSION OF YOURSELF BEFORE YOU KNOW IT.

COMING SOON...

Resident Evil Code: Veronica

THOUGH NOT AS FREE-ROAMING AS TOMB RAIDER, RESIDENT EVIL HAS ALL THE MAKINGS OF A CLASSIC ADVENTURE GAME. CHECK OUT OUR IMPORT REVIEW OVER ON PAGE 62 AND EXPECT NEWS OF THE FORTHCOMING EUROPEAN RELEASE VERY SOON.



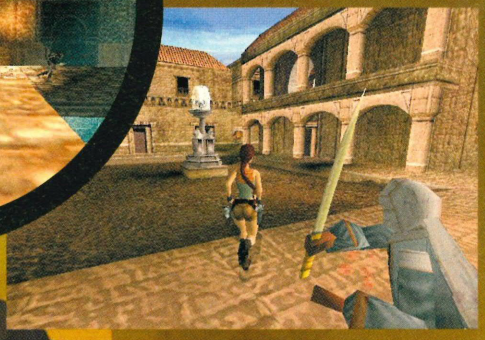
INITIALLY...

THE INTRO STARTS UP IN TRUE TOMB RAIDER SPLENDOUR, GETTING YOU IN THE MOOD FOR SOME SERIOUS TOMB RAIDING. GRAPHICALLY THINGS LOOK PROMISING. THE CONTROLS TAKE A LITTLE GETTING USED TO BUT DON'T WORRY – THE FIRST TWO LEVELS LET YOU PRACTISE YOUR NEW-FOUND SKILLS.









IF YOU EVER HAD DOUBTS IN THE DREAMCAST'S ABILITIES, THEY SURE AS HELL SHOULD BE HISTORY BY NOW!

Enemies are particularly intelligent in TR4 – better watch your back.

Publisher	Eidos Interactive	**Developer**	Core Design	**Origin**	UK	**Genre**	Adventure
Available	Out Now	**Players**	1	**Price**	£39.99	**Contact**	0181 6363000

For the past four years Core Design have mystified, manipulated, puzzled and pleased millions of gamesplayers around the world, each year selling yet more copies, each year tweaking and toning Lara's magnificent escapades. Sequels of any kind are often unjustly criticised by the obscenely jealous and, without putting too fine a point on it, faith in Core's abilities to keep knocking out top quality adventure titles has been waning of late. Tomb Raider 2 was blasted for its flashy exterior and lack of substance, whereas Tomb Raider 3 was knocked for being too big and cumbersome, which might be true to a certain degree, but no one could possibly argue that they weren't playing the finest examples of any developer's spoils. Every single title played well, looked great and always offered something new for both fans of the genre and casual gamers to get their teeth into. Tomb Raider: The Last Revelation is no exception, in fact, Core have done more this year to ensure complete gamer satisfaction than they ever have before.

It seems strange, given that the franchise is at the height of its unparalleled popularity, that Core Design and Eidos Interactive have decided to end the series here. There's no doubt you'll be seeing much more of Lara in the future (work has already begun on Lara's latest game), but this current series of Tomb Raiding antics comes to a close here, with the Last Revelation. Not a company to do anything by halves, Core have clearly decided to go out with an almighty bang – and what better way to do that than release her greatest adventure yet on the most suitable console to handle the game's magnificent beauty and unparalleled magnitude.

The game begins with sixteen year old Lara joining her new-found mentor, Von Croy, in a very much Indiana Jones inspired trip in search of a mysterious artefact. Once the FMV sequences come to a close, the action begins fluidly, thanks to Core's new game engine. It neatly interweaves gameplay and FMV seamlessly together, without slowing the logical progression



DRIVING ME CRAZY

As an excellent diversion from Lara's usual exploring exploits, there are two modes of transport occasionally at her disposal. Because there are no holes in Lara's travels, you'll find the occasional car chase linking levels and locations together. Try and mow down your gun-toting enemies as you go and avoid the many hazardous holes and obstacles along the way...







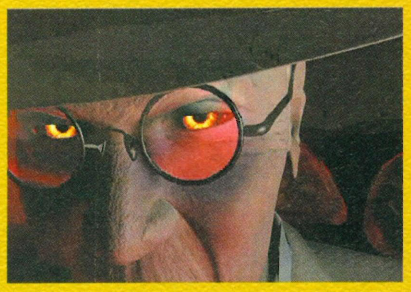


Scorpions poison you, so make sure you dispatch them quickly.







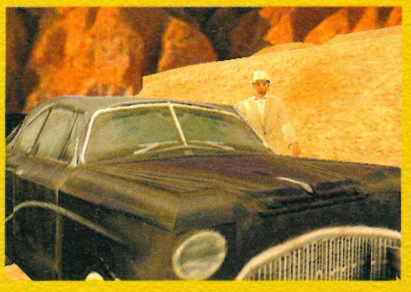


SCINTILLATING STORY

In case you missed out on last issue's feature, here's the story behind Lara's latest adventure...

And SET Sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

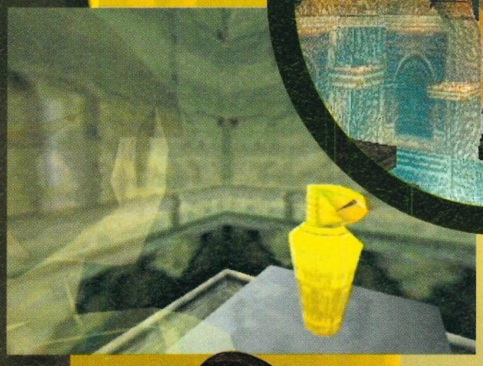
Egypt – land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction...or their deaths. So great is the glory of discovery that the fanatical explorer will risk life itself in order to discover and plunder their hearts... The prospect of exploring a virgin tomb deep in the belly of the desert cannot be ignored by any adventurer so determined as Lara Croft, but with this discovery comes a price that could cost the Earth.





DAYS CAN TURN TO NIGHTS AND BACK AGAIN BEFORE YOU'VE EVEN THOUGHT ABOUT GETTING AWAY FROM THE TELLY FOR FIVE MINUTES







of the game with loading screens, which generally only stand to disrupt the flow of the game. The engine does so much more than simply eliminating countless loading screens however and its full potential is shown off right from the start. Instead of loading up the training area to become familiar with Lara's latest abilities, as you would have done with her previous adventures, the first two levels of The Last Revelation see you, as sixteen year old Lara, being taught the various abilities at your disposal by Von Croy.. Not only does it teach you the control method in fine style, but it's also integral to the plot of the game and details of Lara's history become clear. Once your training has come to an end (and the plot has undergone an excellent twist – I won't spoil it for you!), your adventures begin properly and you're already sucked into the wonderful world of Tomb Raider without even knowing it – beautiful.

It's at this point of the game that your attention to your task of saving the world is momentarily side-tracked by the beauty of the graphics. Background scenery is vibrant, with a particularly high resolution, which is great, but what makes it so special in this case is the way it all moves so smoothly, as Lara bounds and leaps around like the firm young elk of a lass she is. Past outings on the PlayStation (as









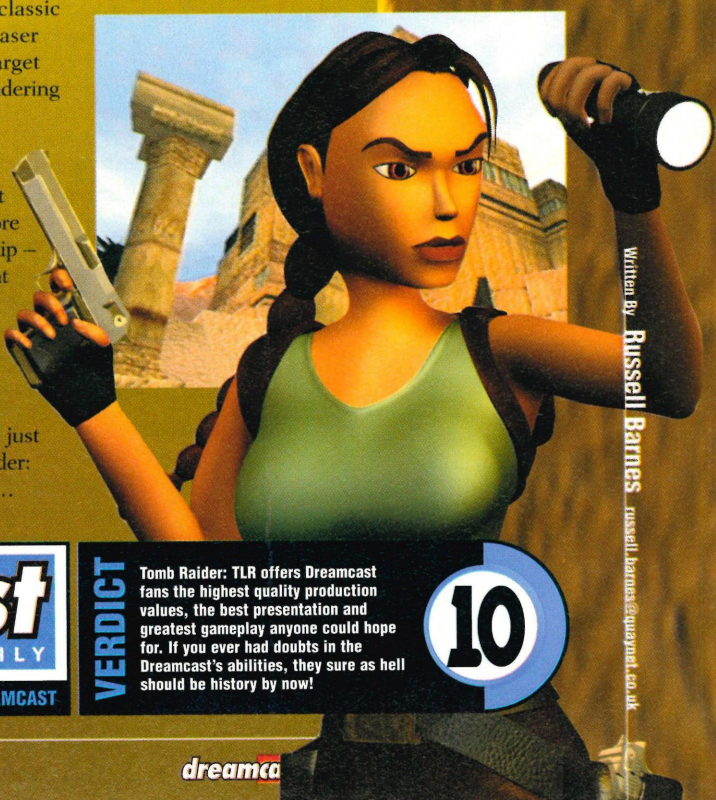
with the Last Revelation) saw textures on walls suffer from pixellation when Lara was in close proximity, but nothing of the sort occurs where the Dreamcast version is concerned. Another vast improvement occurs in the camera department. It's always bugged Tomb Raider in the past but it seems the 'intelligent camera system' employed by games of this nature has finally come of age. Countless occasions in the past have seen Lara in a tight spot against a wall with the camera going haywire, leaving you with no clear view of the ensuing action, but it's finally a thing of the past.

Puzzles have always played a particularly important role in Tomb Raider, but complaints that arose from the third instalment's rather meandering puzzle layout need not weigh heavily on your mind. Though there are a large number of brain-bending puzzles for you to overcome on your travels, the answer will often lie nearby, so there's no need to wander around aimlessly for hours on end, tearing your hair out like a gibbering loon. The new inventory system also plays a part in many of the new puzzles, thanks to the excellent ability to combine items in your inventory to make new weapons (and sometimes tools) to aid your progress. A classic example of this is the ability to attach a laser sight to the Magnum, allowing Lara to target the skulls of marauding skeletons, thus rendering them harmless – nice touch.

The long and short of it is that Tomb Raider: The Last Revelation is a classic of our time and a game that is so involving that days can turn to nights and back again before you realise you've missed an entire night's kip – how many games have you played lately that can carry such an accolade? I'm sure Lara's Dreamcast outing will accrue a certain degree of negative publicity however, but to those with their noses firmly in the air (you know who you are), I have only this to say: quiet your over-paid, over-used mouths and just admit it: you can't get enough of Tomb Raider: The Last Revelation either! There, I said it...



The plot unfolds further. Lara's mission gets tougher and tougher...



Written By Russell Barnes russell.barnes@quaynet.co.uk

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VERDICT

Tomb Raider: TLR offers Dreamcast fans the highest quality production values, the best presentation and greatest gameplay anyone could hope for. If you ever had doubts in the Dreamcast's abilities, they sure as hell should be history by now!

10

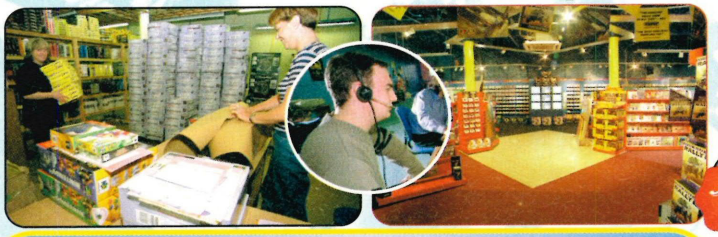
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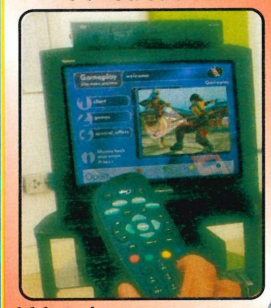
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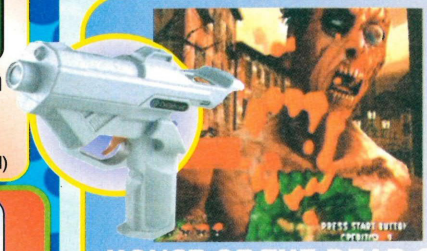
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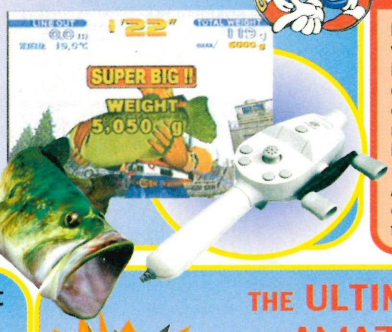


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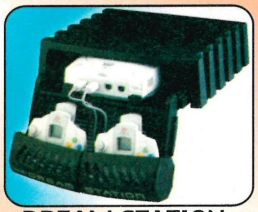
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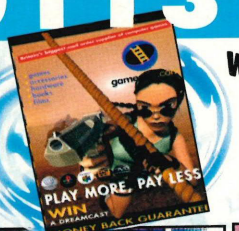
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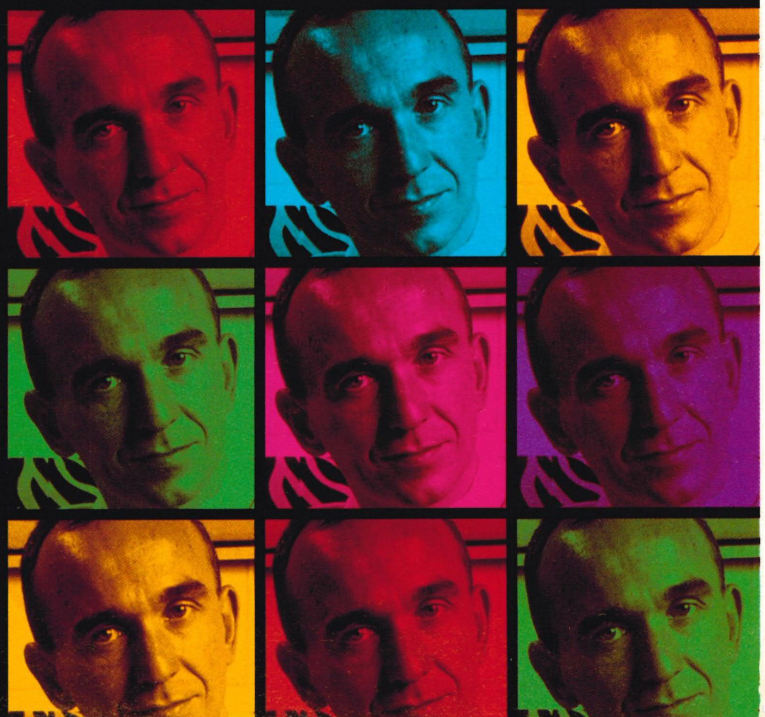
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interview

PORTRAIT OF A

There are few icons in the computer industry, and even fewer who manage to continually create games that break new ground. Meet Peter Molyneux, who sold up Bullfrog two years ago and started a team known as Lionhead, and is now putting the final touches to his next game, Black and White. Having first met Peter ten years ago while he was making his first hit, Populous, no one could've known that this unassuming and amusing man was a millionaire. I met up with the man himself to find out a bit more about what makes him tick and to delve a little into Black and White.





PETER MOLYNEUX

SERIAL GAMER

Strangely, a lot is riding on the back on Black and White and it's more than just money. Peter and his team have put their hearts and souls into the project. Peter's the inspiration behind the game but his team of experts also show how important it is to have the expertise to complement Peter's flair. From the animator to the person doing the AI, many new benchmarks are about to be made, as you'll discover when you eventually see and play B&W.

Because the game's so different, a lot has been written that is conflicting – to the point where no one knows which genre it actually falls into. Is it a God game, an RPG or a real time strategy experience? Peter explained: "I was purposefully unclear about the game when I first started giving information. I tried to centralise on the features of the game, its techniques, the technologies, the tribes, the spells, the creatures, but I didn't explain what the game's genre really was. Many people have made their own interpretation. This is our first game so it has to be original and innovative, but it's not a God game, nor real time strategy – it is in fact an RPG where you play the role of a God. Within the story you can choose to deal with whatever is presented to you in any way you like".

EASY TO ACCESS

One of the primary ambitions in the game was to make the interface as simple as possible, so anyone could understand how to play without a manual; to get rid of the icons and just view the world as it is, a living, breathing, evolving setting.

The incredible detail in the game is another of the many features in ⇨ Black and White

The only icon you have for total interaction within the world is a hand. To the villager this creature is their God, he can be seen or not depending on how you use it. You control this creature, so in effect you're the 'God' factor in the game. The incredible detail in the game is another of the many features in B&W. You can zoom in on, say, a little woman who has a unique face or look at the island from high above the clouds.

UNRAVELLING THE PLOT

Eager to persuade Peter to tell me more about the story line, I persisted until he finally revealed a little more: "All the games I've written before have had absolutely no story, other than

interview







something we've tacked on the end. Look at Dungeon Keeper, you're a bad guy and things just get badder. Populous, Powermonger, Theme Park – no story, even Syndicate was very weak in plot lines. It occurred to me that if we were writing a game it would be fantastic to approach it from a story perspective in single player form. You improve as you play, but at any point you can leave the story, take your creature that you've developed and having given it a unique personality, place it online. You can then pitch it against others in a new world, where it will continue to learn, and you can then take it back into your own world and continue playing.

I made the point that having a storyline is fine, but only when you can achieve emotion in a game – real empathy with the creatures/cast in the game – will it be valid and this hasn't been done yet: "Yes, that's one element we are working on," announced Peter. "That's the passion of mind which we're working on in the game, we want people to care about the creature you control or the little people in the game. If I can convince you to care about them then the story becomes a lot easier. The creature you control is uniquely yours, it has one rule, and it unconditionally loves you, like a child or parent. You can hit it to be cruel and it will still love you. There are a few emotional hooks that we pull on during the story's journey that we believe give you real empathy with the creature".





FINAL WORD

"As a designer I find it a huge challenge trying to design a game which will please everyone. What we've done with Black and White is make it tailor itself to the player. If you want you can focus on your creature and leave the AI to take care of the little people, or alternatively you can play a more active role in the lives of the villagers – it's up to the player. If you don't feed the villagers they'll come to you and request food, if you take no notice they'll look for someone else to worship. I like to call these people 'innocents'. They're not violent, they merely

The creature you control is uniquely yours, it has one rule, and it unconditionally loves you, like a child ⇨ or parent



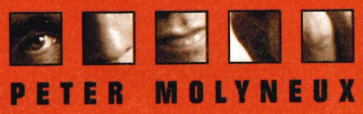
If I hadn't made it into the games world, I really don't want to think where I might have been

want to live and survive and worship you, either through love or fear. They also have a learning system, which you may find unbelievable. You can give them a ball and they'll learn to throw and eventually when you come back they could have designed a football pitch, so you can sit and watch them play. You may ask: 'if they're intelligent then surely they can manage on their own?' And if they become dependent on you they may forget where the fields are and how to grow food! Worshipping you and playing is far better to them than working. If there was a God and he came down and gave us food and everything, we would evolve into lazy creatures, we wouldn't work harder!"

Black & White

Black and White can only be described as an inspiring piece of gaming software. It's going to be a while until we see the game for ourselves, but after meeting the man behind the game and hearing for myself how involved the title is, there's no doubt it will be another Dreamcast epic. And there's still more to know, but you'll have to read future issues to find out.

UP CLOSE AND PERSONAL



PETER MOLYNEUX

IF YOU HADN'T...
If I hadn't made it into the games world, I really don't want to think where I might have been. I have a strong belief that I'm not that intelligent. I can't write or draw, play music, or do sports. I live and breathe games.

FAVOURITE GAMES...
It must be Zelda. The first game I bought was Space Invaders on the BBC Acorn, that I was really disappointed with. It didn't live up to the arcade version. The first game I bought and enjoyed was Defender of the Crown on the Amiga and Red Alert

HIDDEN TALENT...
What I do best is to get the best out of people and to spot their talent. When I first met Glen Corpes who wrote many games for Bullfrog, he walked into the office but had never written a game. He'd never done any programming but once I spoke to him, I knew the guy was a genius.

BEST DAY IN YOUR LIFE...
This is going to sound really boring but it was the first showing of Black and White. There was a lot riding on it and I got an incredible reaction.

PASTIME...
My love and passion is creating computer games. I really have no real hobbies. In the week I never really switch off. I work every hour I can. At the weekend I never go near or turn on a computer – anything but. I don't even watch TV much. I guess I socialise a lot but nothing more.

IN YOUR POCKET...
Ha, I have 2 lighters and a wallet – yes, I smoke. The reason for two lighters is that people say I steal their lighters, so having two makes me feel at ease.

YOU CAN LAUGH ABOUT...
Anything to do with toilets. We British are very lavatorial. People in any other country do not understand this, but we do!

WHAT MAKES YOU ANGRY...
I don't suffer fools very well. I hate people who are foolish intentionally. I have no patience with them. It is terrible to waste your life being stupid – you only live once and so you must take things seriously and to the full.

MOTTO...
Don't be impatient

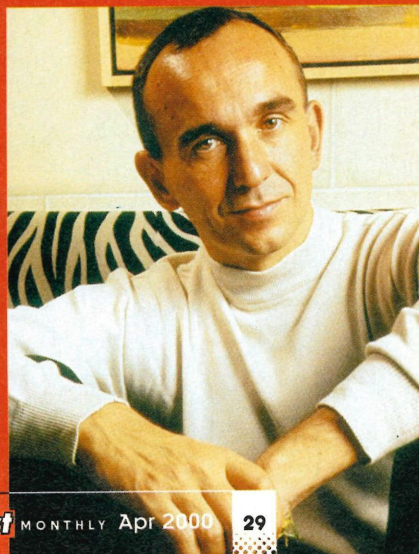
PETER ON HIMSELF...
I would say I'm a chaotic person but unpredictably calm! That about sums me up.

THE FUTURE...
The computer game is still not a mass market but it will be someday, despite what people are saying. I believe that 80 per cent of the people will own and play games. With machines like PSX2 and Dreamcast, entertainment boxes will be a new perception on things and not just games machines, as they will play DVD, music, films etc.

FOOD AND DRINK...
Easy. My favourites are beer and spaghetti.

FAVE FILM...
Forbidden Planet (1939). Any Sci-fi film, Blade Runner or Beauty and the Beast.

ROLE MODEL...
I am in awe of Miyamoto who wrote Zelda!



competition

dreamcast MONTHLY
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A blinding day driving a Lotus Elise at Silverstone!!!







Titus have just added the finishing touches to their adrenaline-pumped Dreamcast racing game, Roadsters, and they want to celebrate in style with Dreamcast Monthly and two lucky readers. All you've got to do to win our cool competition is to answer this daft question – oh, and make sure you've got a full driving licence...

Who is publishing Roadsters for the Dreamcast?

(a) Titan | (b) Titus | (c) Tight arse

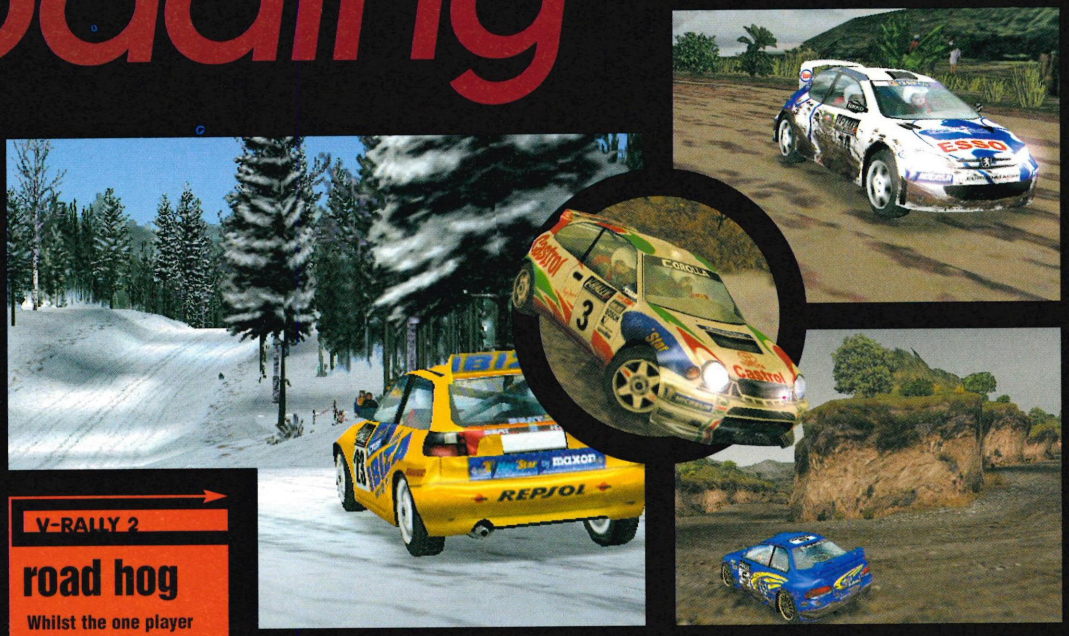
Send your entries on the back of an amusing postcard before the 30th of March to the following address:

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Good Luck!

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V-Rally 2

Get those engines revving, something special is just around the bend...

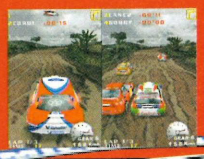
The V-Rally series has become a very successful franchise on the PlayStation and now, at last, Dreamcast owners will have their own chance to get behind the wheel and see what all the fuss is about. This will be music to the ears of rally fans worldwide, who so far have had to make do with Sega Rally 2 for their high octane thrills. V-Rally 2 was a highlight of the PlayStation year when released, as it was highly addictive as well as having the necessary sheen and also a vast array of different vehicles and courses to tackle. The Dreamcast version is promising to take the excitement and presentation of V-Rally 2 to another level when released.

The action in V-Rally 2 takes place around a huge number of circuits, with the courses situated in 12 different countries around the globe, from the obvious such as England to the more exotic thrills of Indonesia. Because of the varied conditions in all of these places, the weather conditions that you encounter throughout the game are constantly changing, so even if you master V-Rally 2 when the sun is shining, the difficulty of the snow levels may take you

V-RALLY 2

road hog

Whilst the one player mode should keep you going for quite a while, late night gaming sessions will no doubt revolve around the split screen multi-player action, where you will forget all the tactics you've been using and just try and speed past your equally crazy friends. Crashes ahoy...





Slide round the tight corners in the snow levels...



Publisher	Infogrames	**Developer**	Eden Studios
Released	May	**Genre**	Racing

by surprise. If the massive number of tracks isn't enough, then the game also promises a track editor so you can create your own.

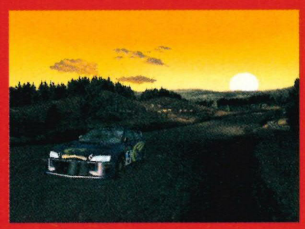
Rally Realism

As usual with this sort of title, there are a number of ways to play through the game. If you're looking for the most realistic rally experience then the Championship mode will provide this, as you complete various stages in the fastest time possible to gain points and hopefully become the best in the world. The V-Rally Trophy and Arcade modes differ in the fact that they pit you against three other challengers, as you battle it out over a series of laps. For the speed demon or the beginner who is getting to grips with the game, the most useful option will be the simple Time Trial mode, where you're merely racing against the clock.

Of course, these days, it is not enough to have a plethora of environments and different modes, people expect a huge number of realistic vehicles and V-Rally 2

wish you were here?

Just as you think you have mastered all that V-Rally 2 has to offer, you're heading off for another country, where the terrain changes and your tactics must be adjusted accordingly. Here are just some of the locations that you will be heading for...

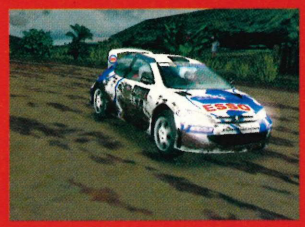


England

Of course, we are all so proud of our lovely picturesque countryside and here it is, in all its green and pleasant glory. Don't be fooled into thinking that this is going to be a walk in the park though; those verges might look harmless, but a simple veer onto the verge will result in a loss of control and soon you could find yourself upside down, going nowhere.

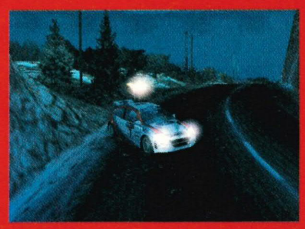
Indonesia

Here you will be travelling through the basic villages of Indonesia, meaning that there is little in the way of graphically impressive surroundings, but you will be racing on very muddy courses which could soon find you sliding uncontrollably. You'll definitely need to visit a car wash after this one...



Monte Carlo

The mention of Monte Carlo may lead to you reaching for the sunglasses and gambling chips, but before you pack your sun block, bear in mind that the stage takes place during the winter and so you will be dealing with ice and snow, adding to the hazardous curves of the mountain roads.



Finland

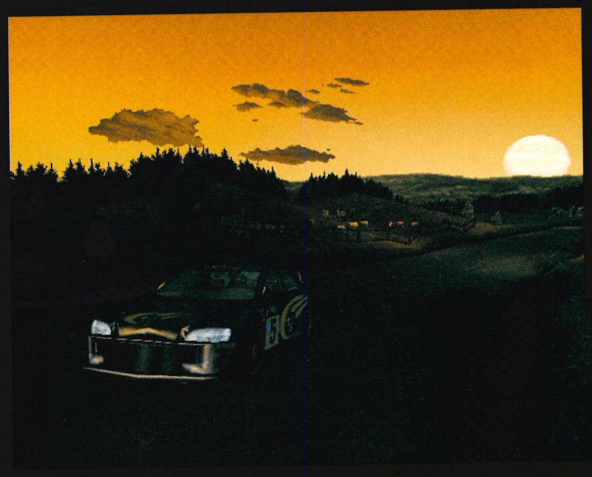
In a reverse of the situation with the Monte Carlo course, here, where you would expect icy conditions, you are faced with better weather as the rally takes place in the summer, meaning instead of snow, you get plenty of greenery. Just don't spend too long admiring the surroundings, or you'll be in the trees..

V-RALLY 2 WILL HOPEFULLY SATISFY THE MOST DEMANDING OF RALLY ENTHUSIASTS









promises to deliver on this front in a spectacular fashion guaranteed to get the car connoisseur salivating. When you first play the game, there will be a selection of eight rally cars to opt for, ranging from Peugeot 306s to the Ford Focus, among others. When you are victorious in the various races and you become proficient in the different modes, you will be rewarded with many other hidden cars being unlocked for you to select.

Of course, the handling is all-important too and V-Rally 2 promises a large number of customisable options, meaning that the tyres, brakes and steering can all be altered to your specifications – which means that if you haven't got what it takes to grab victory, you only have yourself to blame...



Dirty Driving

Of course, when you take a classic game and add to it the amazing power of the Dreamcast, the developers are able to add so much more detail, that was previously impossible to include. This means that the basic graphics are sharper and more detailed in this version. The cars all look impressive initially, but as the race progresses, they become caked with dirt as they pick up dust and grime along the way, so you won't find yourself stuck in the





V-RALLY 2

who's responsible?

French company EDEN were created in 1998 and were the team behind games based on such icons as Asterix The Gaul, TinTin and The Smurfs.

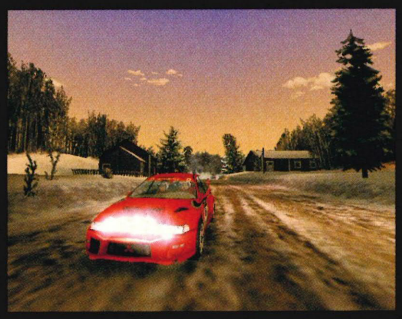
In 1998, they were responsible for developing V-Rally on the Nintendo 64 and last June they completed work on the PlayStation version of V-Rally 2, which received rave reviews across the board. They employ 40 workers, as well as co-operating with 15 external designers and artists.

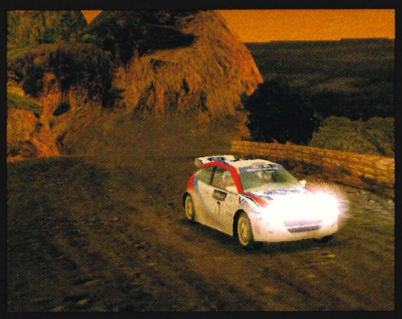




THE CARS ALL LOOK IMPRESSIVE INITIALLY BUT AS THE RACE PROGRESSES, THEY BECOME CAKED IN DIRT AS THEY PICK UP DUST AND GRIME ALONG THE WAY







broom! broom!

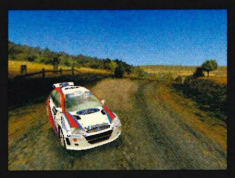
Even the most demanding automobile junkies should be happy with this game, which features not only universally available models, but also a selection of hidden classic cars, which the more experienced driver can pick up.

THE ACTION IN V-RALLY 2 TAKES PLACE AROUND A HUGE NUMBER OF CIRCUITS, WITH THE COURSES SITUATED IN 12 DIFFERENT COUNTRIES AROUND THE GLOBE



















mud in a car that looks like it just emerged from the showroom. With the extra memory at their disposal, the tracks have also become longer, allowing for greater variety and challenge. The cars have transparent car windows and there will be both driver and co-pilot animations. The audio aspects have also been improved with impressive sounding engine noises and effects. There are also both male and female co-pilot voices aiding you during the different races. To help you bask in the glory of particularly sweet victories, or to look at that disastrous crash once again, there is a replay mode available too.

As well as the single player modes on offer, V-Rally 2 will have the usual two player versus option, along with a four player split-screen version – guaranteed to get very hectic, as hopefully the Dreamcast will be able to handle the action without slowdown.

With the imminent arrival of a certain Mr McRae on the console too, it looks like being a good summer for the racing fan – and V-Rally 2 will hopefully satisfy the most demanding of rally enthusiasts.





Gorgeous blue skies and lush backgrounds must keep you level-headed...

V-RALLY 2 MILLENNIUM EDITION

Publisher	Infogrames	**Developer**	I-Motion
Released	June 2000	**Genre**	Action/Adventure

Silver

Make a date with evil...







Silver sounds set to be one hell of an action adventure game, ported over from the PC. You take the role of David, a mystical knight whose wife languishes as the helpless captive of the evil sorcerer, Silver. This sorcerer rules over the land of Jarrah and treats its people with contempt.

David has sworn an oath to rescue his wife and to destroy Silver and his power forever. To fulfil his quest, David has to obtain and master eight magical orbs that together will allow him to summon the forces of fire, ice, life, lightning, earth, acid, time and light. These orbs will grant him the power to battle Silver's dark sorcery.

One unique feature of Infogrames' new title is the control system. The battle sequences in which you take place aren't turn based, like we're used to; instead, you have direct control over the fight. You do this by moving the analogue stick on your pad, which determines the movement of your chosen weapon. For instance, by holding down the trigger button and pushing forwards with the analogue stick, you can thrust your sword at the enemy, and to turn around and attack someone coming at you from behind, you have to pull downward. And it doesn't end there; the list of moves includes lunging, slashing, dodging, firing arrows and automated weapon firing.

A Game of Exploration

You'll also never experience the same situation twice, as you explore a huge number of areas that include the tranquil island of Haven, the blasted ice plains of Winter and the underground rivers of blood at Metalon. As you wander around these places you'll come into contact with over 50 different characters, some of which you can recruit as allies to assist in your quest. These characters range from harmless imps to frightening bosses, who have an advanced AI system so they react intuitively and unpredictably to changing conditions.

CHARACTERS RANGE FROM HARMLESS IMPS TO FRIGHTENING BOSSES

The DC release will have some marked improvements over the PC version of the game, including an unlimited number of save points, an easy mode and quicker loading times between screens.

It all sounds promising, and we'll keep you up to speed on its development in the coming months.



Kinda looks more like an RPG where the graphics are concerned...

Publisher	Infogrames	**Developer**	Infogrames
Released	June 2000	**Genre**	Racing

Wacky Races

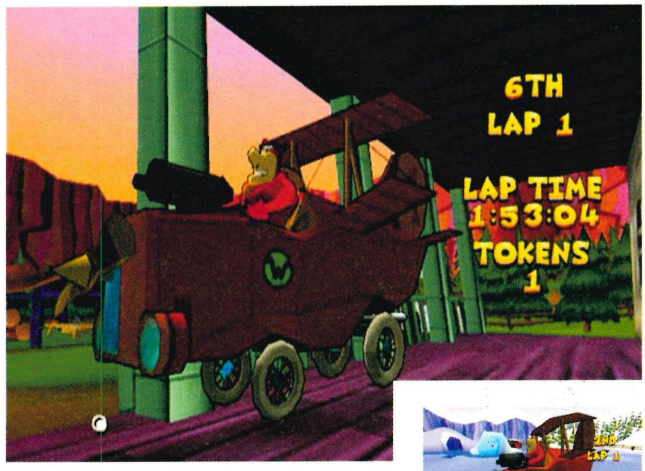
At last – it's time to catch the pigeon...

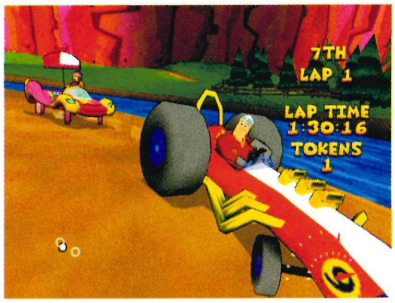
Okay, so is there anyone out there who thinks that a Wacky Races game is a bad idea? Thought not, but if you're anything like us your seedlings of suspicion will be working overtime, as we frantically anticipate anything that will give us a clue as to whether the game itself is any good.

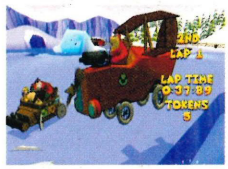
That moment has come. By now, you've probably checked out the screen shots and realised that Infogrames have retained the look of the cartoon series very successfully indeed, faithfully recreating the visuals of one of the most inspired cartoon series of all time.

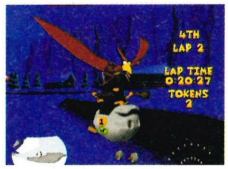
There are fifteen tracks in the game for you to race over, each boasting numerous obstacles and enhancements such as jumps and traps, and we're also promised a specific battle arena for true multi-player action. You get to choose from eleven vehicles too, with top quality voiceovers adding to the fun of it all. Oh, and each vehicle is loaded with unique abilities to give you an extra edge, as Dick Dastardly takes the lead once more.

Its approach in many ways mirrors the Nintendo classic Super Mario Kart and, truth be told, to an extent that's not a bad thing (few who have played it multi-player for a length of time would dare to hurl criticism in its path). However, what Mario Kart got right, which we're still waiting on in Wacky Races, is the feel and level of control over the cars, and implementing a fair gameplay structure. Because if Infogrames can pull that bit off, then this game is going to be huge...











The style of graphics really does the old cartoon series justice.

CHOOSE FROM ELEVEN VEHICLES, EACH WITH FAITHFUL VOICEOVERS

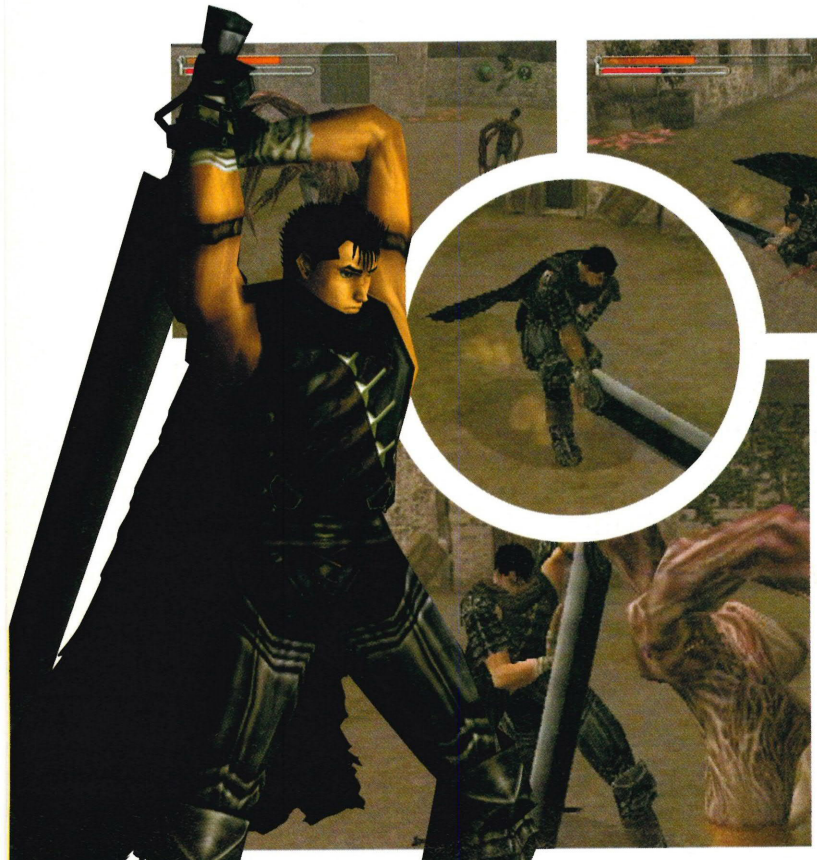
Publisher	Eidos Interactive	**Developer**	ASCII
Released	April 2000	**Genre**	Action

Sword of the Berserk: Guts' Rage









To face the evil clan of God Hand takes Guts (and a seven foot sword)...

Sword of the Berserk: Guts' Rage is based on a popular Manga series called Kenpuu Denki Berserk, which later spawned a TV series and now a game, which recently topped the charts in Japan. The game's story was created principally by Kentaru Miura, writer of the original comic series, and unravels through the game using computer generated cut-sequences. This is nothing new, but it's actually possible to determine Guts' fate using button presses at certain points of the on-screen action, like Shenmue's Quick Time Events.

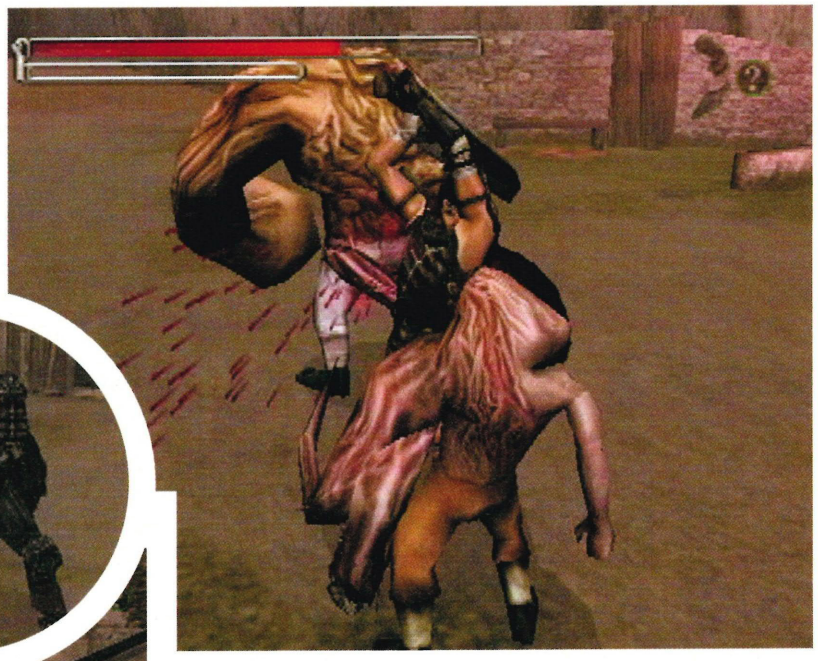
Multiple paths aren't just set to happen during cut-sequences though; there are also multiple game routes, thanks to the wide number of short cuts that become accessible by slashing through the doors and barricades dotted around the game's many expansive areas.



Along with the usual high polygon count we've all come to expect from Dreamcast games, Guts' Rage is also due to come complete with all-new particle weapon effects and a

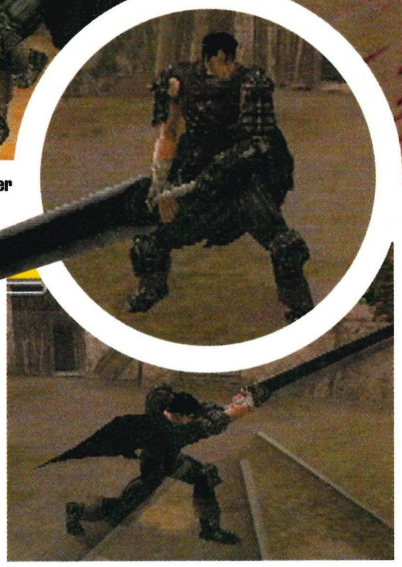
ALL-NEW PARTICLE WEAPON EFFECTS AND A LEVEL OF GORE RARELY SEEN OUTSIDE YOUR AVERAGE B-MOVIE





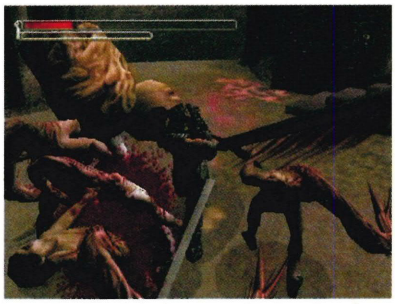
To compliment the Dragon Slayer sword, Guts has a number of other weapons at his disposal.





level of gore rarely seen outside your average B-movie zombie flick (hurrah!). Using his seven foot long 'Dragon Slayer' sword, Guts can make a mighty mess of just about any adversary, once you've got to grips with his multitude of special moves and his very own 'Berserk Mode'. Every time Guts is hit or successfully attacks an enemy his Rage Meter increases. Once the limit is reached Guts goes 'Berserk' and is capable of faster, more powerful attacks and becomes impervious to any enemy attack.

Offering over 30 grotesque types of intelligent enemies, 15 completely different world locations and three difficulty levels that offer new game features once completed, Guts' Rage is shaping up to be a title to look out for. Check out our full review next month when we finally get our hands on the finished product.





Expect gore, gore and more gore!

SWORD OF THE BERSERK: GUTS' RAGE

guts' rage: the story so far...

Guts and Casca are the only survivors from a band of highly trained and feared mercenaries named the 'Hawks'. The 'Hawks' were slaughtered by a supernatural warrior clan, the 'God Hand'. In their epic battle, Casca's sanity was traumatically scarred by the carnage she witnessed. Even Guts' love cannot free her mind. Now Guts roams the land searching for his destiny, a cure for his beloved Casca, and a chance to exact revenge from the God Hand's minions.

As they enter a region ravaged by years of wars and famine, a vile omen is sweeping across the land. It has struck fear among both the people and nobles alike – even the armies have dreaded this approaching pestilence. The threat comes from a horde of parasitic plants, named Mandragora. These plants attach to their human hosts and transform them into grotesque creatures, called the Mandragorans. The plants control all their actions. Not much is known about Mandragora and its minions, except for the strange voice that rose from the ground as it uprooted itself and the aggressiveness of their attacks in search of a host. Now most of the land is contaminated with these creatures. Rumour has it they live in a village near the castle, protected by a nun...

Balzac, the Baron of this kingdom, is much feared for his skills in battle. Now, however, he seems to be preoccupied with finding a cure for the plague.

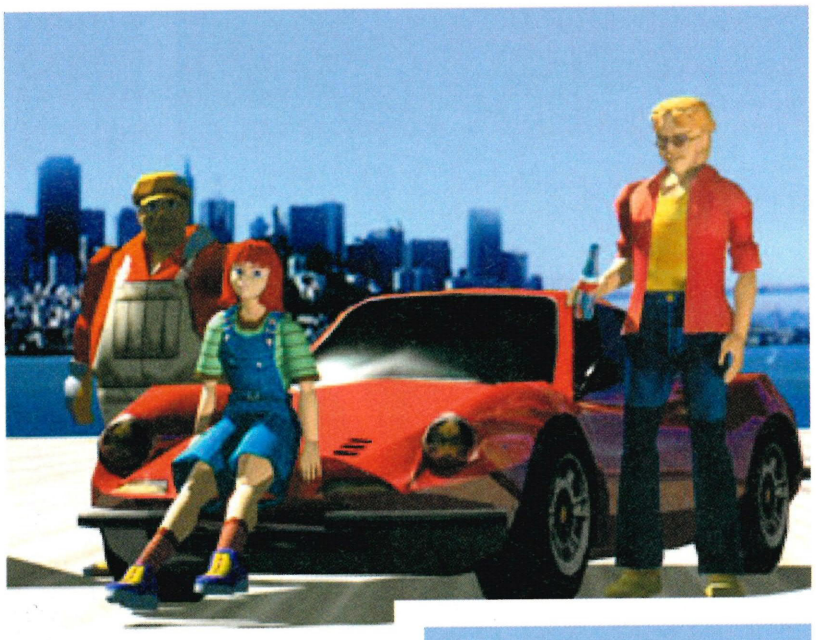


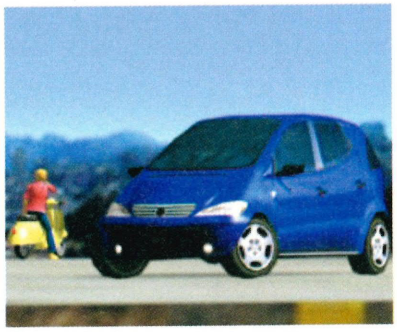
THERE ARE MULTIPLE GAME ROUTES THANKS TO THE WIDE NUMBER OF SHORT CUTS DOTTED AROUND THE GAME'S MANY EXPANSIVE AREAS

Publisher	Climax	**Developer**	Climax
Released	End 2000	**Genre**	Racing

Super Runabout

More racing fun for the Dreamcast...



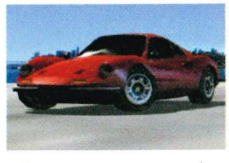












Sexy cars ahoy. Remember kids, drive it like you stole it!

Set in San Francisco, the latest racing game in the pipeline for the DC is yet another release from those increasingly prolific folk at Climax. Only this particularly release doesn't involving driving taxis round streets at manic speeds, nor is it the latest direct competitor to the PlayStation's Gran Turismo 2. If anything, this is a title that crosses closer to the boundaries set by Driver and Grand Theft Auto.

Featuring a range of both cars and environments upon which you can inflict plenty of damage, the game takes place over a number of scenarios, which will allow you to get hold of money to repair and upgrade your vehicle. Once you're behind the wheel, you're pretty much placed in the middle of an action movie – in the vein of Ronin or Bullitt – with you having to do your business whilst outrunning law enforcement officials. If you get what we mean. You'll be offered plenty of varied jobs to do, all taking place within the setting of a lovingly recreated San Francisco.

Indeed, it's the quality of the graphics seen so far, as these screenshots demonstrate, that's got the tongues wagging, and out of all of the DC releases, past and future, from Climax, this one seems to hold the most promise.

It's not the only impressive looking driving game on the way though, with Sega GT now the most impending runaround on the grid. Nonetheless, we'd be lying if we said we weren't quite excited by the prospect of Super Runabout – but you shouldn't expect a release until the Autumn at the earliest.

ONCE YOU'RE BEHIND THE WHEEL, YOU'RE PRETTY MUCH PLACED IN THE MIDDLE OF AN ACTION MOVIE

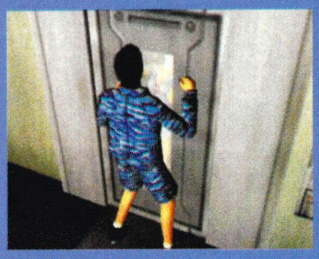




Publisher	Koei	**Developer**	Koei
Released	Spring 2000	**Genre**	Adventure

Seven Mansions

Is this the end of the human race?









Oh cripes, here we go again. It's the near future, and – surprise, surprise – the fit has hit the shan. Humankind is staring extinction straight in the face, thanks to ozone layer damage and the ongoing torrent of pollution. Everyone is in need of a hero to lead us forward, to keep us going. And guess what? We've got two. They go by the names of Kei Asuka and Reina Shirakawa, whose home island houses seven mysterious mansions, packed with traps, tests and tricks that you'll no doubt have to conquer in order to save the world.

The plot sounds like a lot of old hokum to us, to be honest, but it does give you an excuse to play as one of two characters as you attempt to become our saviour. Perhaps the most interesting feature so far though, is the fact that in two-player mode, both players undertake their own split-screen adventure, which will ultimately aid the other player. It's a kind of modern reworking of the structure of Head Over Heels, if you can remember that far back.

The game is being developed by a company called Koei, who you probably haven't heard of due to their low profile thus far in the UK. Nonetheless, the company are ploughing many efforts into this release, and we're expecting something of a graphical and audio feast.

At this stage, the two-player mode tempts us a lot, and it makes a change from having to slaughter your best mate, like in every other game you've got. Whether Seven Mansions will fulfil its obvious potential, well, only time will tell...

WE'RE EXPECTING SOMETHING OF A GRAPHICAL AND AUDIO FEAST



Split-screen mode, I know what I'd rather be facing...

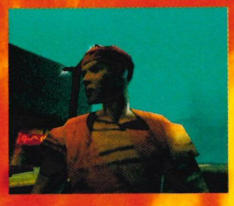


One of the seven mansions – creepy looking, isn't it?

The Nomad Soul

Nomad Soul is set to be one of the most exciting of the PC ported titles to arrive on the Dreamcast so far. Published by our friends at Eidos, the publishers behind the brilliance that is Legacy of Kain: Soul Reaver, this game is practically guaranteed to be another epic...









There's a lot to this title, and that's just the storyline. I would love to take you through the whole plot from start to the very detailed finish, but quite frankly I could be here all day. So I'll sum it up for you. Ready?

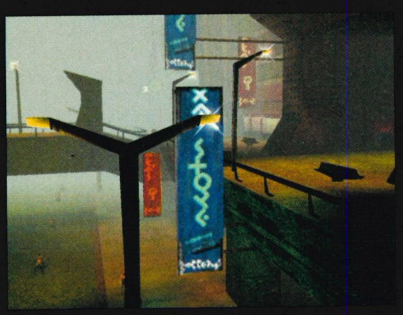
The Past

At the beginning of time in the parallel world of Phaneon, the demons of the Last Circle were finally beaten by the humans. Against the Infernal Hordes of the Demon Astaroth there was one man who showed amazing courage, his name was Kushulainn. The wizards of the Ancient Times helped him conquer evil by sealing their souls inside his sword Barkaya'l – this gave him the ultimate power to eliminate Astaroth forever.

As the leader of the human armies, Kushulainn slaughters the Infernal Legions, then at the height of his epic combat he hunted down Astaroth and confronted him in single combat.



Publisher	Eidos	**Developer**	Quantic Dream
Released	Spring 2000	**Genre**	Action/Adventure





IT'S GOT A BIT OF EVERYTHING: A DEEP PLOT, EXPLORATION, ACTION, COMBAT AND ROLE PLAYING

Their fight lasted seven days and seven nights and on the morning of the eighth day the humans finally dared to come near. Astaroth was found dead, but Kushulainn had disappeared. No one ever saw him again or ever found out what had happened to him; he became a myth, a legend, until finally he was forgotten.

Once the fight had finished Kushulainn had collapsed from exhaustion and fallen into a river which carried him to a land called Mihahaleel. When he regained consciousness he realised he had failed to destroy Astaroth – he was in fact immortal. He retired to a sanctuary with only his sword, waiting for someone to request it from him so they could try and kill the evil demon. Millions of years later, while he was still waiting for the one who would be worthy of carrying his sword, Astaroth was again wandering the surface of Phaenon.

Present Day

Boz (David Bowie) is the most famous pirate on the Multiplan. All the people in Omikron who've touched a Multiplan terminal, even if just the once, know who Boz is. His courage, freedom and audacity set an example to all the other pirates – until one night when his world was turned upside down.

While working on his computer, a demon broke into his apartment and leapt upon him. Boz fell to the ground but, as usual, pure luck gave him one last chance. A neighbour who had heard the struggle came to see what all the noise was about. Just as he walked into the room, the demon turned to look, giving Boz enough time to move away. The demon jumped on the neighbour and devoured his brain. He turned back to Boz's soul and Boz realised he only had one chance. Before the demon moved in, Boz slipped into the terminal's Transmaterialisation compartment and was sucked in by the network.

He was now virtual, and he could never come back. From then on he could move around at will among the various stations of the network. He got access to all information – he became the 'Rider'.

But the demons wouldn't give up trying to capture his soul and shortly after, Astaroth unleashed virtual demons to hunt down Boz in the network.

But the Rider is still there and continues to help the pirates. He has become chief of the Awakened and runs a guerrilla army against the Trusts, the state and the demons – but he's still trying to escape from the demons.

The Game

So you can determine from all that that Nomad Soul is set in the future. It's got a little bit of everything: a deep plot, exploration, action, combat and role playing elements.

At the start of the game, the player's soul is projected into the Omikron universe, in a body he





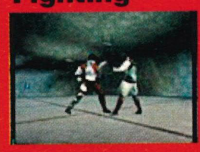


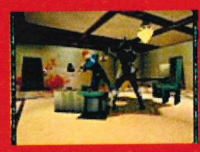
There are numerous characters in the game, few are this stunning...

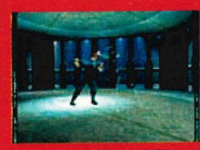
interaction equals progress

The only way to progress through this title is by interacting with all the characters you meet. This is done by fighting, shooting, talking, investigating and many other actions. The fighting scenes are pretty amazing. As soon as you start the game you can do some training in Kayl's apartment – it's just like a full on beat-'em-up game...

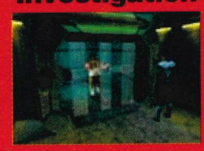
Fighting







Investigation







Shooting







character bios

The following are the three main characters in Nomad Soul:

Name: Kayl 669

Age: 30
Sex: Male
Blood Type: K
Height: 178
Weight: 80
Eyes: Green
Job: Special Agent

Profession:
Agent for the Omikron Security Forces

Skills:
As a member of the forces, Kayl is very skilled at hand to hand combat and using standard issue weaponry. He has free access to the Security Centre and is authorised to carry arms.

Characteristics:
Kyle lives in Anekbah with his wife, Telis. He and his partner Den have an almost perfect arrest record.

Name: Syao 471

Age: 24
Sex: Female
Blood type: K-
Height: 156
Weight 58
Eyes: Blue
Job: Jewel Thief

Skills:
Syao is well respected among thieves as fast, discreet, intelligent and agile. She's classified as 'Most Wanted' by the Omikron Security Forces.

Characteristics:
Syao lives amongst the roof tops of Anekbah. She has no known allegiances. She once managed to steal the fabled 'Jewel of Phaenon' from under the nose of Legatee Reshev himself.

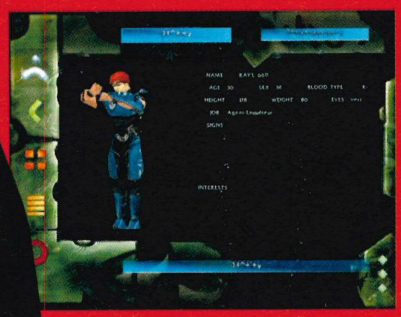
Name: Betsy 117

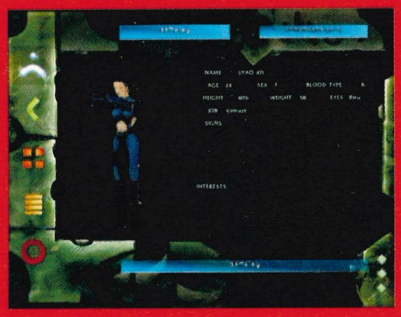
Age: 22
Sex: Female
Blood type: Z-
Height: 174
Weight: 64
Eyes: Blue
Job: Journalist

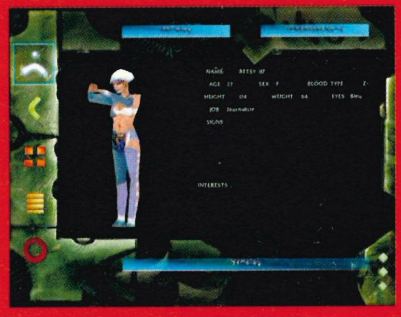
Profession:
Journalist for The Omikron Guardian

Skills:
Betsy uses her high intelligence to good purpose, whether dealing with a hard-bargaining shopkeeper or managing a skillful seduction. She is quick-thinking, agile and flexible.

Characteristics:
Adept at squeezing in and out of tight situations, Betsy is always found where the latest trouble is. Her nose for a good story and her exhaustive research make her knowledgeable on a wide range of subjects.













As well as medium-paced adventure, there's plenty of scope for a rumble.





PART GRAIL-LIKE QUEST, PART ZEN ODYSSEY – YOU EMBARK ON A SPIRITUAL MISSION

way to the game's conclusion by talking, investigating, fighting, driving and shooting, so you can finally get deliverance from the strange dimension.

Woven into the soul of Omikron lies a dark and paranoid subtext. As the hero of the game, you're required to not only save your own soul but the soul of the city itself from Astaroth. Having already been tricked into the challenge at the start of the game, you're then confronted by the visceral temptations that enslave the population of Omikron. Part Grail-like quest, part Zen odyssey – you embark on a spiritual mission. Only by ignoring the dark seductions of the decadent city and resurrecting ancient forces of good, long forgotten, will you be able to conquer evil and find salvation.

Virtual Reincarnation

The Nomad Soul introduces virtual reincarnation to the gaming world. To move around the city you have to place your character's soul into the body of someone in Omikron. Whenever this body dies the soul is

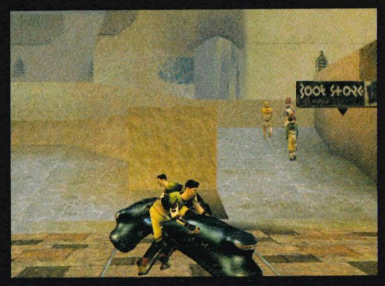




IT SIMPLY OFFERS EVERYTHING – GAMEPLAY FROM EVERY KIND OF GENRE AND A PLOT THAT EVEN THE MOST CYNICAL OF GAMER WILL BE ENTICED INTO







THE NOMAD SOUL







transferred into the body of the first person who touches the dead body. You continue hopping from one person's body to another and as the game's AI treats your current form according to that person's form, using the right body becomes a necessity. For example, perhaps you have to hack into the Police Department's high security files, so if you take over the prison guard you could gain the access you need.

You won't have any problems finding an appropriate person to hop into, as there are over 40 characters in the game and they'll give constant twists in the game's storyline. Some people are just thrown into the mix for no reason at all and some of Omikron's inhabitants don't really do anything, so you can take over their bodies just for the hell of it.

Visuals

This all takes place within a massive environment in real time 3D. It's graphically brilliant and with everything you come across, whether it be buildings or passers by in the street, the detail is second only to Shenmue – even the people's facial characteristics are motion captured.

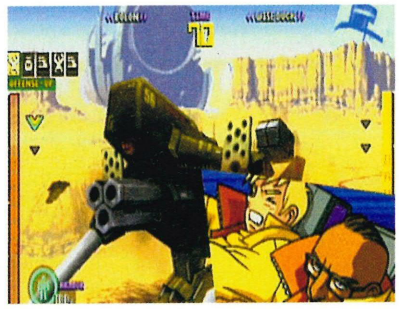
We've got ourselves a preview copy of the game and the sheer number of cinematic features it has from the start makes it seem like you're staring in your own movie. Just after the intro sequence you control your character and begin to explore the city, only for the game to cut you short and start rolling credits alongside an amazing soundtrack. Nomad Soul features an entire virtual album, produced by David Bowie and Reeves Gabriels. Look out for David in the game as Boz, and also as the singer of a band called Dreamers.

Nomad Soul is guaranteed to be one of the most awe inspiring games for the Dreamcast this year. It simply offers everything – gameplay from every kind of genre and a plot that even the most cynical of gamer will be enticed into. Roll on this game's release date.



As well as playing two character roles in the game, Dave also supplied the excellent soundtrack.





Publisher	Capcom	**Developer**	Capcom
Released	TBA	**Genre**	Futuristic beat-'em-up

Tech Romancer

Big robots plus big explosions should equal big fun...







A spiked club should pierce even the most heavily armoured robot...

Sometimes when you sit down in front of your console you want a cerebral, thrilling challenge such as Soul Reaver: Legacy Of Kain, whereas at other times, you'll be more satisfied with a game that features plenty of explosions, firepower and mindless techno-violence. In the past, Capcom have proved very useful for these sorts of games, with their Street Fighter series being one of the cornerstones of the gaming world for many years (see our review on Page 72). Recently in Japanese arcades, a title named Tech Romancer has been wowing the kids with an appetite for destruction and now it's being brought home with the imminent release of the Dreamcast version. Staying faithful to the arcade version, Tech Romancer is set to feature not only some highly impressive graphics but also bucketloads of high octane fun. The game should appeal to anyone with a love of old fashioned monster movies, where huge beasts would go on the rampage and destroy anything that got in their way. Here the monsters are replaced with shining hulks of metal but the idea's the same.

As Tech Romancer doesn't feature original licensed monsters, you won't see the likes of Gundam or other Japanese classics here, but sneakily many of Capcom's original creations are a homage to famous robots, making these new characters strangely familiar.

COOL GRAPHICAL TOUCHES ABOUND AS YOU PROGRESS DEEPER INTO THE ADVENTURE

TECH ROMANCER

modes aplenty

As well as the typical Versus mode and the Arcade mode, which sees you battling against all of the enemies one by one, there's a Story mode. This is different for each of the robots but includes atmosphere-building scenes between the bouts, meaning that Tech Romancer should be able to entice the single player as well as the multiplayer beat-'em-up fanatic – something that many games of this kind forget to consider.



Hunks of Junk

When you begin the game, you must first choose which of these metal maniacs you wish to control, as well as the pilot who's controlling them. In a similar fashion to Capcom's classic beat-'em-up characters, who all had their own unique fighting styles and moves, the combatants here all have their own strengths and tactics. Of course you can ignore all the strategic elements of this and merely go for the robot who looks the best – it's entirely up to you, as once you get into the game, the style of your robot will











become apparent and you'll soon be blasting with the best of them.

The main controls may seem simplistic at first, as Tech Romancer only utilises a block button, a jump button and two attack buttons, but as usual with Capcom battlers, it's up to you to discover all the variations and spectacular moves that can be pulled off once you perfect them. These combination attacks will cause the screen to explode with some impressive effects, as well as seriously harming the opposition. The trigger buttons also come into play to select super moves and there's also a special sideways attack formation which you'll need to master.

3D Not 2D

Unusually for a Capcom fighter, the game's played in a three dimensional environment rather than the classic 2D scenario and this means that it features some detailed background buildings, which soon begin to crumble and fall once they are caught up in the heavy firepower zigzagging around. Once the structures are completely annihilated, they'll reveal power-ups to increase your arsenal and as well as making your player more powerful, they often also help with defence and help to repair your damage.

After you've successfully drained an opponent of half his energy bar, you can execute a final attack – a move that, if performed correctly, will see you instantly achieve victory with an all-powerful attack that'll leave your opponent wishing he had never been built. This means that you still have a chance to win even when you have very little energy remaining, as with the correct timing and skill you can perform the greatest comeback since Tyson stopped chomping ears. These final attacks differ wildly depending on your character and often they'll see your robot transforming into an even more powerful force.

Plenty of cool graphical touches abound as you progress deeper into the adventure, with other craft often hovering around near to your battle site, as well as holes in the ground which are regularly created by the constant grenades and missiles being utilised by yourself and your foe.

Those who enjoy classic arcade action should certainly look out for Tech Romancer soon.





You can cause some serious damage with plenty of special combo moves...

AS TECH ROMANCER DOESN'T FEATURE ORIGINAL LICENSED MONSTERS, YOU WON'T SEE THE LIKES OF GUNDAM OR OTHER JAPANESE CLASSICS HERE







Publisher	Sega	**Developer**	Climax
Released	TBA	**Genre**	RPG

Time Stalkers

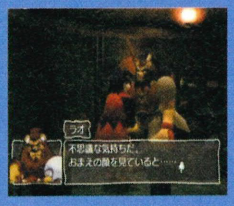
More RPG antics on the way, this time involving a hero called, er, Sword...











The enemies will taunt you before they lay into you...

The Dreamcast is currently not a happy place for role playing game fans. With only Ubisoft's 4/10 scoring Evolution to celebrate so far, any future releases are being looked at with increasingly puppy dog eyes. But help could be at hand, with the news that Climax have stepped up to the oche with a game called Time Stalkers. Climax? Oh, you remember them – they're the ones who did Activision's okay-ish Resident Evil wannabe, Blue Stinger, although it's fair to say that we're hoping for more this time around.

Certainly, from a visual point of view, we're not disappointed thus far either, with the cut scenes in particular reeking of multimedia excellence.

However, it's the game itself you're interested in, so we'll move swiftly on.

You play a character by the name of Sword who, predictably enough, has one or two problems. He's getting some weird flashbacks in his head that he can't quite place, but they seem to involve a mysterious woman. The fun continues when someone tries to kill our angelic little hero, which ultimately leads him to a strange book. And guess what? He goes and opens the bloody thing.

Boasting plenty of fights, murky dungeons and the kind of atmospheric audio effects we're happily getting used to (expect the tone of the music to change when danger is on the horizon), Time Stalkers certainly has the potential to meet the demands of the hungry DC RPG fan. However, the early word isn't too positive, but we'll have to wait and take a look at the finished game ourselves before we can give you the definitive lowdown...



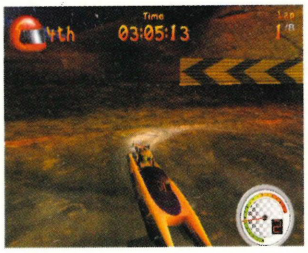
TIME STALKERS CERTAINLY HAS THE POTENTIAL TO MEET THE DEMANDS OF THE HUNGRY DC RPG FAN

Publisher	TBA	**Developer**	Promethian
Released	TBA	**Genre**	Racing

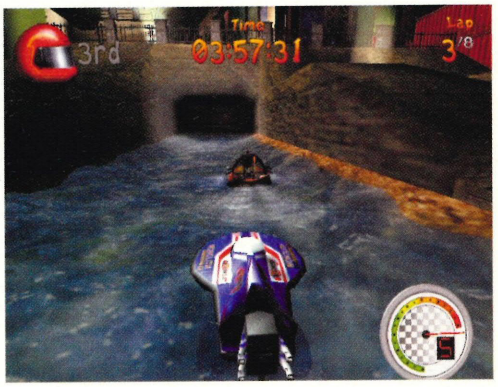
Hydro Sprint

Second in line for the water racing trophy, we have...









Racing across water isn't something that's new to Dreamcast owners, thanks to the work of Midway's fun Hydro Thunder. That's not stopped someone else having a go though, leading us to the impending release of Hydro Sprint.

As space is tight, we'll get to the point. It's a game where you race water-based vessels, ranging from jet skis to racing boats, and you'll have around sixty different races to take part in. We're told that the graphics don't just look good in screenshot form, they also move well, gobbling up the available processor power and using it as it should. More crucially, we're also told that it's damn good fun, aimed at all ages.

We're particularly looking forward to the levels set around river rapids ourselves. But we're suckers for a good soaking. Or something.

Publisher	Sega	**Developer**	Vivarium
Released	TBA	**Genre**	Pet Sim

Seaman

An original game which should help to bring out your maternal instincts...



With the rise of virtual pets, from the cyber phenomenon of Tamagotchi to the fluffy delights of Furby, it was inevitable that the Dreamcast would be graced with the presence of its own pet. Seaman has been a huge hit in Japan and is likely to repeat that success when it hits these shores sometime soon.

Using a microphone connected to your console, you will be required to talk to your new friend and the more attention you pay to it, the more it will learn, and soon it will start to develop its own distinct personality and habits. When you start off, your pet hasn't even been born and the egg must be looked after in your aquarium, with everything customisable from the water temperature to the oxygen level.

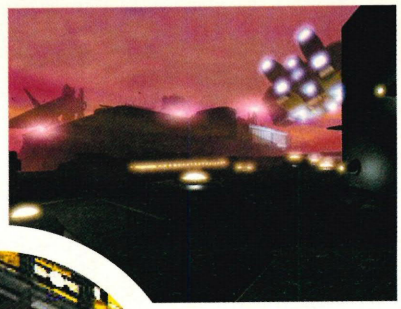
Once the egg hatches, your Seaman is revealed – a strange looking fish fellow who truly defies categorisation. Utilising the innovative voice recognition system as well as the VMU, Seaman should be an immersive and original experience.





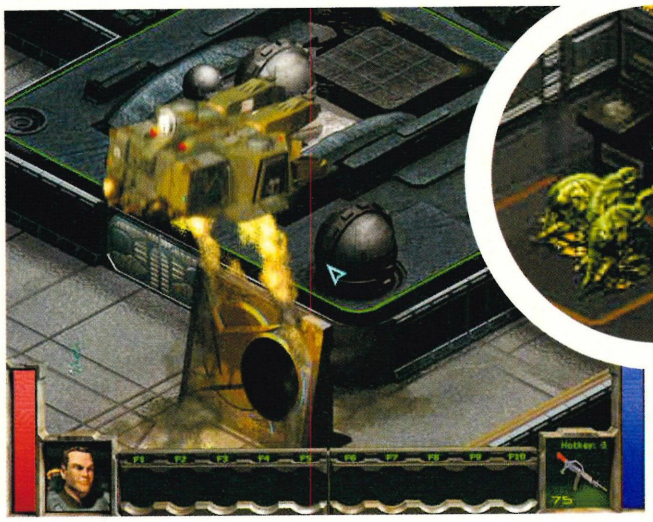


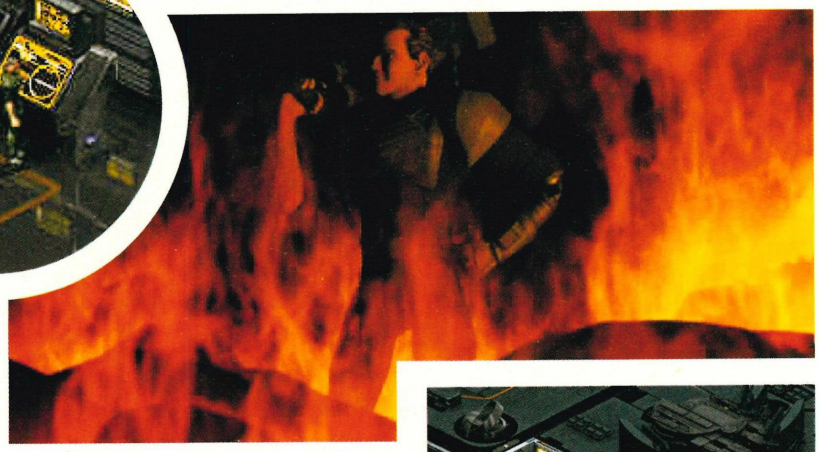
Publisher	TBA	**Developer**	Micro Forte
Released	Mid 2000	**Genre**	Action/Adventure





Target your enemies from a long range to avoid possible counter attacks.







The Chimera Project

The coolest cyborg since Robocop...

THE CHiMERA PROJECT

kitted out

The weapons are a big part of the game. Discover a range of weapons such as laser cannons, Gatling guns, grenades, rocket launchers and sniper rifles, as well as many other experimental prototypes. Cybernetic Modifications help you gain special abilities such as the shield and stun wave. Improve your damage resistance by using upgrades, such as armour plating.





Micro Forte is a rapidly emerging Australian development company that's been around for over six years. At present they're working on a number of titles, as well as setting up an Australia collaboration with all Aussie developers to give more focus on games from down under. Over the next six months you'll see a deluge of interesting titles and to start things off we begin with The Chimera Project, an action/RPG game for the Dreamcast.

Backdrop

You're Dylan Steel, the best Secret Operative of Earth's Federation. Armed with the very latest in technology, your mission is to investigate a colony world in the Federation outback. Attacked by an unknown starship while entering the atmosphere, you crash land on the desert world. You quickly discover that Eclipse Technologies, an illegal super corporation, has captured the planet, all for the sake of their master plan: The Chimera Project. Eclipse Technologies has been carrying out hybridisation experiments between captured humans and a strange alien species. An early experimental version of this new hybrid was first encountered less than a month ago, after the Federation sent in a group of Space Marines to infiltrate the colony world. Before total loss of communications with this reconnaissance group, the Marines were able to warn the Federation that the Chimera was impervious to standard weaponry.

You're the next generation of cyborg, capable of superhuman feats of speed and endurance. Your body can be upgraded and modified to further enhance your combat and espionage skills. Wielding the latest military firepower, and equipped with

THE DRAMATIC CUT-SCENE TRANSITIONS AT KEY POINTS IN THE STORY LINE GIVE THE GAME AN ALMOST CINEMATIC QUALITY











Pick ups aplenty – including additional armour for extra protection.

the best combat enhancing technology the Federation has to offer, you face off against the greatest threat humankind has ever seen.

Immersive Gameplay

The game captures the gameplay and action feel of Diablo and Crusader – No Remorse, and its dark feel and intuitive gameplay will leave you wanting more. With its isometric look and sectioned areas, you'll quickly want to explore the vast levels, finding out information, collecting items and progressing further on.

The game engine gives our hero many different animation sequences, tailor-made to the gameplay, so actions such as walking, running, rolling, teleportation, jet-packing, using vehicles, recoiling, numerous fighting sequences, using special items and using special powers and skills, see our hero evolve into a blend of James Bond meets the Terminator.

Seeking Out The Enemy

Wandering around has never been so compelling, as you avoid intruder cameras, motion detectors, laser pits, secret gun-turret emplacements and discover secret hidden areas and items. Finding specials is easy but using them on the right occasion is the order of the day – try laying down proximity mines and remote-control explosives to hold your position. Some of the effects you see are really awe-inspiring. Huge monsters appear from nowhere and as they bombard you, you must find the right weapon to kill them. If you blow up some of the huge creations, you'll see some dazzling on-screen effects.

The action is non-stop as you endlessly try to defeat well co-ordinated enemy troopers, who'll do their best to bring you down, and fight aggressive robots, whose sole intent is to destroy you. Narrative is via both text and in-game speech, so watch and listen. Once you get through the first level you find you have to free a prisoner by retracing your steps to find an essential password to open up the door! Each level presents a new story line and more inventive action, complete with special map screens and an inventory bar.

State of Play

The game offers a vast, seamless world of beautifully pre-rendered tiled environments, with unique game elements, puzzles and treasures. It offers an involved story line, which evolves through interaction with NPCs and captured knowledge, plus gripping character development as you discover the secrets of the world, the corporation and your own dark history. The dramatic cut-scene transitions at key points in the story line give the game an almost cinematic quality.

The Chimera Project is about skill, speed and ingenuity. You must collect weapons, gain more power and unravel the puzzles in many guises – be it codes, moving objects or mere interaction as you progress. There are over 20 levels of evil to unravel in what already looks like an excellent game, even though it's still only half completed.

ITS DARK FEEL AND INTUITIVE GAMEPLAY WILL LEAVE YOU WANTING MORE









Nightmare Creatures 2

Kalisto have a development team of over 40 working on Nightmare Creatures 2 . The title is looking impressive, as Derek found out...



Many of you would not have seen, let alone played, the first Nightmare Creatures – a thrilling and sinister action-based exploration game, primarily set in London. The bad guy, Adam Crowley, along with a number of wretched unfortunates, henchmen and monsters, returns to continue his reign of terror in this richly interwoven story line, presented with a polished look that will captivate all Dreamcast players.

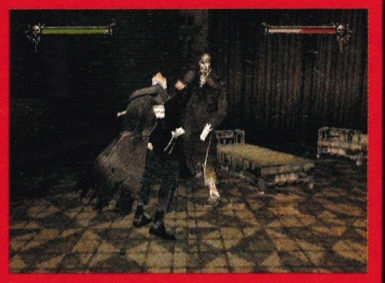
As always there's a good guy – called Wallace – who you control. Wallace is a young dandy, well known for his escapades amid London's nightlife. Attracted by the esoteric and the supernatural, he mixed with various occult groups before being noticed by a particular group – the Circle. In Wallace, the Circle's members saw a promising agent. Wallace was filled with enthusiasm for his new life and teamed up with his old friend, Havensmith. During one of their missions the two accomplices discovered a branch of the Brotherhood of Hecate working towards Crowley's return. The mission was an utter failure and Wallace was taken prisoner. Having been incarcerated and tortured by the mad Adam Crowley, Wallace is out for revenge and the game starts with you seeking out your protagonist. However, a lot will happen before you face Crowley – that is if you can first survive the horrors that unfold!

A HUGE GAME OF EXPLORATION, FIGHTING AND ACTION, WITH THE FOCUS ON GOOD VERSUS EVIL

NIGHTMARE CREATURES 2

spot the difference

Changes are constant – the adrenaline meter from the first game is gone and there is no longer any time limit. You can explore the area as much as you wish (and you should). The team used the adrenaline in NC1 because they didn't want the player to wander about and realise the background was not really interactive. Now it is.

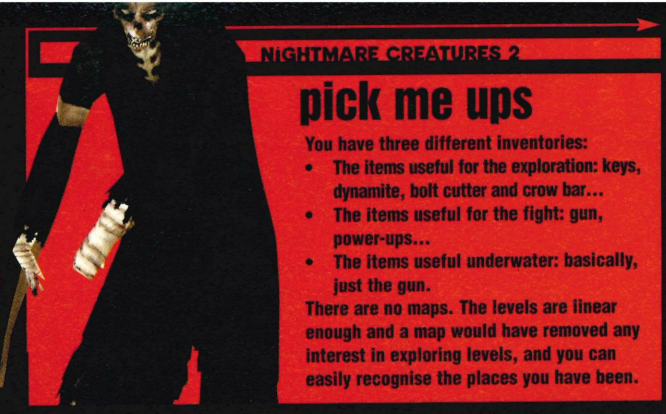


The Time, The Place, The Story

Nightmare Creatures 2 takes place a hundred years after the first offering, as Wallace the defeated hero returns. The sorcerer, Adam, spent a whole century regaining his strength and is

Publisher	Konami	**Developer**	Kalisto
Released	TBA	**Genre**	Horror Adventure





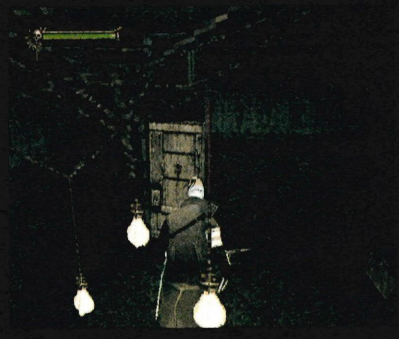
pick me ups

You have three different inventories:

- **The items useful for the exploration: keys, dynamite, bolt cutter and crow bar...**
- **The items useful for the fight: gun, power-ups...**
- **The items useful underwater: basically, just the gun.**

There are no maps. The levels are linear enough and a map would have removed any interest in exploring levels, and you can easily recognise the places you have been.





YOU WILL BE STRUCK INSTANTLY BY THE GAME'S DARK AND SINISTER FEEL

now preparing his masterpiece: to call up an ancestral entity of terrifying power in order to merge with it. If Crowley succeeds, he will finally embrace immortality and will soon be poised to impose his reign on Earth! With the aid of his Emissaries, creatures that are part of the Devourer, he plans to carry out a powerful ritual that will allow the entity to manifest itself.

One of the essential elements needed for this operation is a powerful magic artefact. However this artefact, known as the Glyph, is actually in the hands of the Circle, a secret organisation founded by Ignatius Blackward and Nadia Fransiscus, so Crowley decides to attack them first. The sorcerer massacres his enemies and steals the famous Glyph, thereby killing two birds with one stone. Unfortunately for Crowley, Ignatius and Nadia's spiritual descendants have not played their last card. Wallace, retired in an asylum, saw the massacre in his visions and determines to stop Crowley from accomplishing his crazy plan. Now let the game commence...

The Game

Nightmare Creatures 2 is hard to pigeonhole. Here we have a huge game of exploration, fighting and action, with the classic focus on Good versus Evil, where monsters and fearsome creatures roam around. Thankfully there are spells to cast and lots of swash-buckling action, plus unusual actions like swimming. You control the character as he swims, as you do at all times. When you dive, there's a second before you get control back (as the animation is loading and unloading) but the join appears seamless to the player, which is pretty neat.

There's pure fighting action too, which offers a plethora of superb moves. When you go for a hit, the enemies react differently depending on their AI, the distance involved and the timing of the hit. You can also block, within reason – you could block a couple of chainsaw hits, but the next one would send you to the ground! And I can tell you that the enemy knows what to do with its chainsaw when you're down there...

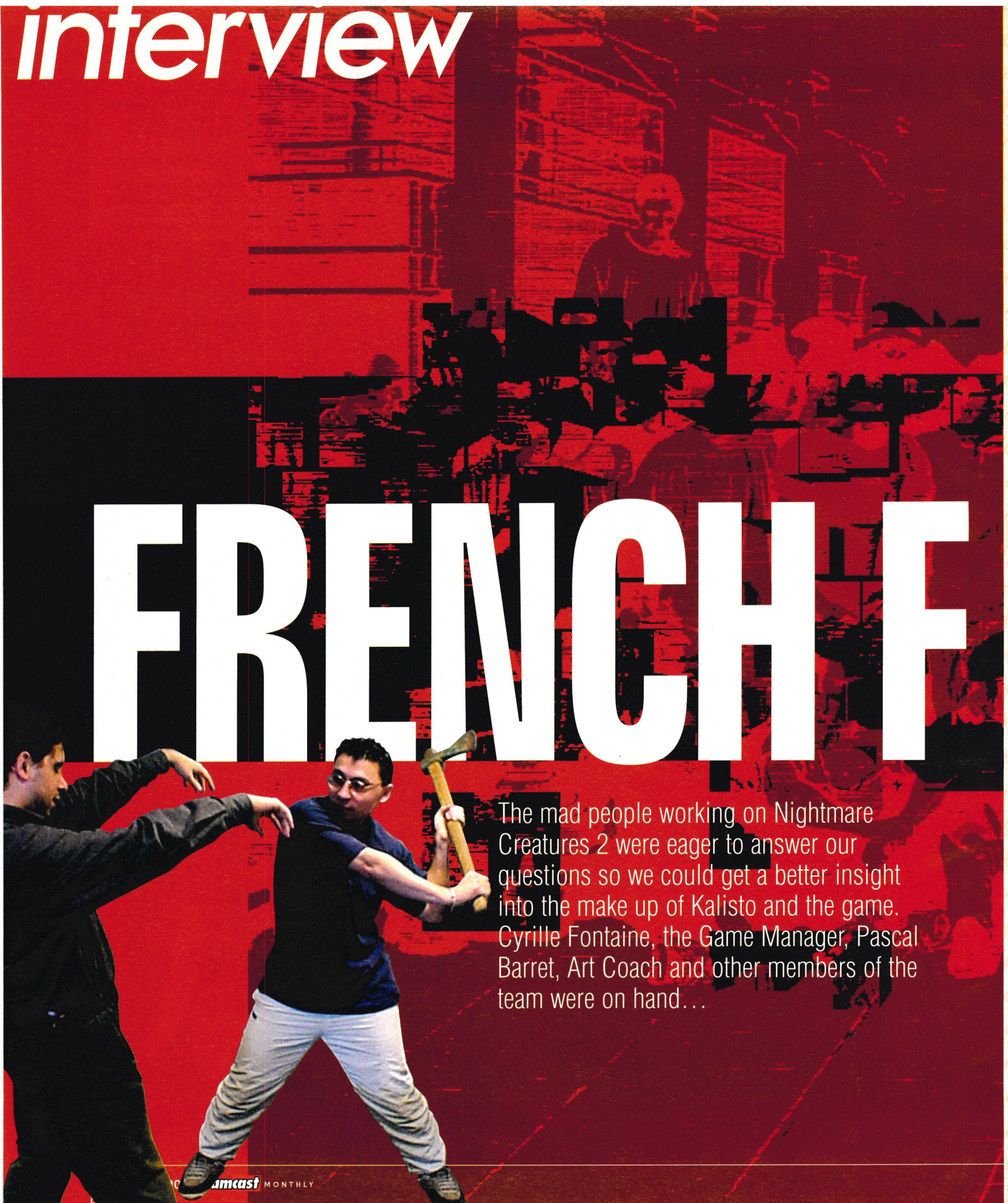
Although Nightmare Creatures 2 is not an adventure game, there's still lots of moving around across vast locations to be done. You will be struck instantly by the game's dark and sinister feel and also by its sheer size. There are 30 game sections, split into nine levels/worlds. These worlds flow smoothly from beginning to end, providing seamless checkpoints before each action. You can also save frequently throughout.





interview

FRENCH F



The mad people working on Nightmare Creatures 2 were eager to answer our questions so we could get a better insight into the make up of Kalisto and the game. Cyrille Fontaine, the Game Manager, Pascal Barret, Art Coach and other members of the team were on hand...

ANCIES

Getting Technical

DCM: Will the Dreamcast version vary from the PSX version?
Kalisto: We take advantage of the DC: high resolution, better visuals, higher frame rate. But the game remains the same – the plot and the actions. The team consists of personnel that have worked on the original title to give good continuity.

DCM: What are the programmers' thoughts on the Dreamcast?
Kalisto: DC is surely a powerful machine and very comfortable to work with. The lack of competitors makes it the best so far, but they're just around the corner.

DCM: For the sequel, have you improved on the 3D environment – do you feel it has a richer, fuller, more organic feel?
Kalisto: YES! The environment display relies on a brand new 3D-engine that fits our needs. We display more faces than ever and this is required to display fearsome monsters, glamourous heroes and a creepy background. The landscapes, streets, houses, pavements – all are built with a single purpose: to build a scary atmosphere. The technology we used just freed us from the texture memory limit, that's why we use a very large amount of high detailed textures. About the organic side of the game: the further you go into the game, the more you will encounter giant, tentacled creatures, some over 100 feet tall.

DCM: How many polys make up the average character?
Kalisto: The hero is over 700 polys, the monsters over 500 each. Bosses are more.

DCM: In the first game you used motion capture and animation, has this been the same for NC2?
Kalisto: We did trade the motion capture for talented animators. It was getting difficult to do an efficient casting: 'Videogame company search for talented four-tentacled open-ribcaged actor for motion capture. Large claws welcome'. Seriously, the motion capture only renders true movements and that is good for some purposes, but on NC2 we needed monsters whose behaviour reveals a human side through a beast's attitude. This can't be captured, hence no motion capture.

DCM: London and Paris, as well as other city locales, are pivotal to the game, giving the story a richer look and feel. Did the team come to London, as with the first game, to get the feel and look right and add realism? Also, how deep have you gone into researching the areas, to give a faithful recreation for the hero of the game to explore?
Kalisto: Just as in NC1, we took actual locations as background for the game. Obviously, places in accurate cities are not designed for gameplay, so we had to bend the reality, keeping the visible outlook of places accurate. We also did a large amount of documentation work to find out how those places looked back in 1934. Some places you will never visit (I hope), such as the Asylum, but known places are well created: Eiffel Tower, Jardin des Plantes, the catacombs, Pere Lachaise and, of course, the London streets. But there are also more neutral places: sewers, a castle, rooftops, mansions, a church, a crypt...

DCM: What were the drawbacks and limitations of the first title and have you now been able to overcome these in NC2?
Kalisto: The new engine lets us use real 3D. You may never have noticed, but in NC1 all the houses, everything, was cut over five meters high. Now we can have the camera free to show whatever it needs to. The jump/climb ability of the hero is a great improvement too. We can also swim in NC2. In NC1 you actually died if you entered any water. We also exploded the memory limitation we had on NC1 by using asynchronous loading. We now have huge levels which have a great variety of locations, situation and textures.

DCM: How hard was it to create the right sinister look and feel?
Kalisto: That is the hardest part of it. Technical restrictions are so high that it is very difficult to render a creepy atmosphere, and even more so on the Dreamcast, where the rendering is so clean that it is...too clean. But I think the result now meets our expectations.

DCM: How does the camera work, does it follow the action in an intelligent way and zoom in?
Kalisto: The camera does a very complex job. It now has a larger range of action and provides a smooth vision of the action. It mostly keeps behind the hero. It lets the hero take a very large proportion (height-wise) of the screen (big characters are cool), keeping the area visible.

DCM: Are there any strong links in story line between the sequel and the first game?

interview



Kalisto: The heroes have changed and the action takes place 100 years later but the evil villain is still the same, spreading creatures all around the place. The link is Adam Crowley and his creatures, hence the name of the game.

DCM: Have you had to restrict any facets of the game, in case they were too gory or offensive? Is there a rating to the game?
Kalisto: We expect to receive the most restrictive rating in every country and we fight every day to keep the content of the game unchanged. It is no longer about ratings but about censorship. I must confess that our publisher, Universal, is really helping us in keeping NC2 how it was designed. The game is gory, but we don't even hurt any humans.

DCM: How is the story line objective conveyed? Is it via any narrative or merely through cinematic sequences?
Kalisto: The game unfolds the plot itself. Of course, in-game cinematics with a voice-over explain a little more. Each level is started and ended by a video. The game features few lyrics, but most of the time pictures speak for themselves.

The Action

DCM: Would you say the action/fighting scenes are as good as seen in most fighting games, or do you see this as secondary to the overall game?
Kalisto: The game is above all an action game, a fighting game. Even if the way you fight is somehow different to a classic fighting game, it is all about timing, position and control.

DCM: How do the interface and controls work?
Kalisto: In the most intuitive way we could find. You see your energy bar, the enemy's one when he is attacking you, the item selected – and that is all for the interface. We want the player to take full advantage of what is on the screen, not be disturbed by too much information. The controls are very simple; you can hit, kick, jump and use items. When a monster attacks you, your controls are extended in a 'fight' way and you can perform combos to cut limbs and do fatalities.

DCM: What kind of combo moves are there?
Kalisto: We reduced the number of combos since very few people used them in NC1. We made them more efficient. Depending on the monster you are facing, the combo will have various effects but mostly it aims at cutting limbs, the head or whatever stands out. You have two combos with two buttons, three with three buttons. You also have fatality moves that you learn to use at the right time. They provide a gory and definitive end to the fight. The monsters also have fatalities of their own to use on you.

The Guile

DCM: Nightmare Creatures 2 is billed as an action adventure spiced with puzzles, but how do they manifest themselves?
Kalisto: This is not a puzzle game, as Tomb Raider can be. Finding

THE LANDSCAPES, STREETS, HOUSES, PAVEMENTS – ALL ARE BUILT WITH A SINGLE PURPOSE: TO BUILD A SCARY ATMOSPHERE



FRENCH FANCIES













THE FURTHER YOU GO INTO THE GAME, THE MORE YOU ENCOUNTER GIANT, TENTACLED CREATURES, SOME OVER 100 FEET TALL

your way is obvious. I mean, even if it is not always obvious, you are not supposed to be stuck without a clue. Some keys are to find items that can help you through. When you find the object, you easily discover its purpose. For instance, a bolt cutter will help you cut a chain that blocks a door. The trick is more to have the hero explore every place using his sense of observation. For instance, blood doesn't naturally spurt from the ceiling. When you see that happening, you'd better wonder what's above you... The adventure is about exploration and finding items.

DCM: You have mentioned 1500 exploration objects to pick up, use or break. This is a massive amount – can you give examples?
Kalisto: To be accurate this is the number of items that have been modelled into the game. It features the pick-up-able ones, the interactive ones (mostly) and the decorative ones. It is big, but since the levels are also big, they had to be filled up with something...

DCM: Is the world fully interactive? By that I mean, can you smash windows, or break things?
Kalisto: You can act on a huge load of items. Of course, most of it is useless, but some hide bonuses or secret paths. There is no piece of glass that you cannot break in the game (and chairs can be smashed too).

Cast offs

DCM: How essential are the spells to Wallace and does he gain them as he progresses? Can you name some of the spells?
Kalisto: The spells, as in NC1, are bonuses that help you get rid of some monster in a more spectacular way. For instance, the Jar of Flies, once broken, releases swarms of flies that enter the monster's head (if it still has one), shaking it from the inside before it...hmm...explodes. Toxic releases a toxic gas. Another one makes all the monsters bleed heavily from all parts of their body before they die.

DCM: What kind of monsters will we come across?
Kalisto: The 'emissaire' is one of our favourites. It is very smart and scares the s*i* out of me. It has an almost human face, black and white painted, hands gloved in dried blood, a heavy tail, tentacles out of its rib cage and it uses a long Christian cross to hit you with. The 'spider' is also tough, with four arms and claws everywhere. There are loads to mention but we do not want to spoil things, so you must wait to play the game!





FRENCH FANCIES

Written By Derek Dela Fuente derek@quaymat.co.uk



TO INFINITY & BEYOND

By the time you read this many of you will no doubt have seen the Disney/Pixar film Toy Story 2, a movie that even hardened film critics are saying is one of the best films so far this year, and certainly the finest of its genre. And if you thought the first film was special, then you ain't seen nothin' yet...



TOY STORY 2



The game of the same name is, as you would assume, based around the film, with many of the incidents and cast mirroring what you've seen on the big screen. Forget the PC and PlayStation people, the Dreamcast version's the best of the lot.

Where it all began

Pixar created and produced the first computer-animated feature film, the Academy Award winning Toy Story, released in 1995. It combined both creative and technical artistry which brought original characters on screen to life.

It all took place in the peaceful location of Andy's Room. On Andy's birthday, the toys had a toy meeting to discuss the upcoming move to the new house and their worries over what new toy Andy would be getting for his present. Finally, their worst fears came true as Andy happily unwrapped his Buzz Lightyear – the toy world's most popular character toy. Buzz doesn't know that he's just a mere toy – he thinks he's a real Space Ranger. After Woody knocks Buzz out of the window in an attempt to prove him wrong, they both get lost at Pizza Planet and the toy-torturing neighbour Sid grabs them out of a grabbing game (you know the one I mean). Now the two must come together (and try to be friends) to escape from Sid and get to Andy before the moving truck leaves. Can they make it in time? If you've seen the film you will know the outcome!

THERE'S PLENTY OF EXCITEMENT AND FUN AS THE TOYS GET INTO ONE PREDICAMENT AFTER ANOTHER



Level Up

Andy's House:
This is where it all starts, with the kidnapping! Explore the rooms and find the clues. The bedroom, living room and attic are just a few places you'll go, so keep your eyes peeled! A few baddies may be lurking, so be prepared to fight. Buzz will even be able to use his super laser. Action galore.

Andy's Neighbourhood:
Buzz goes on the prowl in search of Woody. There's plenty of action here, so take care. High-speed racing, as well as some good old walking, sees Buzz meet up with some old friends. Afraid of heights? Sorry, but some climbing's also required.

Bombs Away:
You're up against the neighbour's baddie and you need to sort it to make it to the next stage. Chocks away as you avoid the biplane. Fast reactions and good manoeuvring are essential.

Construction Yard:
It's dangerous here. You have to try and get to the top of the building but there's plenty on your plate to prevent you! Slinky Dog is around but he's in dire trouble. Mastering some night moves will get you though this phase.

Alleys and Gullies:
Buzz heads into trouble and gets trapped and you have to help him find a way out! More racing against the clock, with puzzle solving, muscle power and jumping, plus a host of surprises unfold.

Slime Time:
There are more baddies lurking, along with a load of trash! Use Buzz's weapon and target the green slime. You can just shoot them a couple of times, but it ain't easy.

Al's Toy Barn:
A great place to explore but will you find Woody here? It's a massive area – is Al here? Where do you go first? A real mix of game elements and hey, you might even need to find an arm!

Al's Space Land:
Buzz gets really keyed up in this extra tough space level. More puzzles and a quick fix of racing are only a few of the threads to this level.

Toy Barn Encounter:
Get ready for an out of space encounter. Pods containing enemy toys lurk to make Buzz's life a tad difficult. They're pretty sneaky, so watch Buzz's battery supply.

Elevator Hop:
Some night moves are required as you make your way through the elevator shafts to Al's apartment. Rip roaring racing with plenty of collectibles on offer.

Al's Penthouse:
Buzz finds more than he bargains for and it's not loads of chicks! Brainpower plus some deft moves are the order of the day.

The Evil Emperor Zurg:
The arch enemy – can Buzz keep cool and win through?

Airport Infiltration:
A nice ride on the conveyor belts sees our intrepid hero do some nifty footwork – watch out for the bouncing cases. Mr Potato Head is around but he needs your help first before you can continue.

Tarmac Trouble:
Stormy weather blues, with thunder and lightning – and Woody in your sights.

And Finally?
Just when you thought it was the end, it's the final confrontation – the showdown that ends the epic saga!

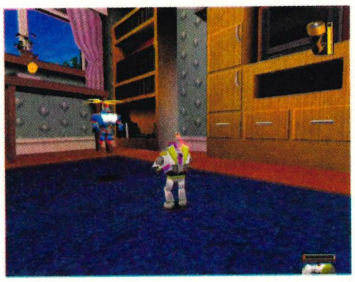
Fact File

The idea for Toy Story 2 began in 1996 and was originally scheduled straight for home video, although it quickly became apparent that the film was bigger than that, hence the theatrical release. The making of Toy Story 2 involved more than 650 people and just four seconds of film took an entire week to produce. Indeed, a single frame of film (and there are 24 per second) took as long as 20 hours to render. The film uses 10,000 images for skin characteristics and over 17 gigabytes of data.

Disney Interactive



Buzz comes face to face with his archenemy Zurg.



Blockbuster

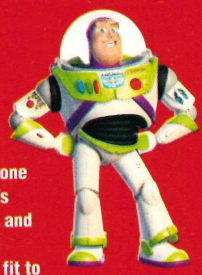
Now Andy's going to cowboy camp for the Summer and Woody's looking forward to going with him. That is until he's accidentally ripped by Andy and is left behind at home on Andy's bedroom shelf. Soon after, Andy's mum decides to have a clearout sale in the front yard and when the toys discover one of their fellow toys is going to be sold, Woody bravely attempts a rescue, only to wind up on the for sale table himself, where he's noticed by Al McWhiggin, the owner of Al's Toy Barn and collector of antique toys. After Andy's mum refuses to sell Woody to him, he sneakily creates a diversion and steals him.

The toys watch on with disbelief from Andy's window and Buzz recruits Mr. Potato Head, Slinky Dog and Hamm to go out into the bush to rescue their friend. Meanwhile, Woody's taken to Al's office, where the rest of the complete set of 'Woody's Roundup' licensed merchandise is on display. Woody meets his fellow characters from the 1950s TV show: Jessie the Cowgirl, Bullseye the horse and Stinky Pete the Prospector, who's still in his original box. They're thrilled to see Woody because it means they won't get put back into storage, (it's cold and dark in those packing crates) but instead will be sent to a museum in Japan where they'll be happily looked at by children forever.

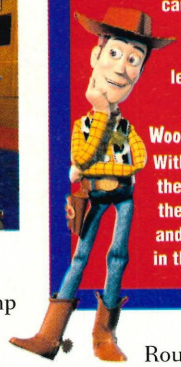
Buzz and the other toys are on their way to rescue Woody who, by now, wants to stay where he is. However, after having persuaded him to go back to Andy, Woody, Jessie and Bullseye are taken to the airport by Al and put on a plane bound for Japan. Bullseye escapes and with Buzz riding him, they heroically rescue Woody and Jessie just as the plane takes off.

The Stars

Here are just a few of the main characters of the film who'll also star in the game...

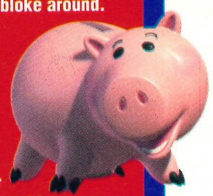


Buzz Lightyear:
The hero of the game is the intrepid Space Ranger who everyone loves. Using Buzz's special resources and engaging his cool accessories, he's fit to fool all. He's like a modern day superman and can run, jump, glide, footstomp, pole climb, grab, fire and spin attack. When in dire straights he can change view to a first person perspective and lock onto targets. Looking left and right is pure genius.



Woody:
With a swagger straight out of the Gary Cooper school, he's the rootinest, tootinest and shootinest cowboy in the West.

Jessie:
A combination of Annie Oakley and Ellie Mae Clampett, Jessie could probably drink, shoot and fight better than any saloon swaggering cowbloke around.



Ham:
A piggy bank loaded with cash and smart one-liners.

Stinky Pete:
A miserable miner 49er who more than lives up to his name.

Mr Potato Head:
The original spud-you'll-like.

Rex:
The only dinosaur no one is afraid of.

Bullseye:
Woody's trusty horse.

Emperor Zurg:
The most evil creature in the Universe.

Al McWhiggan:
The nasty kidnapper whose hygiene standards leave a lot to be desired.

Slinky Dog:
Useful as a substitute ladder, useless as a dog.

Setting the scene

In Toy Story 2 the game, the fun and adventure also continues when Andy goes off to summer camp and the toys are left to their own devices. Things shift into high gear when Al McWhiggin kidnaps Woody, knowing him to be a valuable collectors item. It's now up to Buzz Lightyear and the gang from Andy's room – Mr Potato Head, Slinky Dog, Rex, Hamm and the rest – to spring into action and save their pal from winding up as a Japanese museum piece. There's plenty of excitement and fun, as the toys get into one predicament after another in their daring race to get home before Andy does.

What's the Toy Story?

As you enter the world of Toy Story 2 you take the role of the famous Buzz Lightyear. Buzz meets with many of the famous characters and gets to explore massive environments from the movie, across 15 huge levels. There are five big bosses to combat, including Zurg the evil Prospector and his henchmen. Toy Story 2 is a tasty mixture of





BUZZ MEETS WITH MANY OF THE CHARACTERS AND GETS TO EXPLORE MASSIVE ENVIRONMENTS FROM THE MOVIE ACROSS 15 HUGE LEVELS

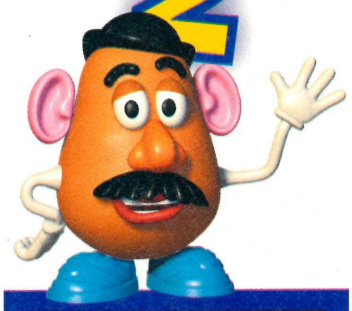
TOY STORY 2

Top Box Office Smashes

1. The Lion King .... Disney 1994
2. Toy Story 2 ..... Pixar 1999
3. Aladdin ..... Disney 1993
4. Toy Story ..... Pixar 1995
5. Tarzan ..... Disney 1999



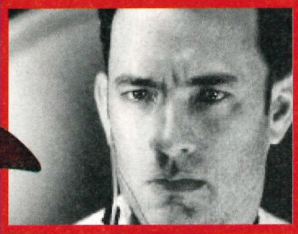




The voices of...

You'll recognise the voices of both Buzz and Woody straight away. Tom Hanks (as Woody) and Tim Allen (as Buzz) have taken on the job again, and we can't think who else could do a better job. Some of the other character voices are played by Don Rickles (Mr Potato Head), Annie Potts (Bo Peep) and Joan Cusack (Jessie).

Popstar veteran Randy Newman wrote the soundtrack and performed all the music with Sarah McLachlan, (Riders in the Sky), Robert Goulet and saxophonist Tom Scott.





puzzle solving, racing and collecting objects with a few customary fights with mini bosses.

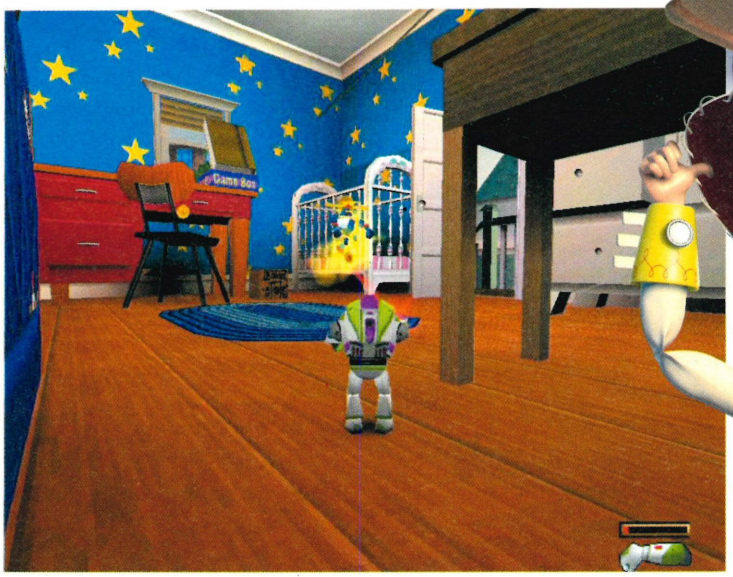
You're given special powers to complete your missions by unlocking toy accessories. On your adventure you'll find rocket jet boots, a grappling hook, an arm laser and moon spring boots.You can also enlist the assistance of your favourite toy character by getting long-lasting power-ups, so you can let Hamm, Slinky and Rex help you out with saving Woody.

As Buzz is from the elite forces of Star Command, he can use his lasers and whirling torso spins to save the day, as well as utilising jumping, swinging, bouncing and somersaulting through the air.

THE MAKING OF TOY STORY 2 INVOLVED MORE THAN 650 PEOPLE AND JUST FOUR SECONDS OF FILM TOOK AN ENTIRE WEEK TO PRODUCE

Not only that, but he can also combine his moves in rapid succession – just like he does in the movie. The Dreamcast controller makes easy work of these moves, with every button assigned to an action or even view. Yep, you can see the action from any perspective you choose.

Toy Story 2 the film is out at the cinemas now (as if you didn't know) and the game will be on the shop shelves in the next couple of months – can't wait!



Buzz is on the case trying to find his good friend Woody. Have you got what it takes to save the day?

Written By_Derek Dela Fuente derek.delafuente@quaynet.co.uk

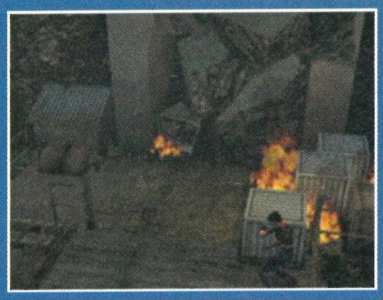
The series is a classic already, the never-ending tale of the Umbrella Corporation and its fascination with the undead lives on through every PSX and Dreamcast. But be prepared for a revolution where horror meets gaming like you've never yet seen before...

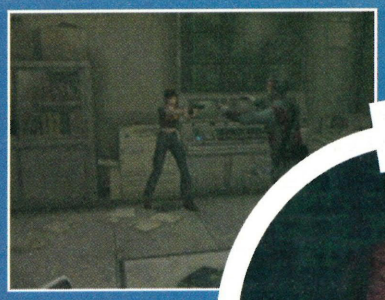
RESIDENT EVIL CODE: VERONICA

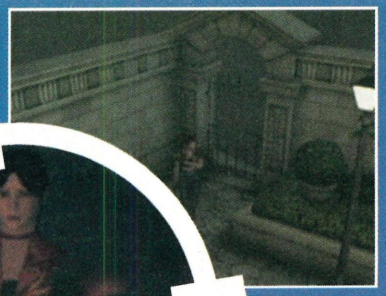


At last, the moment we've all been waiting for has arrived. The most chilling adventure yet, with full 3D graphics, tear-jerking sub-plots, haunting music and an abundance of blood, killing and torn flesh...nice.

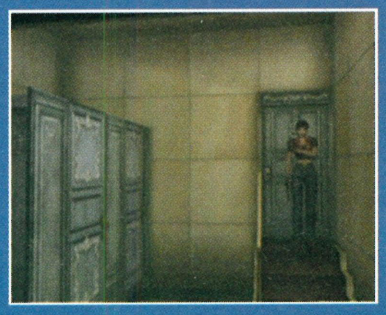
So it's out in Japan and no doubt a large number of you own it already, not being able to resist the temptation. And I'm sure none of you are disappointed – I mean, how could you be?











Gripping

I reckon a good place to start would be the cinematic introduction sequence and its general greatness. Claire has continued her mission to find her brother Chris and has ended up at the Paris Lab Facility. The action gets going instantly, with Claire being chased by soldiers through the lab's dimly lit corridors. She does a good job of out-running them – that is until a helicopter takes up pursuit and fires at her through the window.

Claire manages to escape to the shelter of a seemingly empty room, but it's not quite that easy, as she comes face to face with oh, about twenty soldiers, all pointing their guns at her pretty little head. Still gripped, you're thinkin', 'What the 'eck's Claire going to do to get out of this one then?'. There's a stack of barrels with flammable liquid piled up behind the guards and as she drops her gun to the floor, she quickly dives onto the ground, catches her weapon and fires a single shot at the barrels. The soldiers are sent flying forwards, but yet again – just as you breathe a sigh of relief for her – Claire looks up to find a gun barrel staring her in the face.

The screen fades to black and she wakes up in a cell. This is where you take control. Luckily the guard on duty decides to let you out, after he's decided there's little point in locking you up – after all, you're likely to die anyway, with all the zombies mooching around the place.

Classic Conventions

So the game begins and what a feast for the eyes it is, right from the start. But it's not all new; after all, Capcom had to leave some of the classic conventions where they were, what with the whole door-opening-cut-aways thing, the heart beating sound effects and the same old control system.

I played through all of disc one and quite a lot of disc two and even as I write this, the pull to finish the game is too tempting. Now it takes a certain kind of game to keep you hooked for hours at a time and so far on the Dreamcast, I reckon we've only had three or four of them – Shenmue being the most enticing of them all, of course.

I was a little worried that the momentum wouldn't keep going after the gripping intro but it was wrong of me to doubt it, as within the first two minutes I was pulling out my guns and giving zombies some real grief.

The Still of The Night

The atmospherics are constantly haunting; no action takes place during the day (surprisingly enough) and everywhere Claire explores seems to be shrouded in a dense fog.

The sound effects also set the mood; on occasions you'll find that there's some creepy music in the

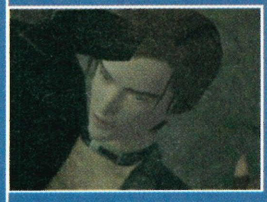


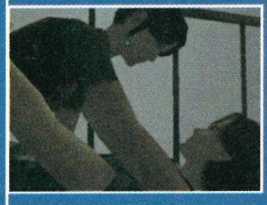
EVEN AS I WRITE THIS, THE PULL TO FINISH THE GAME IS TOO TEMPTING

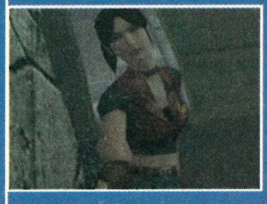
IT MUST BE LOVE

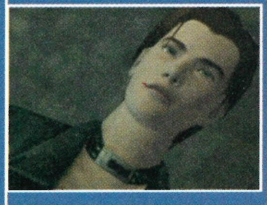
It's a Resident Evil first: Steve falls hook, line and sinker for Claire and there are several scenes where he looks at her lovingly and you can see exactly what's going through his mind. In this scene, Claire accidentally lands on top of him and he gets a bit carried away. When she gets off him and offers her hand to help him get up off the ground, he does the typical male thing and stubbornly struggles to get up by himself. Cheesy, yes – but easily forgiven.

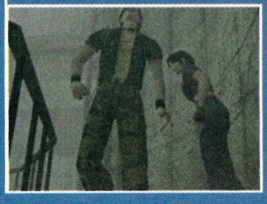






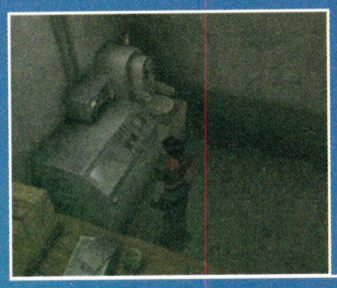


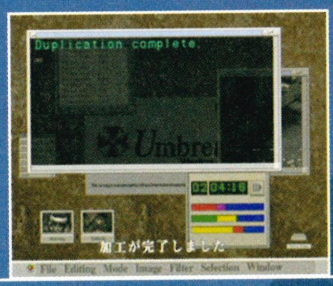


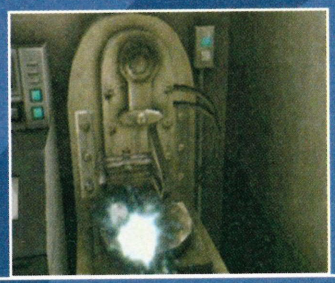


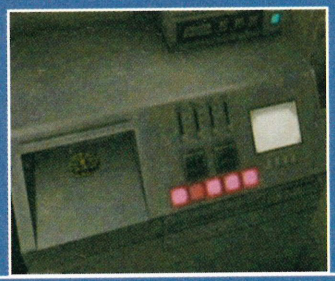
SOLVING THE COMPLICATED

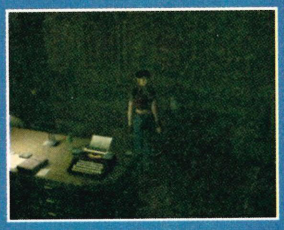
There are puzzles-a-plenty in Code Veronica (as you would expect) and this is just one example. To move onto the next area you have to find an eagle emblem that slots into the lock of a large wooden door in the main courtyard. It's easy to find but the area that you discover it in can't be left while you're carrying any metal objects with you. That's where the 3D scanner comes in, only you can't scan it until you have some material for the machine to carve it into. So, as with many of the puzzles, you have to make sure you've recently put the fire out in the graveyard to retrieve the suitcase with the appropriate material inside. And if you haven't got it already then you'll have to go and get it. The rest is self-explanatory; place the material on the carving machine, place the original emblem in the scanner and away it goes – puzzle solved!





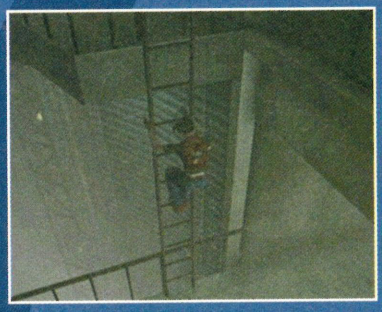


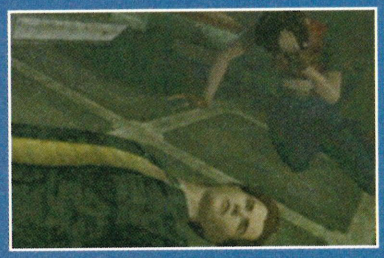






background but then purposefully, five minutes later, everything goes completely silent and the only sounds you can hear are Claire's footsteps, the hideous squelch of flesh underfoot and the scurry of rats nibbling at the dead. Tension-building is carried off beautifully through Code Veronica, whether it be through the music (or lack of it), the loud, pounding heartbeat as Claire opens a door, or the cinematic cut scenes that reveal new developments in sub-plots, or maybe a shocking film of a zombie eating another of its own kind. All sorts of little touches all the way through Code Veronica fix you to the edge of your seat, then unpredictably something will happen that makes you jump out of it – it happened to me.



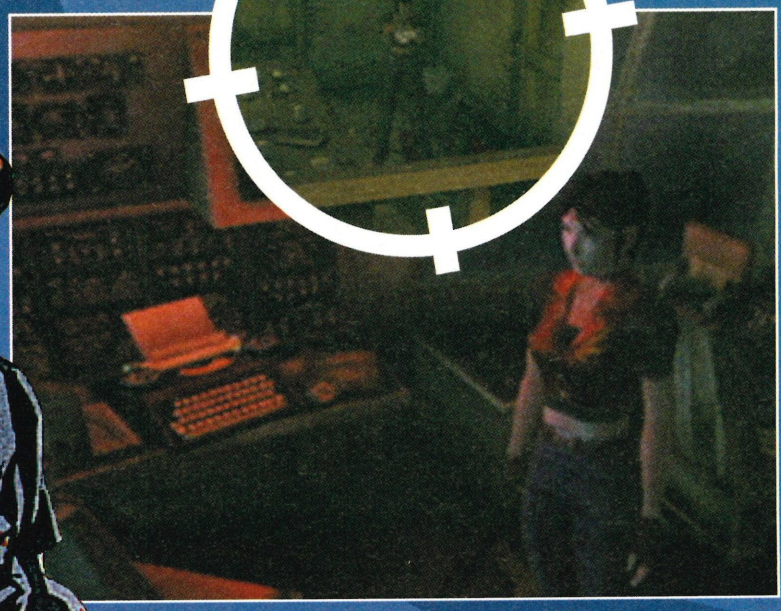


The final scene at the end of disc two – literally a cliff-hanger...

Out of Control

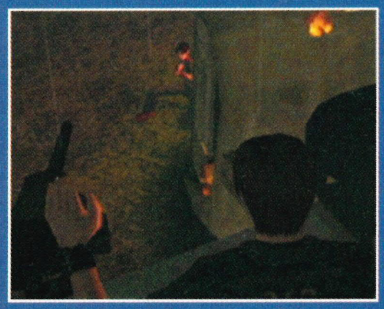
If you're not an avid Resident Evil fan and this is your first experience of the series, then no doubt you'll have a few teething problems with the controls. Capcom have (for some reason) stuck with the same ones that were used in the previous titles of the series. X is used to pick up an item and also to shoot, at the same time as pressing the right trigger button. When you want to run you have to hold down the A button, and to pull up your inventory you press B. Y is just for the map screen. You've got the choice of using either the analogue or digital pad. I went for analogue at first, thinking that it would make for some easy steering around the more obvious kinds of obstacles but not so – I just bashed into everything, and instead of running around the zombies, I gave them a fresh killing every time by just walking into them. The D-pad isn't a lot easier, to be honest, but it's quicker to get used to. The controls in general just seem a little back to front and by the time you've come near the end of the first adventure and convinced yourself you've got the hang of them,

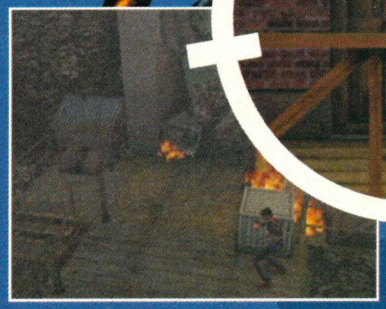
THE MOST CHILLING ADVENTURE YET, WITH FULL 3D GRAPHICS, TEAR-JERKING SUB-PLOTS, HAUNTING MUSIC AND AN ABUNDANCE OF BLOOD, KILLING AND TORN FLESH

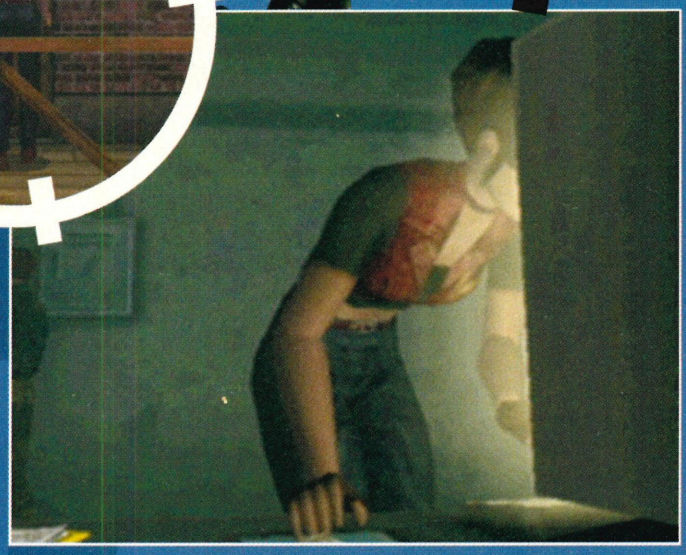


Claire prepares herself to face the final boss, who's a stowaway on your flight out of trouble.



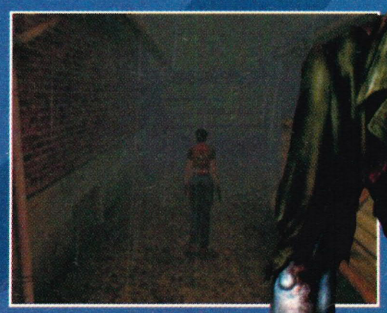












IF YOU ENJOY BEING GRIPPED TO YOUR SEAT AS MUCH AS YOU LIKE JUMPING OUT OF IT, THEN YOU'LL BE HOOKED

you find that a self-destruct sequence has been engaged in the palace and you have a total of five minutes to get to the airport and get off the island. Sounds easy, but when you're in a panic and you have to fend off zombies (and the final boss) on your way, play becomes all fingers and thumbs. All I can say is, thank goodness I decided to save not long before all that happened.

Buy One, Get One Free

The cinematic cut scenes arrive in abundance towards the end of disc one and there are some pretty shocking plot developments. Claire finally escapes with her new found friend Steve, who she accidentally runs into throughout her adventure. Lots of cheesy scenes will no doubt make you cringe, as Steve starts to look longingly into her eyes – he even makes an attempt to steal a kiss at the beginning of disc two. The first love interest in the Resident Evil series, it merely adds to this game's filmic style.

Their plane crashes over the Arctic in the final cut scene and they both end up in another Umbrella Corporation facility, and so the second disc begins.

A Happy Ending

So what more could we possibly want? It's a drastic improvement from the PSX games – and we were already impressed with them, both graphically and in playability terms – although the controls could certainly do with a little adjustment. I wouldn't be surprised if a movie was actually released at some point, but let's face it, there's nothing like interacting with the action yourself, now is there?

If you enjoy being gripped to your seat as much as you like jumping out of it, then you'll be hooked on this. It's a relief that there's an extension to the adventure on the next disc, as you simply never want the action to end – a classic.

Bats are one of the trickiest enemies to kill...

Written By Claire Webster claire.webster@quaynet.co.uk

dreamcast 9 MONTHLY 128-BIT TECHNOLOGY • ONLINE GAMING

ON IMPORT SCORE



A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	£400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	£200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	£2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastile	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	£400 fine & £5000 costs

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ECW Hardcore Revolution..... 74
Acclaim's first foray into the Dreamcast wrestling realm was something of a disaster, can their second attempt make up for their mistake?



Jo Jo's Bizarre Adventure..... 78
If nothing else, Jo Jo's can certainly be described as bizarre. Find out exactly why on Page 78.

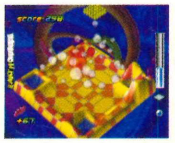


MDK 2..... 68
Kurt returns, but this time he's not alone. MDK 2 has all the credentials to be the biggest, most explosive shooter this year.



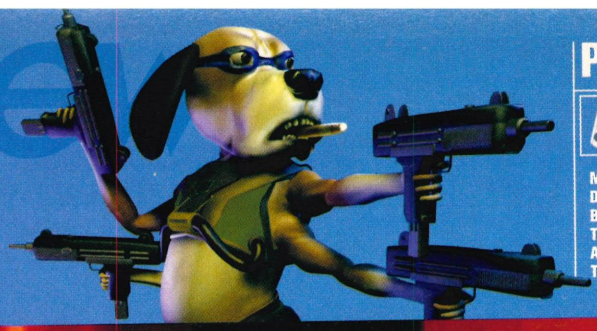
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Capcom's never-ending run of 2D beat-'em-ups continues on the Dreamcast. Is it time to stop flogging the dying donkey?

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Weird but wicked puzzle fun, using water, falling blocks and a whole bunch of rubber duckies...



MDK 2

Dave Perry's original concept has come a long way since BioWare took up the reins... 68



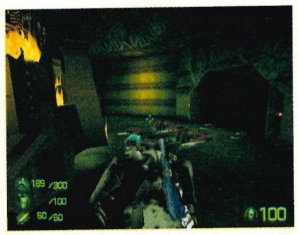
Peripherals

MDK 2 MAKES GOOD USE OF THE DREAMCAST'S PAD. USE THE A, B, X AND Y BUTTONS TO MOVE YOUR CHARACTER AND THE ANALOGUE STICK TO SHIFT THE CAMERA ANGLES – IT'S AN EASY METHOD AND ONE THAT'S SIMPLE TO GET THE HANG OF.

ALTERNATIVELY...

Slave Zero

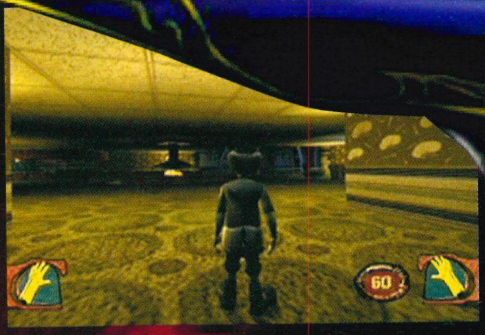
CONTROL A 60 FOOT BIOMECHANICAL WAR MACHINE AROUND A VAST METROPOLIS FULL OF ENEMY ROBOTS. THIS IS ONE HELL OF A SHOOT-'EM-UP BY INFOGRAMES THAT SCORED A WELL DESERVED EIGHT OUT OF TEN IN ISSUE 5.



INITIALLY...

THE INTRO SEQUENCE IS A LITTLE WEIRD TO BEGIN WITH (YOU'LL SEE WHAT I MEAN), BUT AS FAR AS THE GAME'S CONCERNED, IT DOES START OFF A TRIFLE DIFFICULT – THAT IS UNTIL YOU FINISH YOUR TRAINING.

THERE ARE REGULAR CHECKPOINTS DURING THE GAME, SO YOU DON'T REALLY NEED TO SAVE YOUR PROGRESS UNTIL YOU'RE READY TO CALL IT A DAY.







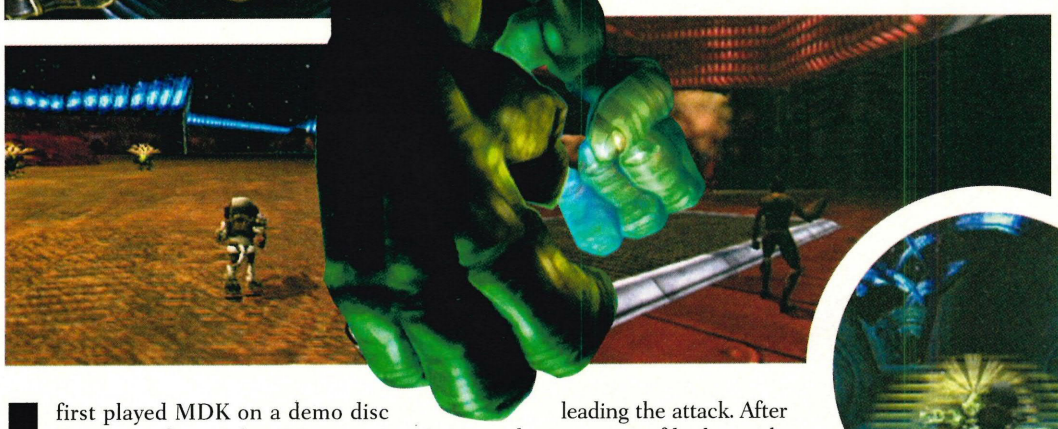
MDK 2

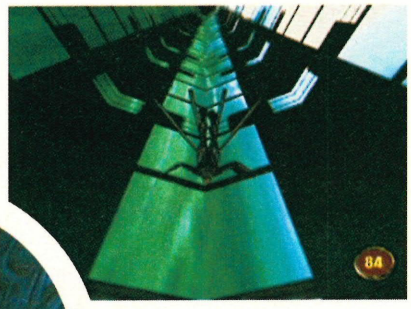
Kurt Hectic's back, along with his emissaries Max and Dr Fluke Hawkins, in his biggest adventure yet for the Dreamcast...

MDK 2



Publisher	Interplay	**Developer**	BioWare	**Origin**	UK	**Genre**	Action
Available	April 2000	**Players**	1	**Price**	£39.99	**Contact**	01628 423666









I first played MDK on a demo disc that came free with a PC magazine. It was only the first couple of levels, but I remember getting a good few hours entertainment out of it. So, when I heard the sequel was on its way to the Dreamcast, I knew we were in for a treat.

This sequel has loads of differences from the first game, which could no doubt have something to do with the fact that it's now being developed by BioWare rather than Shiny. BioWare seem to have taken all the greatest elements from MDK and expanded on each. So now Kurt Hectic is exploring even bigger environments, flying with his Ribbon Chute in all directions in his lovely new black and yellow leather suit (I'm sure he was a lot thinner in his previous game).

The storyline sort of carries on from the end of the first MDK. Kurt, Max and the Doctor retire to the seclusion of the Doctor's space craft, the Jim Dandy. After they finished their celebrations the joyous mood soon changed, when a second wave of evil Steamriding Aliens set a course to earth. This time, though, the Imperial Emperor, Zizzy Balooba and his right-hand man Schwang Schwing are personally leading the attack. After having a spot of bother with what at first seems like a routine mission, Kurt requests that both Max and Dr Hawkins join in to lend a hand defeating the aliens.

After a stunning and comical introduction sequence you begin your training, guided by the good Dr Hawkins himself. You're re-familiarised with how to use your sniper mode and your Ribbon Chute, then you're on your own.

Comic Classics

Thankfully, all the original game's classic features haven't been lost, Kurt still makes that satisfying tapping noise as he runs, the sound effects of his weapons remain the same and the sniper mode (although looking graphically a little different) still serves its purpose well. But the most noticeable difference lies in the graphics. There's some stunning light sourcing on most of the levels and every now and again I almost shot my own shadow, thinking it was an enemy. And it's not just the visuals that are

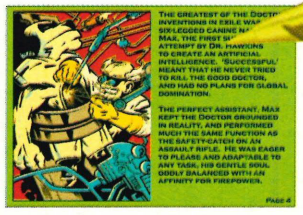


Your first mission is to successfully complete your training exercises...

BIOWARE SEEM TO HAVE TAKEN ALL THE GREATEST ELEMENTS FROM MDK AND EXPANDED ON EACH



Classic MDK – use your sniper to aim at the alien's moving target to smash the glass...



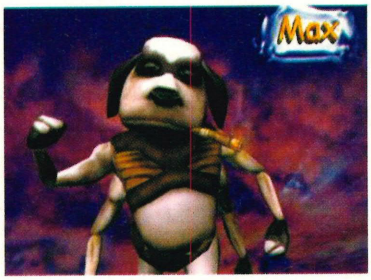




comic book characters

Max

He's a six-legged dog with attitude and was just one of Doctor Hawkins' unusual creations. While pining for some type of companionship, Dr Hawkins came up with the idea of building a robotic, six legged pooch. Originally, Max was something of a shy and demure fellow but when he saw the threat that the Steamriding Aliens presented, he took it upon himself to download a new action hero personality. Max's powers include the ability to simultaneously hold up to four weapons and smoke a cigar (Cuban, of course).



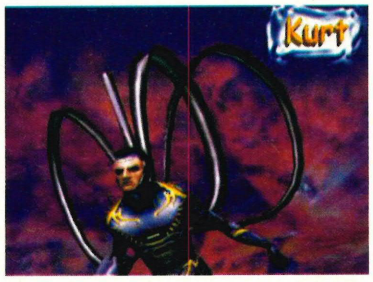
Dr Fluke Hawkins

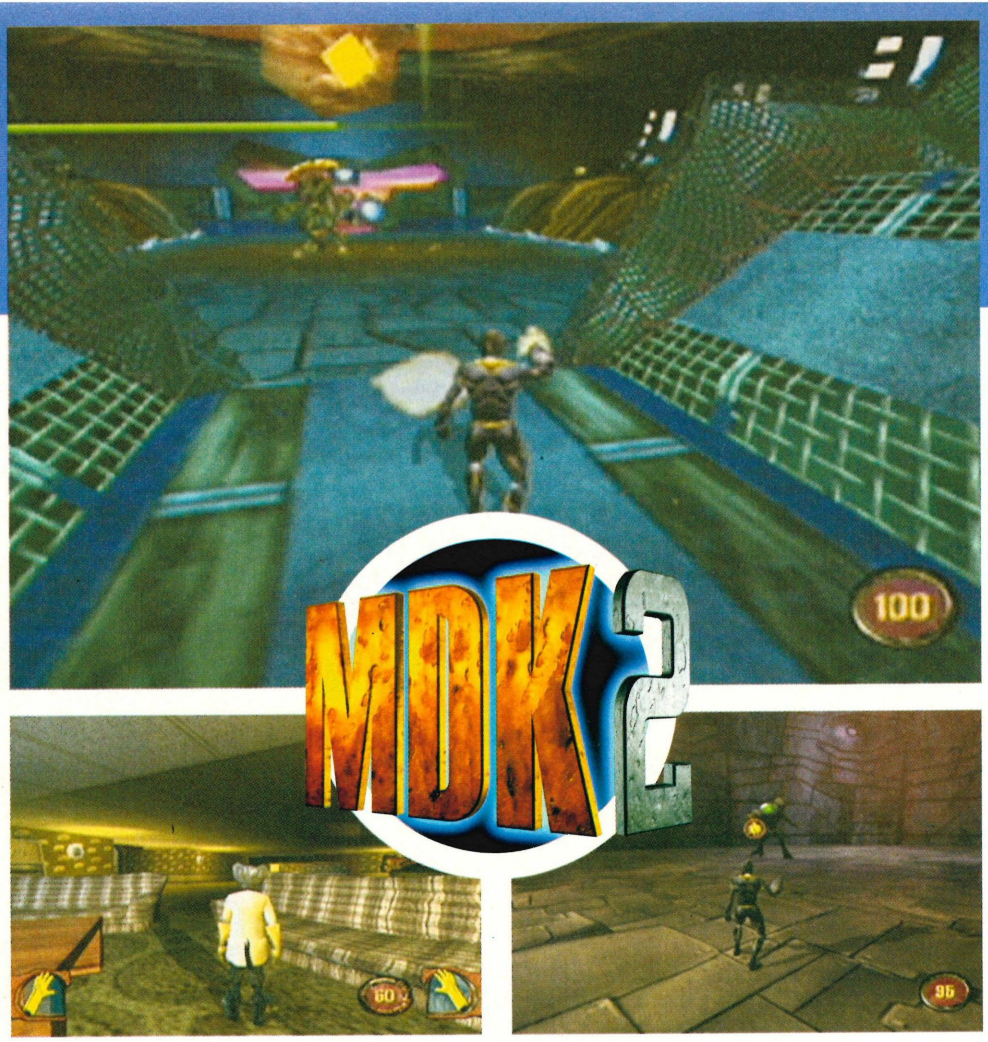
Dr Hawkins was quite a famous scientist and inventor back in the atomic age of earth but his usefulness faded as atomic energy lost much of its lustre. He decided to retreat to the solitary existence of space and vowed not to return until he came up with 'something really big'. The discovery of the energy streams criss-crossing through space and allowing for travel and matter transference seemed to be his blessing in disguise. Only there was the slight problem of an alien race using the streams to invade Earth that seemed to put a downer on his discovery...



Kurt Hectic

Kurt was the hero in the original Murder Death Kill. He 'just happened' to be aboard Dr Hawkin's ship when the aliens started to invade Earth, so he ended up wearing the famous Coil Suit again and battling Earth's enemies in the original game. Kurt's powers include a dual-purpose chaingun/sniper rifle and the famous Ribbon Chute.





THANKFULLY, ALL THE ORIGINAL GAME'S CLASSIC FEATURES HAVEN'T BEEN LOST

worth a mention: I've already complimented the effect of Kurt running, but the other sound effects are spot-on as well. I don't know if you remember, but in the first game the aliens shouted all kinds of obscenities at you and even laughed at times and not a lot's changed – only now when you're shooting them they shout 'ouch', until they finally explode into little pieces and green goo.

The enemies have altered quite dramatically actually. In fact, if anything, they're a little more funny looking, but then we are talking about comic adventure here, are we not?

Aliens Resurrected

Of course some are more difficult to kill than others, whether it involves aiming in sniper mode at a robot's green helmet or just aiming at the moving targets some are waving at you (flashbacks again from the original). They also still appear from out of those strange egg-shaped contraptions, so make sure, when it seems like they just keep reappearing after you've shot them, that you try and find their source and destroy it.

Most of the weapons are the same as those in the original; you've got your classic super chaingun, sniper mortars, grenades, fire chainguns – the list seems endless, but let's not forget the great dummy decoy, which was the only time we really saw Max in the original.

Under Control

Not so this time though, as in MDK 2 you not only get the opportunity to control Max, but also Doctor Hawkins. Just one of the cool touches to





Shoot the spinning globes to unlock entrances and activate vents...





IT WOULD'VE BEEN EASY TO JUST MAKE A CLONE OF THE FIRST GAME AND ADD A FEW EXTRA TOUCHES HERE AND THERE, BUT BIOWARE HAVE GONE OVERBOARD ON NEW LEVELS OF GAMEPLAY



MDK 2 is the way BioWare have given each of the three characters very distinct personalities. Kurt himself is quite a cool character, who obviously takes his work seriously, and the doctor is exactly like a scientist you would find straight out of a comic book – fumbling around and always having something to say for himself. Max the dog smokes a cigar during his adventure – quite calm and collected.

You swap from character to character throughout the game, controlling Kurt first. He's the most skilled of the three and he also has the biggest number of weapons at his disposal – killing the enemies doesn't pose too much of a problem.

The good doctor's levels, however, are a little more involved, in fact you have to go through additional training to get to grips with his fighting methods. He has a pair of rubber gloves and instead of picking up weapons, he collects any kind of object that happens to lying around – such as cloths and alcohol – and you must learn to combine them to make weapons. It seems a tad complicated at first, selecting one item with your left hand and then another in your right and then combining them to see what kind of weird and wonderful contraption you can make - well, it's certainly original.

Max has different weapons to use too, although not as many as Kurt. He mostly uses an Uzi, which is sufficient to see off the odd alien, but since I found his levels featured more shooting down doors than anything else, it became a little laborious. Some parts of his adventures got a little tricky too (not that I'm complaining). There's a lot of jumping from platform to platform to reach higher levels and on one occasion you have to use a jet pack to fly to the next section. All good stuff, as long as you remember you only have a limited amount of fuel to keep you going.

So is it better than the first MDK? I would say so, it would've been easy to just make a clone of the first game and add a few extra touches here and there, but BioWare have gone overboard on new levels of gameplay, graphical touches and extra attention to detail, to make it probably one of the most playable games on the Dreamcast. Right, I'm off to play it some more… END





Ham and apples are your only means of sustaining health, so eat regularly…



Meet one of the new alien enemies – a lot bigger and uglier than the old ones.

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VERDICT

It's bigger and better than before, with nine massive levels, over 20 new enemies and a whole host of new touches. If you didn't play the first MDK then make this title a must-have for your collection and you won't be disappointed for your forty notes, it's stunning!

9

Written By Claire Webster claire.webster@quaynet.co.uk

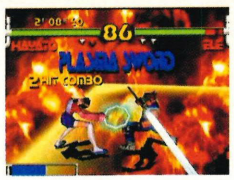
Peripherals

THE ARCADE STICK COMES HEARTILY RECOMMENDED. THOUGH SEGA'S JOYPAD DOES A REASONABLE JOB, IT'S SOMETIMES HARD TO PULL OFF SPECIALS WHERE THE TRIGGER BUTTONS ARE CONCERNED AND IT SIMPLY LEADS TO ACHY FINGERS AND SWEATY PALMS (OR MAYBE THAT'S JUST ME).

ALTERNATIVELY...

Plasma Sword

CAPCOM'S SEQUEL TO THE MODERATELY SUCCESSFUL PLAYSTATION BEAT-'EM-UP, STAR GLADIATOR, HAS UNFORTUNATELY BEEN DELAYED UNTIL JUNE 2000. BEING A 3D POLYGON FIGHTER, PLASMA SWORD IS GUARANTEED TO MAKE MUCH BETTER USE OF THE DREAMCAST'S EXCELLENT 3D ABILITIES.

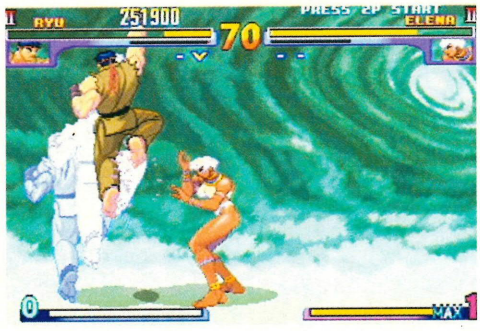


INITIALLY...

IT'S A SHAME THIRD STRIKE ISN'T IN SIGHT, BUT IT'S CLEAR YOU'RE GETTING A GOOD PACKAGE ANYWAY, SO WHO'S COMPLAINING? THE GRAPHICS ARE FAT AND WELL ANIMATED AND THE ACTION IS PURE SF ALL THE WAY. THINGS ARE LOOKING GOOD SO FAR...



"Go on, tell me... Does my bum look big in this?"





BEYOND SAVING THE EVER IMPORTANT HIGH SCORE TABLE (YOUR MATES WON'T NECESSARILY BELIEVE EVERYTHING YOU TELL THEM), THE VMU DOESN'T REALLY DO A JOB LOT!

STREET FIGHTER III DOUBLE IMPACT



Could this really be it? It looks like a true Street Fighter sequel has finally arrived...

The arrival of Street Fighter II on the Super Nintendo in the early 90s was the beginning of Capcom's stranglehold over the 2D fighting genre. Its near perfect arcade translation was met with dropped jaws and open wallets around the world and sparked the biggest run of spin-offs and 'sequels' (they were never exactly sequels – upgrades maybe!) of any genre on any format – ever. Nearly a decade down the line and a thousand face-lifts later, millions of gamers are still enjoying the same winning formula that created Capcom's legacy. Street Fighter Alpha 3 was the first to arrive on the Dreamcast, but it wasn't received too well, thanks to its lazy likeness to the PlayStation version and its lack of innovation (too many Alphas spoil the broth, apparently).

So what makes Street Fighter III so different? It could be argued that it uses practically the same programming techniques as the early nineties vintage, but Capcom are selling it as the 'true' sequel to Street Fighter II and it seems it's arrived not a moment too soon. Graphically the Street Fighter mould is still to be broken, but the quality of animation and artistry has come a long way since the series



IT'S JUST WHAT YOU'D EXPECT FROM CAPCOM, BUT IS THAT A GOOD THING?

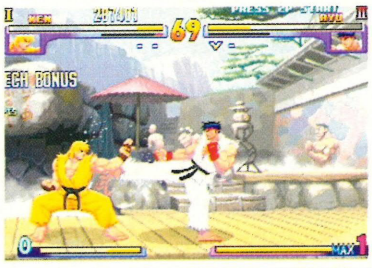


STREET FIGHTER III DOUBLE IMPACT

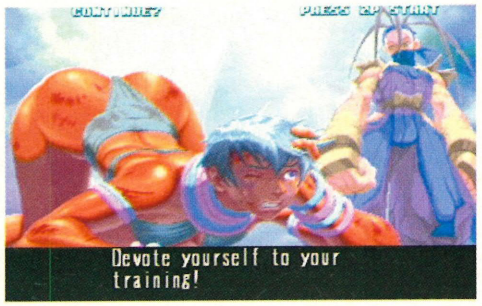
Publisher	Virgin Interactive	**Developer**	Capcom	**Origin**	Japan	**Genre**	Beat-'em-up
Available	June 2000	**Players**	1-2	**Price**	£39.99	**Contact**	0171 5514222

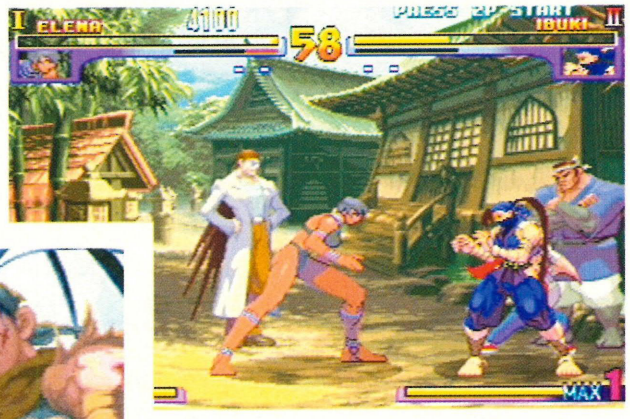
Parry Counters

Alpha Counters are finally out the window (I never really liked them much anyway). Replacing them is the Parry. It's simple to execute, while still being as devilishly effective as the Alpha Counter. All you have to do to successfully execute a good Parry is to anticipate an attack and tap towards your opponent as they strike you. You'll flash blue for a split second and deflect their attack, offering the perfect opportunity to counter with any attack of your own. Simple, effective and thickens the plot enough to make any battle a tactical affair.









WORLD TOUR MODE IS SORELY MISSED HERE, LEAVING NOTHING MUCH MORE THAN ARCADE AND VERSUS MODE





started. It's just a shame that technical advances have moved much faster – next to Soul Calibur, SF III looks terribly dated.

If 2D fighting is your bag however, there's no doubt that Capcom's latest scrapper is the cream of the crop, offering the best in graphics, character design and gameplay mechanics to date. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The new fighters in the mix have the same excellent high standard of character design and beautifully diverse fighting styles as the immortal SF II, though it's easy for a casual gamer to pass many of them off as clones of the original fighters, when that blatantly isn't the case.



Elenor puts Ryo out of his misery with a stunning Super Art Finish...

Super Art

Gone are the days of countless and confusing super-special-alpha-counter-plus special attacks. Street Fighter III has wisely opted to scale down the sometimes ridiculous choice of super moves and replace them with a strategic choice of one 'Super Art' move, chosen from a selection of three just before your fight begins. Though many of them are similar to the Supers in the Alpha series, it offers the opportunity to play strategically against your opponent (you can see their move selection on the versus screen just before your battle). Loading times between fights (and individual bouts) are at an all-time low, easily comparable to cartridge loading times – SF III almost instantaneously throws you into the action without so much as a sniff of delay.

The only truly weak point of Street Fighter III is the lack of a serious long term challenge.

Even though there are in essence two games on one GD-ROM, they're too similar to offer much more in longevity, and most players will probably settle for their favourite version and leave the other well alone after a few days. Though there are two secret characters to open, you won't find the sheer scope of modes found at your disposal in Street Fighter Alpha 3. World Tour Mode is sorely missed here, leaving nothing much more than Arcade and Versus modes. Great for Street Fighter fanatics, but there's just not enough for more casual players. END



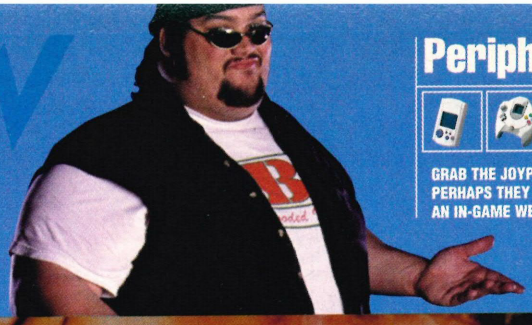
Written By Russell Barnes russell.barnes@quaynet.co.uk

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VERDICT

Soul Calibur it isn't, but it's easily the smoothest, sturdiest and most playable 2D fighting game you'll play until Capcom do it again with Street Fighter III: Third Strike. It's just what you'd expect from Capcom, but is that a good thing?

7



Peripherals

GRAB THE JOYPAD – IT'S ALL YOU NEED. PERHAPS THEY SHOULD'VE INCLUDED IT AS AN IN-GAME WEAPON...

COMING SOON...

Ultimate Fighting Championship

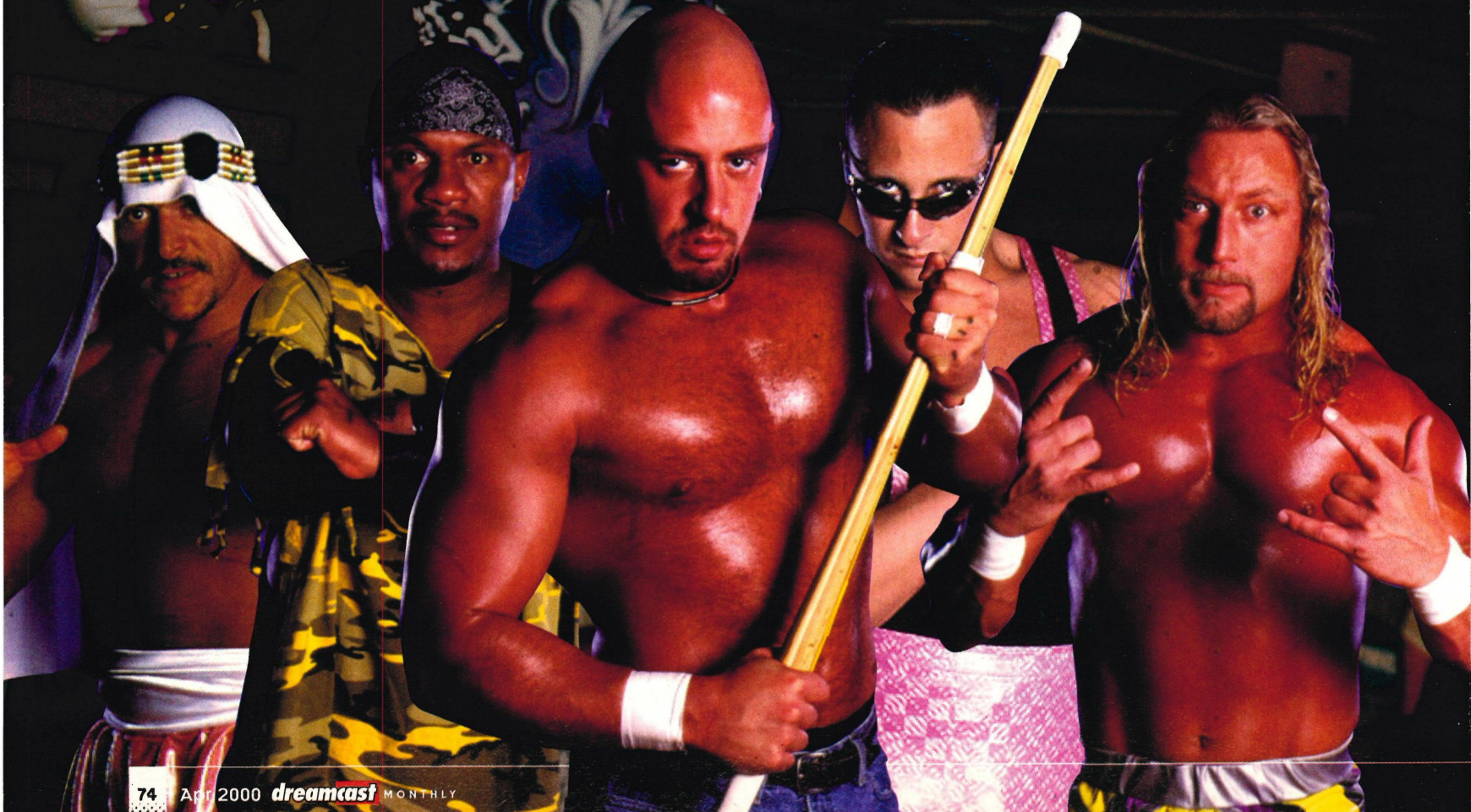
IT'S A LONG WAY OFF, BUT IT'S DEFINITELY ON ITS WAY. THIS ONE'S GONNA GIVE SOME STIFF COMPETITION TO THE LIKES OF READY 2 RUMBLE BUT THEN AGAIN, IF YOU TAKE A TRIP TO THE RUMOUR MILL PEOPLE ARE WHISPERING ABOUT THE POSSIBILITY OF READY 2 RUMBLE 2 BEING RELEASED SOMETIME IN THE NEAR FUTURE – LET THE BATTLES COMMENCE!

INITIALLY... IT BEARS A CLOSE RESEMBLANCE TO ACCLAIM'S OTHER WRASSLIN' EFFORT, WWF ATTITUDE, BUT THE GRAPHICS ARE CLEANER, THE ANIMATIONS SMOOTHER, THE IN-RING ACTION MORE POLISHED. EXPECT TO CONTINUALLY PAUSE AND CHECK YOUR MOVES LIST FOR THE FIRST FEW PLAYS, THOUGH.

UNSURPRISINGLY, THE VMU SAVES YOUR CAREER GAMES AND LETS YOU HOLD ONTO THE MONSTERS YOU CREATE IN THE CREATE-A-WRESTLER OPTION.

ECW HARDCORE REVOLUTION

It's time for some 'real' wrasslin' action with E-C-F'N-W! The blood's real, the weapons are real, the pain's real, so play for real...



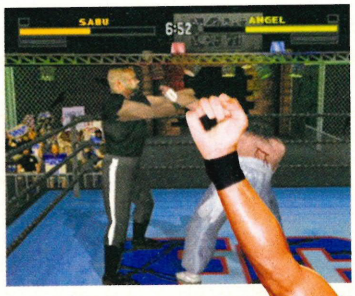
ECW HARDCORE REVOLUTION

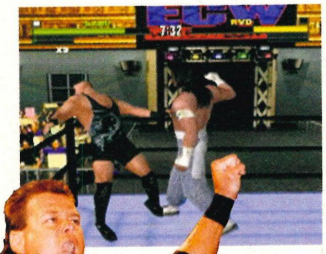
Publisher	Acclaim	**Developer**	Acclaim	**Origin**	UK	**Genre**	Sports Sim
Available	Out Now	**Players**	1-4	**Price**	£39.99	**Contact**	0171 344 5000

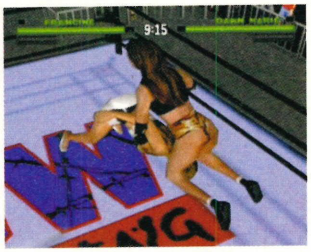
damage

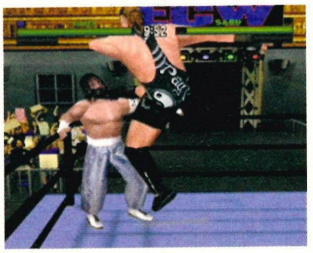
Do Some Damage!

Thanks to the superior processing skills of the Dreamcast, wrestlers' injuries are shown during the fight. This is just as well – ECW thrives on violence, and cuts and grazes are all-too-common in the real sport. They're a little light (no buckets of blood plastering a shattered face), but an interesting first.

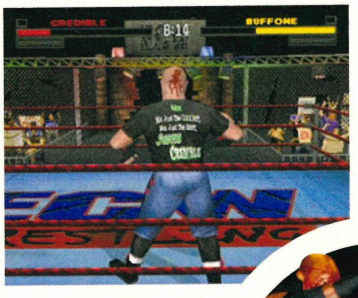






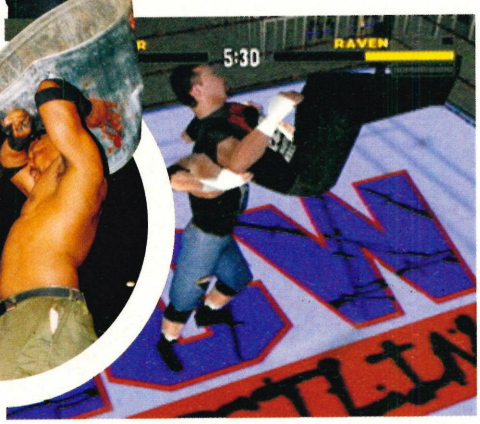






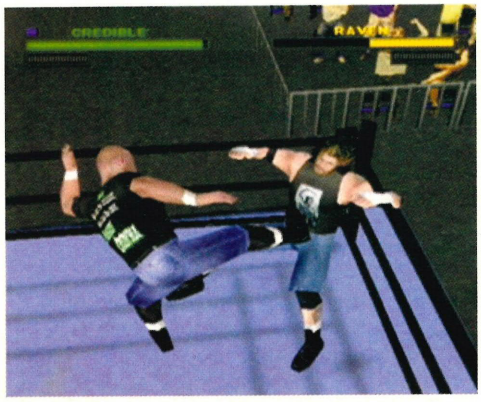
Well, it ain't as big as the WWF or even WCW, but Extreme Championship Wrestling (ECW) has one advantage over them both – it's very, very violent. While the big two worked on cartoon-style characters and gimmicky storylines, with family entertainment the order of the day, ECW's bone-benders slugged it out with baseball bats and chairs, slammed each other into beds of drawing pins and fought in rings roped with barbed wire. It wasn't pretty – blood flowed freely, and injuries were common – but ECW gave the fans something that was sorely lacking in the big two: hardcore wrestling. Its success was such that the WWF stole its clothes, hiring hardcore headsplitters for its own roster and moving away from enormous, over-muscled bodybuilders with few wrestling moves, like Sid Justice and the Ultimate Warrior. Acclaim's ECW Hardcore Revolution doesn't break new ground like its inspiration, but it puts in a reasonably good bout.

Let's face it – Acclaim's last wrasslin' effort, WWF Attitude, just wasn't a Dreamcast game. Rushed out on Sega's sensational console before they lost the WWF licence, Attitude was basically a PlayStation port with a few extra crowd animations. ECW Hardcore Revolution, based on the same engine, is the game Attitude should've been. This doesn't mean it's a classic; just better, less rushed and more Dreamcast-friendly than its predecessor. The presentation's the same, with crystal-clear menus but weak entrances. ECW doesn't lend itself to FMV and razzmatazz as well as WWF, but a little more could've been done to beef up the excitement factor. The wrestlers themselves look good, though – they're much smoother, more detailed and better animated than the Attitude posse. Chances are there's better to come from the Dreamcast, but at least these are programmed for the host machine and not just ported from a less powerful one.

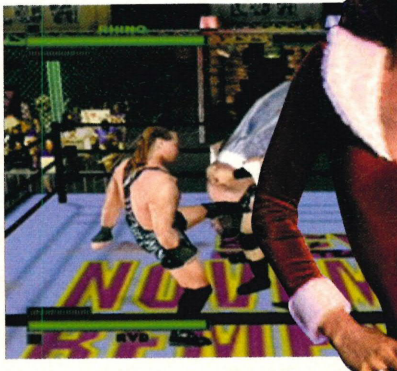




ECW HARDCORE REVOLUTION DOESN'T BREAK NEW GROUND LIKE ITS INSPIRATION, BUT IT PUTS IN A REASONABLY GOOD BOUT







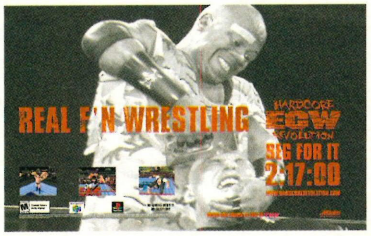


ECW's so f'n wild even the babes fight hard...

banned ads

F'N Censored...

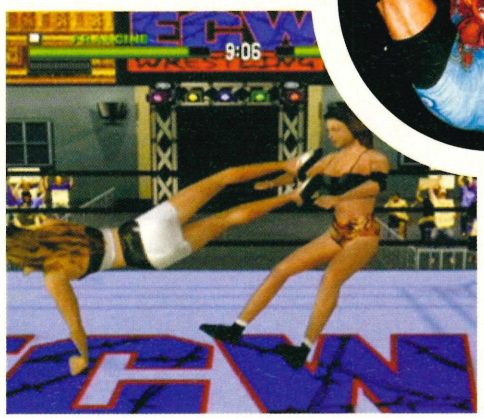
Several of Acclaim's magazine ads have fallen foul of the censor's scythe. Several American magazines considered these 'inappropriate' for their readers. Amazing, isn't it? American kids can get hold of drugs and guns as easily as tea and coffee, but in-ring action and a pretend swear word are deemed subversive and corrupting...

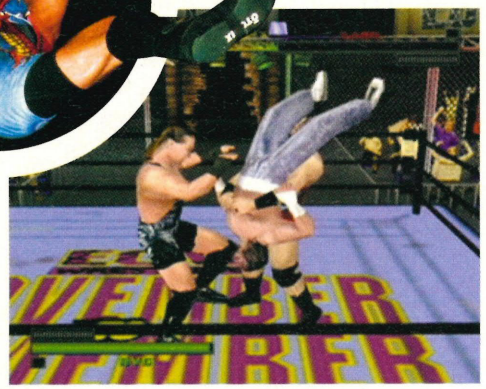






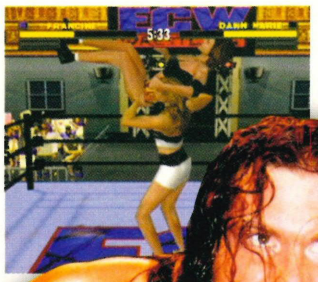


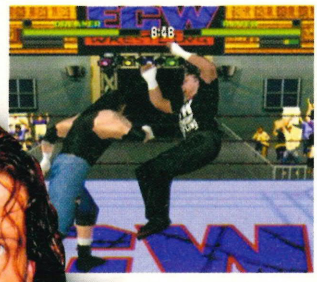




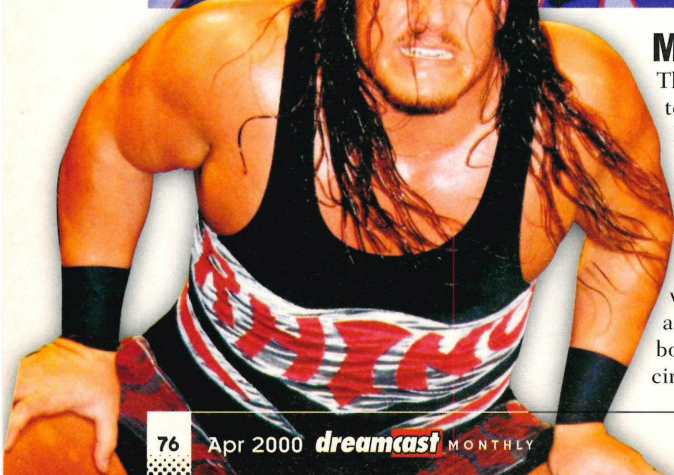
Twister was less fun after someone nicked the mat...

LOOK OUT FOR ROB VAN DAMME, TOMMY DREAMER, SABU, RAVEN, ANGEL, MIKE AWESOME, JUSTIN CREDIBLE AND MORE









Meet the Mat Maulers...

There's a decent roster of wrestlers on offer too. Look out for Rob Van Damme, Tommy Dreamer, Sabu, Raven, Angel, Mike Awesome, Justin Credible and more.

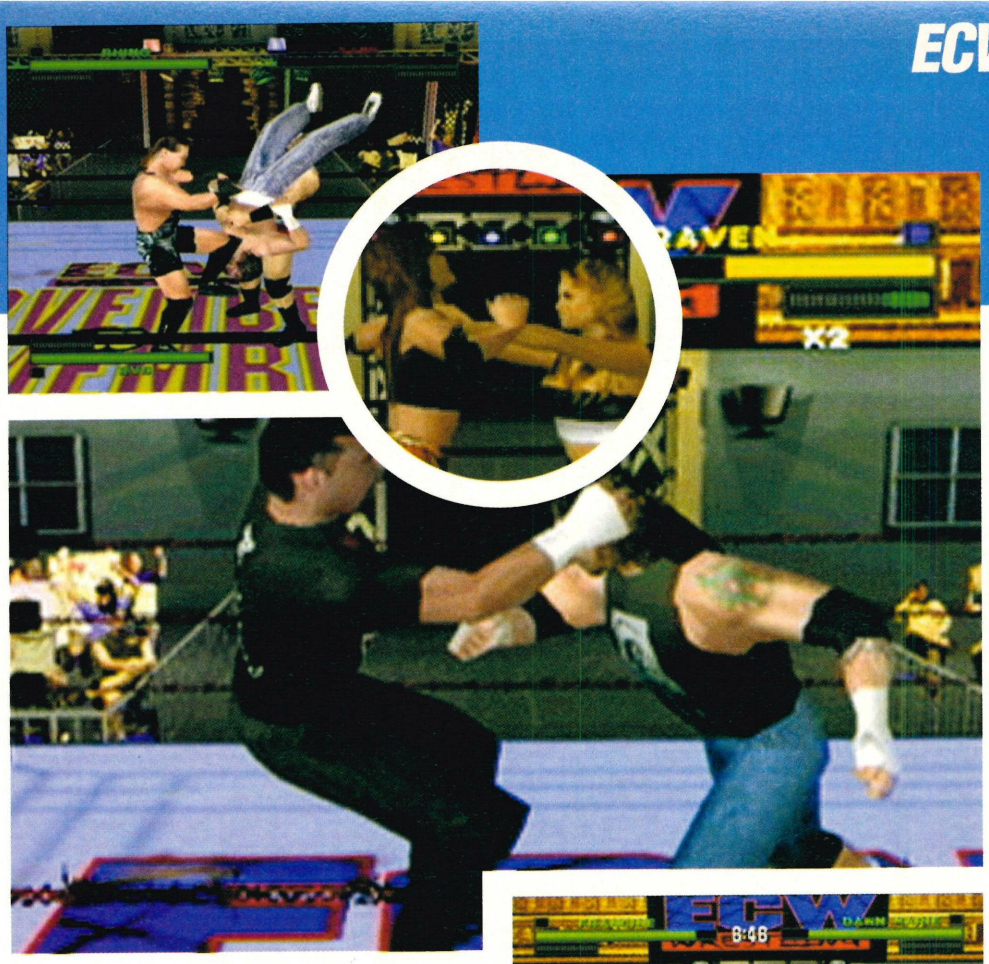
Connoisseurs might recognise a few ex-WWF and WCW bone-benders, and several who have since left the promotion altogether, but then this is true for most wrestling games. This one's as up-to-date as any. There are a few decorative babes with boob jobs too, who also stray into the squared circle, but again, that's par for the course these days. As you would expect, there's plenty of options, involving single matches, tag teams, career modes, eliminators, handicap matches of various sorts and even the chance to create your own pay-per-view. Modifiers include cage matches, barbed wire matches, deathmatches, last man standing – if you see it on the box, you can do it here.

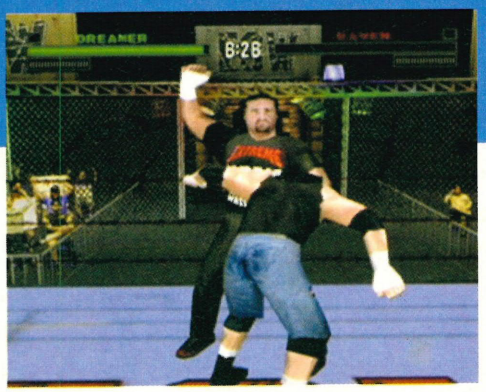
It just wouldn't be ECW without the weapons – look out for kendo sticks, cheese graters, baseball bats, shovels, ladders and more. No wonder the wrestlers show signs of injury, such as cuts and bruises.

Clever Controls?

The controls are exactly the same as WWF Attitude: very Tekken-like, very special moves-orientated. There's a superb variety of assaults (over 400 moves are possible, with the wrestlers' signature moves present), and you can access a list of those currently available (they're context-sensitive) by pausing the game. Expect to do this often for your first few plays as you get used to the arsenal of attacks at your disposal. Expect to limit yourself to a handful of strikes until you feel more comfortable with the game too.

The button combo system (again, a traditional beat-'em-up style Back-Back-X for the Supa-Dupa-Throw, etc), makes it difficult





ECW HARDCORE REVOLUTION

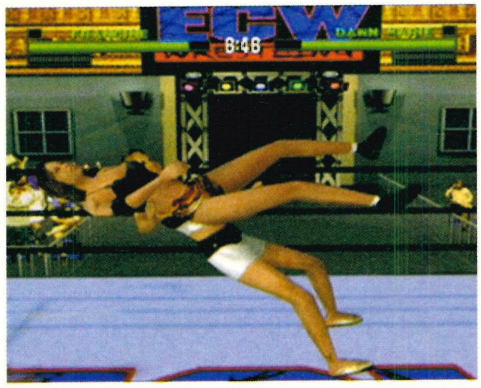
CHAINING MOVES TOGETHER IS TRICKY, BUT LOOKS QUITE IMPRESSIVE ON THE SCREEN

to succeed by just hammering the buttons and hoping for the best, which can only be a good thing. Chaining moves together is tricky, but looks reasonably impressive on the screen. The Dreamcast's capable of more, though. It's certainly capable of processing this amount of information without suffering the horrendous clipping you occasionally see, with ropes and objects passing straight through the grapplers. The skill level settings enable you to pick a few easy fights to learn your trade, though whatever the skill level, the computer-controlled foes are awfully full of beans even when their energy bar is empty.

The background muzak's hardcore enough, and fits the game well. It would be good to have the wrestlers' genuine entrance music, but as ECW licenses bands and songs for this (remember The Sandman's theme, Metallica's Enter Sandman?), it would be a quite a costly and time-consuming task to chase them all up. Commentary is supplied by the voice of ECW, Joey Styles, and he acquits himself well.

ECW Hardcore Revolution is a tricky game to pin down (no pun intended). There's nothing much wrong with it – indeed, it offers a good game of wrestling – but the game engine's three years old (it was first used for WWF Warzone) and was written for a less powerful machine. The wrestling organisation and individual bone-benders covered are less recognisable than in other grapple games, but those who care about this know who they are – I wouldn't dream of down-marking it for not being a WWF game. The reason it fails to shine is the host machine never gets out of second gear while running it.

ECW Hardcore Revolution does a reasonable job of offering ECW's unique talents, but it hardly even attempts to stretch the Dreamcast's. Buy it if you're after a wrestler and absolutely can't wait until someone, probably THQ or Electronic Arts, designs a grappling engine specifically for the Dreamcast and uses it to take the genre further than ECW's competent but lazy approach. END



Not everyone could sleep on invisible beds without falling out...

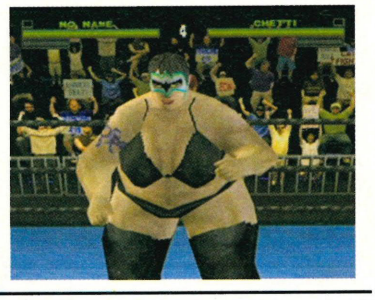
create a wrestler

Frankenwrestler...

ECW Hardcore Revolution offers a cool Create-a-Wrestler option, where you can make a monster every bit as fearsome as the fiends that grace ECW. Pick your own sex, body type, skin colour and all sorts of interesting clothes and accessories. The wrestler creation tools work really well. They're easy to follow and the bone-benders they produce actually look believable when in the ring. As believable as wrestling gets, anyway...







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VERDICT

it's good, but not great. Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still pretty obvious the game engine was written for a less powerful machine and tweaked. You won't be disappointed if you buy it, but it won't be long before a Dreamcast grappler blows it clean out of the ring.

7

Written By Ian Osborne ian.osborne@quaynet.co.uk



Peripherals

THE DC'S PAD DOES A GRAND JOB IN ASSISTING YOU PULL OFF SOME NIFTY MOVES. BUT IT AIN'T ALL SCRAPPING REMEMBER, SOMETIMES YOU SIMPLY HAVE TO PRESS THE RIGHT BUTTON AT THE RIGHT TIME – FOR WHICH THE PAD WORKS SPLENDIDLY EVERY TIME.

COMING SOON...

Street Fighter III Double Impact

THE NEAREST THING TO JO JO'S BIZARRE ADVENTURE IS THE FORTHCOMING STREET FIGHTER III, THE LATEST IN CAPCOM'S CLASSIC SERIES, CHECK OUT THE REVIEW ON PAGE 72 TO SEE HOW IT FARES AGAINST THIS BABY.

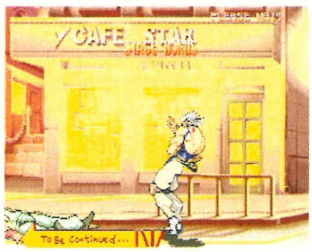


INITIALLY... THE GAME INITIALLY SEEMS TO BE JUST ANOTHER STREET FIGHTER TYPE BEAT-'EM-UP, ALBEIT WITH AN ODD MANGA TWIST. THE WHOLE IDEA OF USING THE STAND TECHNIQUES TAKES A WHILE TO GET USED TO, BUT YOU'LL SOON BE UNLEASHING SOME AWESOME POWER.

NOTHING TO REPORT HERE, ALAS – THE VMU MERELY DISPLAYS THE JO JO LOGO. SURE, IT IS PRETTY BUT THERE'S NOTHING ELSE...

JO JO'S BIZARRE ADVENTURE

Are you ready for some seriously manic fighting action with a particularly Japanese twist? Then look no further my friends, welcome to a very bizarre adventure...







JO JO'S BIZARRE ADVENTURE

Take That

Here is a good example of how your pent up anger comes bursting out in Jo Jo's Bizarre Adventure. This poor guy is certainly going to feel more than a little rundown after this bout, as our heroine unleashes her vehicular madness.



If anyone is capable of producing a decent old style fighter on the Dreamcast, or indeed any system for that matter, then it's Capcom, who have a seemingly endless series of Street Fighter games under their belts and although these games may be taken for granted by today's sophisticated techno-kids, their influence on the genre as a whole cannot be underestimated.

Whilst Jo Jo's Bizarre Adventure is certainly based on that classic series in terms of both looks and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions where the fights actually have a purpose, as you find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One minute you'll find yourself in a simple one on one bout

JO JO'S BIZARRE ADVENTURE FEATURES SOME OF THE MOST UNIQUE FIGHTERS EVER SEEN IN A CONSOLE TITLE

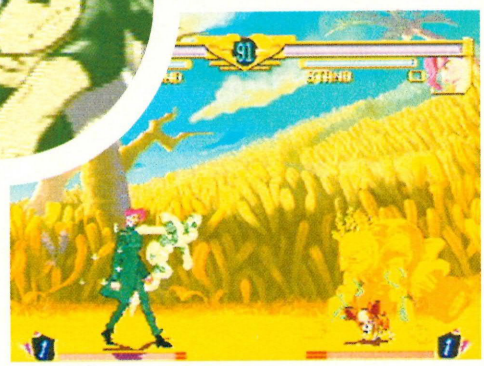
JO JO'S BIZARRE ADVENTURE

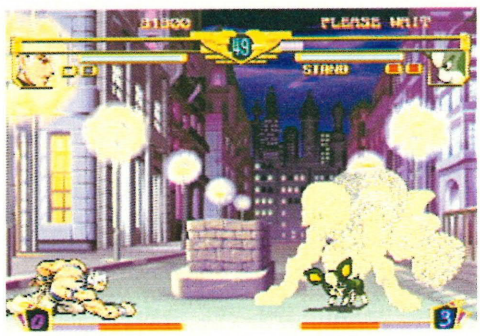
Publisher	Capcom	**Developer**	In-house	**Origin**	UK	**Genre**	Fighting
Available	Out Now	**Players**	1-2	**Price**	£39.99	**Contact**	N/A











Fighting as a dog – well the game is called Bizarre.

JO JO'S IS BASED ON A HIGHLY POPULAR JAPANESE ANIME AND IT PROUDLY WEARS ITS COMIC BOOK ROOTS ON ITS SLEEVE

against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

Brought To Life

Jo Jo's Bizarre Adventure is based on a highly popular Japanese anime and it proudly wears its comic book roots on its sleeve right from the introduction sequence, where the characters appear as ink drawings on a comic page, before bursting into manic technicolour life as your game begins. This introduction is both impressive and useful for the western player, who may not have encountered these characters before.

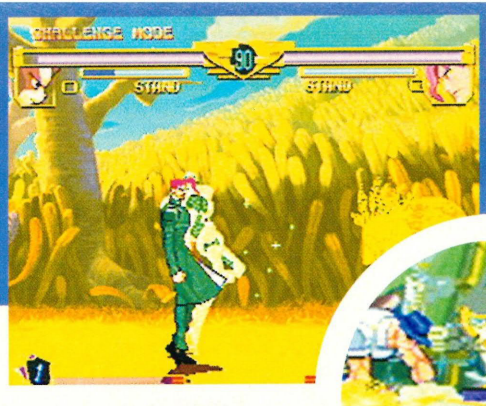
Don't expect the usual clichéd fighters here either, as Jo Jo's Bizarre Adventure features some of the most unique fighters ever seen in a console title. Of course, for the traditionalist there's the usual muscular hero, but there's also an older gruff cowboy type, a slinky seductive lady decked out in her best outfit and best of all, a snarling little mutt of a dog – surely the first videogame Chihuahua who can inflict serious damage on his human counterparts.

The game can be played in two separate modes. If all you want is a simple no frills beat-'em-up then choose Challenge mode, where you will merely meet an increasingly difficult line up of enemies who must be defeated in three round bouts. Yet, to experience everything that Jo Jo's Bizarre Adventure has to offer, you must journey through the Story mode, where you'll constantly change character, as well as game style, as the saga unfolds.

Making a Stand

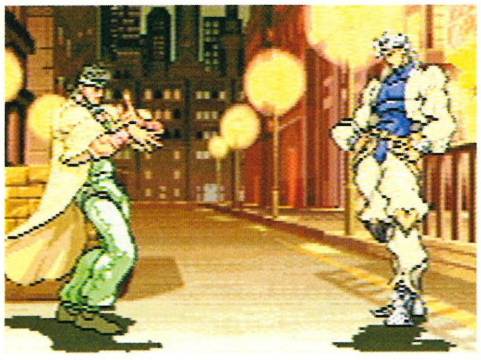
The beat-'em-up sections of the adventure at first seem like carbon copies of the Street Fighter games, but in order to succeed here there's an all-new fighting style that must be mastered, namely the use of the Stand Manoeuvre. The Stand is basically a physical manifestation of your pent-up mental energy, which then unleashes itself on your unsuspecting prey. The energy literally floats out of your body and every character has a different devastating surprise ready when the Stand is activated. Some of these Stands will not seem too spectacular – merely your usual beams of light and power bursts – yet others are insane, such as the girl who unleashes automobiles which crash into her opponent, knocking the wind out of them in no uncertain terms. The aforementioned dog is also a good example, as he becomes a huge ravenous beast and no longer the small yappy creature of old. All of these Stands need to be perfected if you're to

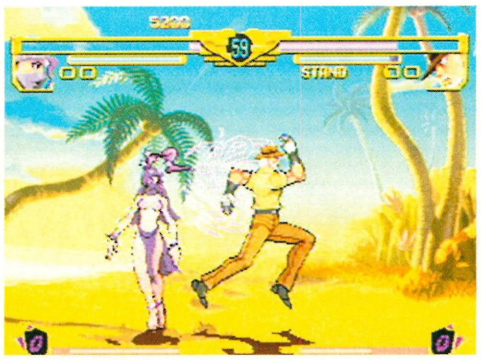












■ If all else fails, simply run away...





AS YOU GET DEEPER INTO THE ADVENTURE, YOU'LL NOT ONLY BE WAITING FOR THE NEXT CHAPTER BUT ALSO WONDERING WHAT SORT OF GAME WILL COME NEXT

progress into the adventure, for when you become another character, their moves will perform differently and will have varying degrees of effectiveness against different enemies.

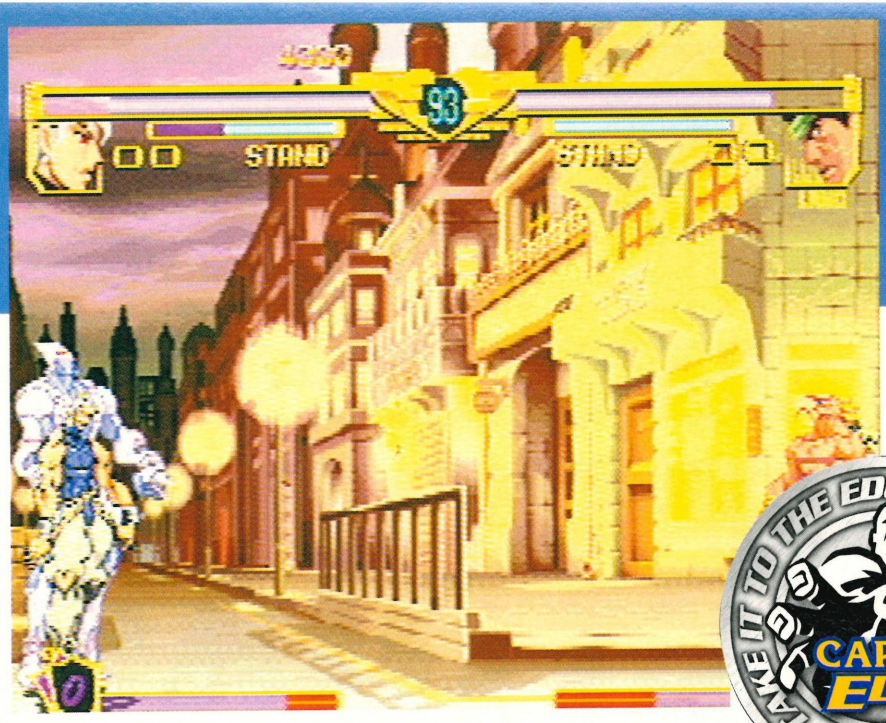
Progress past certain fighters and you'll be rewarded with story scenes which reveal more of the story, which keeps you playing for longer as you're constantly waiting to see what's going to happen and what secrets are to be revealed.

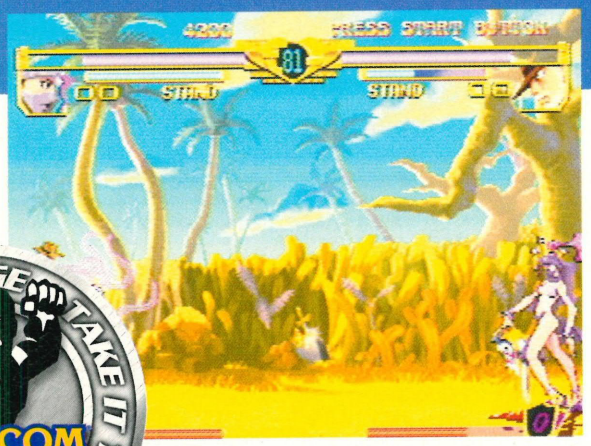
Expect The Unexpected

Soon, as you get deeper into the adventure, you'll not only be waiting for the next chapter but also wondering what sort of game will come next. Yes, after a few standard fighting levels, the game shifts track quite severely in a large number of ways.

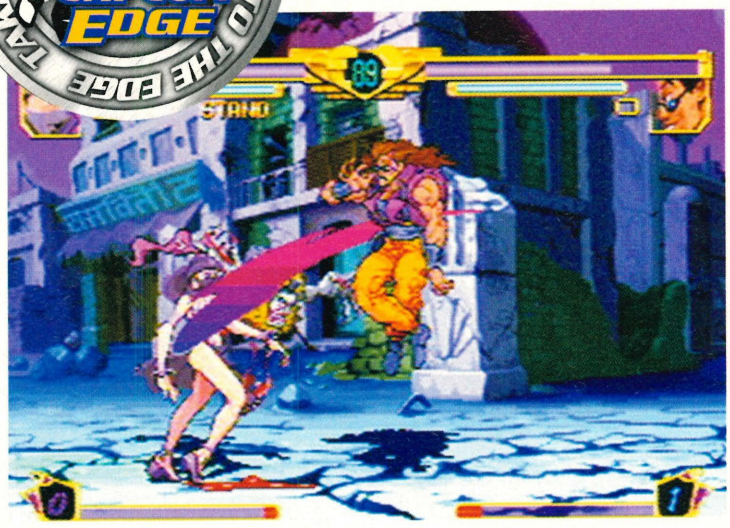
Anyone familiar with this genre will know that often victory will depend on some lightning fast reactions and these are put to the test in the racing car portion of Jo Jo's Bizarre Adventure, as you get behind the wheel and take on your speeding opposition. This doesn't take the form of a driving game though, it requires you to think fast as arrows flash on the screen and you must instantly repeat the direction to keep your car on the track. This isn't as simple as it may appear as you only have a

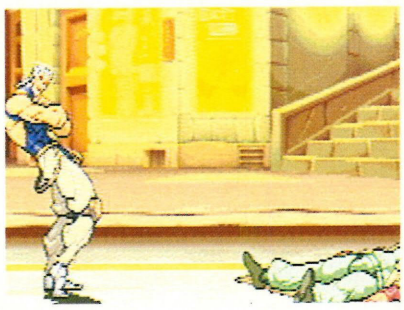
JO JO'S BIZARRE ADVENTURE













JO JO'S IS A REFRESHING MIX OF GENRES WHICH KEEPS YOU AMUSED WITH ITS SLEW OF IDEAS

minuscule amount of time to perform the move before the next instruction appears. Get it wrong and the other car will take the lead; get it wrong consistently and it's back to the start.

Another genre appearing here is the classic scrolling shooting game, which takes its obvious cue from the R-Type series and is an interesting change of pace after all the kung fu action. You need extremely fast reactions here, as the enemies become more powerful, as well as disturbing, and this is certainly a section which you're not going to master in a hurry.

More surreal fun is to be had with the 3D shooting section, where you fire into the screen at various nasties, the best of which is a rather miffed ape, intent on doing you some serious damage. These screens merely require crazy button bashing, but are fun nonetheless.

Just when you think you've seen it all, you're transported to a casino, where you must beat the house at poker and receive the necessary number of chips to continue. It's strange that you suddenly require brainpower at this stage but then this is supposed to be a bizarre adventure...

Overall Jo Jo's Bizarre Adventure is a refreshing mix of genres which keeps you amused with its slew of different ideas and gameplay and I certainly wouldn't bet against seeing some of these characters again in the near future. END



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128-BIT TECHNOLOGY • ONLINE GAMING
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VERDICT

A colourful frantic arcade thrill which could only have come from the Capcom camp. Certainly a title that devotees of the genre should lap up and it also has enough variety to draw in more casual fight fans.

7

Written By Kendall Lacey kendall.lacey@quaynet.co.uk

Peripherals

NOT A LOT TO REPORT HERE I'M AFRAID, WHAT ELSE COULD POSSIBLY BE USED IN THIS GAME OTHER THAN THE PAD? THE CONTROLS ARE SIMPLE AND THEY'RE NOT UNLIKE THOSE IN TETRIS 4D – THOSE SIMILARITIES WILL KEEP ROLLING OFF THE TONGUE.

COMING SOON...

Chu Chu Rocket

THIS IS OUT TO BUY ON IMPORT AT THE MOMENT AND IS ONE OF THE PUZZLERS EXPECTED TO BE AVAILABLE TO PLAY ONLINE WHEN SEGA MANAGE TO GET THINGS GOING. WE REVIEWED IT IN ISSUE 5 AND IT GOT AN ADMIRABLE SEVEN OUT OF TEN.







YOUR VMU WILL SAVE THE HIGH SCORES BUT THAT'S ABOUT IT. IT DISPLAYS THE LOVELY WETRIX+ LOGO ON ITS SCREEN, IF THAT'S ANY CONSOLATION.

INITIALLY... IF YOU'VE NEVER PLAYED ANY OTHER VERSION OF WETRIX, THEN YOU'LL UNDOUBTEDLY BE AS CONFUSED AS I WAS AT THE START BUT REST ASSURED, IT DOESN'T TAKE YOU VERY LONG TO BECOME TOTALLY ADDICTED TO THIS GAME.

WETRIX+

Well, we suppose it can be classed as a kind of compensation for Tetris 4D not being released over here. A watery relative of the classic has officially arrived and it's not that bad either...



WETRIX+

Publisher	Take 2	Developer	Zed Two	Origin	UK	Genre	Puzzle
Available	Spring 2000	Players	1-2	Price	£39.99	Contact	N/A

Fuzzy Ducks

There are the odd one or two quirky elements in Wetrix+. On occasions you'll find that a rubber duck has made a home for itself on one of your lakes and you'll hear it quacking happily as you, panicking, try to keep up momentum. What they're doing there and why is a mystery – probably doesn't need to be a reason why, ay?











THIS TITLE'S SURE TO GIVE CHU CHU ROCKET A RUN FOR ITS MONEY



There are bound to be some of you who remember Wetrix appearing on the Nintendo, where it was one of the format's most popular puzzlers. Funny really, as up to now I thought nothing could come close to the wonder that is Tetris and I've since realised that I've been missing out on some quality gaming. Perhaps it's got something to do with Wetrix not being a massive commercial success, unlike Tetris, so consequently we've let it pass without thought.

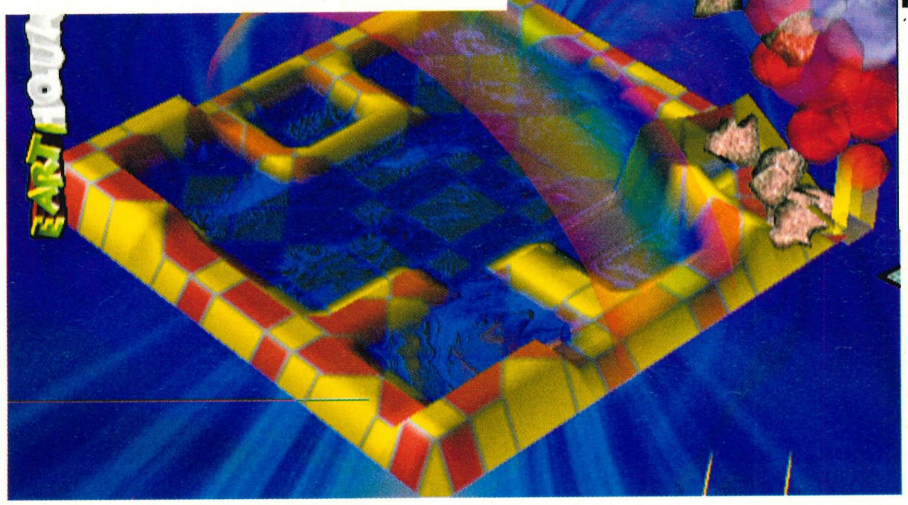
Let's rectify that, shall we. In case you don't know, the idea behind the game is to build a structure on a multicoloured platform using various shaped blocks, so that when it starts dripping with rain or you're given a blob of water, you don't spill any over the sides. If you spring a leak the water collects in a flask (shown at the side of the screen) which you don't want to fill completely, as if it overflows, it's game over!

I can hear you saying 'ay' from here, but it really is quite simple. The blocks you're given need to be strategically positioned on the grid/platform so they can contain water, or enough water so none is spilt. Some of the pieces are L-shaped, others are complete squares with a hole in the middle, some are T-shaped and the most useful of them are just straight.

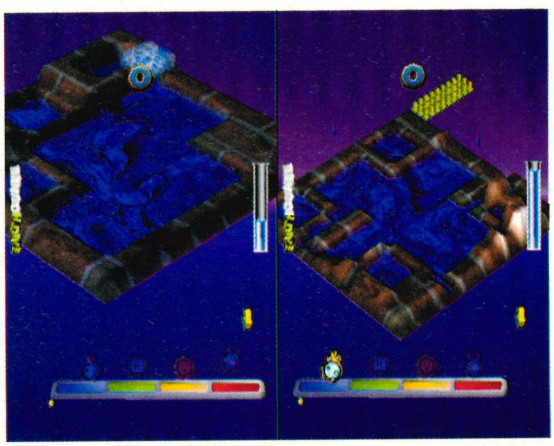
Building Blocks

However, it's not just all about making a sturdy construction and hoping for the best, you get thrown plenty of problems along the way but at the same time, the odd helping hand. Let me explain – you only have a few blocks to begin your construction with from the start, before it starts raining, and you're given varying









Ah, the two player mode is the best part of this game.





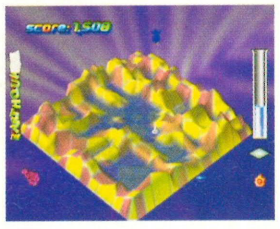


In Challenge mode you may start off with a ring of ice.



IT'S NOT JUST ABOUT MAKING A STURDY CONSTRUCTION AND HOPING FOR THE BEST, YOU'RE THROWN PLENTY OF PROBLEMS ALONG THE WAY





sizes of water to place, so you have to prepare for the eventuality.

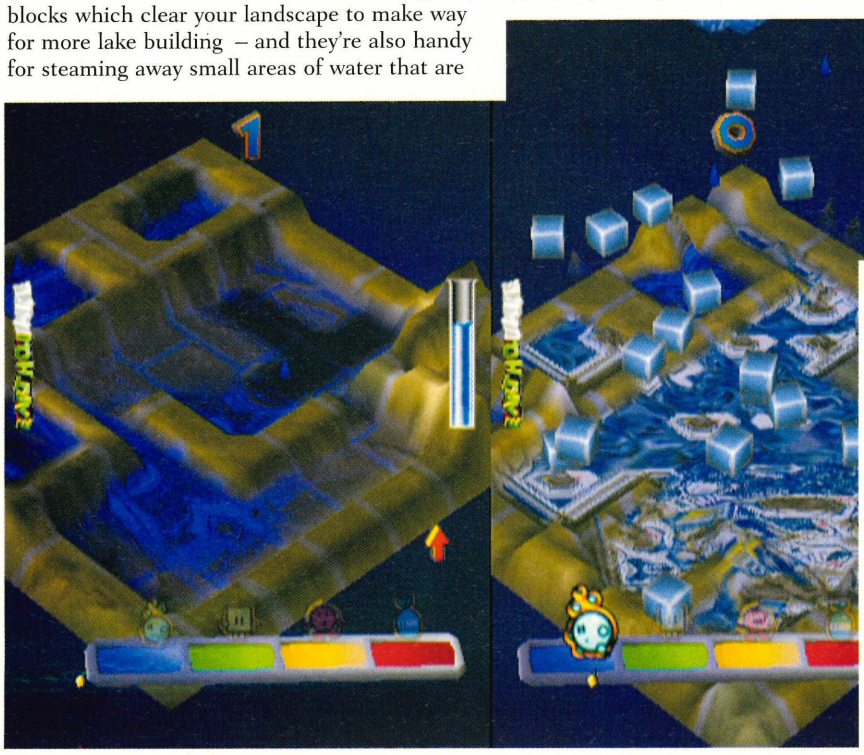
Once things start building up you have to contend with bombs as well, which you'll need to explode in any place you can which won't result in you spilling any more water. It's best to repair the damage as soon as possible, for which you'll get extra points as a 'repair bonus'.

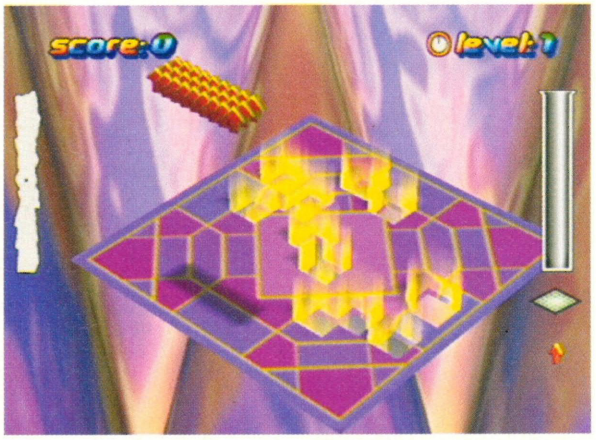
As for the useful items, well, there are green blocks which clear your landscape to make way for more lake building – and they're also handy for steaming away small areas of water that are no doubt dotted around. Then there's the meteors (as I like to call them). These can be placed anywhere you choose and they, too, help singe the water away – and subsequently the flask's water level drops, giving you another couple of minutes leeway.

When you reach a certain number of points you go up a level. As with Tetris, the blocks now start dropping a bit faster, so it becomes increasingly difficult to place them where you want or to plug a hole.

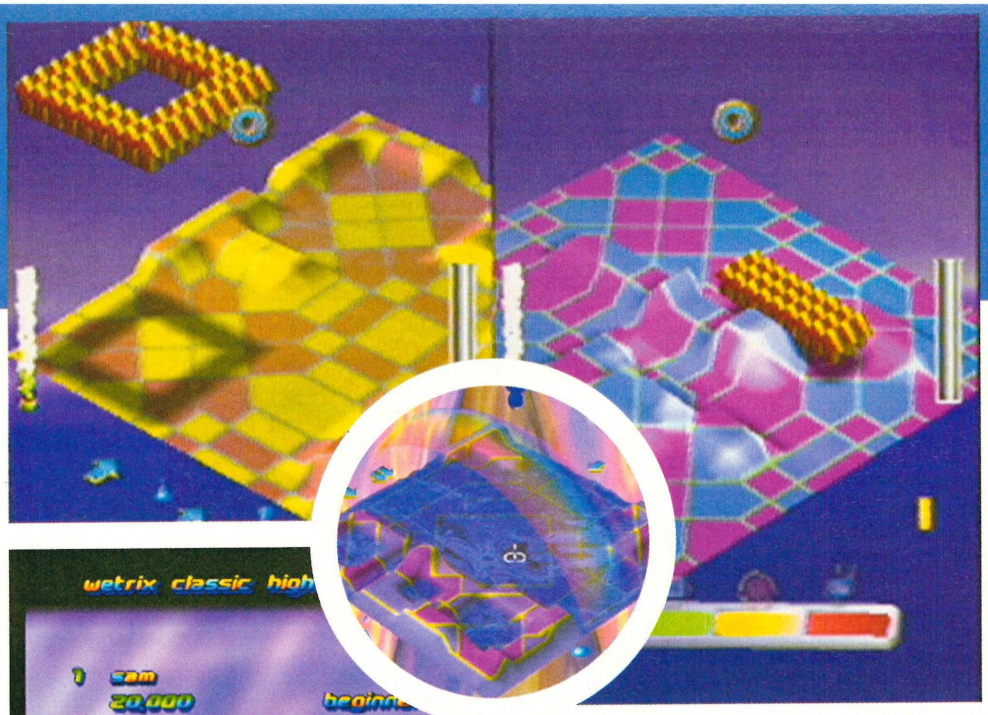
Because the landscape is now building upward you've got the added worry of an earthquake. Along the other side of the screen the word 'earthquake' slowly begins to light up, the higher your blocks go, and if all the letters become lit, the whole thing gets shot to pieces and again, it's game over. There's only one way to avoid the quake and that's to use a bomb to clear some of the higher structures – that'll at least get you out of trouble for a short time.

There are a few different modes to try but of course, there's only so many ways you can use the same principle. The first mode you should attempt is Practice – just in case you've never played Wetrix before. The blocks don't drop and you can work on which tactics are best to keep the water from spilling, plus you can get used to what pieces and items do what. Next there's Classic mode, which just starts you off easily, with blocks dropping slowly until you're onto the next level.





Another challenge means you start your game with holes...



WETRIX+

Bombs Away

Wetrix+ sometimes plays a little unfairly, as one minute you can be pootling along with everything going well, then next minute there's a sudden bomb strike and you end up with massive holes, with water leaking everywhere. Nine times out of ten this will ultimately mean the end of the game – that is unless you get lucky and can patch things up.



IT'S NOT OFTEN A PUZZLE GAME IS WORTH THE NORMAL ASKING PRICE BUT WETRIX+ IS DEFINITELY THE EXCEPTION

Then there's Challenge mode, where you have the option of playing for a set number of minutes, using a limited number of blocks or tackling a preset game. It's best not to get too cocky, too soon, though, as the preset games are ridiculously hard: it's like starting a game of Tetris on level 20 – the blocks move that fast! When you do consider yourself to be a bit of a dab-hand you can move onto Pro, where again the blocks come thick and very fast, as do the water and bombs – challenging isn't the word!

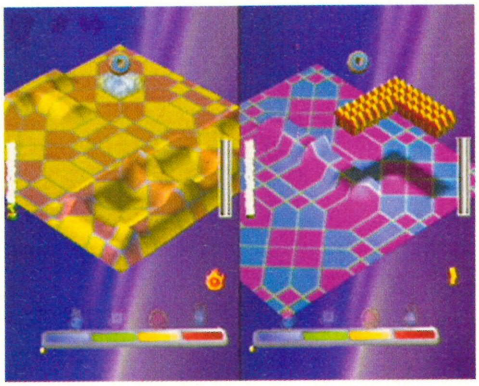
It Takes Two

But let's not forget Multiplayer, which is where Wetrix+ comes into its own. There's only a two player option, unfortunately, but that's probably because it would be too difficult to actually see each of the separate screens otherwise – pity. It's basically all about whose flask spills over first and you can just keep on going, playing game after game, and it'll keep count of how many each of you have won. You also both progress through the levels as well, which proves which of you really is the true pro.



As you can probably guess, there are no stunning graphical features, as there simply isn't a need, though the sound effects are pretty cool and the pools of water look realistic. There is a very annoying male voice-over that insists on telling you exactly how many lakes you've got on the platform, but that can be excused, as long as you turn the music down.

This is one of the first puzzle games to grace the DC and it's sure to give Chu Chu Rocket a run for its money. But is it better than Tetris 4D? There's no four player option and there's no feeling that you're playing a classic – well, at least not yet anyway. The two player mode is good but in Tetris, when you clear lines, blocks appear on your opponent's side – something similar to that would've been a cool feature. But really, I've nothing to complain about, I reckon whoever you are and whether you like puzzle games or not, you'll enjoy this. It's not often a puzzle game is worth the normal asking price but Wetrix+ is definitely the exception. END







After an earthquake you're forced to start building from scratch...

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It's hard to get the hang of at first but after half an hour you won't be able to put the pad down. It's addictive, very entertaining to play against a friend, and you'll have to learn not to blink for 20 minutes at a time – a small price to pay for such a top-notch title!

7

Written By Claire Webster claire.webster@quaynet.co.uk

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INITIALLY... A STYLISH INTRO SEQUENCE ACCOMPANIED BY SOME OF THE BEST GRAPHICS YET SEEN ON DREAMCAST. EVEN MORE AMAZING IS THE FACT THAT THE ACTUAL IN-GAME GRAPHICS MATCH THIS FMV. A QUICK DRIVE AROUND THE FIRST CIRCUIT REVEALS THINGS AREN'T AS EASY AS THEY SEEM THOUGH.

SEGA

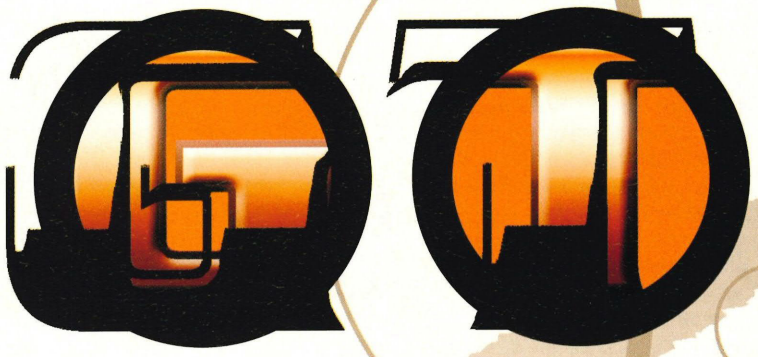
STOP Fasten your seat belts as THE real driving simulator hits the Dreamcast...



Publisher	Sega	**Developer**	Sega
Price	£59.99 (on import)	**Genre**	Driving



sega gt homologation special





HOMOLOGATION SPECIAL

The result of two years of planning from project leaders Takeshi Nimura, who also worked on the Saturn classic NiGHTS, and Hideshi Tatsuno, whose past projects include the grapple-fest Giant Gram, Sega GT is the definitive driving game on Dreamcast. No doubt about it.

While past racers from Sega's in-house teams have had an arcade-style feel to them, this is the company's first step into the auto simulator genre, and steps are being taken to ensure that this is one of the most realistic driving games you'll ever strap yourself into.

From the opening video right down to the ending credits, Sega GT is a true racer's dream come true. With over 200 licensed cars, including makes and models from Japan's top manufacturers, Sega GT is set to change the way we think about racing games. The main object in the game is simply to race in order to earn money to buy new cars to race with.

Realistic Racing

The graphics are, obviously, Sega GT's strong point. Without a doubt, there is no better looking racing game available on any system right now. The trackside detail, the cars and the atmospheric effects are all absolutely superb – crisp, clear, smooth and fast, Sega GT simply looks gorgeous. The depth perception is excellent, enabling players to see miles down the track, and the colours and lighting are very realistic. As I said before, the cars are amazing, from the perfectly legible sponsor decals to the windows through which you can see the car seats and (on the racing cars) roll bars. As much as I hate to make comparisons with a PlayStation game, Sega GT looks like Gran Turismo taken to the next level. The only downside to the game is that Sega GT only runs at 30fps and we were all praying for a 60fps game after seeing Genki's Tokyo Extreme Racer.

Many of the tracks in Sega GT seem like extensions of the ones in Sega Rally 2, like the Snowy Mountain course. Graphically, in particular, they look very much like the ones in SR 2, but without the 60fps, subsequent slow-down, and distant pop-up. In fact, I haven't really seen any noticeable pop-up, as you can virtually see all the way to



As the class of your car improves, so does the ability of the opposition.

As much as I hate to make comparisons with a PlayStation game, Sega GT looks like Gran Turismo taken to the next level



put to the test

Sega GT features several driving tests you need to ace before moving on to race with the big boys. You start with an E-class limit of 1000cc, then move on to B-class, A-class, and finally, the unlimited SA-class. Expect to spend a long time acquiring these licenses – they score just as badly as the real Japanese driving tests.





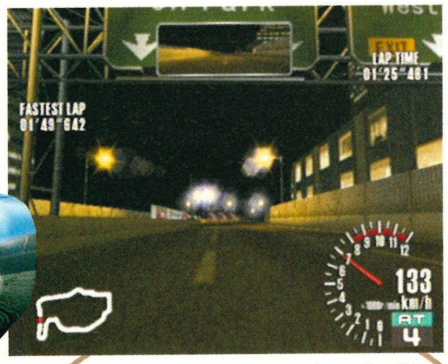
heavenly wheels

Sega have worked with at least ten automobile manufacturers to license an ungodly number of cars – over two hundred in fact. The team has also co-operated with the Japanese GT Committee for the utmost realism and brand-name recognition. Honda, Toyota, Mazda, Daihatsu, McLaren and others have signed on, so expect to race such cars as the McLaren F1 GTR, the AE86 Silvia, the RX-7 and even the Suzuki Cappuccino. Expect some of the more lively names to be changed for the UK though.









Night driving shows off the game's excellent light sourcing and shadow effects.



the horizon. The detail and texturing are also very solid, albeit not quite spectacular. The car models are done nicely as well – they may not be as solid looking as the ones in Tokyo Xtreme Racing, but they are more detailed than Genki's racer.

Touch Sensitive

The control feels just as polished as the graphics, and definitely borrows a bit from the ultra-realistic racing model of Gran Turismo – Sega GT is all about cautious, reserved driving, as opposed to doing Crazy Drifts through ninety-degree intersections. The car hopping, observed in earlier movies, is in there, but only occurs during high-speed drifts. This is certainly not a game where you approach a chicane at 200mph. If you do, you'll soon find yourself picking up the pieces of your once great automobile.

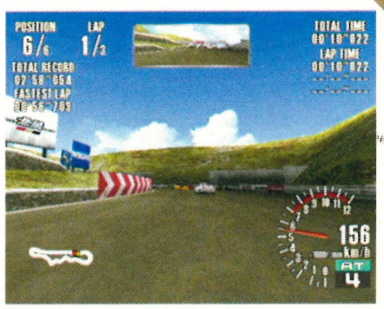
The car handling takes a little getting used to because it's very sensitive. The analogue controls have a great range, meaning that you can be incredibly precise when you use the throttle, brake and steering. At first, the car seems twitchy, but very quickly you realise that you don't need to use full lock to get around a corner unless it's really sharp, and that a half-open throttle is just that. Same for the brakes – slam them on and the car understeers. Be a little more gentle, and the brakes behave incredibly realistically. Like I said, it takes a bit of getting used to, but after an hour or two I was very impressed. I think these are the best racing controls I've ever used in terms of realism and sensitivity.

Each of the different models handles very differently, as they should. Acura models like NSX or Integra are much tighter and easier to control than the loose, wild steering of the RX7. Acceleration and braking are also on point. Fans of other driving sims will feel easily at home with the driving physics and car handling. In fact, the DC controller actually makes for an excellent driving pad, and the same holds true for Sega GT. Also, switching the handling over to drift makes an easily noticeable



From the opening video right down to the ending credits, Sega GT is a true racer's dream come true





difference. Arcade racing fans will certainly appreciate the sliding action in this mode.

Up a Gear

The game itself is superb, and packs an excellent punch, at least during the early stages. It most certainly offers more of a challenge than other Dreamcast racers like Sega Rally 2 and Speed Devils. The license tests are very tricky, and when you finally get to race, you only get enough money to buy you a car that can only just keep up with the competition. I like that – it means you really have to race and fight for first place. What I particularly like about Sega GT is that it really punishes players who hit a wall or the edge of the course. Basically, the car slows down a lot following a collision, meaning that ultimately it's far better to drive conservatively and get the corner right, than to cane into it full speed and try to bounce around it using the wall. Oh yeah, the same goes for bashing into other cars. Because the controls are sensitive, the car really prangs off other racers and goes out of control. Sometimes you can get a lucky bounce that gives you an advantage, but it's not guaranteed, and when it comes down to it, it's better to drive around other cars than try and smash through them.

The sound effects are also fantastic, right up there in quality with any next generation racer on the market. The car engines are very realistic with quite authentic sounds, especially when you stick a loud racing pipe on your car, and the environmental sound effects are also excellent. You can really hear different road surfaces as you drive over them, providing good audio cues.

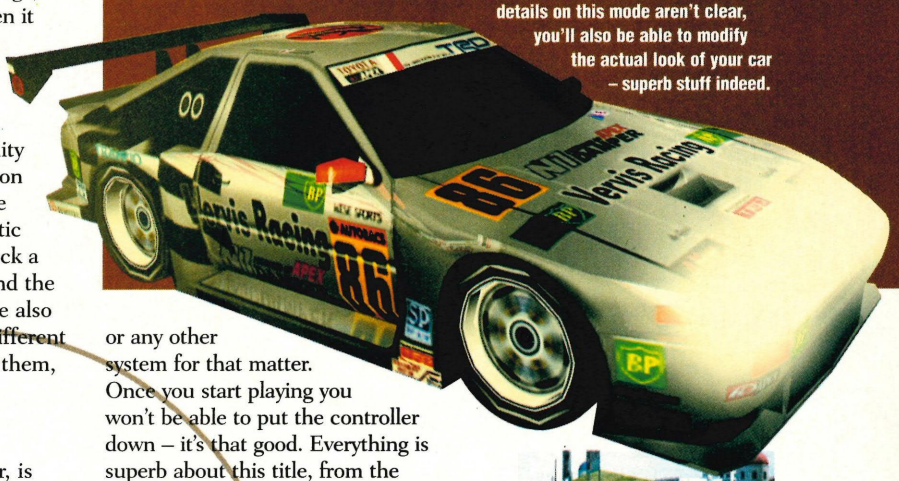
Flipping Out

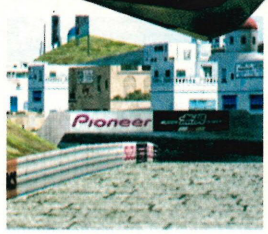
My biggest complaint, however, is that when you drive a reverse track, the graphics aren't changed, so when you drive up to a corner, sometimes the warning signs point completely the wrong way. This is simply unforgivable. The developer should have spent a little more time ensuring that the reverse tracks also had reversed directional signs. It's incredibly frustrating when you first start racing and you end up following an arrow and turning left into a wall, only to realise you should have turned right.

Despite this flaw, Sega GT is the best racing game, if not one of the best games, I have seen on the Dreamcast, or any other system for that matter. Once you start playing you won't be able to put the controller down – it's that good. Everything is superb about this title, from the animation of the spectators right down to the sound of the tyres. If you have an import Dreamcast, then I recommend you get this game as soon as possible. No matter what the price. The only downside is that I feel sorry for those who have to wait months for the European release. Poor souls.

under the hood

A driving sim wouldn't be a driving sim without the ability to pop the hood and screw around. The Tuning Mode includes engine, drive train, suspension, brake, supercharger, muffler and weight reduction settings, among many others. Though details on this mode aren't clear, you'll also be able to modify the actual look of your car – superb stuff indeed.





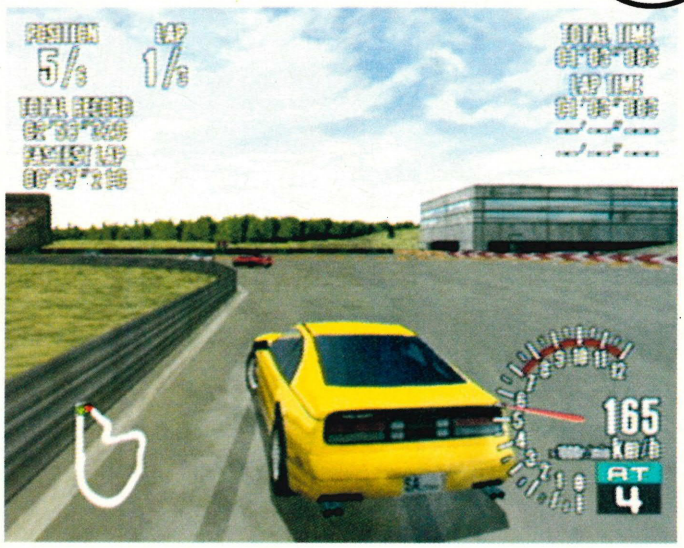
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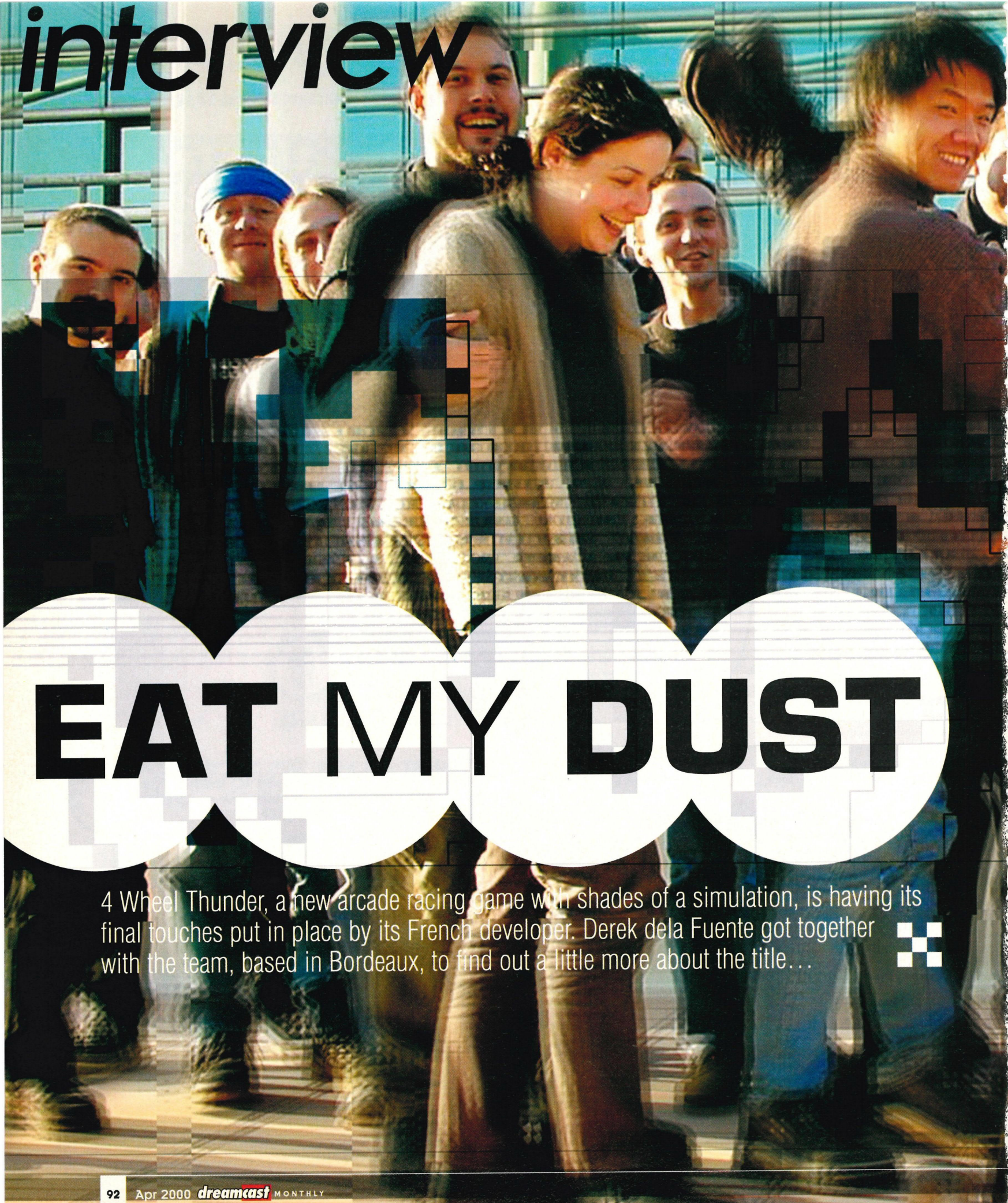
The trackside detail, the cars and the atmospheric effects are all absolutely superb – crisp, clear, smooth and fast





Learning to power-slide around corners is a major key to success in Sega GT.

Written By Noel Brady noel.brady@quaynet.co.uk



EAT MY DUST

4 Wheel Thunder, a new arcade racing game with shades of a simulation, is having its final touches put in place by its French developer. Derek dela Fuente got together with the team, based in Bordeaux, to find out a little more about the title...



DCM: How different is it writing an action game to a racing title?
Stephanie Rolland: Both games would use different technologies, different editor tools and a different platform.

Working on a third-person action game requires a lot of animation work. When working on a racing game the focus is mostly on the car's control, frame rate and the opponent AI.

The only common thing is the quality of the graphics, but for the rest it's as similar as Cous Cous and Chilli con Carne

DCM: Monster Trucks and large vehicles racing have never quite hit the same high as pure racing games, or even futuristic ones, so with 4 Wheel Thunder, what do you think you're offering to driving fans?
Stephanie Rolland: It's very rare to find arcade racing games developed for consoles that use this type of vehicle. Moreover, it's an interesting technical challenge to create a game that would have vehicles of very different sizes and power racing together on indoor and outdoor tracks. With vehicles racing on very uneven surfaces, it's visually exciting to see them react according to the various ground surfaces they come across.

DCM: Are the vehicles based around any particular car models and did you use real suspension data? If so, where did it come from?
Stephanie Rolland: As far as graphics are concerned, we were inspired by realistic graphics, mostly picked up from US offroad shows. Technically, the game engine uses a realistic physics model which implements various data such as handling, weight, grip, and so on.

DCM: Have you tapered things in the game to give better and finer gameplay as opposed to sticking with real physics, real surfaces?
Stephanie Rolland: We've focused on the driving sensation and fun, but our purpose is not to compete with more simulation oriented games like Colin McRae or Gran Turismo. That said, we provide consistent high sensations of speed, jumps, etc, thanks to our physics model that's incorporated into the game engine.

DCM: How hard is it to convey speed and even the rough and tumble of being in such large vehicles?
Stephanie Rolland: By doing a lot of tests and a lot of tuning, we managed to achieve the driving sensation we wanted to provide for the gamers. The game engine has been devised on purpose to allow these kinds of tunings and adjustments on all the physics data that has been coded. And we are still polishing it!

DCM: Have you tried to make this different from other heavy vehicle games and what new, innovative ideas have you come up with?
Stephanie Rolland: We played a lot of the Thunder Range games to ensure 4 Wheel Thunder was unique, but at the same time we didn't lose sight of the specific elements the game vitally needed.

We had to create complex enough tracks in order to fulfil the player's requirements, with ramps, shortcuts and numerous bumps. We've tried to give the player a genuine feeling of freedom, so that he doesn't have the sensation of driving on predefined roads with no surprises around the next corner. As the player has to race against a dozen opponents, the width of the tracks has been exaggerated in order to let him move around more easily.

DCM: So what are your personal thoughts on the game? Does it have any specific elements which will entice us to buy it?
Stephanie Rolland: We kept the originalities of the Thunder Range by our publisher, Midway Home Interactive, such as power ups (like four and nine second boosts to use at will), short cuts and hidden passages. The originality of this range allows the player to experience a total arcade experience, whilst at the same time still allowing the player to choose which path to take.

There are 12 vehicles from four different types (three monster trucks, three jeeps, three buggies and three rally cars) and two vehicles of each type are customisable. Moreover you can win special exotic cars at the end of the Championship.

There are various game modes for both one and two players (Championship mode with power ups, Arcade mode and many special modes).

There's also a betting system that allows you to win money in order to upgrade your vehicles.



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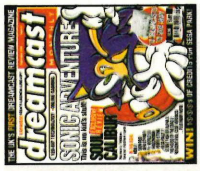
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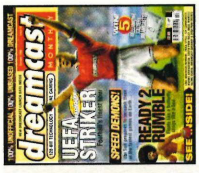
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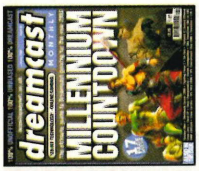
Showcase: Soul Calibur
Reviewed: Sonic Adventure, Virtua Fighter 3tb, Incoming, Sega Rally 2, Expendable, Power Stone, House of the Dead 2, Racing Simulation: Monaco GP



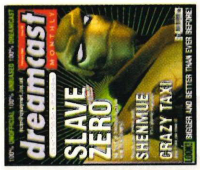
Showcase: UEFA Striker
Reviewed: Blue Stinger, Cool Boarders Burrrn, Monaco GP, Speed Devils, Super Speed Racing, Toy Commander, Trick Style



Showcase: South Park
Reviewed: F1 World GP, Hydro Thunder, Jimmy White's 2: Cueball, Marvel Vs Capcom, Pen Pen, Ready 2 Rumble, Street Fighter Alpha 3, Soul Calibur, Soul Fighter,



Showcase:
Sega Worldwide Soccer 2000
Reviewed: Fighting Force 2, NBA Showtime, NFL Blitz 2000, Re-Volt, Shadow Man, Worms Armageddon, WWF Attitude



Showcase: Slave Zero
Reviewed: Armada, Evolution, Resident Evil 2, Tee Off, Vigilante 8: Second Offense, Virtua Striker 2000.1



Showcase:
Legacy of Kain: Soul Reaver
Includes:
Crazy Taxi, Resident Evil 2, Hidden and Dangerous, Giant Killers, Ecco the Dolphin, Wild Metal

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FUTURE FIFTY

FUTURE

We've **consulted** release lists across the globe. We've talked to **software companies.** We've scoured the Internet. And we came up with **fifty** new titles that are **heading** for Sega's box of tricks in the next twelve months. So **strap in,** get excited, and we hope to have another round up **next issue...**

That Potential Rating Explained

For each game, we've awarded a Potential star rating out of five, which basically sums up just how excited you should be about the game coming to the Dreamcast. That means some very good games – Railroad Tycoon 2 for instance – may receive only three out of five for potential as they may be strong, but they're hardly likely to send us down to Electronics Boutique on day one. What we're not doing is judging the quality of the game at this stage – you'll have to wait for the inevitable reviews for that – we're just giving you a snapshot of what is to come to help you plan your spending for the rest of the year. Without further ado, here are those ratings in full...

- ●●●●● **A very, very exciting DC release that just happens to look bloody cool as well**
- ●●●● **Very excited still, and we're expecting this to make a splash when it arrives**
- ●●● **Not looking too bad, but our blood isn't bubbling at the prospect.**
- ●● **Well it's hardly a new Sonic game, is it?**
- ● **In need of serious work to get us interested**

FIFTY

When are they out?

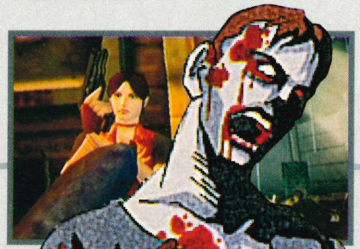
There's a simple proviso for inclusion in this feature, and that's that the game should be coming to the UK in the next twelve months. We've not had official confirmation of a UK release for all of the titles in the feature, but we reckon you can expect to see the majority, if not all of these over the course of the next year...

DCM Tip for the top

What
Res Evil: Code Veronica
Who Eidos

Now doesn't this look the business? Featured in more depth on page 62, it still deserves a namecheck here for being one of the Dreamcast's most awaited titles.

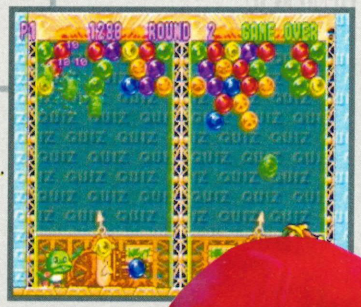
Potential ●●●●●



What
Bust A Move
Who To be confirmed

The fabulous puzzle game that's appeared in various guises on plenty of formats is coming to the Dreamcast, no doubt leaving many of you bleary eyed in the morning from another night of coloured balls zapping up a screen. Devilishly addictive and hardly the trickiest game to bring to the DC, this should be a cracker.

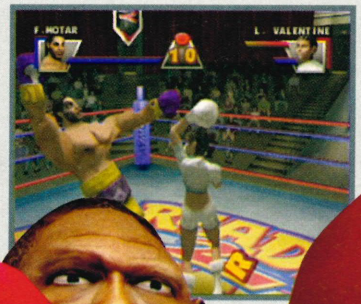
Potential ●●●●●



What
Ready 2 Rumble
Who Midway

Now there's talk of both a sequel to Ready 2 Rumble Boxing and a Ready 2 Rumble Wrestling at the moment, and either of them are welcome round our offices, we don't mind telling you. Suffice to say, if Midway manage that same blend of action and humour, they'll have a stonker on their hands.

Potential ●●●●●



What
Walt Disney Magical Ring Quest
Who Eidos

Yet another Disney licensed game, which hardly hints at an outstanding pedigree. Nonetheless, Eidos will be turning this particular licence, it seems, into some sort of Mario Kart wannabe racing game, and the idea of Disney characters zooming around a theme park at least has some element of promise. Just not enough to get us excited at this stage.

Potential ●●●●●

feature

What
Rayman 3
Who Ubi Soft

We're not absolutely sure of a release date for this, but we do know that there is a third Rayman game on the way, and that it's likely to make a Dreamcast appearance. Following on from its predecessor, which itself notched up a healthy 9/10 in our last issue, the new adventures of Rayman promise to be bigger and better, and may even go in competition with the return of a certain blue hedgehog...

Potential ●●●●●



What
Age of Empires 2
Who Microsoft

The world's largest software company have their software already inside the Dreamcast, and now they're bringing their portfolio of PC titles across, courtesy of a deal with Konami. Age of Empires 2 is a corking strategy game, with you fighting various historical battles over time, whilst managing your resources and all that humbug. Again, we hope to see it by Christmas, and if they can transfer the control system adequately enough, it'll be worth waiting for.

Potential ●●●●●

What
Chu Chu Rocket
Who Sega

The puzzle game that's taking Japan by storm, Chu Chu Rocket is a game direct from the Sonic Team that's proving impossible to put down. Unconfirmed even for a Stateside release as we went to press, the game is one of the most unimpressive looking on the machine, but promises the kind of hyper-addictive gameplay that we simply love.

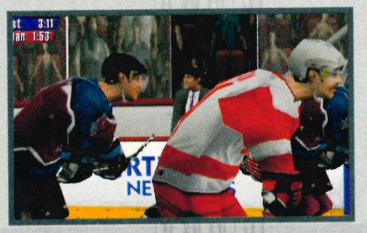
Potential ●●●●●



What
NHL 2K
Who Sega

Another one of those genres of game that every format seems to have, NHL 2K is the Dreamcast edition of videogame ice hockey; that most American of sports that hardly gains a major following on these shores. It makes for good gaming though, with the quick, action packed sporting hokum usually in evidence. As it should be here.

Potential ●●●●●



What
Army Men: Sarge's Heroes
Who Midway

Midway picked up the licence for this one from 3DO, and it's the potential for a good four player mode that's getting us excited. The look of it is fantastic, as it's essentially a game of some toy soldiers having a good old scrap. Easily the best of the Army Men franchises to date, we've got reasonably high expectations for this one...

Potential ●●●●●

What
Croc 2
Who Fox Interactive

Very cute, but not particularly stunning platformer that's been sat on the PlayStation and PC for months now. Whilst we expect to see the game generally smartened up for its Dreamcast debut, we're not expecting anything to challenge Sonic.

Potential ●●●●●



What
Boarder Zone
Who Infogrames

Few can doubt Infogrames' dedication to the cause, and the latest addition to their roster will be this snowboarding title. It won't be DC exclusive, but it does promise the usual mix of speed and tricks, with ample amounts of both needed to succeed. It certainly looks good so far, and with only Snow Surfers to compete against, it's hardly entering a bustling market...

Potential ●●●●●



What
Austin Powers
Who Take 2 Interactive

A major signing for Take 2 this, they've got the rights to make a series of games based on the swinging Sixties superhero, Austin Powers himself. The game has enormous potential, and Take 2 are picking up a good name for themselves with their recent releases, so we're hoping they avoid the cash-in route and simply give us the humour-packed Austin Powers game we deserve. And here's some advice: we do not want something like Chef's Luv Shack again, thank you.

Potential ●●●●●



What
Dogs of War
Who Take 2 Interactive

Leaving football games aside for a moment, developers Silicon Dreams bring you their action-strategy wargame, formally known as Warmonkeys. It's not a genre the company have really dabbled in before, meaning at this stage things could go either way. But with no sign of Command and Conquer on the horizon, it'd be nice if this turned out to be a good 'un. It's due out around the Summer.

Potential ●●●●●

What
102 Dalmatians
Who Disney Interactive

It seems a logical thing for Disney to do, we guess. The Glenn Close version of 101 Dalmatians cleaned up at the box office, so her return was inevitable. And as is the way with the house of the mouse, when you've got a film, you've got the spin-offs. The Dreamcast game is due for release by the end of the year, and will be kiddie-friendly. We're expecting some kind of platformer...

Potential ●●●●●

What
Batman
Who Ubi Soft

Ubi Soft have recently acquired the licence to produce a couple of Batman games, and they look set to appear on the Dreamcast too. We're expecting to see something around Christmas time, and hope that the adventures of the Caped Crusader can match the obvious potential of the licence.

Potential ●●●●●

What
ECW Hardcore Revolution
Who Acclaim

Okay, so their WWF Attitude game hardly set the world on fire (especially on the Dreamcast), and now Acclaim don't have the rights to WWF any more. They do have the rights to ECW though, meaning their growing expertise in the world of wrestlers may just pay off this time round. There's a terrific wrestling game out there that's yet to be made. Let's hope this is it.

Potential ●●●●●

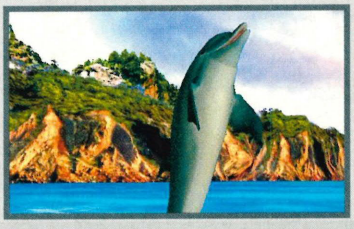


FUTURE FIFTY

What
Ecco The Dolphin
Who Sega

The return of the star of the hit MegaDrive game, Ecco's new adventures are – from what we've seen – a graphical feast. Following the formula of the earlier game, Ecco looks set to be an adventure of sorts, with the occasional fast reflexes and a bit of grey matter also called for. Whether the game will match the quality of the presentation, though, remains our only concern.

Potential ●○○○○



What
Four Wheel Thunder
Who Midway

Remember Hydro Thunder, the decent if unspectacular Midway boat-based racer? Well this is the on-land equivalent, with up to four players racing four wheelers in the quest to find a decent Dreamcast racing game. Early signs are okay, but we're just wondering if it will have the oomph required to raise it above its predecessor and into a decent game.

Potential ●●○○○



What
Gauntlet Legends
Who Midway

One of the early multi-gaming arcade classics, Gauntlet returns for the first time in over half a decade, and should – providing enough imagination and skill have gone into it – have all the ingredients for a cast-iron classic. Certainly Midway's form on the DC has been variable, but this should be up there with Ready 2 Rumble Boxing as a big hit for the firm.

Potential ●○○○○



What
Giant Killers
Who On-Line Sports

We previewed this last issue, and if all goes to plan, Giant Killers will be the first footie management game on the Dreamcast. The problem? The PC version paled next to the majesty of Championship Manager, and whilst it'll be easier on the DC with much less competition, we're still going to need vast improvements to lift this near recommended status.

Potential ●●●○○

What
Grand Theft Auto 2
Who Take 2 Interactive

There's not a fat lot they can do with Grand Theft Auto to make it look better for the DC (the game's limited overhead perspective sees to that), but even a straight port of this will be worth owning (although we'll be pissed off if we have to pay 40 quid for it). Expect straight arcade fun and an 18 certificate when the game arrives around Easter time.

Potential ●○○○○

What
Marvel vs Capcom 2
Who Capcom

Out of the three brands of fighting game Capcom have currently brought to the DC, it's Power Stone that currently has a hefty lead. Yet this new version of the 2D fighter Marvel vs Capcom promises at least to be worth playing. Boasting even more characters than ever, it's the three-on-three mode that's currently attracting the attention. We'll wait and see if it'll live up to its promise.

Potential ●○○○○

DCM Tip for the top



What
Metropolis Street Racer
Who Sega

Suffice to say we reckon Metropolis Street Racing and Sega GT are the two titles to turn what was a DC driving drought into the place that the smart drivers come. Look out for more info in future issues.

Potential ●●●●●



What
Microsoft Combat Flight Sim
Who Microsoft

Mixing a serious flight simulator (and we do mean serious) in with the combat nature of WW2 flight games, Combat Flight Sim is currently appearing on American release lists, leading us to the conclusion that an appearance is likely over here. The significant problem here though is control; with PC enthusiasts spending well into three figures on the proper flight sticks, how well a joypad and keyboard will do the job is the big question here.

Potential ●●○○○

DCM Tip for the top



What
New Sonic Game
Who Sega

We'll be honest. We know this is being worked on, and we know that it'll be coming out on the DC, but firmer details than that are hard to come by, including some idea of a release date. Nonetheless, there will be fewer more anticipated titles than this, and we pine for the day when the little fella comes to see us again...

Potential ●●●●●

What
Midtown Madness
Who Microsoft

In many ways a direct competitor to Driver, Midtown Madness is the less controversial and some think superior rival to the aforementioned GT game. It's one of a number of titles that Microsoft are looking to bring to the DC, and its appearance on US release lists seems to confirm its existence. Despite the quality of the driving experience on offer though, even if it appears before the end of the year this will still be at least twelve months old. Here's hoping it's worth the wait.

Potential ●●●○○



What
Nightmare Creatures 2
Who Konami

The original (a PC and PlayStation game) wasn't anything particularly special, but there are signs with Nightmare Creatures 2 that developers Kalisto have learnt a lot. Ideal for those seeking gothic horror set in the past, the game leans more towards the adventure genre, and despite its so-so predecessor, we rank this as one to watch. There's more on this title on page 52 if you're craving for more info.

Potential ●○○○○



What
Omnikron – The Nomad Soul
Who Eidos

Not one of the higher profile Eidos releases we've seen, and certainly it looks little match for the triple whammy of Power Stone, Soul Reaver and Tomb Raider. Released before Christmas on PC, it picked up respectable reviews, and looks to be a passable but not pulse pounding action adventure, turn to page 42 for our Loading preview.

Potential ●●●●○



What
Powersmash Tennis
Who Sega

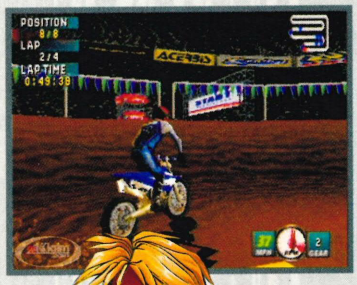
Anyone who has played the PlayStation game Anna Kournikova's Smash Court Tennis will immediately be endeared to the notion of an arcade tennis game (even without the thoroughly delicious Anna on board). As the only known tennis sim on the DC, we reckon this will appeal less to the authentic simulation fans and more to those after arcade thrills, although we'd be surprised if we didn't get a decent game out of it.

Potential ●●●●●

What
Jeremy McGrath Supercross
Who Acclaim

Another company whose commitment to the DC is to be praised, Acclaim have added another title to their line-up in the form of this upcoming Supercross game. It's one of a few titles in this round up that's competing in a thus far quite barren field, with few DC games so far requiring you to get on your bike in quite the same way as this. The screenshots we've seen are okay, and we're just waiting for something to make our mouths water. It's still a little way off, so time will tell...

Potential ●●●●●



DCM Tip for the top

What
Power Stone 2
Who Capcom

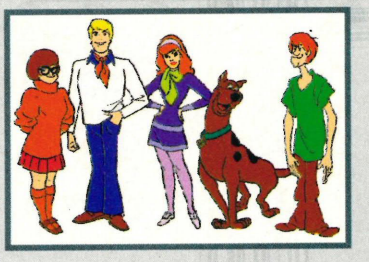
The sales figures for Power Stone are criminal, as the original is a stunningly addictive beat 'em up that brings the Street Fighter style kicking and screaming into the Millennium (Tokyo Highway Patrol was outselling it at one point, for crying out loud). The new version will have a four player option, and will hopefully get the audience the original so deserved. Certainly the sequel is looking like one of the games of the year so far, and as the release is around September, we haven't got years to wait to find out...

Potential ●●●●●

What
Scooby Doo
Who THQ

Another big licence signed up where we've yet to see anything of the game. Scooby Doo has been the star of a handful of computer and video games dating back to the mid-80s. No-one's done anything special with it yet though, but provided THQ leave Scrappy Doo out of the proceedings, there's a lot of potential in the ever-popular Scooby.

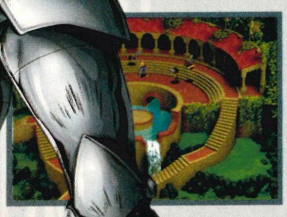
Potential ●●●●●



What
Silver
Who Infogrames

And another old PC game makes the journey to the Dreamcast. Silver landed with a decent bang on the PC, although it wasn't a hit of the size of something like Baldur's Gate. We will see improvements for the DC version though, which is good as the game's getting on a bit. Still, we're lacking a decent role playing game at the moment, so hopefully this will be it...

Potential ●●●●●





What
Railroad Tycoon 2
Who Rockstar/Take 2

A game not without its merits, Railroad Tycoon 2 is a strategy title based around building a transport infrastructure. Fortunately, it's not as dull as it sounds, although if the idea of a console game that taxes your grey matter bothers you, then you need to run a mile. It's just undergone a fairly unimpressive PlayStation conversion, and the PC incarnation is getting on a bit, but we're still expecting an above average conversion of a strong strategy game. Whether it's a console title is more open to debate.

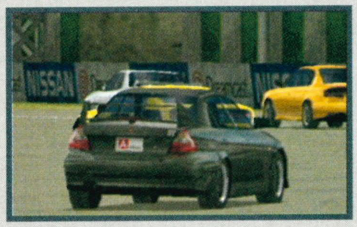
Potential ●●●●●

DCM Tip for the top

What
Sega GT
Who Sega

There's a lot resting on the shoulders of this one. Gran Turismo 2 is currently selling by the truckload on the PlayStation, and GT 2000 will launch the PlayStation 2. However, from what we've seen of Sega GT, it genuinely stands a chance of giving Sony's baby a run for its money. The keys to its success? A huge selection of cars, fabulous graphics, well designed courses and gameplay to die for. Will it be any good? It bloody should be. The DC is in desperate need of a red hot racing game and reading our feature on Page 88 this issue, I'm more than convinced it'll reach our high expectations.

Potential ●●●●●



What
South Park Rally
Who Acclaim

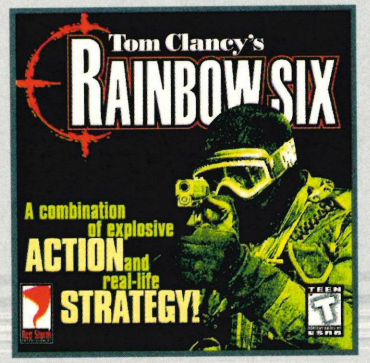
Ah, the age old milking of the licence. Few who forked out for Chef's Luv Shack will have felt they got full value for money, meaning Acclaim better win back some fans with this Mario Kart wannabe. It does look far more promising than the previous South Park title, and we're up for the kind of cartoon racing the game looks to offer. We still have major reservations though, and hope that Acclaim can give the fans something better for their money this time around (and let's face it, there's more potential in the idea this time).

Potential ●●●●●

What
Rainbow Six
Who Take 2

Ironically, Rainbow Six's thunder may well be stolen by another Take 2 release, Hidden and Dangerous. It's the latter that's the far better of the two, and Rainbow Six is actually showing its age nowadays. We could be wrong, and there could be a significant improvement for the DC version, but we'd be surprised if this one turned out to be a classic.

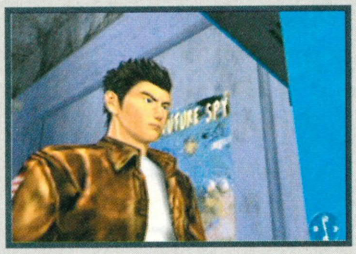
Potential ●●●●●



What
Shenmue
Who Sega

By Christmas, we won't have to explain about Shenmue any more. An enormous game in every respect, Shenmue is a genuine epic. Much more than a standard adventure game, it instead places you in the middle of life with a mystery to solve. There'll be no more groundbreaking a game than this released on any format this year (thus far only Black and White comes close), and this really should be at the top of your shopping list.

Potential ●●●●●



What
Spec Ops 2
Who Take 2

Another soldier sim to join Rainbow Six and Hidden and Dangerous, Spec Ops 2 follows the genre path well, serving up a tense, action-strategy based adventure. Released to a decent response only recently on the PC, we're not expecting it to topple Hidden & Dangerous from its perch, but we'd be surprised if you didn't get value for money from it.

Potential ●●●●●

FUTURE FIFTY

What
Star Wars Racer
Who Activision/LucasArts

The DC's first Star Wars tie-in fortunately is the better game to emanate from the Phantom Menace (PlayStation and PC owners can keep their grotty little adventure, thank you very much), taking its inspiration from the pod racing section of the film. Thus what we get is a blisteringly fast racing game, which certainly should push the DC's graphics capabilities to the limit. On other formats the general opinion has been that Racer is very good, but no classic. Don't expect too much different with this version.

Potential ●●●●●



What
Virtua Fighter 4
Who Sega

Virtua Fighter 3 had a rocky arrival on the Dreamcast, eclipsed instantly for the DC Best Fighting Game crown by the triple whammy of Power Stone, Soul Calibur and Ready 2 Rumble Boxing. Still, VF4 seems to be shaping up very nicely, and it's likely to go head to head with the Power Stone sequel later in the year. It's got the potential alright, it just needs Sega to move with the fast changing times.

Potential ●●●●●

DCM Tip for the top

What
Quake 3
Who id/Activision

Potentially the best multiplayer showcase there is for the Dreamcast, Quake 3 Arena is an enormous addition to the DC software line up, especially if it handles the spectacular visuals and action as well as we know it can. Not much of a one player game but absolutely essential as an advert for online gaming, Quake 3 should be a major hit.

Potential ●●●●●



What
Street Fighter Game(s)
Who Capcom

With potentially two new Street Fighter games before the end of the year, we think now is a good time for Capcom to incorporate the lessons they've obviously learnt with Power Stone and inject them into the flagging franchise that earnt them so much cash in the last century. Certainly we're not short of good fighting games on the Dreamcast, so unless they can somehow recapture the glory days of old and add something special for the year 2000, we're inclined to think this will become another decent 2D fighter that simply gets lost in a strong crowd.

Potential ●●●●●



What
Viva Football
Who To be confirmed

It's appeared on the schedules elsewhere in the world, although we still await official word from over here. The question to be answered is whether this is the same Viva Football that was released on PC and PlayStation last year to a fairly muted response, or the much rumoured sequel. If it's the former, then prepare yourself for a decent if unessential soccer title, and if it's the latter then we're as much in the dark as you. Either way, we're desperate for a classic footie game on the DC. Much needs to be done to make sure this is it.

Potential ●●●●●

What
Half Life
Who Sierra

And another classic PC game makes a welcome journey to the Dreamcast. It's welcome in this case because Half Life is a superb first person action adventure, voted one of the best PC games of all time across the world. The DC version? We can't imagine them tinkering with something that isn't broken, so the best we can hope for is a faithful port across. And if they manage that, then you'd best be ready to lock yourself away for a few weeks...

Potential ●●●●●

What
Tony Hawk's Pro Skater
Who Activision

A terrific PlayStation game gets a very welcome Dreamcast conversion (with a sequel already on the way). It's a professional skateboarding sim for those not in the know, with plenty of tricks and stealth needed to succeed. The only ways this can fail are if they make a cobblers of converting it, or if you lot get pissed off with another PlayStation game ported across. Which would be a shame, cos the game's a hoot...

Potential ●●●●●

What
Wacky Races
Who Infogrames

Whoever signed up this particular licence should be given a medal. Is there anything better for a true Dreamcast Mario Kart competitor than the antics of Dick Dastardly and the Anthill Mob? Surely not. We've seen nothing on the game yet (it's not due out for a number of months yet), so we've no idea how well it'll mix arcade racing with the tone of the show. We just get to sit and hope...

Potential ●●●●●



What
Black and White
Who Lionhead

Another giant release for the Dreamcast, which will put it in direct competition with the PlayStation 2 and PC versions in the first three-way face-off of its type. Wildly ambitious, Black and White at its most basic is a God game, employing innovative control styles and truly wonderful visuals. The key question left is just how good the game itself will be, but as this is from the creator of the likes of Populous, Theme Park and Dungeon Keeper, and displays the kind of daring ambition we oh-so-rarely see, we're guessing it'll be a classic. Let's just hope they don't sell us short on the DC version. Take a look on Page 26 for an exclusive interview with the creator of the game – Peter Molyneux.

Potential ●●●●●

What
V Rally 2
Who Infogrames

V Rally 2 will arrive on the Dreamcast some eighteen months after the PlayStation version, and whilst we respect the fact that it's a quality game, it's still going to need some seriously good extra bits and pieces to compete when it arrives at the end of the year. History doesn't bode well – the PC V-Rally arrived a long time after the console version and suffered for it. Here's hoping that history doesn't repeat itself... Find out more in our Loading preview on page 32.

Potential ●●●●●

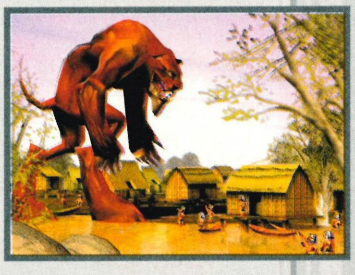


What
Sega Worldwide Soccer Euro 2000 Edition
Who Sega

SWS 2000 split the jury, so this new release, due around the time of the Euro 2000 championships, gives developers Silicon Dreams a golden opportunity to address the complaints of the original. Certainly we know that graphically we'll have no complaints, and that if some tinkering is done in the right places, we've got a winner on our hands. We'll hopefully have more on this next issue...

Potential ●●●●●

DCM Tip for the top



Written By Simon Brew simon.brew@quaynet.co.uk

solution



LEGACY OF KAIN: SOUL REAVER

What is perhaps the biggest game of the horror adventure genre has arrived on Dreamcast. Over the next nine pages we reveal every nook and cranny to explore and how to defeat the evil Kain...



A KIND OF MAGIC

As well as being generally tough, Raziel also has a number of spells, or Glyphs, at his disposal. Raziel is awarded a Glyph after solving the puzzle at any of the seven Glyph Altars found in Nozgoth. Here's what they do:



Shift Glyph

This spell allows you to shift between the Spectral and Material Realms at any time you choose, although you need a full complement of health to use it.



Force Glyph

Using the Force Glyph causes waves of telekinetic energy to leave Raziel's body and throw his enemies away from him. This does not kill your enemy unless they land somewhere painful or pointed.



Stone Glyph

Using this Glyph causes Raziel to slam his fist to the floor, which causes a mini earthquake that stuns all of the enemies in the vicinity.



Sound Glyph

Waves of sound fly from Raziel, damaging and then ultimately killing any enemies in the area. Good for taking out multiple foes.



Water Glyph

If you've more than three vampires in a room, use this spell – a downpour damages all of them, allowing you to finish them off with some fatal moves.



Fire Glyph

Although hard to come by, the Fire Glyph contains some of the most powerful magic. It simply fills a room with flames and destroys all vampires, allowing you to munch on their souls.



Sunlight Glyph

This has the same effect as the Fire Glyph, but instead of flame, the room is filled with a brilliant flash of sunlight.

WORLDS APART

Your world in Soul Reaver exists on two different planes – Spectral and Material. The Spectral or Spirit World is where you reside in your basic state, although you spend more of your time in the Material or 'real' World. To get to the Material World you need to use special portals that can be found in the Spectral World, though you need a full complement of energy to use them. You never actually die in Soul Reaver; instead, once your energy is depleted in the Material World, you're sent back to the Spectral World.

Much of Soul Reaver requires you to switch between both worlds to complete certain puzzles, as they have different properties that need to be used. For instance, in the Spectral World water has no presence, although in the Material World, water is actually harmful to you. Later in the game you find a spell that allows you to swap between worlds at will, but until then keep an eye out for those portals.

Underworld:

DIFFICULTY 1 OUT OF 5

The Underworld is a training area which includes on-screen prompts to teach you how to control Raziel, and requires you to perform tasks to dissipate Elder God gates to continue on in the game. You start in the Elder God's chamber – in the next area is the first Warp Gate. Continue on to learn how to suck souls and find the enemies of the underworld. Soon you find the first Plane Portal to shift to the Material Realm; move on to the first Material enemies. After defeating the first Vampires, move the stone block under the passageway high up on the left wall, and use it to jump high enough to continue on. Upon reaching the Pillars building, continue through the only open passageway to the cliff where the Vortex lies. Listen to the voice-over and follow the passageway towards Raziel's clan area to the left.

Raziel's Clan Area:

DIFFICULTY 1 OUT OF 5

Move down the passageway through the first door and fight the two Dumahim vampires to open the closed gate. Go through the gate; the doorway to the right leads to a Warp Gate, and the door to the left continues on. Take the passageway to the right and move through the next door/gate. Find the room with the raised circular platform, climb the stairs and pull the switch at the top to lower a drawbridge. Cross the drawbridge and follow the passageway to an outside courtyard. Climb the steps to trigger the puppet show that introduces the next Vampire clan, the Melchahim.



Melchahim Clan Area:

DIFFICULTY 3 OUT OF 5

Move through the gate/door and up through the cemetery. In the room to the right, push the stone block to the left to jump up to the passageway to the left. Pass through more of the cemetery and move up either walkway to enter the building. Go through the gate/door on the left, down the spiral staircase and through a Warp Gate room.

The next area is outdoors, with a large area of water. Jump across the stone pillars to reach the far side of the water and go in the gate/door. Pass through this crypt room, through the door on the far side and down the slanted passageway. This leads to a room with a gate to the right. Face the opposite way to the gate, shift to the Spectral Realm and platforms come out of the wall, allowing Raziel to reach the upper part of this room. At the top of the room, use the Portal Plane to shift back to the Material Realm then jump on the platform to the left. Push the stone block into the hole to the right of the block to open the gate here at the top of the room and go through it. In this next room, jump and glide to either of the small moving platforms on the right of the left wall and ride it downwards. Now cross the room to the far side and pull the stone block out of the wall. Push the block across the pit in the centre of the room and place it in the hole to the right of the lower gate. Move through the gate, shift to the Spectral Realm and climb back to the top of the room. Move through the doorway where the top gate was, jump to the beam above and glide to the platform that Raziel did not ride downwards before. Now you can jump and glide to the doorway at the far side of the room.

solution

Now shift back to the Material Realm. In this next room with the gate, move the two stone blocks into the two holes in the walls, with the symbols facing out, and the gate opens. Run up the slanted passageway to the outdoors and push the stone block here off the cliff. Jump down, stack the two blocks on top of each other and push them against the wall to the right of the right-most pillar. Jump to the top of the blocks and then to the ledge above. Go through the doorway and follow the passageway to another large body of water. Follow the path around the water to the right and enter the building here. Follow the long passageway upwards to a large room. Cross to the far side of the room, hit the wall switch to activate the elevator and ride it downwards. At the bottom, step off the elevator and follow either the left or right passageway. Go through the door at the end of either passageway into a large room with a bunch of gears. Flip the switch on the wall between the doors to push the gears together. Now cross to the opposite side of the room and turn the crank to activate the gears. Go back to the elevator, ride it to the top and hit the floor switch directly in front of the elevator to lower the floor. Jump in the newly-created pit and find the hole in the wall that is not a dead end. Follow this passageway until it opens up into a bigger room. Now jump to the upper part of this room and push the four lit blocks on their tracks so they burn the wooden struts in the ceiling above. This drops the centre part of the ceiling. Move the blocks along their tracks so a block is against all four corners of the recently-dropped ceiling. The floor drops down again. Drop down and follow the passageway that leads downwards, past a now-open gate into the Melchiah Boss Room.

Melchiah Boss Fight:

DIFFICULTY 2 OUT OF 5

Defeating Melchiah requires you to impale him with the two side gates and then smash him with the masher in the centre of the room. First, go to one of the two side gates in the room, then jump up and through one of the windows above the gate to enter a side room. Move to the switch in the side room and activate it; holding it raises the gate. Wait until Melchiah moves partially through the doorway and release the switch, causing the gate to drop and impale him. Now move to the other side room and repeat the process. After impaling Melchiah with the two gates he becomes very weak, only having one more Pass Through Barriers ability left. Lure him into the centre of the room, within the circular cage. Move to the throne area and pull the floor switch to activate the masher, destroying the boss. Raziel receives the Pass Through Barriers ability, and can return to any gate and pass through. Now head back the way you came (through the gate in the Spectral Realm) and head up as high as you go. When you can't get any higher, jump down to the platform below and use the Plane Portal for the Material Realm. Now drop down and use the same passage you used to get up before. Pull the block from the wall to reach the next level and head back up and out of the Melchahim area.



The Pillars:

DIFFICULTY 3 OUT OF 5

On the way out of the Melchahim clan area, a voice-over tells you to go to see Kain. Return to the big building with all the Clan flags out front, near the Vortex, where Kain can be found. Use the new Pass Through ability to go through the gate on the right side of the building. The next room has a bridge over some water; defeat the two Ronins to open the door on the far side. Now go through the doorway, turn either left or right, follow either passageway to a gate, and shift to the Spectral Realm. Pass through the gate and find the doorway to the room with the Pillars. Kain appears, so prepare to fight.

Kain, First Fight:

DIFFICULTY 2 OUT OF 5

This is a very easy fight. Kain appears at certain places around the arena and powers up the Soul Reaver to shoot at Raziel. When he appears, get to him quickly and attack until he disappears. You must attack him three times to finish the fight. Kain breaks the Soul Reaver over Raziel's head and disappears. At this point, switch to the Spectral Realm and pick up the Soul Reaver. Ariel appears, talks to you and tells you to head to the Silenced Cathedral. Notice that you can always return to the Pillars for more info from Ariel and to fill up on health and Glyph energy. To leave this room, return to the Material Realm and open the main door by swinging the Soul Reaver at it.

Silenced Cathedral: Zephonim Clan Area:

DIFFICULTY 4 OUT OF 5

Leave the Pillars the way you came in and move back to the training area where you came across the first Plane Portal. Take the pathway that leads to a gate and pass through it into the Spectral Realm. Follow the path past the gate to the Cathedral moat. To the right is the bridge that leads to the front door.



Behind this, through the passage, is a warp gate that you may want to activate. Swing the Soul Reaver at the door to open it, shift to Spectral Realm and pass through the gate beyond the door. Move to the right, use the Plane Portal to shift back to Material, then move to the passageway to the left. Follow this passageway and go through the next gate. There are large platform steps to the right of the gate; climb up them to the rooftop.

Turn to the right and glide to the doorway on the right. Don't follow this passageway. Instead, glide to the rooftop platform to the left as you face out. Jump up and climb to the higher rooftop platform connected to the one Raziel is on. Turn around and glide to the main entrance of the Cathedral and go in. Go through the passageway, drop down into a room with the first Zephonim Vampire, and climb up the other side of the room. Follow the next passageway to a large room, with a central pit and pipes branching out from it. Shift to Spectral, climb the far left pipe (use R1) to the platform with the Plane Portal and shift to the Material Realm. Jump up to the platform above and follow the platforms around the top of the room to a ledge near a doorway. Move past the doorway to the right along the ledge to a wall switch and activate it. Go right, past the switch, through the doorway at the end of the ledge and into the passageway. Move along the passageway downwards to a gate and pass through it into the Spectral Realm. In the room past the gate, find the Plane Portal in the corner of the room and shift back to the Material Realm. Use the blocks in this room to complete the pictures on the walls; each block has a picture on one side. This pushes out a platform in the passageway you passed on the way to the switch. Go back through the gate, move up the passageway and go down the passageway you first passed in the main room. At the end of the passageway is a switch on the wall. Activate it and return to the main room.

Step on each of the platforms that were lowered with the switches to turn on the air in the pit below. Jump into the pit and spread Raziel's wings to float upwards. At the top of the shaft, glide through the higher, smaller opening. There is a large bell straight forward and passageways leading to the left and to the right. Take the turn to the right and follow it upwards to a door on the left; go through it to a gate. Shift to Spectral and pass through the gate. Find the Plane Portal in the corner of the room and shift to the Material Realm. In this room there are three alcoves with pipes jutting out and six blocks with holes in them. You must arrange the blocks in the alcoves so the blocks form a conduit with the pipes. Now move out of this room through the gate, return to the area with the bell and go down the opposite passageway from where you just came. There is a door on the right; go through it to another gate, shift to the Spectral Realm and pass through the gate.

In this room, use the Plane Portal to shift to the Material Realm and push the stacked blocks to the ledge where the Plane Portal was. Jump onto the ledge and push the blocks down so they're no longer stacked. This puzzle is very similar to the last one and involves placing the blocks into the hole in the walls to form a conduit with the pipes in the holes. After solving this room, return to the bell.

Ring the bell, run to the shaft of air and glide directly across to the opening on the opposite side. Run forward into the passageway and ring the second bell. This shatters a glass panel up by the first block puzzle room. Make your way back to the passageway that leads to the first block puzzle and activate the bellow switch on the pipe next to the wall. This opens a timed door by the second bell. Shift to Spectral to stop time, move through where the glass panel used to be and then through the timed door. After finding a Plane Portal further ahead, come back to this room and turn the knob on the right wall to lock the door open. Move through the doorway across from the door you entered through and into a tall room. Walk along the pipe that leads upwards along the walls to the passageway at the top of the room. Move along the passageway until you reach a passageway that splits, then turn left. This passageway immediately splits to the left and right; both passageways lead to a red gate. Shift to Spectral, pass through the gate and shift back to the Material Realm with the Plane Portal on the other side. The passage immediately splits; take the turn to the left first. At the end of this passageway is a room with three lids on the ground. The camera is zoomed out. Open the two lids closest to the camera. Now go back to the split and take the right passageway. This leads to another room with three lids on the ground with the camera zoomed out. Open the two lids farthest from the camera and close them both.

Now go back to the other room and close the other two lids. After this, open the centre one again and the one that you didn't open before. Go back to the other room with the lids and do exactly the same. Now pass through the gate in the Spectral Realm and notice four knobs on the ground. Move along either passageway to a Plane Portal, shift to Material and return to the four knobs. Stand next to each knob and turn it to activate the tall air shaft behind the knobs. Jump into the air shaft and glide upwards. There are two incomplete pipes on the walls. Complete them by pushing the upright pipe segments into place. Now go through the passageway at the top of the shaft. Enter the room at the end of the passageway, turn to the right and turn the two knobs on the ground in front of the right wall. This opens a doorway at the top of the room. Remember this room and the three pipes across from the doorway, because you need to come back here to reach the boss.

FORCE GLYPH

After defeating Melchiah and receiving the Pass Through Barriers ability, you can go after the Force Glyph.

After entering the Melchiah clan building by the cemetery, go down the spiral staircase and past the warp gate room to the first outdoor area. Jump into the water and take the underwater passageway to the right. At the end of the passageway, it opens up into a lake-like area. Follow the left wall to a gate and pass through it in the Spectral Realm. Now move up the passageway past the gate to a Plane Portal and then shift to the Material Realm. Move forward into the circular room with the three pillars. Stand next to each pillar and push it over so the three pillars fall into the centre of the room, creating the Force Glyph symbol on the floor. You're rewarded with the Force Glyph.

solution

Use the platforms on the walls to reach the pipes then jump across to the doorway at the top of the room and go through it. Pass through the gate at the end of the passageway and jump down into the next room. Use the Plane Portal to shift to the Material Realm and turn the wheel switch opposite where the Plane Portal was. Climb up the pipe staircase to the doorway above and go through the passageway. Pass through the gate, into the next room and shift to the Material Realm. Climb along the pipes on the walls to the top of the room and enter the doorway. Follow the passageway to the next room with a wheel switch and a block. Pull the block away from the wall (some platforms fall) and push it under the wheel switch. Activate the wheel switch by standing on the block. Now use the fallen platforms where the block was to reach the doorway above. Go through the doorway, along a passageway and into another big room with pipes on the walls. Use the pipes along the walls to reach the incomplete upright pipe piece and push it into place. Now use the pipes on the walls to climb higher, find the wheel switch on the wall and activate it. It's time to fight the boss. Go back to the room you were supposed to remember, with the three pipes coming out of the wall. Jump to the pipes and glide upwards to the passageway above. Follow the passageway to the boss. There's a warp gate on the right before you reach the boss room.



Zephon Boss Fight:

DIFFICULTY 4 OUT OF 5

After entering Zephon's chamber when the puppet show has played, move close enough so he tries to stab you with his legs. When a leg gets stuck in the ground, attack the leg. This makes Zephon lay an egg. Grab the egg and run to the entrance, where a fallen hunter has a flamethrower burning, and pass the egg over the fire. Run a little towards Zephon, go into Look Around Mode and throw the burning egg at Zephon's head. Continue getting eggs, lighting them on the fire and throwing them at Zephon until he is destroyed (three eggs). If you kill all his legs and you need more eggs, just slash his egg sack to release one. If you shift back into Spectral, pass into either of the two side passageways to find soul generators to replenish your health. After defeating Zephon you receive the Wall Crawling Ability.

Tomb of Serafan:

DIFFICULTY 3 OUT OF 5

Find your way back to the Pillars where you first met Kain. Use Wall Crawl on the thick stone pillar to the right of the entrance way to reach the ledge circling the inside of the dome. Follow it around to the doorway and move down the passage until you reach two doors. Both doors go to the same outside courtyard. Go through either one and jump down when the passageway ends. There is only one passageway out of the courtyard – go into it and follow along to the entrance to the Tomb of Serafan. To the left of the Tomb are some cliffs that lead to a Warp Gate. Enter the Tomb through the main entrance in the Spectral Realm and go down the corridor and through the door.

Shift to the Material Realm, pull the stone block out of the wall and Raziel enters the main Tomb room. It seems like you're at a dead end, so shift to Spectral and the floor drops out below Raziel. After falling down, move forward and pass through the gate into a room with water surrounding a square platform. Jump to the centre platform, then jump to the alcove on the left with the Plane Portal, and shift to Material. The Morlock mini boss appears in the centre of this arena.

STONE GLYPH

After defeating Zephon and receiving the Wall Climbing ability, you can go after the Stone Glyph. After entering the Melchiah clan building by the cemetery, go down the spiral staircase and past the warp gate room to the first outdoor area. Jump into the water and take the underwater passageway to the left. At the end of the passageway, use the ledges to climb up out of the water and shift to Material with the Plane Portal here.

Climb the wall directly behind the Plane Portal to the ledge above. Follow the passageway past the ledge to an outdoor area and move to a giant skull, which is the remains of Nupraptor's Retreat. Jump through the left eye of the skull and follow the passageway to a climbable wall. Climb up the wall to the ledge above and then climb the wall on the right. At the top of the wall is a thin wooden platform in the air. Jump onto it and then to the ledge on the left. Turn Raziel away from the wall and shift to the Spectral Realm. A second thin wooden platform lowers to a reachable height; jump onto it. Walk along this wooden platform to the ledge above, turn to the left and there is a third thin wooden platform. Jump onto this wooden platform and follow it until it ends, then jump down to a ledge with a Plane Portal. Shift to Material and jump back onto the wooden platform above. Directly above the end of this wooden platform is a fourth wooden platform. Jump and climb up onto it. Move across this platform to a small set of steps and climb them to a thin stone platform.

Follow the stone platform and jump to the next ledge. Turn to the right and jump up to the ledge above. At the top of the ledge, move to the doorway and enter the passageway beyond. The end of the passageway opens to an outdoor area which is actually made up of the jaw of the fallen skull below. At the edge of the jaw, turn to the left and look around in order to see a lower ledge, off to the left. Jump and glide to this ledge and then follow it along the side of the mountain. The ledge leads you to a cave in the mountain; go on through into the cave.

When you pass two large fire pits, jump to the ledge on the right wall and push the block down off the ledge. Move the block into the next room. This is the Stone Glyph room. To solve this puzzle you must complete the mural along the walls in this room by pushing blocks into the holes in the walls and matching up the mural. There are six blocks with pictures on them and a few extra blocks. Most of the blocks are in the next room that can be reached from the passageways along the left and right walls. Use extra blocks to get the picture blocks off the raised platform in the adjoining room. Once all six blocks are placed in the correct holes and the mural is complete, you receive the Stone Glyph.

Morlock Boss Fight:

DIFFICULTY 1 OUT OF 5

Jump to the centre of the arena, where the Morlock is waiting. Get close enough to auto-face and continuously slash and dodge the Morlock until he is in a waver state. Now pick him up and throw him into the water surrounding the centre platform. Defeating the Morlock boss gives Raziel the Force Projectile Ability.



Tomb of Serafan Continued:

DIFFICULTY 3 OUT OF 5

After defeating the Morlock boss, use the Force Projectile to shoot the block on one side of this room. Shoot it a second time and it falls, making a doorway for Raziel. Enter the next room, turn left, and walk down into the water, shifting back to the Spectral Realm. Go forward through the water; the path slopes back up and out of the water. Follow it up to a Plane Portal on a platform in the water Raziel just came out of and switch to the Material Realm. Jump all the way across the water, move to the wall ahead and climb up the wall to the ledge above. At the top, turn around and glide to the pillar above the water to the left. Now use the Force Projectile to knock the stone block off the top of the next pillar and glide to it. Glide to the ledge with the staircase and enter the door at the top of the staircase. Turn to the right, follow the passageway to a gate, shift to the Spectral Realm and pass through it. Keep moving until you come to a room with a fence surrounding a stone block. Use the Force Projectile to push the stone block against the far wall. Shift to the Spectral Realm and pass through the fence. Jump from the block to the opening above and follow the passageway to a ledge above some water with a boat floating in it. It's now time to enter the Drowned Abbey.

Drowned Abbey: Rahabim Clan Area:

DIFFICULTY 4 OUT OF 5

From the ledge above the boat floating in the water, glide to the boat. Move to the highest part of the boat to the far right and shift to the Spectral Realm. Jump to the ledge and enter the passageway that leads to a room with two doors. The right door goes to a Warp Gate. Move through the door to the left. Run down the hallway and use the Soul Reaver projectile to open the sliding set of double doors. At the ledge past the doors, glide to the pillar sticking up out of the water to the right. Follow the water around the centre building to the right, jumping on pillars and ledges until you reach a doorway.

Go through the doorway and then through the door beyond. Follow the passageway beyond the door to a room with water below. Move forward to the passageway opposite the way you came and open the gate/door there. Move to the next gate/door and go through it. The next big room has water in the centre, with pillars sticking up out of the water. Jump/glide from pillar to pillar to reach the far side of the room and go through the doorway. This leads to another gate/door. Go through it and follow the passageway until it goes underwater. Go forward to an underwater room with a checkerboard floor, turn to the right and follow the wall to the corner of the room. At the corner turn to the left and notice a small ledge sticking out from the wall above Raziel. Jump to this ledge and then to the ledge above, just out of the water. Use the Portal Plane here to shift back to the Material Realm and wall climb the wall to the ledge above. Turn around and jump across the rafters to the far side of the room, then enter the doorway to the left of the last rafter. Follow the passageway to a stained glass window and break it with the Force Projectile. Outside, jump across the stone ledges to the top of the circular building in the centre of the water. Move to the right along the top of the building and glide to the bell tower. Jump up, pull the chain to ring the bell, and then go down the circular staircase. At the bottom of the spiral staircase, move up the next staircase and enter the Rahab boss room.

SOUND GLYPH

After defeating the Morlock boss in the Tomb of Seven and receiving the Force Projectile ability, you can go after the Sound Glyph. Return to the first lowest air shaft in the Silenced Cathedral. Move through the passageway at the bottom of the air shaft until you reach a small pit on the right side with a climbable wall at the edge of the pit. Climb up the wall, break the glass at the top with the Force Projectile, and enter the passageway at the top.

At the end of the passageway is a gate; shift to the Spectral Realm and pass through it. At the far side of the next room, find the Plane Portal and shift to Material. Grab the bone-like stick on the wall behind the Plane Portal and move back to the gate where you entered the room. Use wall climb to climb up the wall to the side of the gate to the ledge above. Now go into look-around and throw the bone stick into the alcove to the left, next to the first pillar in this room.

Shift to the Spectral Realm and jump and glide to the first pillar. At the top of the first pillar, use the Plane Portal to shift to Material, jump to the alcove on the left and retrieve the bone stick. Jump back to the pillar you were just on and turn to the left. Jump and glide to the next two pillars, crouch and set down the bone stick. Use the Force Projectile to break the stained glass window, pick up the bone stick, and throw the bone stick into the passageway beyond the third pillar. Shift to the Spectral Realm, jump into the passageway where you threw the bone stick and use the Portal Plane here to shift to the Material Realm. Pick up the bone stick and continue down this passageway to a room with a bell. Hit the bell with the bone stick to receive the Sound Glyph.

Rahab Boss Fight:

DIFFICULTY 4 OUT OF 5

After entering the circular chamber in the Spectral Realm, jump up the pillar staircase to the highest pillar and shift to the Material Realm. Rahab appears swimming in the water below Raziel. To defeat him you must shoot out all eight circular windows along the walls of the room with the Force Projectile or Soul Reaver Projectile. At this time the boss does very little damage, but stay out of the water or Raziel reverts back to the Spectral Realm. Defeating Rahab gives Raziel the Swimming Ability.

Drowned Abbey: Rahabim Clan Area Continued:

DIFFICULTY 3 OUT OF 5

After defeating Rahab, leave the bell tower and go back to the underwater room inside the Abbey with the checkerboard floor. Now you can swim, find the wooden door on the side of the circular platform in this area and break it open with the Force Projectile. Swim down the spiral staircase and at the bottom turn to the left and follow the right-hand wall. The exit to this room is three windows past the opening with a staircase leading downwards; go through it. Swim through this



solution

WATER GLYPH

After defeating Rahab and receiving the swimming ability, you can go after the Water Glyph. Return to the cliffs where the Vortex lies. Move across the bridge, then jump and glide to the platform across the Vortex and turn to the left. Jump to the passageway on the left and follow it along, then jump into the water at the end of the passageway. Swim through this underwater passageway until it opens up to a larger area and swim to the surface. Get out of the water and look for a small wooden door in the rock wall. Enter the door and go up the stairs. At the top of the stairs, pull the two blocks out of the wall and stack them on top of each other to get to the ledge at the top of the left wall. This leads to an opening on the right. Jump and glide over the water to the opening directly across.

You are now in the Human City. Turn to the right and follow the hallway to a door. Go through it, turn to the left and go down the ramp. At the bottom of the ramp turn to the left, follow the hallway to the staircase and go up it. Follow this hallway to a circular room and go through the double set of doors on the left. You are now in the central part of the Human City. Move forward and jump into the water. Swim to the gate underwater, shift to the Spectral Realm and pass through the gate. Use the Plane Portal to shift back to the Material Realm and swim up the pipe. At the top the pipe opens up to a circular room. Find the hole in the wall and swim into it. Swim through this pipe until it opens to a small room, turn to the left and swim through this pipe. This pipe ends in a square room.

Swim to the surface and jump out of the water to the right. Move up the stairs to the room with a statue; this is where the Water Glyph appears after you complete the puzzle. Go through the doorway to the right of the statue and up two sets of stairs. In the room at the top of the stairs, jump across the water, move directly to the wall and push the stone block out of the wall. Push the block into the water, and move it to the right into the lower room with a hole in the centre of the floor. Push the block into the hole in the floor and the room fills with water. Now return to the room with the statue to receive the Water Glyph.

passageway to a tall circular room and swim through the next passageway, a little higher than the one you came through. Next you come to a bigger room with a bunch of alcoves. Find the one that leads out and follow it. You reach the room where you encountered the first Vampire Wraith – swim up the steps to the left and you are out of the water. Make your way back to the cliffs at the Vortex to enter the Ash Village.

Ash Village: Dumahim Clan Area:

DIFFICULTY 4 OUT OF 5

Move to the far side of the Vortex and jump into the water. Swim up to the surface and do a crouch boost out of the water and onto the ledge above that was not accessible before. Follow the passageway until you reach an outside area where it is snowing. Move through the stone archway and continue forward a little way then go to the right for a warp room. Once out, look on the pillars to find a surface suitable for climbing. Climb the pillar to the top and glide across the area below to the wall on the far side of the canyon. Jump down into the courtyard and you are in the Ash Village. Move forward to the first set of doors and go through them.

In the next courtyard, shift to the Spectral Realm and pass through the gate. Move forward, pass through the next gate and move around the fenced-in courtyard to find the Portal Plane on the far side of the room. Shift to the Material Realm and face the fenced-in courtyard. Use the Force Projectile to push the stone block inside the fence to the far side of the fence. Now shift to the Spectral Realm, pass through the fence into the courtyard and move to the block. Jump onto the block, then to the ledge above and shift to the Material Realm with the Portal Plane here. Move forward and fall down into the passageway below. Follow the passageway to the left until the dead end. Pull the block out of the wall and place it below the ledge on the right wall. Jump up from the block onto the ledge and glide straight across the courtyard to the opening on the other side. Follow this passageway to a room with two pools of water. Jump to the platform dividing the pools and find the crank on the right to drain the water. Use the blocks here to make a stack of three on the far side of the room, with a single block next to it. You need to get two blocks from the other side where there are four. To stack three blocks on each other, use the platform in the middle of the room to push one block onto the two already stacked. This lets you reach the ledge at the top of the room.

Follow the next passageway to a very large furnace room. On one side of the room is a wheel switch. Turn this first to switch on the gas. Then move to the opposite side of the room and use the ground switch to turn on the fire. A cut scene plays, showing the furnace lighting up and opening a few doors. Go through the door directly behind the Fire switch and follow the passageway.

At the end of the passageway, push the stone block off the ledge and jump down. Stack the two blocks on top of each other and push them to the far side of the room. Use the blocks to jump up to the ledge above and follow the passageway. At the end of the passageway, shift to the Spectral Realm and the room morphs. Jump to the ledge on the left, and follow the ledges to the top of the room to find the Portal Plane. Shift to the Material Realm and then glide to the switch at the top of the room. Activate the switch to open the bottom door and jump down. Follow the passageway until it splits and turn to the right. Pull the block out of the wall and move it until it hits a step in the floor. Jump onto the block and into the room above. Jump onto the lowest pillar and shift to the Spectral Realm. Jump to the next pillar and shift to Material. Jump to the next pillar and shift to the Spectral Realm. Jump to the final pillar and shift back to the Material Realm. Now jump into the opening that leads to the obelisk. Glide over the fence and flip the obelisk, causing it to break open the gate leading to Dumah the Dumahim boss.

Dumah Boss Fight:

DIFFICULTY 5 OUT OF 5

Enter the room of Dumah and walk to him. Now pull out the three spears he's impaled on. After he comes to life, make him follow you back to the furnace room. Use auto-face





to get him to follow you and once at the furnace room, activate the gas with the wheel switch. Now move to the far side of the room and use the floor switch to turn on the flame and incinerate him. If you lose time you have to go all the way back to his throne room and start again. You receive the Constrict Ability after defeating Dumah.

Oracle's Cave:

DIFFICULTY 4 OUT OF 5

Return to the beginning of the Ash Village, climb up the front gate and jump down. Turn to the left and follow the canyon to a sundial looking device in front of a large set of doors. Use Constrict on the sundial to open the doors and go in. Follow the passageway; there is a side passageway to a Warp Gate to the right. Continue on to a room with a large metal door. Shift to the Spectral Realm and a part of the left wall opens up. Move through it into a room with another sundial on the ground. Use the Plane Portal here to shift to the Material Realm and use Constrict on the sundial – this opens the two side doors.

Go through the doorway to the right. When you come to a gate, shift to the Spectral Realm and pass through it. The passage turns to the left and there are two stone blocks in the wall, one on each side and an additional hole on the right. Pull out the left block and push it into the lowered area to the right. Now pull out the other block and push it into the hole where the first block was. Move back to the area with the sundial and follow the opposite passage to pass through the gate. Grab the block you pushed into the lowered area and move it up into the hole in the wall with the 'Z' above it. Go back to the sundial area and return to the first passage where the two blocks originated. Pull out the other block and push it into the hole in the wall with the 'O' above it. This opens the main door with the OZ symbol on it in the lowered area. Move back to the sundial room, Constrict the sundial and go through the doorway where the 'OZ' door opened. In the next room, turn to the right then to the left, and follow the passageway upwards to a gate. Shift to the Spectral Realm and pass through the gate. Continue forward and jump across the cliff, then turn to the right. Jump to the alcove on the right with the Plane Portal and shift back to the Material Realm. Jump back to the cliff and continue forward to a room with a large door and two stone blocks. Move the two stone blocks in front of their respective holes in the wall, then use the Force Projectile to push them into the holes. This opens the door. Now go through it. The next room has four columns surrounding a '9' symbol on the ground. Use Constrict to turn all the white pointers on the columns towards the '9' symbol on the ground. This open the door with the '9' symbol on it back at the beginning of the Oracle Cave. Drop through the trapdoor in the ground and go through that door into the Oracle's chamber. Use Constrict on the cauldron in the centre of the room to shift the room and go through the new doorway that appears. Follow the passageway downwards to a room with a large clock and two ground switches. Use the two switches to change the hands on the clock to the six o'clock position, with one hand pointing up and the other pointing down.

Now drop down into the hole below the clock and enter a room with four coloured lenses and a reflective light source in the centre. Use Constrict to turn the lenses to match the platform behind each lens. Turn the blue and red lens to blue ,and the red and green lens to green. On the side with the two lenses in a row, turn one to red and the other to blue to make purple. Now Constrict the centre light source towards each lens and the door in the room opens. Go through the doorway and follow the passageway to a set of double doors. Go through the doors and into the next puzzle room, with a clock on the floor and three coloured knobs. Look on the walls and notice three symbols in coloured circles. These symbols match symbols on the floor in the clock. Constrict on each knob to turn the three coloured hands of the clock to the appropriate symbols on the floor. A passageway now opens to leave this room.

Follow the passageway down and to the right until you reach a very large room with two big gears on the ground with three stone blocks on

FIRE GLYPH

After defeating Rahab and receiving the swimming ability you can go after the Fire Glyph. Return to the cliffs where the Vortex lies, turn to the left and head into Raziel's clan area. Go through the door at the end of the first passageway and into the first clan area with the staircase. Go past the gate that was opened earlier in the game and into the next clan area with a staircase. Go through the door on the left at the top of the staircase and follow the passageway. To the left is some water where you came out of the Drowned Abbey. Jump into the water, swim forward and swim through the passageway at the top of the wall in the next room. Follow the passageway to a circular room, grab an unlit torch from the wall and swim to the surface.

Jump out of the water and find the open passageway that is not blocked by a gate or a door. Go through this passageway and at the end go through the door. At the ledge, go into look-around mode and throw the unlit torch into the passageway at the far side of the room to pick up later. Now return to the room with the water and go through the passageway with the door. At the end of this passageway is a room with a set of double doors on the left and a crank on the right. Turn the crank to open the timed set of doors, then immediately shift to the Spectral Realm to stop the doors from closing. Go through the doors and use the Plane Portal to shift back to the Material Realm.

At the end of this passageway, jump down into the room with a gate and a crank on the wall. Turn the crank to open the door and go through where the gate was, back into the room with the water. Return to the room where you threw the unlit torch and shift to the Spectral Realm. This causes the pillars in the room to morph and create steps. Jump from pillar to pillar until you reach the passageway where you threw the unlit torch. Use the Portal Plane to shift to Material, pick up the torch and light it in the big bonfire here. Take the now-lit torch back into the room where you turned the crank to open the gate. In the room behind this one is a statue with four arms. Use the lit torch to light the basket the statue is holding. You receive the Fire Glyph.



solution

one side. Lift the stone block away and the gears begin to spin. Now jump onto the pillar next to the spinning gears by using the pillars in the centre of the cogs and shift to the Spectral Realm. This shifts the pillar towards the ledge on the side of the room. Follow the ledge to the Plane Portal, shift to Material, and continue along the ledge to the moving pendulum. Wait for it to swing towards Raziel, jump onto the top of it, ride it to the doorway and jump off.

Jump down into the next passageway and follow it downwards until you see the first fence on the right. Use the Force Projectile to push the stone block on the other side of the fence so it falls down. Continue down the main passageway to the next fence on the right side. Use the Force Projectile to push this block past this fence so it falls down. Keep moving along the main passageway to the room at the bottom. Arrange the four blocks here so the pattern on the top of the blocks matches the pattern on the floor in the centre and the door in this room opens. Go through the doorway, follow it to a hole in the ground and jump in. In the passageway below, move to a large area with three separate circular rooms. In each room you can see a knob on the ground with a partial symbol, and three partial symbols on the ground around the knob. Constrict on each knob to turn it and form a complete symbol. Once all the symbols are completed, a swinging platform becomes active in each room. Jump onto the swinging platform and ride it to the alcove in each room with a switch. Flip all three switches to open a door back in the main passageway and go through it. This passageway leads to many automatic puppet shows and then to the main room with the final Kain encounter. Make sure, though, that towards the end of the passage you activate the Warp Gate on the left-hand side.

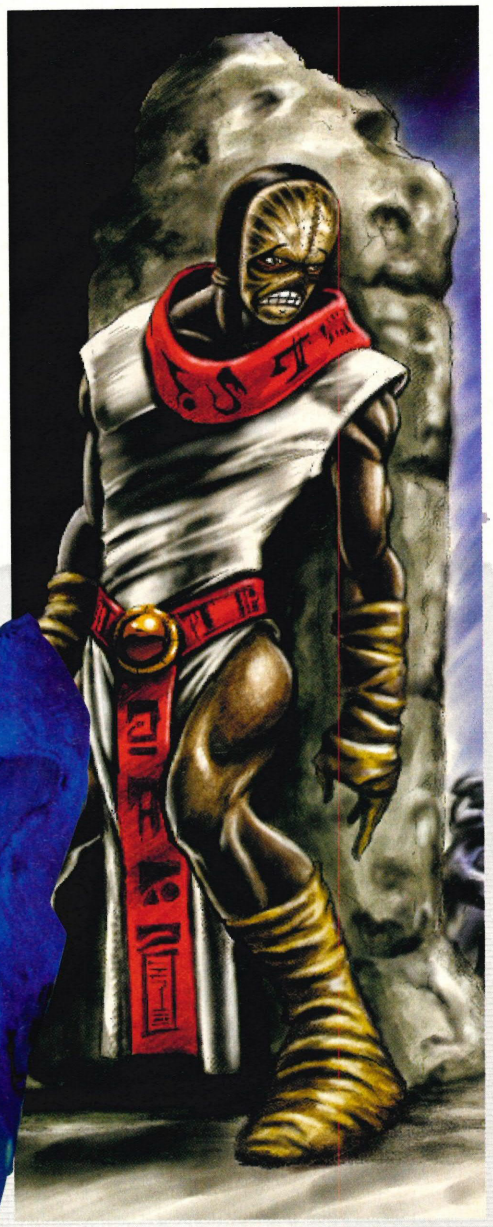
Final Kain Encounter:

DIFFICULTY 5 OUT OF 5

Kain appears on all three tiers of this large circular room. He starts on the lowest tier; hit him once with the Soul Reaver, and he moves up to the next tier. Move to the next tier and hit him again with the Soul Reaver. Kain moves to the top tier; hit him again with the Soul Reaver and then follow him into the Star Portal. You move into the area with Mobius where the game ends, until the sequel...







SUNLIGHT GLYPH

After defeating Rahab and receiving the swimming ability, you can go after the Sunlight Glyph. Return to the front gate of the Silenced Cathedral. Jump into the moat and swim to the right to a gate underwater. Shift to the Spectral Realm and pass through the gate. Move along the passageway to a circular room with a Plane Portal and shift to the Material Realm. Swim up to the passageway above and go in it. The passageway opens up to an outdoor area, and along the right wall is a passageway to a warp gate.

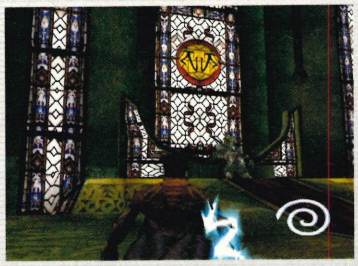
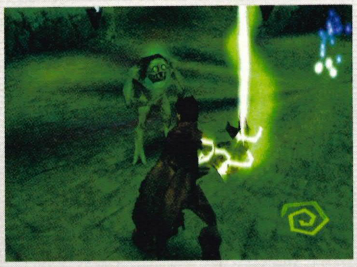
Swim to the surface in the main area and find a ledge to jump out of the water. You need to use ledges to reach the top of the lighthouse high above. Move to the right and jump up to the ledge to the right. You are now on the base of the lighthouse. Move to the right and jump onto the ledge to the right. Now jump and glide to the ledge to the right with the Ronin on it. Turn to the right and jump and glide to the next ledge to the right. Stand at the right portion of this ledge and jump to the ledge above. Now stand on the left side of this ledge and jump to the next ledge above. Enter the cave on this ledge and follow it up until you go outside again. Turn to the left, jump and glide to the top of the lighthouse. At the left side of the lighthouse, enter a cave, and follow the passageway to a door. Go through the door and a puppet-show plays, showing the path leading downwards. Move down the path and go into the first alcove on the left to a door. Enter the door and follow the passageway along to a large room with a crank on the right wall. Climb up the structure in the centre of the room, up to the top, and push the block off the structure. Move the block near the crank on the wall. If you turn the crank on the wall, the turnstile in the centre of the room spins around, flames appear on the walls and the turnstile winds back in the opposite direction. The objective of this puzzle is to position the block next to the turnstile in the centre of the room.

Turn the crank, and quickly push the block into place so it stops the turnstile from spinning backwards. This keeps the flames on the wall lit. Travel back outside to the path leading downwards. Follow the path downwards and enter the passageway on the left at the bottom. At the end of this passageway is a room with pillars where you return later to collect the Sunlight Glyph. Go back outside to the path and face the water. Jump across the circular platforms in the water to the base of the lighthouse and enter the doorway there. Follow this passageway to a circular room with a catwalk that follows the walls to the bottom of the room. Jump down to the bottom of the room and move into the open passageway. The passageway opens up to a set of large rooms.

Turn to the left and go through the triangular archway into the next room. Now shift to the Spectral Realm, and continue through the next two rooms to a Plane Portal and shift back to the Material Realm. Go through the door past the Plane Portal and follow the passageway. The passageway leads to a double set of doors. Go through them into the next room. Move to the left and jump into the pit with four blocks and two pipes sticking out from the walls of the pit. All four blocks have holes in them. You must arrange the blocks so they make a conduit between the two pipes. Now with the blocks in place, jump out of the pit and follow one of the pipes through a passageway to a wheel switch on the wall at the end of the passageway.

Activate the switch to turn on the water and the waterwheel begins to turn, activating the bellows back by the double set of doors. Use the steam to the right of the waterwheel to glide upwards to the bellows behind the waterwheel. Walk up the bellows and, when the bellows are in their highest position, jump to the catwalk. Move along the catwalks to the left to the top of the room and enter the doorway. Follow this passageway to a large room with pistons moving up and down.

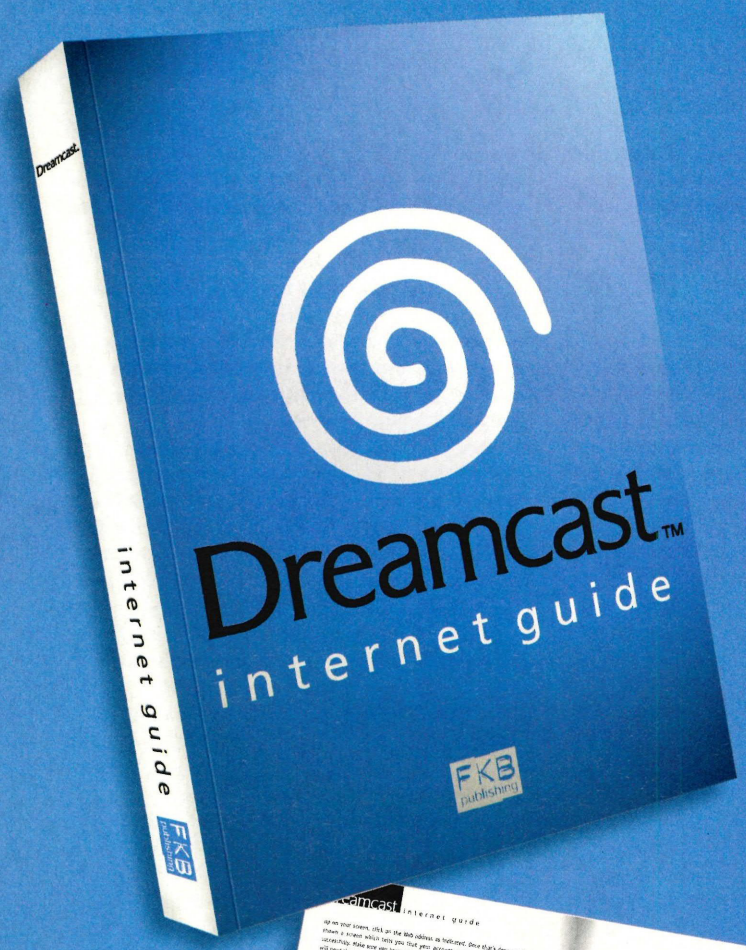
Travel to the far side of the room and jump down through one of the holes the floor. Now travel back to the tall round room, up the catwalks along the walls of the room to the top and go outside to the base of the lighthouse. Now return to the room with the pillars across the water to collect the Sunlight Glyph.









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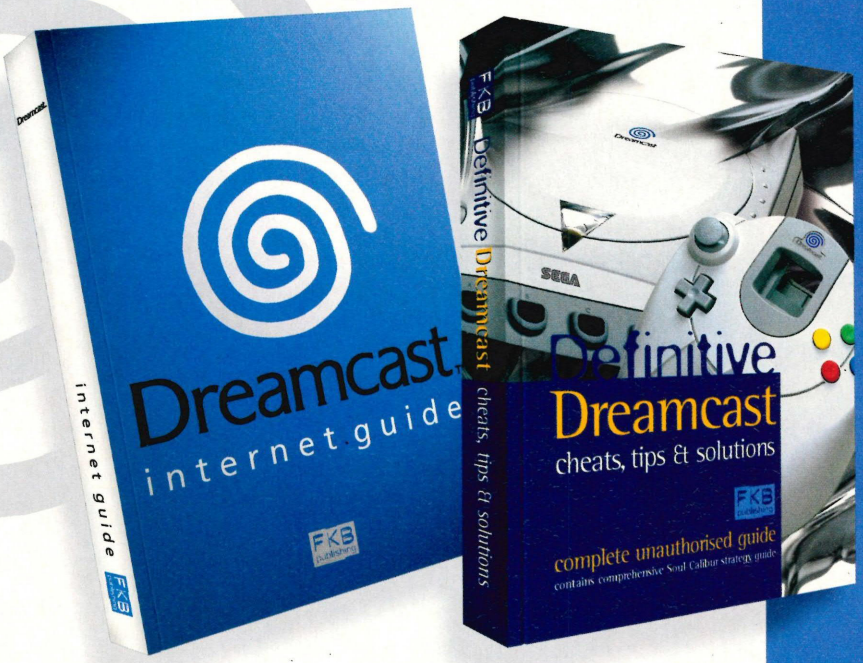
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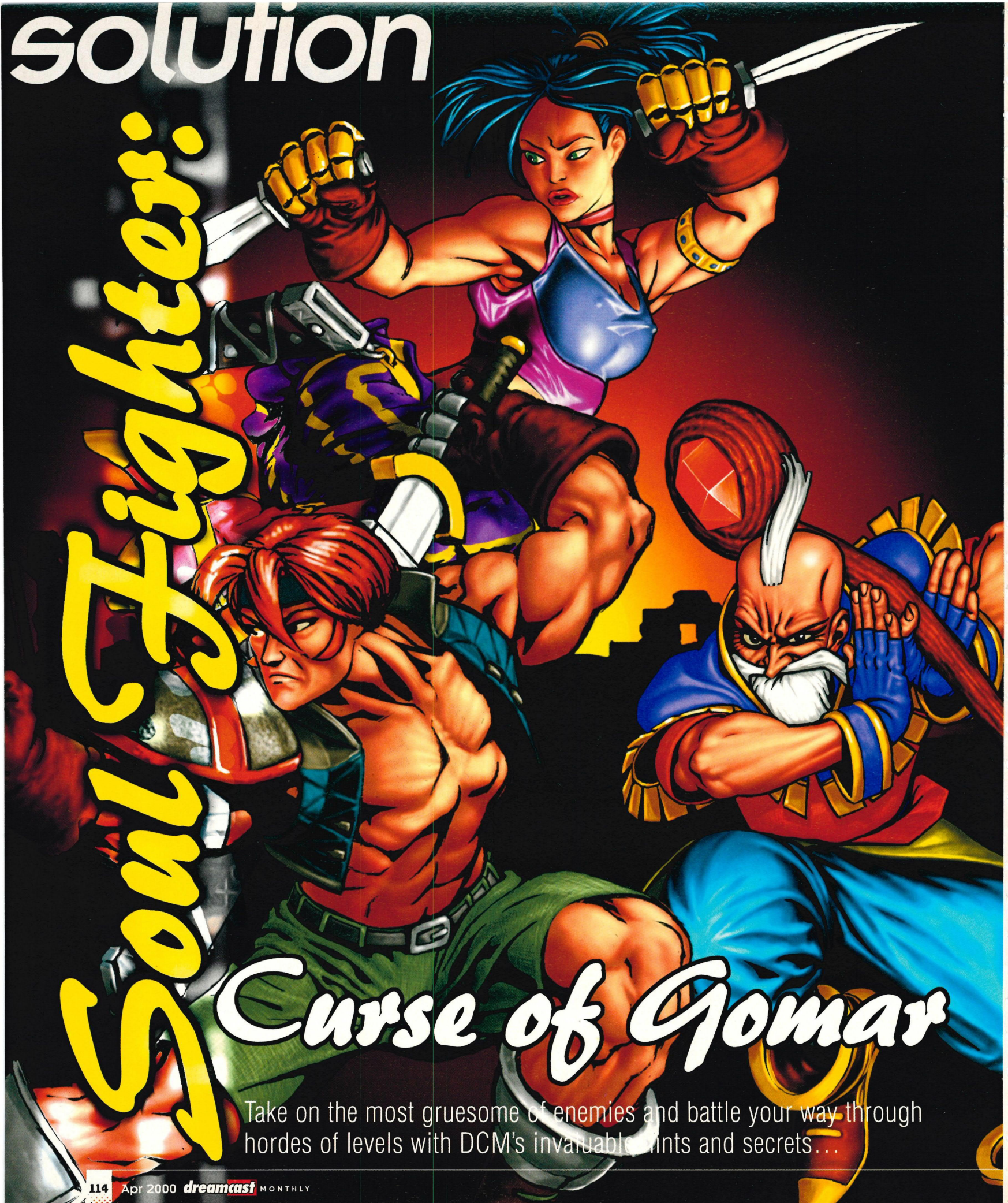
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solution

Soul Fighter: Curse of Gomar



Take on the most gruesome of enemies and battle your way through hordes of levels with DCM's invaluable hints and secrets...











The Codes

To access level codes and cheat codes, press and hold down the left directional button and the green [Y] button simultaneously as the Soul Fighter logo comes onto the main screen (after the intro sequence). Go to Options, then select EXIT on the controls screen. You can now enter codes by repeating Options, and EXIT on the controls screen (remember to enter cheat codes first, followed by Level codes).

Level 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

Cheat Codes

High Energy	ABXXYA
All Weapons	XAAYBB

Power Ups

When you begin a game, your character starts off with 100 energy points. During combat, some opponents may drop a power up that you can collect. There are also power ups contained within the chests scattered around the levels. In each chest, there is either a power up or a scroll, which gives a description of a new move (some special moves are blocked before the player finds the appropriate chest).

Power Up	Benefit
PIG	24 energy points
CHICKEN	6 energy points
FISH	16 energy points
WATER	12 energy points
FRUIT	8 energy points
HORSE	Full energy back
GEM	500 points in score
RING	500 points in score
GOLD BAG	500 points in score
GOLD INGOT	500 points in score
SCROLL	Gives information about game moves and hazards



The Enemy

Queen Antea and her son, Felies, have not been idle during their time in exile. The kinsmen of Gomar have been transformed into animal images of their former selves and now serve the powers of darkness. Many of the enemies have distinctive fighting styles, as well as a variety of weapons at their disposal to stop the player from completing their quest.

Here is a selection of the enemy-types you will meet on your travels.

The Pigs (Orks):

Though renowned for their supposed intelligence in real-life, there is nothing too smart about these enemies. Armed with vicious, spiked clubs, all they want to do is shed your blood at the earliest opportunity.



Rhinotor:

Don't be fooled by the lack of weapons here. The Rhino is a formidable foe, not least for his sheer size and physical prowess. One blow from those mighty paws could spell the end of your days of wandering.



Taytus:

One of the most dangerous adversaries, as these are the transformed bodies of the elite of Gomar's former noble warriors, trained in the use of the sword and equipped with the cunning of their new animal forms.



Slimnus:

Inhabiting the foul swamps of the outlands, these evil-smelling creatures will try to drag you down into their damp dwellings. Armed with ferocious, electrically charged tridents – one touch could sink you and the hopes of Gomar.



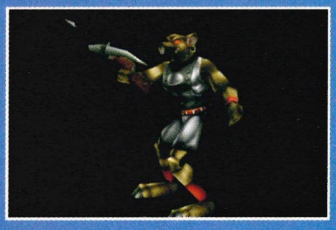
Kalus:

So far you've only met opponents on the ground, so be prepared to look up once in a while as well. Flying in from above, the Ravens will try to kick you to the floor using their taloned feet, as well as beat you with their mighty wings.



Plaguos:

Well-known for their deviousness, these Rats are heavily armed with long range crossbows, but are not as effective in close melee. Try to get in close as quickly as possible to attack them.



Mutazoid:

Like the Ravens, these Flies will attack from above, but not only with vicious claws and feet – stand back from them and they will spit vile, green and damaging mucous at you. Avoid at all costs.



Fighting System

Timing

Time your attack carefully to get your shots in before the enemy does. Once the enemy is down, you can't actually cause any damage just by walking on them, but that doesn't mean you can't kick them while they're down.

Damage

In order to cause damage, weapons, fists and feet must reach a body part of an opponent. Different contacts will cause greater or lesser amounts of damage. The fun part is working out which ones hurt most...

Multiple Hits

If you succeed in hitting an enemy several times in a row, you will score extra points, and be rewarded with some glowing praise to boot. Listen out for your commendations.

Material

Flesh/wood/iron. The materials that enter into contact will determine the sound played – there are some bone-crunching sound effects. The hero will always turn towards the nearest enemy, making the fighting easier to start with. However, once fighting begins, the player can switch to other enemies at will.

Weapon Power Ups

If you pick up any weapons along the way or from chests, you can access them by pressing the Right Trigger. This will switch you to first person perspective mode, showing a cross-hair that changes colour to red when an enemy is targeted.



Weapon 1
Cross Bow (very quick)



Weapon 3
Throwing Axe (slow)

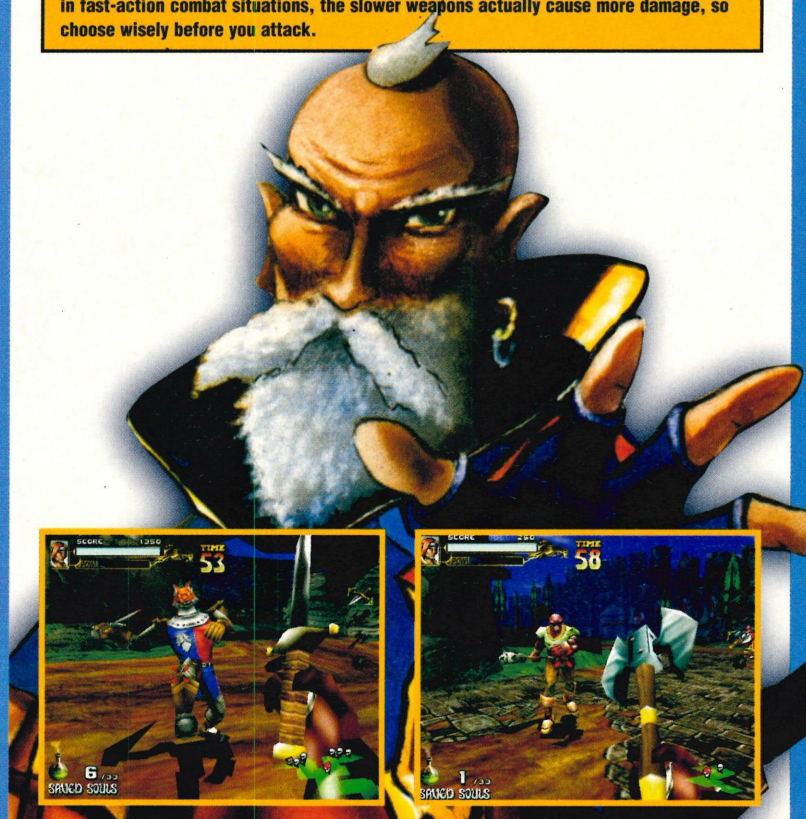


Weapon 2
Throwing Knife (quick)



Weapon 4
Oil Bomb (very slow)

Though it may seem that firing off a quarrel or throwing a knife would be more effective in fast-action combat situations, the slower weapons actually cause more damage, so choose wisely before you attack.



Zeenus:



Armed with two short daggers, the Wolf is ideally equipped for close, hand-to-hand combat. Couple this with its enormous strength, and you can see why the Wolf should be taken out from afar when at all possible.

Valtus:



Most of Gomar's former sailing force has been transformed into these sea-dwellers and, though not quick, they can do untold damage with their short pirate swords when they attack en masse.

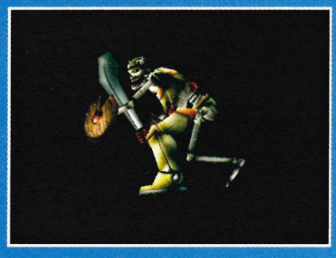
Raymus:



Obstinate, stubborn and always ready for a fight, the Rams are armed with double-headed Pugil Sticks that are difficult to get past in close combat. Be sure to line up some combo attacks to defeat them.

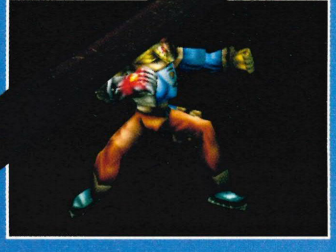
Schingles:

Skilled in the arts of gladiatorial warfare, the skeletons may not be the strongest enemies you will come up against, but they will certainly slow your progress through each level.



The Snakes:

As they slither across the floor, snakes are notoriously difficult to defend against. Be prepared to use your defensive skills as they make random strikes against you.





Klauticus:

Carrying no weapons, the tiger can be perceived as an easy target. Do not be misled. Their claws have mutated into razor-sharp killing machines, designed to inflict maximum damage on contact.



Viscus:

Even more lethal than its normal counterpart, the white tiger carries two short swords and is exceptionally skilled in their use. Again, long distance attacks are advised where possible.



Hiski:

Like the real animal, the Hyena is fast and cunning. Extremely skilled with the short sword, so be careful not to turn your back on the Hyena, or you may find yourself literally stabbed in the back.

Volup:

Like the Raven, the Vulture will attack from above and, like its real-life counterpart, will usually join in a multiple enemy attack to pick you off when injured. Watch out for its clawed feet and wing combo attack.



Miscus:

The most frightening of the aerial enemies, equipped with razor-sharp claws and incredibly strong wings. Bats are also capable of spitting firebolts from a distance, so evasive measures are essential to defend against them.



Combat Hints

As you progress through each level and gain mastery of the battle techniques, do not forget to practise your defensive skills. At the end of each level you will meet an exceptionally tough end of level boss who will test your skills to the limit. Not only are these bosses more aggressive than the other enemies, but they can also interrupt any combos you might prepare for them, which means you will have to rely on your skills and cunning to progress to the next stage. Note that using combo moves causes more damage, but makes enemies more aggressive, as does the use of throwing, first person weapons – they just don't like it!

Asleep/Awake

Some enemies may appear to be sleeping, lazing around on the ground when you approach them. Be sure to attack those first, as they will be slower to react than those that are on guard



Attack Speed

Different enemies take different times to respond to attacks. Work out which ones are the slowcoaches and plan your attacks to perfection to make the most of any brief breathing space.

Energy Level

Like the main characters, each enemy has an energy level. When the player hits an enemy, each hit takes away a certain amount of energy (this can be seen on the top right of the screen). The enemy is dead when its energy level reaches zero.

Aggression Level

Each enemy has a certain aggression level which increases when the player fires weapons at them in the first person perspective mode or attacks continually at close range. Be warned, an angry animal is a deadly animal.







Morticus:

Both the zombie monsters and the Frankenstein-type monsters have incredible strength and will knock you to the floor with a single blow. Beware of the vicious headbutts and foul fireball breath in close combat.



Gargant:

Again, no weapons here, but the gorillas are notoriously difficult to defeat due to their sheer physical presence. The fact that they usually attack in numbers adds further to your problems.



Robomouse:

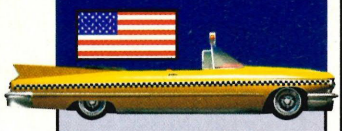
Half mouse-half robot, but do not be taken in by the minute size of this robotic freak's head. What it may lack in intelligence is more than made up for by the sheer bulk of its body and the lethal nature of its electronic discharges. Be warned.



cheat CODE CENTRAL

Get the most from your Dreamcast games with DCM's cheats, hints and codes...

CRAZY TAXI



Secret Push Bike
Beat every Crazy Box level to unlock the Secret Push Bike for each character. To choose the bike, hold ⇦ + ⇨ and press ⇧ or ⇩ while choosing your character.

Expert Mode
Hold ⇦+⇨+Start at the character select screen.

Different Day
This will give you a different starting point and location.



Press ⇨ at the driver select screen then press and hold ⇨ while you choose your driver.

No Marked Destination
Hold ⇦+Start before the driver select screen.

HYDRO THUNDER

Extra Track
Before starting a game, go to the options menu and highlight 'Back.' Now press ⇧, ⇧, ⇩, ⇧, ⇩, ⇩, Start. You'll open a new track.

Extra Boat
Open all the tracks and highlight Thresher at the Boat Selection screen. Now hold ⇦ + ⇨ and press View twice. Choose the Thresher and you'll be in a fishing boat.

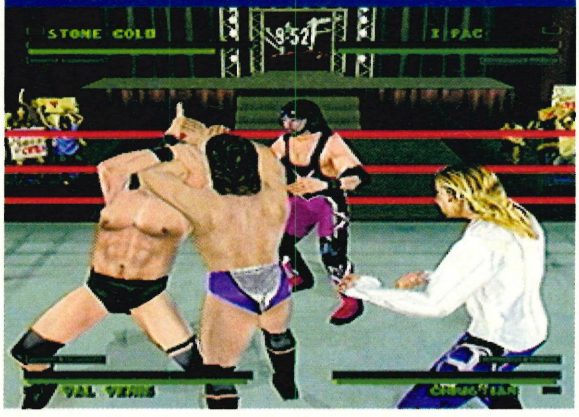
SLAVE ZERO



God Mode
During a single player game, press ⇦ + ⇨ + **X** (or **B**) on controller 2 to toggle invincibility and infinite ammo.

AI Toggle
During a single player game, press ⇦ + ⇨ + **A** on controller 2 to toggle enemy firing.

WWF ATTITUDE



Throw Your Opponent Out Of The Ring
To toss your opponent, you must first stun him. Then press ⇦, ⇦, Block to lift your opponent. Carry him to the ropes and press Kick to toss him.

Bonus Wrestlers, Extras
Win different titles and PPV events in Career mode with any wrestler under any difficulty setting to unlock hidden wrestlers and extra modes. As you win, new modes and wrestlers will become available:

Win European Title to unlock Sable, Marc Mero, Trainer, New Creations Options, and Squeak Mode.

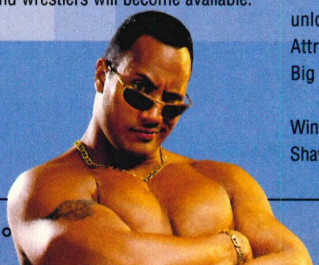
Win Heavyweight Title to unlock Head, Beep Mode, and Ego Cheat.

Win King of the Ring PPV to unlock Kurrgan and Taka Michinoku.

Win Royal Rumble PPV to unlock Jerry Lawler and Paul Bearer.

Win Intercontinental Title to unlock Chyna, Jaqueline, Extra Attribute points in Creation, and Big Head Mode.

Win SummerSlam PPV to unlock Shawn Michaels and Sgt. Slaughter.



VIGILANTE 8: 2ND OFFENSE

To access the Password screen, go to the Options menu, choose 'Game Status', highlight a character and press ⇦+⇨.

Enter the following passwords:

DRIVE_ONLY
Disables the wheel attachment icons.

GO_MONSTER
Big wheels.

GO_RAMMING
Increases car's weight and ramming ability.

GO_SLOW_MO
Slow motion.

BLAST_FIRE
Stronger missiles.

MORE_SPEED
Faster cars.

NO_GRAVITY
Reduced gravity.

HOME_ALONE
Solo play.

JACK_IT_UP
Higher suspensions.

LONG_MOVIE
See ending FMV.

UNDER_FIRE
Enemies attack simultaneously.

MIXES_CARS
Able to pick the same car in multi-player.

QUICK_PLAY
Instant action.

RAPID_FIRE
Rapid fire.



TEE OFF



Get more players, balls, and clubs

To perform this cheat you must be in World Mode. On the very last course play 15 holes and make sure you are in first place, then save it. Once you have won the tournament let the credits go and then get your new player, ball and club. Once you have saved the new features, reload your old file and play again. Each time you will get a new player, ball and club.

JO JO'S BIZARRE ADVENTURE

Kid Mode (Jo Jo's Bizarre Adventure)
Beat more than fifteen characters in survival mode to unlock kid mode, the characters then appear as kids.

Play as Young Joseph (Jo Jo's Bizarre Adventure)
Complete arcade mode as Joseph.

Play as Evil Dio (Heritage For The Future)
Complete challenge mode as Dio to unlock Evil Dio

Play as Young Joseph (Heritage For The Future)
Complete challenge mode with Joseph.

Play as Dio (Jo Jo's Bizarre Adventure)
Complete arcade mode with Jotaro

Play as Evil Dio (Jo Jo's Bizarre Adventure)
Complete arcade mode with Dio.



SOUL REAVER

All Abilities
Pause the game, then hold ⇦ or ⇨ and press ⇧ (2), ⇩, ⇨ (2), ⇦, Devour, ⇨, ⇦, ⇩. Now, resume the game to have the ability to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.

Refill Health
Pause the game, then hold ⇦ or ⇨ and press ⇩, Devour, ⇧, ⇦, ⇧, ⇦. If you entered the code correctly, you will hear a sound.

Maximum Health
Pause the game, then hold ⇦ or ⇨ and press ⇨, Devour, ⇩, ⇧, ⇩, ⇧. If you entered the code correctly, you will hear a sound.

Upgrade Health
Pause the game, then hold ⇦ or ⇨ and press ⇨, Jump, ⇦, Shoot, ⇧, ⇩. If you entered the code correctly, you will hear a sound.

Refill Magic
Pause the game, then hold ⇦ or ⇨ and press ⇨ (2), ⇦, Shoot, ⇨, ⇩. If you entered the code correctly, you will hear a sound.

Maximum Magic
Pause the game, then hold ⇦ or ⇨ and press Shoot, ⇨, ⇩, ⇨, ⇧, Shoot, ⇦. If you have entered the code correctly, you will hear a sound.

Pass Through Barriers
Pause the game, then hold ⇦ or ⇨ and press ⇩, Devour (2), ⇦, ⇨, Shoot, ⇧. If you entered the code correctly, you will hear a sound.

Wall Climbing
Pause the game, then hold ⇦ or ⇨ and press Shoot, ⇩, ⇦ (2), ⇨, ⇧, ⇩. If you entered the code correctly, you will hear a sound.

Hurt Raziel
Pause the game, then hold ⇦ or ⇨ and press ⇦, Devour, ⇧ (2), ⇩. If you entered the code correctly, you will hear a sound.

Soul Reaver
Pause the game, then hold ⇦ or ⇨ and press ⇩, Shoot, ⇦ (2), ⇨ (2), ⇩ (2), ⇦, Shoot, ⇩, ⇨. If you have entered the code correctly, you will hear a sound.

Aerial Reaver
Pause the game, then hold ⇦ or ⇨ and press Jump, ⇨, ⇧ (2), Shoot, ⇦ (2), ⇨, ⇧. If you entered the code correctly, you will hear a sound.



Kain Reaver
Pause the game, then hold ⇦ or ⇨ and press Jump, Devour, ⇨, Shoot, ⇦ (2), ⇨, ⇧. If you entered the code correctly, you will hear a sound.

Fire Reaver
Pause the game, then hold ⇦ or ⇨ and press ⇩, ⇧, ⇨, ⇧, ⇩, ⇦, Devour, ⇨, ⇩. If you entered the code correctly, you will hear a sound.

Make Fire Reaver
Pause the game, then hold ⇦ or ⇨ and press Shoot, ⇨, ⇩, Devour, ⇧. If you entered the code correctly, you will hear a sound.

Force
Pause the game, then hold ⇦ or ⇨ and press ⇦, ⇨, Devour, ⇦, ⇨, ⇦. If you entered the code correctly, you will hear a sound.

Constrict
Pause the game, then hold ⇦ or ⇨ and press ⇩, ⇧, ⇨ (2), Devour, ⇧ (2), ⇩. If you entered the code correctly, you will hear a sound.

Force Glyph
Pause the game, then hold ⇦ or ⇨ and press ⇩, ⇦, Shoot, ⇩, ⇧. If you entered the code correctly, you will hear a sound.

Stone Glyph
Pause the game, then hold ⇦ or ⇨ and press ⇩, Devour, ⇧, ⇦, ⇩, ⇨ (2). If you entered the code correctly, you will hear a sound.

Sound Glyph
Pause the game, then hold ⇦ or ⇨ and press ⇨ (2), ⇩, Devour, ⇧ (2), ⇩. If you entered the code correctly, you will hear a sound.

Water Glyph
Pause the game, then hold ⇦ or ⇨ and press ⇩, Devour, ⇧, ⇩, ⇨. If you entered the code correctly, you will hear a sound.

Sunlight Glyph
Pause the game, then hold ⇦ or ⇨ and press ⇦, Devour, ⇦, ⇨, ⇨, ⇧ (2), ⇦. If you entered the code correctly, you will hear a sound.

Shift At Any Time
Pause the game, then hold ⇦ or ⇨ and press ⇧ (2), ⇩, ⇨ (2), ⇦, Devour, ⇨, ⇦, ⇩. If you entered the code correctly, you will hear a sound.



WILD METAL



All Weapons
While playing press: **A**, **A**, ⇨, **Y**, **A**, ⇨.

Full Health
While playing press: ⇩, ⇩, **A**, **X**, **B**, **X**.

Friendly Enemies
While playing press: **B**, ⇩, **A**, ⇩, **X**, **Y**

Skip Level
While playing press: ⇧, ⇨, **B**, **Y**, ⇩, ⇦.

Speed Booster
While playing press: ⇧, **X**, ⇩, **B**, **A**, **Y**

Invincibility
While playing press: **Y**, ⇨, **B**, ⇦, **X**, ⇩.

ECW: HARDCORE REVOLUTION

Big Feet Mode
Complete the Career Mode with Balls Mahoney.

Fat Wrestler Mode
Complete the Career Mode with Spike.

Wrestle as Bill Alfonso
Complete the Career Mode with Rob Van Dam.

Wrestle as Joey Styles
Complete the Career Mode and gain the Acclaim Belt.

Random Head Mode
Complete the Career Mode with Louie Spicolli.

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DCM directory

The complete run down **on every Dreamcast** game so far **reviewed** and rated...



AERO WINGS

Publisher	Crave Entertainment
Players: 1-2 • Reviewed: Issue 3	6

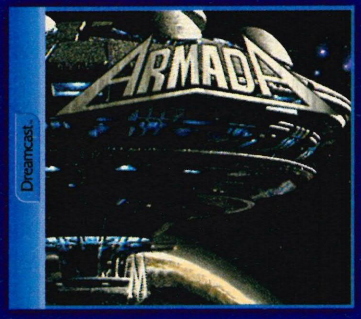
Being the first flight sim to grace the Dreamcast format you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas Crave opted for the 'bang it out in time for Chrimbo' approach leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.



ARMADA

Publisher	Acclaim
Players: 1-4 • Reviewed: Issue 5	7

Armada is a challenge and a half. You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours-worth of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is – pity.



BLUE STINGER

Publisher	Crave Entertainment
Players: 1-2 • Reviewed: Issue 3	8

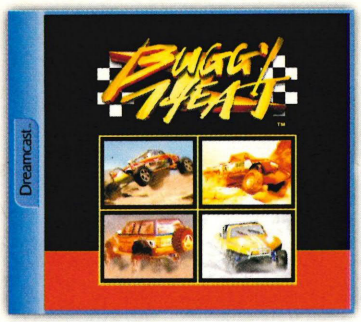
In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.



BUGGY HEAT

Publisher: Sega
Players: 1-2 • Reviewed: Issue 3
5

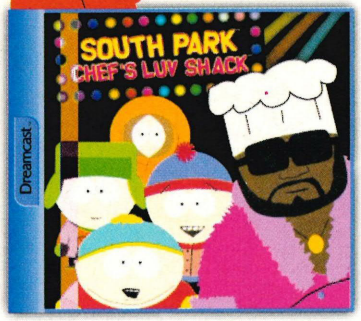
How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk. Graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.



CHEF'S LUV SHACK

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 3
6

It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.



CRAZY TAXI

Publisher: Sega
Players: 1 • Reviewed: Issue 6
9

Possibly the best arcade conversion yet! Crazy Taxi doesn't just mirror the arcade version perfectly and have equally beautiful graphics, it also has added game modes for some extra longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time and your name will be in the number one rankings spot before you know it. Pure unadulterated quality gaming, without question. Buy it or you won't be able to call yourself a Dreamcast gaming guru!



PURE UNADULTERATED QUALITY GAMING, WITHOUT QUESTION

DEADLY SKIES

Publisher: Konami
Players: 1 • Reviewed: Issue 6
5

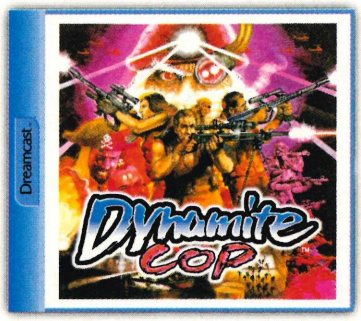
Another flight sim is offered up and we're afraid to say it doesn't go anywhere no-one's been before. The graphics are dull (with the exception of the replays that is), the action takes place at almost a snail's pace and there are splendid features that were in the import version that have been carelessly taken out. The missions aren't exactly inspiring either. Maybe the aviation enthusiasts out there will be pleased with the wide ranger of jet fighters on offer but there's really nowt else to keep you occupied through the evenings. Stick with Incoming for now in the hope that some developer, somewhere, is working on a fast and furious sky battle which really gets the adrenaline pumping.



DYNAMITE COP

Publisher: Sega
Players: 1-2 • Reviewed: Issue 3
6

Another terrible embarrassment for Sega here and not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain – it's just not worth it.



EVOLUTION

Publisher: Ubi Soft
Players: 1 • Reviewed: Issue 5
4

Hmmmm, a bit of a disappointment, then. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting – classic. As long as you like that kinda thing. So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



F1 WORLD GP

Publisher: Video Systems
Players: 1-2 • Reviewed: Issue 3
6



Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem, so why should this? The Dreamcast is capable of so much more.

FIGHTING FORCE 2

Publisher: Eidos
Players: 1 • Reviewed: Issue 4
8

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans of the genre happy until the likes of Soul Reaver hits the street.



directory

HYDRO THUNDER

Publisher Midway
Players: 1-2 • **Reviewed:** Issue 3
7

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing, complimented with super cool graphics and sound FX, really gets things off on the right foot. But having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.



INCOMING

Publisher Infogrames
Players: 1-2 • **Reviewed:** Issue 1
8

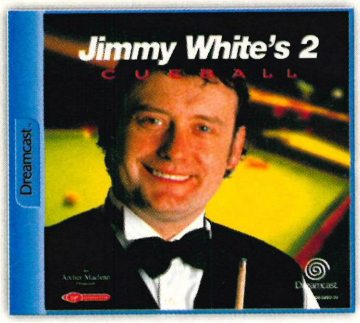
Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post-pub blast it's hard to beat. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A real must for flight sim fans.



JIMMY WHITE'S 2: CUEBALL

Publisher Virgin Interactive
Players: 1-2 • **Reviewed:** Issue 3
8

Cueball's developers, Awesome, have almost lived up to their name with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre-leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



LEGACY OF KAIN: SOUL REAVER

Publisher Eidos
Players: 1 • **Reviewed:** Issue 6
9

Just from the intro sequence you can see this title is going to offer something special. The graphics and the chilling storyline and sound effects add to the gameplay and bring this title on a par with such DC titles as Shadow Man and Resident Evil. Expect loads of puzzles, some a little more challenging than others, and a constant plot movement that just pulls you in. Stop the praise now, it's sickening.



MARVEL VS CAPCOM

Publisher Virgin Interactive
Players: 1-2 • **Reviewed:** Issue 3
7

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2Ds go, it's a bit of a Marvel (and a bit of a Capcom as well).



MILLENNIUM SOLDIER: EXPENDABLE

Publisher Infogrames
Players: 1 • **Reviewed:** Issue 1
8

Expendable veers away from the current fashion of 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



MORTAL KOMBAT GOLD

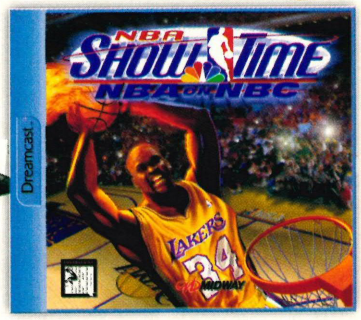
Publisher Midway
Players: 1-2 • **Reviewed:** Now we have
4

When DCM had to rank all the Dreamcast games of 1999, all war broke out. How do you decide which is the worst of two games with no redeeming features? Well somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.



NBA SHOWTIME

Publisher Midway
Players: 1-4 • **Reviewed:** Issue 4
4



As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise, there's just no pulse.



NFL BLITZ 2000

Publisher: Midway
Players: 1-4 • Reviewed: Issue 4
8

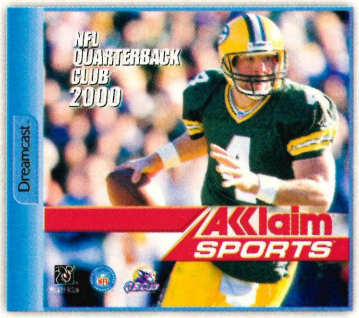
A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.



NFL QUARTERBACK

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 4
7

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.



PEN PEN

Publisher: Infogrames
Players: 1-4 • Reviewed: Issue 3
7

If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: Lucy in the Sky, with Diamonds...



POWER STONE

Publisher: Eidos
Players: 1-2 • Reviewed: Issue 1
8

Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is Soul Calibur, which is better.



PSYCHIC FORCE 2012

Publisher: Acclaim
Players: 1-2 • Reviewed: Not worth it
4

Oh dear, Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A benchmark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.



RACING SIMULATION: MONACO GRAND PRIX

Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 1
7

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital face-lift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.



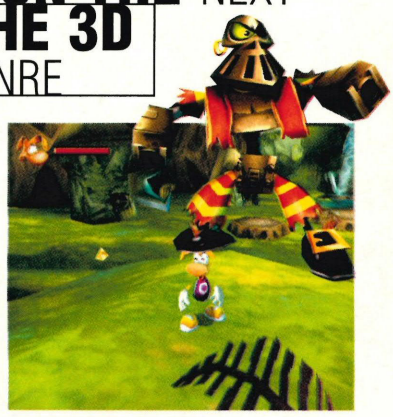
RAYMAN 2

Publisher: Ubi Soft
Players: 1 • Reviewed: Issue 6
9

This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning cartoon graphics and a Spyro-inspired soundtrack blend easily with the constantly evolving gameplay seen throughout. The characters themselves are distinguished perfectly through their distinct personalities, and the puzzles, tasks, bosses and sheer variety will keep you amused for weeks, possibly days (depending on how immersed you are). Don't miss out on the next generation of the 3D platform genre.



DON'T MISS **OUT ON THE** NEXT GENERATION OF **THE 3D PLATFORM** GENRE



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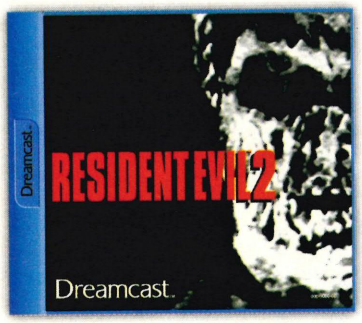
RESIDENT EVIL 2

Publisher Virgin Interactive

Players: 1 • **Reviewed:** Issue 5

7

It's had its day on the PlayStation and now for some reason, Virgin have decided to keep the momentum going on the Dreamcast before we're treated to Code Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Get yourselves a copy if you've never before experienced what is 'Res Evil', otherwise bide your time folks – it'll be worth the wait.



RE-VOLT

Publisher Acclaim

Players: 1-4 • **Reviewed:** Issue 4

8

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.



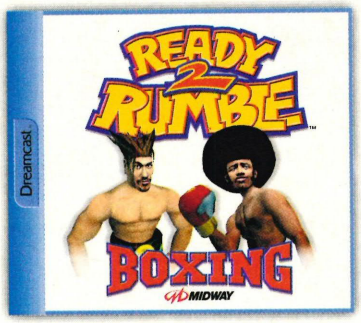
READY 2 RUMBLE

Publisher Sega

Players: 1-2 • **Reviewed:** Issue 3

9

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character, making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.



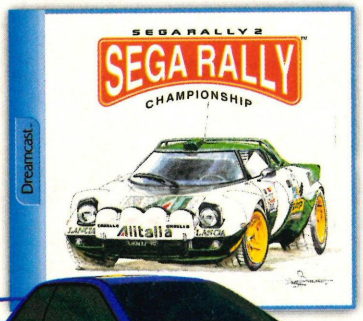
SEGA RALLY 2

Publisher Sega

Players: 1-2 • **Reviewed:** Issue 1

8

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.





SEGA WORLDWIDE SOCCER 2000

Publisher Sega

Players: 1-4 • **Reviewed:** Issue 4

8

After UEFA Striker's delay, Sega Worldwide Soccer has come along and given it a sharp kick in the shins. It's a splendid marriage of the SWS series' arcade style and Silicon Dreams' more sophisticated approach (two halves, you might say). While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, look, teams, tournaments and even indulge in customisation procedures. With intuitive controls and genre-leading graphics SWS is firmly the Dreamcast favourite.



SHADOW MAN

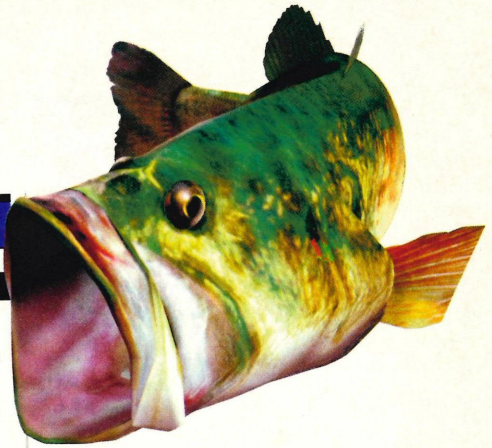
Publisher Acclaim

Players: 1 • **Reviewed:** Issue 4

9

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices you can blast and flame your enemies and even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.





SEGA BASS FISHING

Publisher Sega

Players: 1 • **Reviewed:** Issue 3

8

128 bit technology, online gaming and, er, fishing. But not just any old fishing. This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. Leave your wellies in the loft and give Sega Bass a go – I guarantee it'll reel you in.



LEAVE **YOUR** WELLIES IN **THE LOFT AND** GIVE **SEGA** BASS A **GO**

SLAVE ZERO





Publisher Infogrames
Players: 1-4 • **Reviewed:** Issue 5
8

Infogrames are just pulling out those decent games right left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode, which will suffice. A worthy score for such an action-packed game.

SLAVE ZERO IS A FEAST FOR YOUR EYES

SOUL CALIBUR

Publisher Sega
Players: 1-2 • **Reviewed:** Issue 1
9



Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever. It laughs in the face of Virtual Fighter 3tb, allowing you to run in eight directions around the ring. If you haven't already got it, well, I don't know why we bother.

SNOW SURFERS

Publisher Sega
Players: 1-2 • **Reviewed:** Issue 2
6

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong and the UK version has been renamed Snow Surfers. There are seven courses all together: pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.



SONIC ADVENTURE

Publisher Sega
Players: 1 • **Reviewed:** Issue 1
9

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. You can also control a robot called E102 GAMMA, along with his laser guided weaponry. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.



SOUL FIGHTER

Publisher Mindscape
Players: 1 • **Reviewed:** Issue 3
8

After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge which goes some way make to making up for it. A great example of old school action polished up by your Dreamcast.



SPEED DEVILS

Publisher Ubi Soft
Players: 1-2 • **Reviewed:** Issue 2
9

Speed Devils is an American muscle car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways including spending the most time in the lead, busting police radars, winning the race and winning bets set by your opponents. There are 12 cars, 13 tracks and a great multiplayer mode.





directory

STREET FIGHTER ALPHA 3

Publisher: Virgin Interactive
Players: 1-2 • Reviewed: Issue 3
6

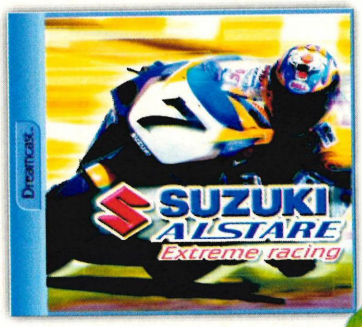
Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. On the plus side there are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.



SUZUKI ALSTARE

Publisher: Ubi Soft
Players: 1-2 • Reviewed: Issue 3
8

Speed Demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is over-simplified, but the speed is totally pure.



TEE OFF

Publisher: Acclaim
Players: 1-4 • Reviewed: Issue 5
8

What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. It has loadsa game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

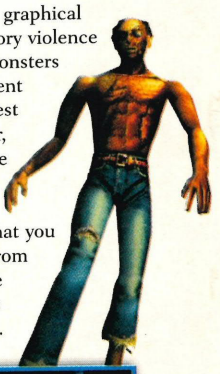
Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.



THE HOUSE OF THE DEAD 2

Publisher: Sega
Players: 1-2 • Reviewed: Issue 1
8

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. Take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Enemies range from face-sucking frogs to axe wielding zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.

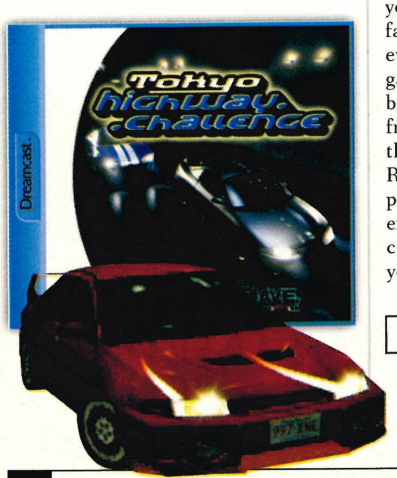




TOKYO HIGHWAY CHALLENGE

Publisher: Crave Entertainment
Players: 1-2 • Reviewed: Issue 3
6

Pick one of 24 cars and race along Tokyo streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.



TOY COMMANDER

Publisher: Sega
Players: 1-4 • Reviewed: Issue 2
9

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of everything you love about game.



A SPLENDID COMPOUND OF EVERYTHING YOU LOVE ABOUT GAMES

TRICK STYLE

Publisher: Acclaim
Players: 1-2 • Reviewed: Issue 2
9

With their stunning Dreamcast debut, Criterion have lifted snowboarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent courses spread over several different countries including the UK, USA and Japan. Graphically it's right up there with Sonic and a comprehensive two-player mode is the icing on the cake.



UEFA STRIKER

Publisher: Infogrames
Players: 1-4 • Reviewed: Issue 2
8

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms this can't hope to better ISS Pro, and you might find the controls slightly awkward at first as well, but given a chance, Striker does have its moments. Some areas of play, such as shooting, have been made easier and the game flows well too. But let's not sell it short. UEFA Striker is a great looking game that offers a quite deep yet still highly enjoyable sporting experience.



VIGILANTE 8: SECOND OFFENSE

Publisher: Activision
Players: 1-4 • Reviewed: Issue 5
6

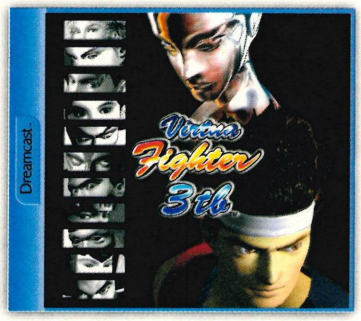
It's just a whole lotta gun blasting, truck chasing drivel. No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer where up to four of you can slog it out – it's stress relief if nothing else and as Simon so rightly said: 'It lacks soul'. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast grade – sorry!



VIRTUA FIGHTER 3TB

Publisher: Sega
Players: 1-2 • Reviewed: Issue 1
7

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.



VIRTUA STRIKER 2: VERSION 2000.1

Publisher: Sega
Players: 1-2 • Reviewed: Issue 5
4

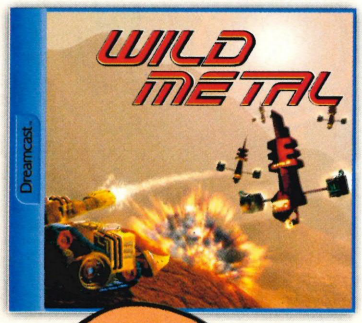
Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing – learning curve? What learning curve? Looks good. Plays bad.



WILD METAL

Publisher: Take 2 Interactive
Players: 1-2 • Reviewed: Issue 6
8

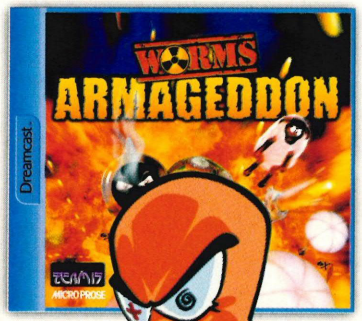
Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the rest. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. The missions are challenging to say the least and after playing it for around...ooooh...ten minutes, you'll be hooked. It's the first really strategic title for the Dreamcast and Take 2 Interactive sure have done themselves and us rather proud.



WORMS ARMAGEDDON

Publisher: Hasbro
Players: 1-4 • Reviewed: Issue 4
8

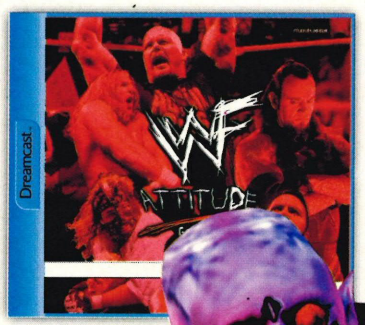
With more weapons, redesigned terrains and extra game modes, this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there allowing you to name your own worms (Jarvis, Joe Brand, @?@*?! etc.), set a time limit on the completion of each move and, of course, choose your teams special weapon. Splendid.



WWF ATTITUDE

Publisher: Acclaim
Players: 1-2 • Reviewed: Issue 4
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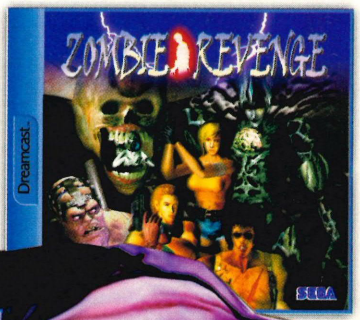
This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Tripple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.



ZOMBIE REVENGE

Publisher: Sega
Players: 1-3 • Reviewed: Issue 6
7

The House of the Dead 2 was no doubt one of the most popular DC launch titles and Zombie Revenge is definitely of the same ilk. 'So why did it only get a seven out of ten then?' we hear you ask. Well, it's not quite as fast and furious as THOTD 2 for starters and although there's plenty of cool weapons for your characters to get hold of (the flame thrower being our particular favourite) it's just not the same without being able to use the lightgun. The one thing that will put this at the bottom of your 'DC games to buy' list is undoubtedly the fact that the gameplay is very short lived – so why would you want to pick it up and play it again?



next month

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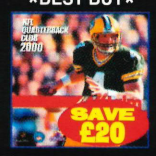
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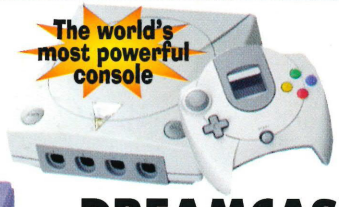


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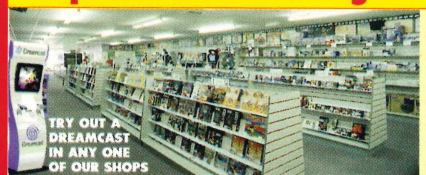
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