SPACE CHANNEL 5 POSTER INSIDE!

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dcm

dreamcast monthly

OCTOBER 2000 ■ ISSUE 13

FERRARI F355

The best racing game ever? Find out inside...

Crazy, Sexy, Cool

SPACE CHANNEL 5

EXCLUSIVE review

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READY 2 RUMBLE BOXING ROUND 2

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RenderWare 3

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PUBLISHED BY Ubi Soft

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EXCLUSIVE review

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Original, sexy, funky and chic. But that's enough about Ulala...

Space Channel 5 is here and it's rewriting the rules for the dance/music genre!

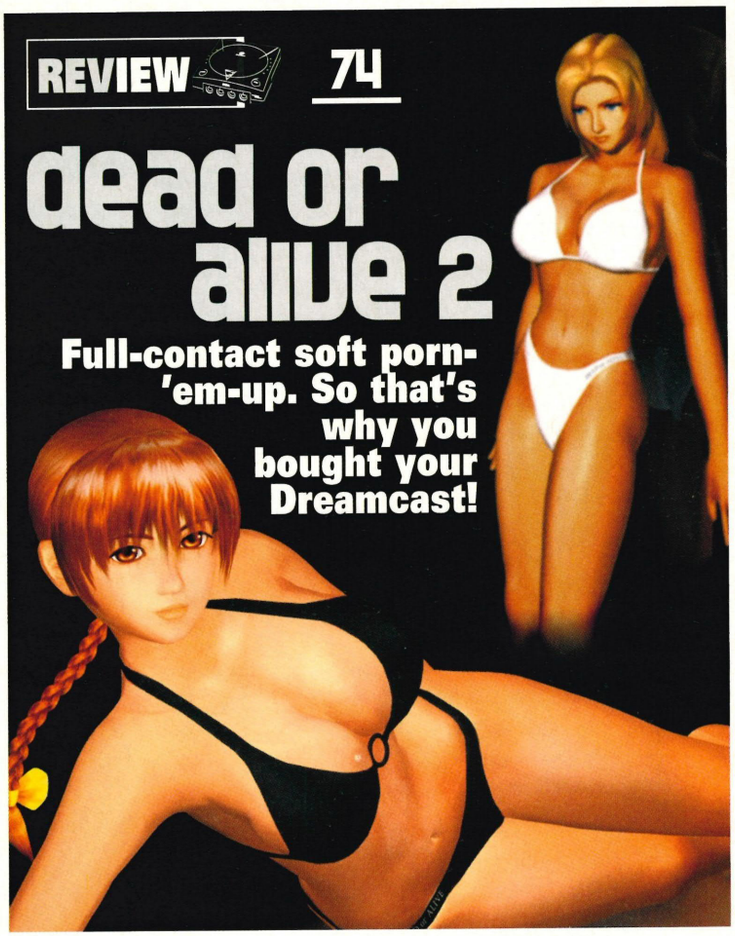
ferrari f355 challenge

LOADING 38

This Italian stallion is particularly well hung! It'll be the ride of your life, so don't miss out (isn't innuendo great? - Ed).

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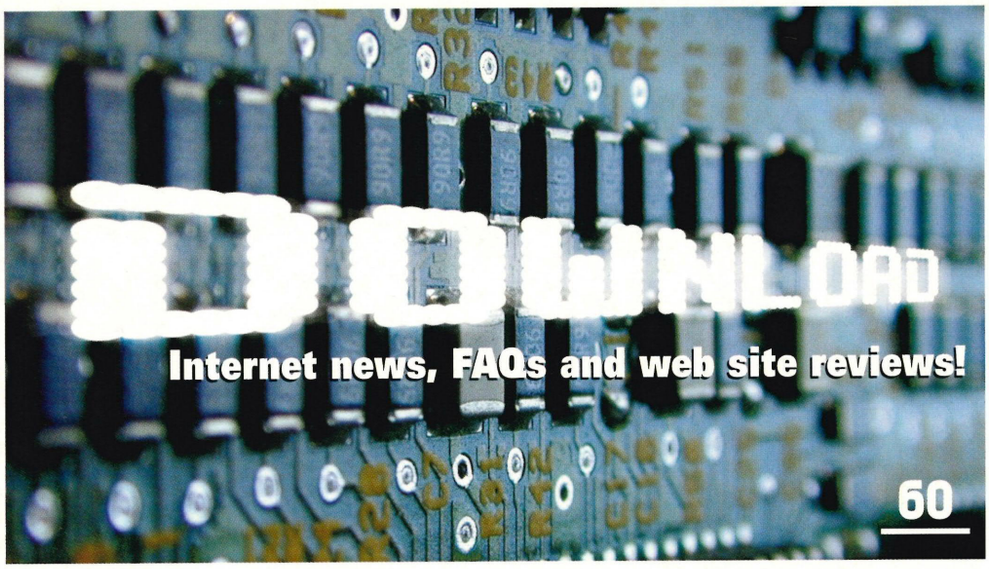

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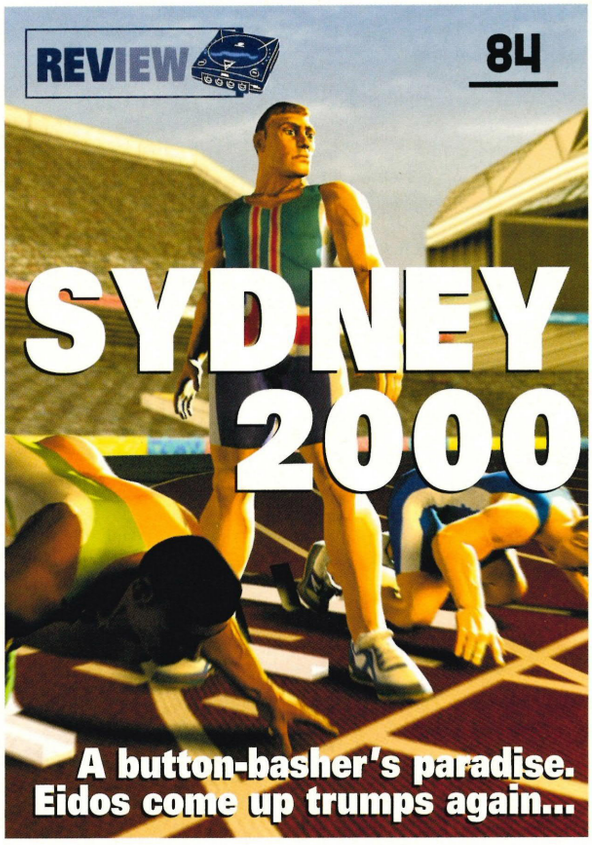

peripherals
plug 'em in!
peripherals round-up
MAD CATZ DREAM PAD
WILD THINGS SCART CABLE
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dcm's authoritative peripheral guide...

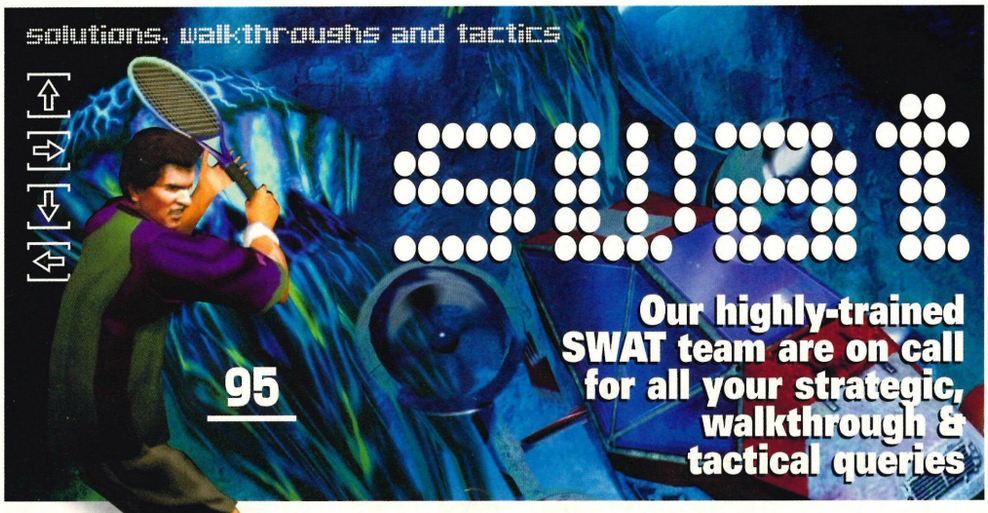




swat 3

Think you've got what it takes to be the elite?







dcm dreamcast monthly

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GOOD KNIGHT, SWEET DREAMS...









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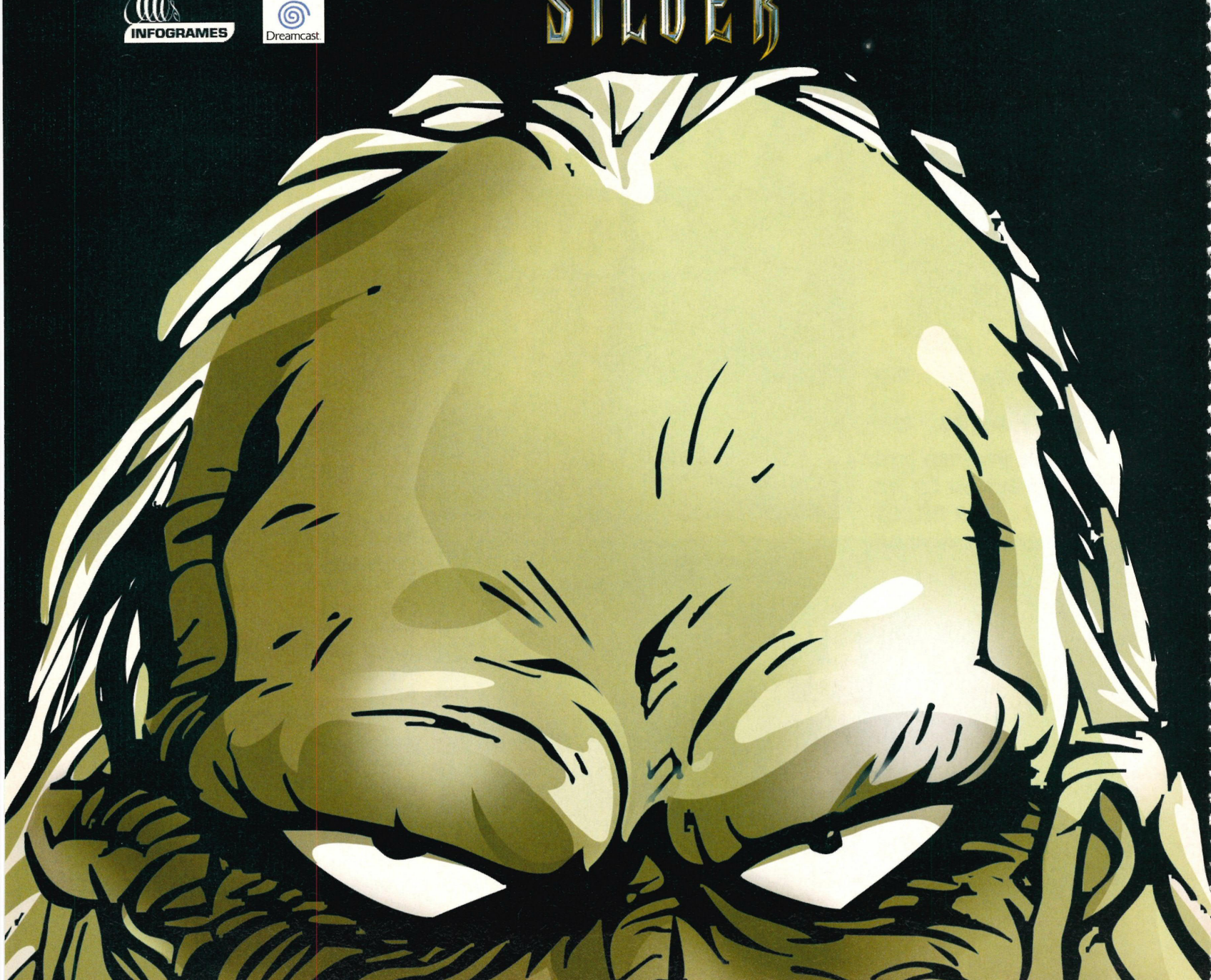
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INFOGRAMES

Dreamcast

SILVER



October 2000 • Issue 13

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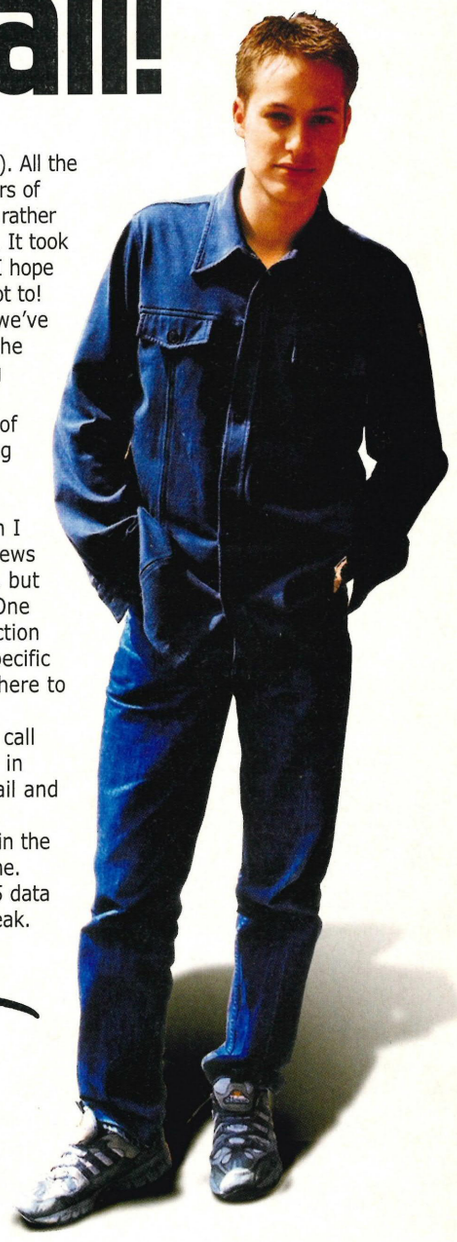
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Welcome one and all!



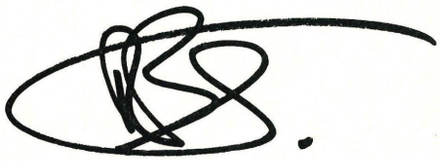
Hello, how's things? I'm good (thanks for asking). All the better for seeing you, of course. Regular readers of Dreamcast Monthly have probably spotted our rather funky new look; I trust it meets your approval. It took out top design guru, Richard, bloody ages, so I hope you apreciate all the hard work he's done – someone's got to!

What a monster month of Dreamcast shenanigans we've got in store for you. There was so much to cram into the mag we had to make it bigger. I'm not one for blowing trumpets, but dcm is now the biggest Dreamcast mag you can buy – not that I'm implying that size matters of course, but I suppose it depends on what you're talking about (I think I'll get my coat).

So what's on offer from your rather swanky new-look dcm? Well, we've got so much new stuff going on I just wouldn't know where to start. All the news, previews and reviews you expect every month are all still here, but we've changed the format to better suit your needs. One thing I have to mention is our great new solutions section (see Page 95). If you've got a special request for a specific solution, or you've got a problem and you've got nowhere to turn, you can rely on dcm's SWAT team (Strategies, Walthroughs and Tactics) to see you through. Don't call the office, though (like there's room for a SWAT team in here). Instead simply drop us a line at the usual e-mail and postal address you can find on this page.

Well, I'd love to sit around here chatting 'til I'm blue in the face, but there's games to be played and work to be done. Well, that and the fact I want to copy Saul's Ferrari F355 data (see Page 38 now!) before he gets back from his fag break. We'll see who's the daddy now...

Take care,



Russell
Editor Dreamcast Monthly
russell.barnes@quaynet.co.uk

monkey business

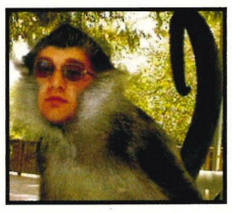
Delightful, delectable and hard-working. The team that puts dcm together are actually a bunch of monkeys...



Richard Grace
Group Art Editor
Our lean, mean designing machine. Richard's the man to thank for our excellent new look, though when it comes to making tea, he's a little on the shy side.
Game of the month
Sydney 2000
Still playing Crazy Taxi
Last heard saying
"My car's giving me jip again."



Saul Trewern
Solutions Editor, Contributor
Renowned for his remarkable drinking abilities, or was that problem? Saul writes top solutions, and he knows how to enjoy a pint.
Game of the month
Virtua Tennis
Still playing Tony Hawk's
Last heard saying
"Not a lot, just went and had a few beers."



Ian Osborne
Sub Editor, Contributor
The walking dictionary from the North. Ian writes the odd review, corrects a spelling mistake here and there, and sorts out something called 'punctuation' – sounds painful.
Game of the month
Space Channel 5
Still playing Solitaire
Last heard saying
"Me Cornholio!"



Simon Brew
Freelance Journo
Poor old Simon. The only way he could guarantee a holiday on a far-flung shore this year was to get married... There's got to be a better way.
Game of the month
Power Stone 2
Still playing The field
Last heard saying
"I'm a married man now [sigh]"



Derek de la Fuente
Features Editor
When it comes to 'dipping fingers in pies' Derek's got the dirtiest hands, but that's why he's our man. There's not a game in existence that can evade his eagle eye.
Game of the month
Ferrari F355 Challenge
Still playing Innocent
Last heard saying
"Where's my cheque?"



Greg Howson
Freelance Journo
Greg might be new to the dcm team, but it already feels like he's part of the furniture. He's really saved the day this month, bless him.
Game of the month
Dead or Alive 2
Still playing Chu Chu Rocket
Last heard saying
"You need 10 pages? By yesterday? No problem."



dcm@quaynet.co.uk forum

GOT SOMETHING TO GET OFF YOUR CHEST? WANT TO RANT AND RAVE ABOUT ALL THINGS DREAMCAST? YOU'VE TURNED TO THE RIGHT PAGE. LEND US YOUR MERRY MISSIVES, AND IF YOU WIN THE DCM LETTER OF THE MONTH AWARD, YOU'RE IN FOR A TREAT: **YOU GET A FREE GAME COURTESY OF GAMEPLAY!**

Q&A

Dear DCM

I have got few questions to ask.

1:When will we know if Driver 2 is coming to the Dreamcast?

dcm: When Infogrames tell us. Seriously, nothing confirmed yet.

2: The PlayStation2 is a load of shit and the Dreamcast will kick its arse.

dcm: This may come as a shock to you, but that's not a question.

3: What does Q4 mean on the release dates?

dcm: Winter. Fourth quarter.



4: And finally,

when will the Bleemcast be available?

dcm: For those who don't know, Bleemcast is a PSX emulator for the DC. Sega are complaining about it and it's already missed one release date, but when (or maybe if) a new release date is set, we'll let you know.

Andy Hutch, e-mail

CLASSIC CONUNDRUM

I'm a little angry. Not about games being delayed or PS2 being released, but about Namco. Granted they made Soul Calibur, one of the world's best fighting games, but I have heard, from a reliable source (the great DCM), that they're sending us Namco Museum! I know it has more than one game, but it isn't a Code: Veronica beater is it?





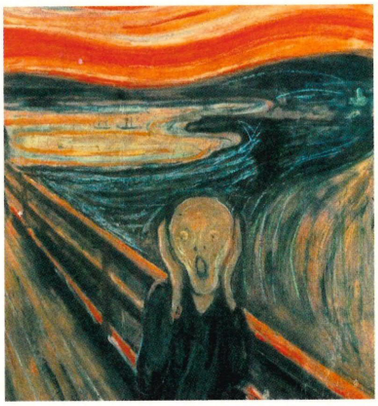
Namco are now taking the P**S out of Dreamcast and possibly some other companies as well. Midway has already done this (a GD full of classic games). I know it will suit people who have Dreamcasts AND like retro games, but not others. Many people got their DC for its graphics prowess and surplus gameplay, with games such as Code: Veronica, Crazy Taxi and various others. These people won't like retro compendiums. Don't blast me for what I've said for it is my, and possibly many other peoples', opinion.

Anonymous, e-mail

dcm: You're certainly working up a swear there, Anon - perhaps you should check out the stress relief tips from our Star Letter writer. Our reply to your unkind comments about retro games is simple - if you don't like 'em, don't buy 'em. As you said, they suit some gamers. Let's celebrate the diversity of games on the DC instead of complaining about anything that's not to our personal tastes.

dcm letter of the month

STRESS RELIEF



Dear DCM,

Ever get stressed out as you strive to produce the greatest Dreamcast magazine in existence every month? Here's a few tips...

- **Pray for the serenity to accept the things you cannot change, the courage to change the things you cannot accept and the wisdom to hide the bodies of those you had to kill 'cos they got on your nerves.**
- **Be careful of the toes you step on today, 'cos they might be attached to the feet you have to kiss tomorrow.**
- **Always give 100% at work. 12% on Monday, 23% on Tuesday, 40% on Wednesday, 20% on Thursday and 5% on Friday.**
- **When you're having a bad day, remember it takes 42 muscles to frown and 28 to smile, but only four to extend your arm and smack somebody in the mouth.**

Arnold Wilkins, London

DCM: Ho ho ho!

ADD-ONS

I've heard about the DVD add-on, and I want to know when it will come out. Also, are SEGA gonna produce an add-on for storing MP3s?

Patrick, e-mail

dcm: The DVD player is still in development - expect it late next year. There's no news of an MP3 player yet, but if one is ever produced, it would have to ride the coat-tails of the DC Hard Drive. The PlayStation

THANK AND RESPECT

It's me again - thanx for printing my letter last month, it was nice to see it in print. My quest continues to show people the wonders of the DC, as I have converted my girlfriend and many of my younger relatives to the ways of Dreamcast [you should work for Sega: Ed].

With the approaching release of the PS2, I think that Sega is holding an ace up its sleeve. I think it's going to be good, something to do with online gaming, possibly free Internet access or a 56k modem. There's something good brewing - oh yes. Sega would not let Sony off lightly; they need a good spanking. Come September, Sega is going to be doing the flogging. Mark my words

Oh yeah, if I get letter of the month, can I have Tony Hawk's? Love the game to bits, but my girlfriend keeps on nicking it so I need another copy.

Robert Bone, West Sussex

THIS IS HARDCORE

Some people still doubt the Dreamcast chances of success, but I consider myself a hardcore gamesplayer, and Sega has produced a console that's broadened into new areas that no other console has.

People view PlayStation2 as the direct threat to Dreamcast, but I disagree because PlayStation2 offers little in the way of quality games, as the first few games show. Ridge Racer and Tekken Tag have both disappointed, plus future titles are just going to be endless sequels that have already appeared on the original PlayStation. Dreamcast is offering gamers something new and original in games now and for the near future, with excellent titles as Half Life, Quake 3, Shenmue & MSR to name just a few.

I feel it's Sony that see Dreamcast as a threat, like the Dolphin & X-Box, because Sony has hyped the PS2 to developers and gamesplayers to build interest in a console they knew wouldn't have the same success as the original PSX.

What we have to look at is Sega taking the console into new areas never seen before, not just in games either, but with future add-ons in Zip Drive, DVD Drive, Digital Camera, Internet Access and many more additions. Dreamcast will take the industry to the next level.

The bottom line is that Sony view Sega as a rival, but Sega don't, they see companies like FreeServe, Lineone and many other ISPs as there rivals. Hardcore and casual gamers have to see that Dreamcast is offering games that are quality, and all about gameplay not graphics, as Sony has produced over the years.

Get a Dreamcast and you won't be disappointed.

PS: DCM, would you be kind enough to check out my website and tell me what you think? It's www.expage.com/dreamon2.

DieHarder, e-mail

dcm: We think Sega will have a tougher fight on its hands when PS2 is released over here. Yes, the games so far have been terrible and there are too many sequels in the pipeline, but it still has the marketing muscle of Sony behind it. Besides, look at the titles people take an interest in on the Forum pages - many gamers like sequels.

Congratulations on the web site. Dreamcast online addicts should probably check it out.



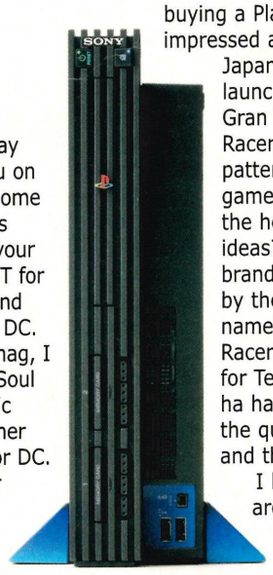
MP3 player, which offered no means of storing MP3s, was about as useful as a chocolate teapot.

PLAY IT AGAIN, SAM...

Dear DCM,

I would just like to say well done and thank you on producing such an awesome Dreamcast magazine. As Tina Turner would say, your mag is SIMPLY THE BEST for all the up-to-date info and the best reviews on the DC. Because of your great mag, I have treated myself to Soul Calibur, Crazy Taxi, Sonic Adventure and some other true classics available for DC.

Nuff said about your mag now, the main reason I am writing this letter is to ask you and everybody out there why are soooo many people planning on buying a Playstation2? It hasn't impressed any true gamers in Japan! Just look at the launch line-up: Tekken 4, Gran Turismo 2000, Ridge Racer 5... Can you se a pattern here? All of these games are sequels! Where the hell are Sony's new ideas? Sega will have two brand-new games available by the time PS2 arrives, namely Metropolis Street Racer and Sega GT! And as for Tekken Tag Tournament, ha ha ha - it's nowhere near the quality of Soul Calibur and that's here now!



I know what you PS fans are thinking now; yeh right, he's just a Sega fan sticking up for his DC when he hasn't even played a PS2. Well you're wrong! I own a Japanese PS2 with the games I mentioned (except GT 2000) and I'm now sick of the sight of them! The only game I now want is Metal Gear Solid 2 - another sequel that won't be here until about a year after the release of the PS2!

It seems Sony is doing completely the opposite of Sega, spending no money on games and loads on advertising! OK, the PS2 is more powerful, but what do we really want, power or new, stunning, original games? I choose games! Also, it's really difficult to produce games for the PS2 and really easy for DC! Because of Sega's Naomi operating system, arcade and PC games can be converted to DC in weeks, where as it takes months to do it for the PS2! So everybody see sense and buy a DC with Code Veronica! Anyway, keep up the good work with the mag!

Ian Williams (age 23), Wolverhampton, West Midlands

dcm: Some interesting ideas there, Ian, but we couldn't help but chuckle at the way you attack sequels and unoriginality and then round off by saying DC rules as it's easy to convert PC and arcade games to it. Still, you're right about the PS2 being hard to program, a factor that forces games companies to play it safe. Because the games take longer to produce, they're more expensive to program, and with more money at stake, companies are less inclined to take a risk and do something original. The result? SEQUELS!

dcm: That'll teach you to get her involved in Dreamcast gaming! Seriously, you didn't win the Star Letter award, so you'll have to share your copy of Tony Hawk's. Sega have one trick up their sleeve ready for the release of the PS2 for sure - the price! By the time PS2 dribbles onto the streets, Dreamcast will cost only half as much.



WIN A GAME OF YOUR CHOICE EVERY MONTH

gameplay.com



Another month, another lucky reader winning our prestigious Letter of the Month award. As well as a free game of your choice from Gameplay, we're also giving away a six-month subscription to the magazine. What more could you wish for?

For your chance to be the proud owner of the game of your choice, and a six month subscription, simply write to us with your usual trials and tribulations – it couldn't be easier! Letter of the Month winners receive the game at the top of their wish list, and it's sent to you courtesy of those lovely people at Gameplay, bless 'em.

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. Don't just sit there – get writing!

...PLUS! A SIX-MONTH SUBSCRIPTION TO DCM

STOP PRESS!

UNREAL TOURNAMENT

Let battle commence...

Publisher: Infogrames ■ Developer: Epic Megagames ■ Genre: First-Person Action ■ Released: Early 2001







We were already excited about the fact that Quake 3 was heading for the Dreamcast. The news that Unreal Tournament is on the way too, possibly reaching us within the next six months, is further reason to cheer as far as we're concerned.

You can play the game in several ways. Deathmatch is a simple bash to see who can get to the requisite number of kills first. Capture the Flag is a team-based game where the idea is to, er, capture the enemy's flag and take it back to your own base, whilst simultaneously protecting your own flag. Domination places three points across the map, which start off neutral but can be changed to your team's colour just be touching them. Unfortunately, the opposition can change them to their colour by touching them too. And whilst these points are in your colours, they're amassing points, with the first team to reach a predetermined total adjudged the winner. Finally, Assault is effectively a mission, with you needing to accomplish a set number of goals in a set time limit, whilst the opposition team try and stop you. Once one round is finished, the roles are reversed, with the aim being to be the fastest team to finish the mission.

the balance is spot-on between blazing action and being a sneaky little shit

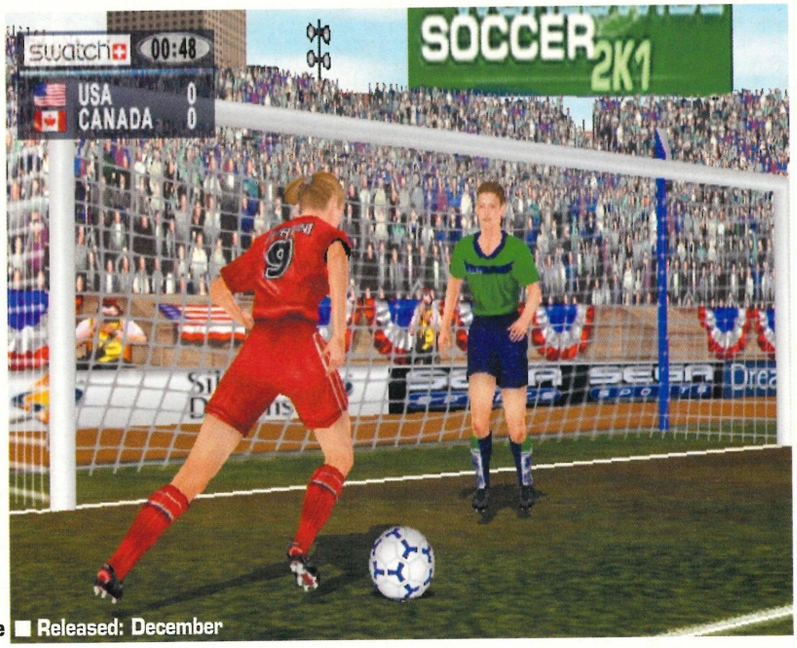
Unreal Tournament, in some ways the sequel to a first-person actioner called Unreal (surprise), is essentially a multiplayer delight in its own right. Indeed, many proclaim it to be the champion of the genre, playing slightly slower but more tactically than Quake 3.

The game is set to include support for keyboard and mouse (and rightly so), and online gaming, and online facilities should be a definite, as the game is robbed of lots of the fun should this option be taken away. Early work has been done on this though with a fair degree of success in testing. There are likely to be some compromises however, to get the game inside of a Dreamcast, with an early casualty likely to be some of the detail in some of the levels. To what extent changes will be made is unclear at this point.

What is clear though is that this is one of the five best games of all time for our money, and the balance is spot-on between blazing action and being a sneaky little shit. We're very good at the latter, you'll be unsurprised to hear. Our best guess for a release is the first quarter of next year, depending on how well the conversion work goes...







Publisher: Sega ■ **Developer:** Silicon Dreams ■ **Genre:** Footy game ■ **Released:** December

SEGA WORLDWIDE SOCCER 2001

The best footy game in the world ever... Volume 3



We ain't going to labour the point so much this time, but one year on, the classic Dreamcast football game still isn't here. Silicon Dreams are preparing their third attempt to win us over, having notched up scores of Eight and Seven with Sega Worldwide Soccer 2000 and Sega Worldwide Soccer Euro 2000 respectively. The fact that the three games will have arrived roughly within 12 months of one another is an obstacle; we expectantly wait to see if they can navigate it.

So, what's new? Well, all the statistics and stuff for starters, although that's little surprise, and then there's the fact that the graphics look nicer and generally it seems as if a bit of decorating has been done since we last met. You can check that out just by looking at the brand-new shots direct from the nice folk at Silicon Dreams.

Gameplay-wise, though, things are still unclear, although we'll be looking at the game in more depth next issue. Certainly there are some things we'd like them to pick up on before sending another version of the game to the shops, not least the fact that the previous two releases essentially felt very much the same. Perhaps Silicon can incorporate some of the strong points of their PlayStation hit UEFA Champions League to give us something more this time. We know they can do it.

it seems a bit of decorating has been done since we last met

Let's not forget too that, with UEFA 2001 no longer on the cards, it's got a pretty clear run at the Christmas market unless Virgin's rival title turns out to be something special. Anyway, check out the shots, and we'll bring you even more in four weeks' time.





STOP PRESS!



A NEW KIND OF QUAKE?

Could Outtrigger take the first-person action crown?

Another month, another cool Sega title revealed from up their sleeves. This time, heading for a format that's already going to be treated to Unreal Tournament, Quake 3 and Half-Life over the next few months, we have a blast of action in the form of Outtrigger.

Outtrigger sees you taking a leading role in a counter-terrorist organisation, as you go along fighting crime and generally doing



Free-for-all, blasting-seven-shades-of-shit-style extravaganza

good. What this basically means is that you get a mission-based single-player game, and then a fantastic free-for-all, blasting-seven-shades-of-shit-style extravaganza when you switch to multiplayer. That's if Sega can ever get online gaming sorted over here (although you can play a split-screen version).

You can choose your camera angle from either the traditional first-person view or from behind your character, and essentially the game is an arcade action blaster,



complete with the quality sound and graphics we expect from this sort of thing. Check out the screens for proof of the latter. It's a game some of you may have played in arcades, of course, but there will be extras in the Dreamcast version, and we've even been promised mouse support. All we need now is for someone to release a mouse and everything's hunky-dory.

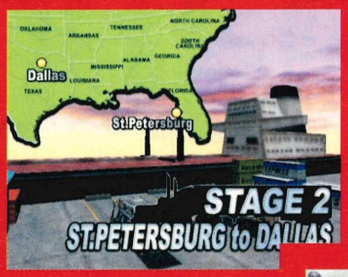
There's no fixed release date for Outtrigger yet, so look out for an update in a future issue.





TRUCK OFF!

A racing game with a bit of a difference...





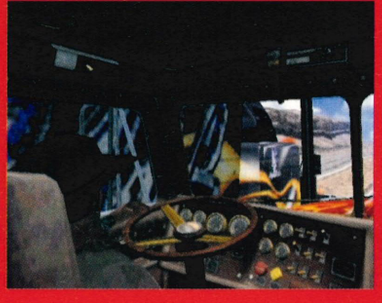
So far, the racing games we've seen on the Dreamcast have involved traditional vehicles; cars, bikes, karts, even remote controlled cars at one point. What we haven't had is a whopping great truck; cue the forthcoming Eighteen Wheeler American Pro Trucker.

A bit of a hit in the arcades, and as you can see from the various screenshots, the Dreamcast version is coming along a treat (as those who read

ramming certain cars rewards you with a bonus

our recent full preview know). In true arcade racer style, you're not just trying to avoid other vehicles (although ramming certain ones rewards you with a bonus). There's a big fat clock ticking away to keep the pressure on as you transport your cargo across varying stages of equally varying difficulty en route from New York to San Francisco. Don't forget too that you're not the only truck driver on the road, as a rival will be trying to deliver the cargo first and walk off with the loot. And between the stages, you also get to play some manoeuvre-based games just to test out your driving skills.





It's due for release around the end of the year, possibly the start of next, and as usual with the Sega arcade conversions, will feature some unique bits and bobs especially for us Dreamcast folk. Aren't they nice? To help with the wait, check out the latest screens.









Publisher: Sega ■ **Developer:** Sonic Team ■ **Genre:** Party game ■ **Released:** 8th December

SAMBA DE AMIGO

Keep taking the tablets Sega...

Admit it, when you heard about Sega Bass Fishing and the fishing rod add-on for the Dreamcast, you were a little taken aback. Best sit down before we tell you this one, then. The next strange add-on for the DC will be a pair of maracas. And yes, you did read that right.

Straight from the Sonic Team, the game that uses these maracas is none other than arcade smash Samba De Amigo, which at heart is a fairly simple-looking game, but in practise is nothing short of compulsive. The idea is that, by using the maracas, you have to follow the actions taking place on screen, waving them at various heights and at various rhythms. Get out of sync, you lose the game; simple as that.

Packed with strange characters, along with snappy tunes that you'll be embarrassingly humming along to in a matter of seconds (and then pissing everyone else off by humming nothing else all day), the game is playable at three difficulty levels, and you score by getting your shakes in time with the screen. Also, get moves right on the trot and you build up combos which again add to your score. Oh, and you occasionally have to match the pose of any figure that happens to appear in the middle of the screen.

For the Dreamcast version, extra modes, challenges and minigames have been thrown into the mix, with Mole-Whacking and Bomb Squad but two examples of what to expect. Fortunately, there's a training mode which helps you get used to things too. The graphics, as you can see, are one of the main assets of the game, with the bright colours and fun-looking visuals very much in the style of the proceedings. We've rarely seen quite so many bright colours on the screen at the same time, and it should make a nice contrast after a long session of Code Veronica.

As you go through the game, you can unlock more tunes, some of which you'll recognise, others you won't, and for those frightened of the maracas, you can also use your basic control pad if that's what you want.

The game is due for release on the 8th of December in the UK, priced at the usual 40 notes. Sega is handling publishing duties, and they should have a major hit on their hands unless something goes badly wrong. Hell, even the creator of the Mario Bros games has said he thinks this is a fab. And he should know.

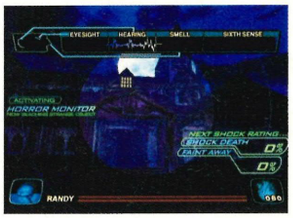


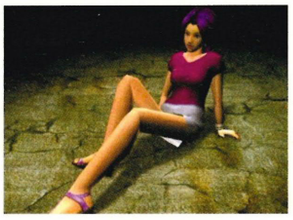
it should make a nice contrast after a long session of code veronica

newscast

bringing you the latest news from around the world

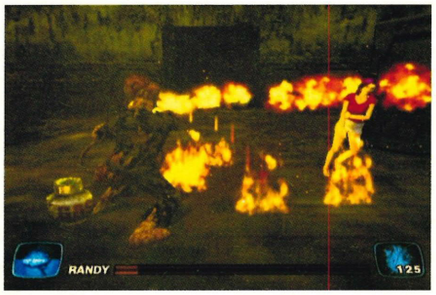






ILLBLEED

Now this looks scary...



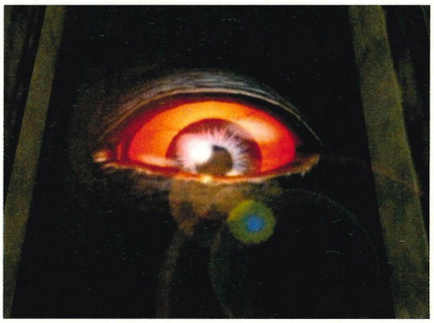
"I am Currimon! Feel the force of my Balti breath!"

Despite the fact that Blue Stinger didn't set the world alight, Climax has still been hard at work on their latest fright-fest, and it looks like it may be onto something more substantial this time around.

Illbleed sees you in charge of a variety of characters taking part in a contest. All they need to do to make themselves a pot of cash is survive the night in a theme park, whose sole reason for existence is to kill you. Various weapons are on hand to help you out, but it looks like one of those games where you're going to have to keep your eyes and ears wide open to succeed as the mayhem continues around you.

The aim of the game is to scare you witless, and we'll soon know how successful it's been, as you should be able to pick up a Japanese import copy before the end of the year. However, the UK release isn't on the cards until into 2001, due presumably to the substantial translation work that has to be done. More news as we get it...





This wall really looks like it could use some sleep

READY TO GET EXTREME

Check this out for a forthcoming Sega Sports special...



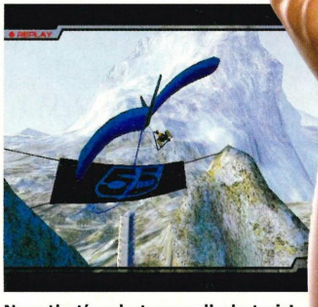
Things are shaping up nicely...



Heading our way around November time is the latest action-packed Sega Sports game, taking a slightly more dangerous approach than usual. Extreme Sports is basically a compilation of games based around the more daring escapades of humankind, including Bungee Jumping (rope included, you'll be thrilled to hear), Quad Races, Mountain Biking, Snowboarding and Gliding.

To whet your appetite for the forthcoming action, check out the latest screenshots, and whilst at this stage we think this is a game that can go either way, it's certainly got enough potential to make us sit up and take notice. Certainly the multiplayer game should be well worth a go. Look out for a full review in the next couple of months.





Now that's what we call phat air!

A PRINCE BY ANOTHER NAME

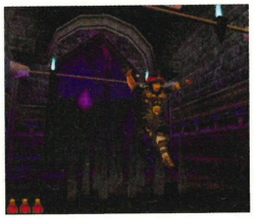
But he's still from Persia







Kaito, there is a time and a place...



The platform game Prince of Persia, still in the midst of development for an all-new Dreamcast adventure, is set to go under a new name when it finally hits the shelves. No longer shall it be known as Prince of Persia 3D, as tonight, Matthew, it's going to be... Arabian Nights: Prince of Persia. Whoopee-do.

As for the game itself, it's shaping up to be a platformer with potential, and should hopefully surpass the so-so PC game that came out last year. Due for release before the end of the year, you're cast into the action in the title role, on a mission to save the Princess from an evil Sorcerer. In the true PoP style, the gameplay takes the form of a mixture of third-person platform action and a variety of puzzles to tax the brain, and save for some unoriginality in the storyline, we admit the thing has potential. Mind you, it's a long time since we've had a really good PoP - hopefully this will put things back on track.

KNOW MORE EVIL

Nemesis on the way...



Completed Code Veronica? Fed up with Resident Evil 2? Thirsting for more creepy antics? Then we deliver good news, for in addition to the already-announced Dino Crisis, Capcom is also converting Resident Evil 3: Nemesis over to the Dreamcast, ideally for release before the end of the year. Whilst not regarded as the finest in the series (and the technical limitations of the PlayStation certainly didn't help when it was released earlier this year), the game is still better than most and should mean a good weekend or two in front of the telly. More when we get it, in the meantime the tatty-looking screenshots are from the PlayStation version. Trust us, the DC version will look a LOT better.



A frisky dental nurse, yesterday...

SNIPPETS

QUACKERS

Ubi Soft has added another game to its roster over in the States, with a UK release likely. It's called Donald's Quack Attack, and is another product of their licence with Disney. Look out for a game based on Dreamworks' Road to Eldorado shortly too...

DREAMARENA BOOST

Sega's European Dreamarena DC exclusive Internet home has seen 100,000 new registrations since mid June, when Sega started sending out copies of Chu Chu Rocket to all registered users, absolutely free of charge. The total number now stands north of the 300,000 mark.

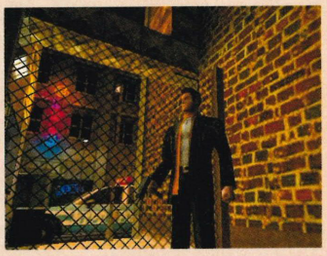


THE YEARS ROLL ON

Remember the old arcade shoot-'em-ups 1942 and 1943 from Capcom? Okay, they are quite old, but anyone north of around 21 will probably be pleased to hear that a sequel of sorts, 1944, is currently in development. Wonder what they'll call the next one?

MAX DITCHED

Take 2's cool-looking PC game Max Payne may now not be in line for conversion onto any games console, as originally expected. If the situation changes, you'll hear about it from us.





SEGA BASH THE PIRATES

Following on from Sega's anti-piracy statement that we reported last month, Sega has joined forces with major Internet portals and shut down around 60 web sites that were facilitating the download and sale of pirated games. Also, they've targeted online auctions too, closing down illegal auctions and declaring their intentions towards the whole piracy issue.

WHAT HAPPENED TO...

DINO CRISIS?

Still Dreamcast-bound, with the conversion due for release in Japan in September. If we're lucky, we'll see it by the end of the year, although early 2001 is more likely. It'll be identical to the PlayStation version too, save for better graphics and the VMU being used to display your current status and inventory.



SHENMUE?

The translation work is nearly complete, and we're now expecting this one to be hitting the shelves on 1st December.



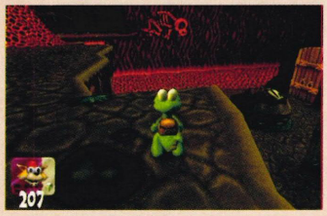
QUAKE III ARENA?

Another one we seem to have been waiting for forever, it's now got an official release date of 10th November. Phew...



CROC 2?

Bad news for those awaiting the Dreamcast release of this unspectacular platform game. It's now officially been canned. Which in our eyes is a lucky escape.



STAR WARS RACER?

It's out. Silly.



FACING THE CHOP?

Sega's price cut should be immenent...



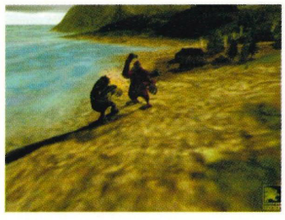
So for the past few months, most High Street stores have been selling the Sega Dreamcast for just short of 150 notes, right? But that has nothing to do with Sega, who are still sticking by a recommended retail price of £199. However, in advance of the launch of the PlayStation 2 at the end of November, Sega is now rumoured to be about to announce the formal cut in the price of the console, presumably not far off the £150 mark. Our question, then, is will the same High Street stores then knock even more off the price of the console? At worst, it's going to be retailing for half the price of the PS2 this Christmas, which should make it a very tantalising Christmas present indeed. Especially if you bag yourself a copy of Shenmue to go with it...

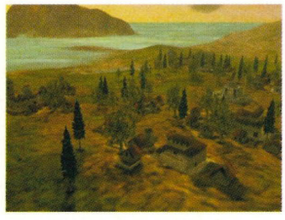
SUPER SOCCER

A new player struts onto the field

And just when Sega Worldwide Soccer 2001 thought they had the Christmas football market all to themselves with UEFA 2001 no longer appearing on DC (although you can read more about that elsewhere), Virgin is set to have a go themselves when they release European Super League in November.

Put together by Crimson, who, if memory serves, released the not-too-good Viva Football on PC and PlayStation, the game - as the title suggests - will have a European team focus, with the main teams represented. We'll be honest and say we've no idea how it plays, as we haven't managed to have a go yet. But as soon as we do, we'll report back our first impressions. Honest.







We really can't wait for B&W, but we're gonna have to...

Those hoping to play the awesome-looking Black & White on their Dreamcasts could be in for a much longer wait than anticipated, as it now looks to have slipped beyond its November/December release slot. Early reports suggest that the game may not see the light of day on DC until around May or June next year

BLACK AND WHITE SLIPS

Bad news, we're afraid

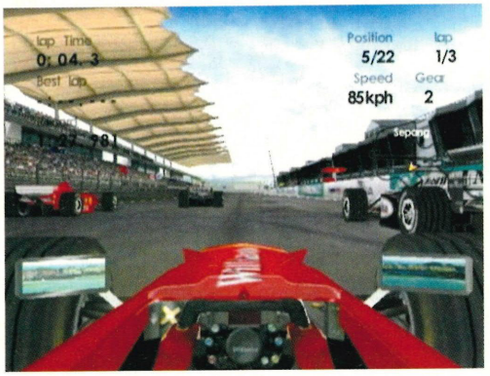




(although it could well be earlier), which for us is a crushing disappointment as it looks so damned cool. Once we have the new confirmed release date, we'll bring you the news right here. Just to remind you why we're disappointed, we'll furnish you with some of the latest shots from the game...

sequel watch





SAMBA DE AMIGO II

Sega has confirmed that they are working on a sequel to their hit music game (you can read more on the first game elsewhere in this news section), Samba De Amigo. As usual, it's just the arcade game they're talking about at the moment, with several new tunes being prepared for the game. A Dreamcast version is expected to follow, but at the earliest, we're still around 12-18 months away from release. And that's best case scenario.







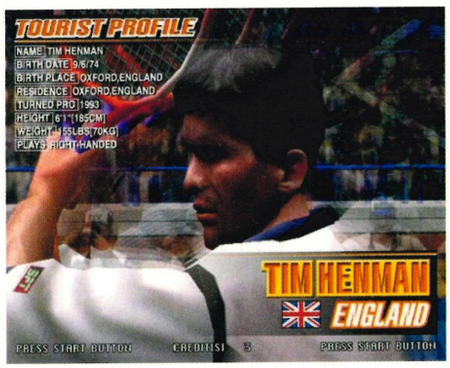
RELEASE DATES

Tentative as ever, here we bring you our guide to those upcoming games and when to expect them...

Virtua Athlete: ..... *1st September*
Virtua Tennis: ..... *8th September*
Power Stone 2: ..... *15th September*
Metropolis Street Racer: ..... *22nd September*
Who Wants To Be A Millionaire?: ..... *29th September*
Deep Fighter: ..... *September*
Space Channel 5: ..... *6th October*
Time Stalkers: ..... *13th October*
Sega Extreme Sports: ..... *27th October*
WWF Royal Rumble: ..... *October*
Alone in the Dark 4: ..... *October*
Rainbow Six: ..... *October*
Urban Chaos: ..... *October*
Quake III Arena: ..... *10th November*
Jet Grind Radio: ..... *24th November*
San Francisco Rush 2049: ..... *November*
Dinosaur: ..... *November*
Silent Scope: ..... *November*
Sega GT: ..... *1st December*
Shenmue: ..... *1st December*
Samba de Amigo: ..... *8th December*
Sega Worldwide Soccer 2001: ..... *8th December*
Phantasy Star Online: ..... *15th December*
Colin McRae Rally 2: ..... *December (?)*
Half-Life: *Q4*

F1 WORLD GRAND PRIX II

Well under way, with release still due before the end of the year, this is the follow-up to last year's competent but unspectacular Formula 1 game. It's in for some tough competition in the racing genre, though, as the run-in to Christmas also sees the likes of Sega GT and MSR.



VIRTUA TENNIS 2

This could be good news too. Sega is working on a coin-op follow up to its awesome tennis game. Virtua Tennis 2 promises that usual sequel mix - the best bits of the old one with new added goodies, and whilst there isn't confirmation of the Dreamcast conversion, we can't imagine there not being one, especially as the original has had such a reception, with American retailers running short of the game within days of the game's release over there.



SPEED DEVILS ONLINE

Ubi Soft is working on a sequel to their excellent racing game Speed Devils, with plans afoot to turn it into an online extravaganza. Hopefully, the online side of things will be in tact come a UK release. Especially as the game is currently entitled Speed Devils Online.

The idea is that up to five players at a time can race, thanks to the joys of online gaming, complete with betting options to help earn cash to upgrade your car. The game is also set to have a more futuristic feel than its predecessor, with tracks getting you to drive through ice storms, tornadoes and a good, old-fashioned Hollywood disaster (Wild Wild West springs to mind). Don't expect a release anytime soon though, but we will update you in the near future.



INFOGRAMES CAN DREAMCAST TITLES

UEFA 2001 no longer coming to DC

Bad news. Infogrames, whose thus far unswerving support of the Dreamcast has warmed our hearts, seem to have abandoned DC versions of three of their upcoming games.

The major casualty is football game UEFA 2001. UEFA Striker was, if you remember, one of the early titles on the Dreamcast, and whilst it had its problems, it just about scraped an 8/10 off us. Much information was seeping through about the 2001 edition, and so it's something of a shock to learn that both the PC and Dreamcast versions have been canned to leave the development team to concentrate on the PlayStation and PlayStation 2 versions of the game.

Also on the chopping block is the awesome-looking Supreme Snowboarder and Independence Wars, in a move which we hope is nothing more than a blip from a company who have thus far brought the likes of Wacky Races and Slave Zero to the Dreamcast. Whatever, it's disappointing news. Humbug.







Kevin soon regretted moving behind the cricket ground...

OVERSEAS NEWS

OH DEER

Too cute to kill?

The American buying public never ceases to amaze us, especially the PC owners who have made a game based around deer hunting one of the most popular titles over there. It's sold enough to convince them to make a Dreamcast version too, and whilst we're not sure if Deer Avenger will see the light of day over here, we're sure we'd manage to survive without it.

JAPANESE TO GET ONLINE

You cannot be serious!

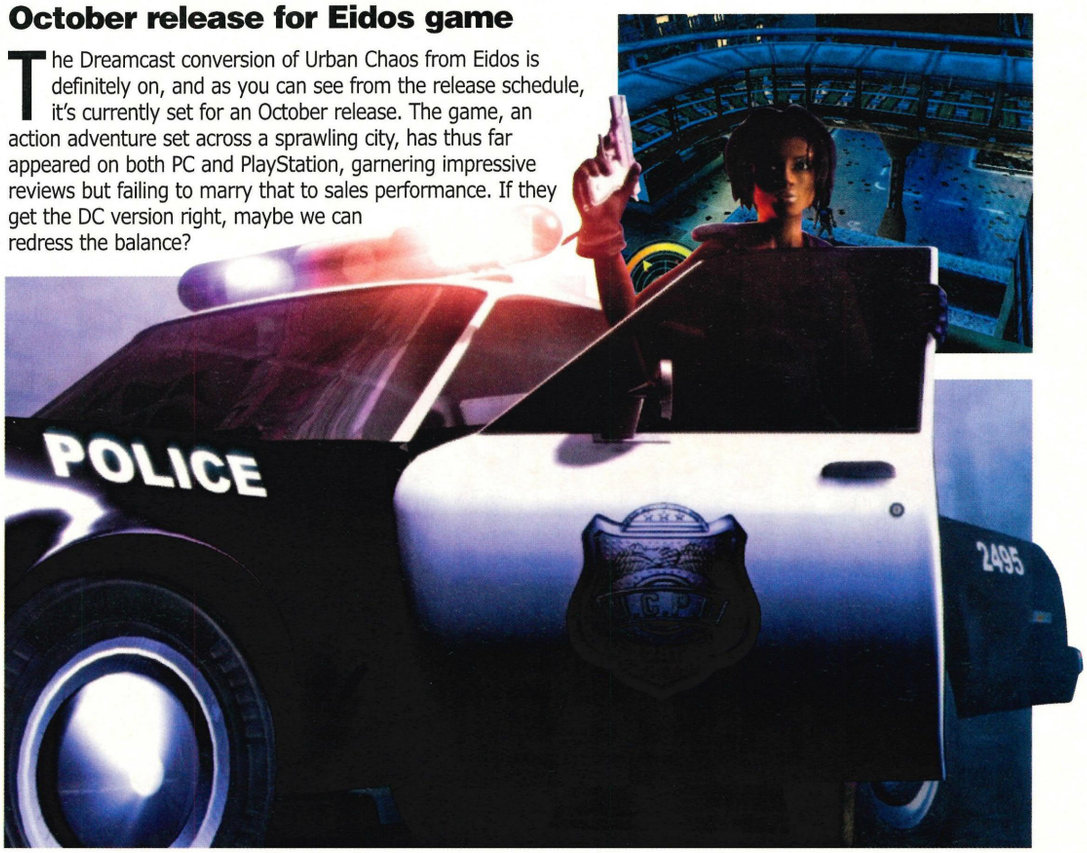
As we busily await the release of Virtua Tennis into stores over here, news has reached DCM Headquarters that once again the Japanese are set to get one up on us, as their version of Virtua Tennis allows for online multiplayer games. And we want it too, but we ain't getting it. Which means we get to stamp our feet a lot as once more - sigh - we look for something other than Chu Chu Rocket to play against our European cousins...



URBAN CHAOS CONFIRMED

October release for Eidos game

The Dreamcast conversion of Urban Chaos from Eidos is definitely on, and as you can see from the release schedule, it's currently set for an October release. The game, an action adventure set across a sprawling city, has thus far appeared on both PC and PlayStation, garnering impressive reviews but failing to marry that to sales performance. If they get the DC version right, maybe we can redress the balance?



PRICE DROPPING

Can we have some please?

Ever looked in envy over at the Platinum range of PlayStation games, sitting on the shelves for under 20 notes a-piece? Us neither, although we must admit that a budget range of Dreamcast games is a tantalising proposition. And it's happening. In the States.

Titles included on the Sega All-Stars label, which retail for the equivalent of 15 quid, will include initially Sonic Adventure, Sega Bass Fishing, NBA 2K and House of the Dead 2, with Crazy Taxi joining the party in time for Christmas. No word on a similar scheme in the UK, though, but Sega, take this as our subtle hint!

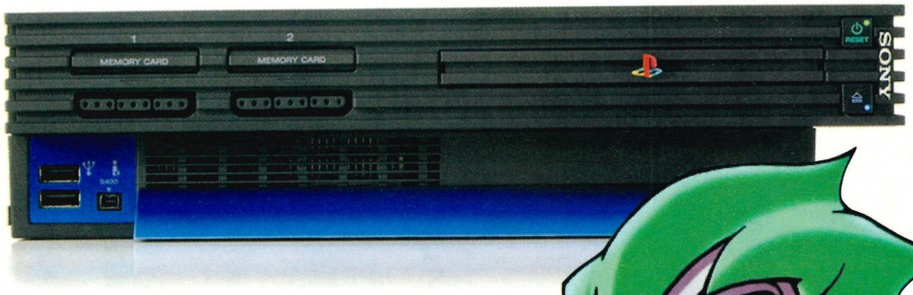


PLAYSTATION 2 - LATE

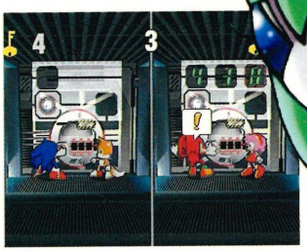
Sony mess gamers around again



The on-going saga of Sony's attempts to launch the PlayStation2 into the UK has witnessed new chapters. Firstly, the firm has now confirmed you won't have to preorder the console to get hold of one this year (although if you really do want one, you're probably better off doing so), and that the price will be £299 (you can get a separate Dreamcast and a DVD player for that). Also, the release date of the console has now slipped until the end of November.









BIG SIM ON DC?

Hot off the rumour mill...

We're still several weeks away from the UK release of the awesome Jet Grind Radio, and already developers Smilebit have turned their attention to their next Dreamcast title, which could well be the DC version of their new Japanese arcade game, Hundred Sword. It's a real time strategy game, not a million miles away from PC hit Command & Conquer, with resource management and strategy sitting side by side with big fights.

Should the DC version be confirmed, and we suspect it will, it will offer significant online gaming opportunities, but once again we're left wondering if this bit will be chopped off for the European release. As we're getting fed up with saying, much though we like Chu Chu Rocket, we really need a damn sight more. Look out for more on Hundred Sword in a future issue, as should the European release be confirmed, we're looking at well into next year before we see it in Woolies.

SONIC IS SQUARE

Coming to DC, but with a new name

It was Sonic Shuffle, yet for the UK release you can expect Sonic Square. Either way, it's not the long-awaited Sonic Adventure sequel, but a different game altogether, with the Sonic characters all present and correct.

The game is effectively a Dreamcast boardgame, with the characters all fighting it out to see who can get to the end first. To progress along the board, you have to complete a variety of mini-games, with some peculiar challenges set to keep you busy. There's a plot to it too, about some evil megalomaniac who won't be stopped from destroying some world or other until someone completes the game. All very scary stuff, we're sure you'll agree.

Nobody's going to argue that this is cutting-edge gaming, as we're guessing you'd worked out from the screenshots, but it does look like it could be a good laugh (especially if it follows some of the work done by the PlayStation game Bishi Bashi Special). Up to four players can take part at a time, and over 50 little games are included to fight over.

Sonic Square isn't due for release until next year (Sonic Adventure is at the end of next year too), and when it arrives it should be a fun little title. But if it makes it to our Games of 2001 list come January 2002, then we'll be very surprised.





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Now, for the first time ever, you can take on the rest of Europe, head to head and in real time, through your Dreamcast console. What's more you can do it for free with ChuChu Rocket!, Europe's first ever online console game. We're giving it away to anyone who buys a new Dreamcast, and to all existing Dreamcast owners who go on line through their consoles to Dreamarena, Dreamcast's exclusive website. And, once you've got your free ChuChu Rocket!, from June 9th you can enter the European ChuChu Challenge by visiting Dreamarena. Don't miss out, it's your chance to be the star of Europe.


0 STAR
REE
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EXCLUSIVE review

Crazy, Sexy, Cool...

Space Chan

Re-inventing the music and



nel 5

dance genre...

There's a new sex kitten on the scene, and she's already putting the ageing Lara to shame with her slim shape and releaving attire. Sega might well be shamelessly using sex to sell games, but when you've got a game as good as this waiting for you at home, who needs sex anyway?

Publisher	SEGA	Developer	SEGA	Genre	DANCE	Peripherals
Available	8TH OCTOBER	Players	1	Price	£39.99	

5

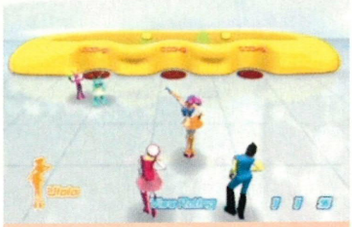
What is it about music and dance games? Love 'em or loathe 'em, they're here to stay and Sega has done well to jump on a bandwagon previously ruled by Konami's music titles. Of course, it's bigger than Tai Chi in Japan, and Space Channel 5 had an excellent reception there. Westerners tend to be a little more subdued as far as these things are concerned, so does it work, or is Sega trying to shove Ulala into unwelcoming faces?







SEGA SAYS...



"Starring Ulala, an indelible dance diva and fledgling space-age newscaster, Space Channel 5 challenges players to help her out-dance alien funksters (aka Morolians) in order to free their human captives and save the universe. Developed by Tetsuya Mizuguchi, the creator of Sega Rally Championship and many other hits, Space Channel 5 heralds an all-new style of console gaming. This hip title is driven by an engaging storyline, groovy techno tunes, fashionably in-vogue characters, and gameplay that players of all ages and sexes will enjoy."...and who are we to argue?"



HOW YOU DOIN'?



This 23-year-old beauty is Nazu Nahoko. She played the role of Ulala at the Tokyo Game Show this year. That's about it really, apart from the fact she's worked with Michael Jackson a couple of times, and she's a robo-babe.

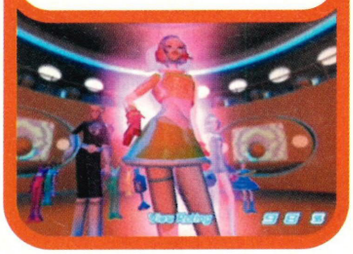
GAMEPLAY

For

- Top gameplay engine
- Excellent soundtrack
- Good replay value

Against

- More variety required
- Small control issues
- We want more!!!



Set in the 25th Century, the Morolian alien race have attacked and subdued innocent humans with their dance-inflicting ray guns. Fortunately for the galaxy, Ulala, an up-and-coming reporter working at Space Channel 5, has the moves and rhythmic talent to free the captives from this alien dance trance (oh dear). In order to break the Morolians' hypnotic grasp, Ulala must mimic the aliens' exact dance manouveurs by keeping the beat with pauses, quick repeats and moves timed to perfection. However, the storyline has some additional twists and turns that don't take place on the dance floor, involving a ratings-driven producer named Fuse, and Pudding, a former teen idol turned reporter for rival Channel 42. With plenty of weight on the galactic diva's shoulders, Ulala steps up to the challenge - empowered and in style - to save the Universe.

IT FAILS TO OFFEND THE PALETTE OF EVEN THE MOST CONSERVATIVE GAMER

You would be forgiven for accusing Sega of being as mad as March hares in June with a plot-line like that, but it's set against the backdrops of a clever 'funky pop culture' future, and it's amazing how it fails to offend the palette of even the most conservative gamer. Finicky issues like fashion, musical taste and style are addressed head-on, which is no easy task by any stretch of the imagination, and Sega has managed to carry it of with apparent ease. Cheese-gratingly corny sub-plots and one-liners have adoringly been included (in a B-movie kinda way), with the grace and finesse you'd expect from an average episode of Buffy the Vampire Slayer, though when it comes to some of the background characters like Jaguar, light sprinklings of cheese turn into massive wedges of brie, and



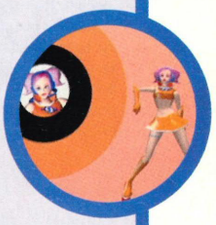
Pudding's the 19-year-old reporter from Channel 42. She's had two nose jobs...



MAIN CHARACTERS

Ulala

Channel 5 Reporter
Age 22
Favourite Ice Cream Cherry Vanilla
"A reporter on Channel 5, she has just been assigned her first big news job, to report the invasion by the Morolians."



Pudding

Channel 42 Reporter
Age 19
Favourite Colour Taupe
"A former teen idol, she now has a waning fan club. She has had two nose jobs since her 16th birthday."



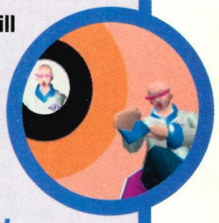
Jaguar

Pirate Reporter
Age 35
Favourite scent Gasoline
"A hunky space pirate with a mysterious past, he is a great advocator of truth. He commands the broadcasting ship Rogueship-A-Go-Go."



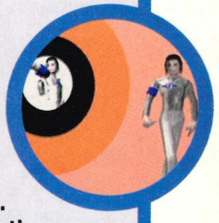
Chief Blank

Channel 5 Chief
Favourite colour Plaid
"He is a man with a purpose. Driven solely by the thrill which can only be obtained by high ratings, this man is a loon."



Space Michael Jackson

Super Star
"Legend has it that he saved the Earth from a certain demise by using his 'dance energy'. This was when the planet was attacked by aliens 500 years ago.



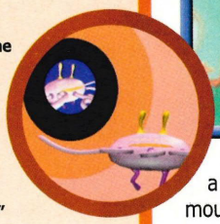
THE BOSSES

Space Boss No. 1: Coco*Tapioca



"The first invading dancing robot, it appears at the Launch Pad in the first report. The ring beam it creates from its horns, and the line-dancing robots it keeps inside its body, are something to be cautious of."

Space Boss No. 2: Morolina



"She was sent by the Morolians to attack the Luxury Spacecraft G. A dirty-minded robot, she uses her arms and tongue as weapons. Because she's hoarding space children, you must attack very carefully."

Space Boss No. 3: Morolian Monroe!



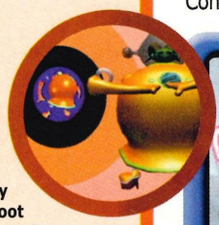
"The strongest Dancing Robot, it appears inside the base in Report Three. It emerges from a TV monitor and transforms in three stages. Attacking as it transforms, it may be too tough to fight against by a single person."

Space Boss No. 4: Evila



"The Ultimate Reporter Robot modelled after Ulala, It's job is to raise the viewership. It dominates the Space Channel 5 Policebot, and challenges Ulala. It is quite a powerful enemy."

Space Boss No. 5: Giant Evila



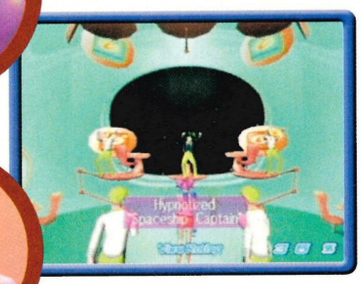
"A gigantic robot controlled by Chief Blank of Space Channel 5. Blank is keeping the space relay station, Astrobeat, hostage with Fuse trapped within. To effectively attack, you must shoot opposite to its prompted directions.

Space Boss No. 6: Blank TV



A robot that broadcasts a brainwashing program, controlled by Chief Blank. It appears to reside within Giant Evilia and can send signals to the ends of the galaxy, as it uses the frequency from Space Channel 5.







Michael Jackson makes a brief appearance. He dances around and says 'Woo!' a lot...

a sickly taste was left in my mouth. Luckily, though I'm sure it was probably a prerequisite, the game doesn't take itself at all seriously yet still manages to maintain a certain degree of self respect, even if Ulala does flash her knickers within 30 seconds of the game kicking off (bless her cotton G-string).

Touching

'For all the people who love music, dance and games.' That's the line that greets you as the credits roll at the end of the game and, with a warm glow inside, you prepare to play again. Hopefully, undeterred by the fact it only took about an hour to play it through from beginning to end, you understand what's meant by their choice phrase. It stands to underpin producer Tetsuya Mizguchi's comments at the Game Developers' Conference this year. "I have poured the message of love and peace and happiness into the game", was his most memorable quote. People thought he was joking as well as slightly mad, but it's not until you actually complete the game for the first time that you realise quite what he meant, and he certainly wasn't joking (though you know he's mad!). Though a blatant cliché, Space Channel 5 is quite unlike any game you might have seen before, not only because it's the first music and dance game to reach our Western shores, but because of its glorious attempt to re-write the rules of the genre. I've never really been a fan of dance and music games, and the thought of flinging maracas to a Samba beat in Samba de Amigo makes my toes curl, while Parrapa the Rappa was quickly re-titled 'pile of shite' thanks to its aggravating control issues and ridiculous lyrics. That said, however, I am a big music fan, and like to think that I know a thing or two about 'pop music'. I've never really thought I'd encounter a game with a score better than your average children's TV show, and at the end of the day, the simple fact that 'music' games never seem to have any decent music is the biggest irony in videogames.

NORMALLY, 'MUSIC' GAMES NEVER SEEM TO HAVE ANY DECENT MUSIC

Choon!

Space Channel 5 breaks the mould in this respect. I really must sing Sega's praises for creating an incredibly well rounded 'album' of tunes and ditties

Richard says... "Cool in every way - while it lasts!"

GRAPHICS

For

- Amazing animation
- Great legs
- Hip and stylie

Against

- Some grainy backgrounds
- NPC detail
- Ulala's chest (sorry)







LONGEVITY

For
- Those moves never tire
- Plenty to collect
- Great party game

Against
- Only four levels
- Two CDs next time...
- ...or else!



THE STORY IN SHORT



Possibly the best thing about Space Channel 5 is the way the story works. Here's a run-down of what happens in brief, so we don't spoil it too much for you. It's not quite 'girl meets boy and falls in love', but here you go anyway...

Girl gets rescued from space as a child, girl turns into ace reporter ten years on. Aliens attack and make people dance. Girl saves people and fights off aliens with funky dance moves. Girl finds out aliens are under the control of higher power, and realises aliens aren't all bad. Girl finds out where the trouble's coming from, fights bad boss. Finds out he's a power-hungry ratings-addicted maniac, but not all bad. Kicks his arse anyway, everybody lives happily ever after. The end. Brings a tear to your eye, doesn't it?

Simon says... "chic, sexy and the most fun you can have without turning the lights out"

for the game. Anyone can pick out a selection of tunes and put them in order and call it an album, but it's very hard to craft a rounded album when it touches upon most musical styles as it progresses. Of course, it's infinitely harder still when it's the backbone of a video game that uses these styles to tell a story, and includes visual aids and interaction. I'm not going to bang on about it (stop me if I'm boring you), but it certainly deserves a mention and as soon as you play it through, I'm sure you'll see what I mean. Though the music isn't timeless by any means, it will certainly go down as the beginning of a musical revolution, of which we're already feeling the rumblings from sound studios across the country. It makes sense that the videogame generation should be treated to the kind of music quality we've been spending billions of pounds on in clubs and music stores every year, but the cogs of this industry tend to turn slowly. It's about time the transformation began, and it's kind of fitting that Space Channel 5 has made a step in the right direction.

Ohh baby!

It might be petite (simply because of the size of the game), but Space Channel 5's learning curve is perfectly formed. At the beginning the action is simple, and your first dance-off with the alien invaders is short and sweet, but as you progress through the game, things get much more complicated with the quick switches between dance-offs and shoot-outs becoming more frequent and varied. Though the combinations of button-presses become more complex, faster and even off-beat, there never seems to be much variation. There's even a section where you must do the opposite to the prompted direction, which was fun, but it's too straightforward to tax you as much as Parrapa the Rapper say (even though Parappa's pants in comparison!). Somehow, however, it manages to save itself from being repetitive and boring by really involving the player in the on-screen action. You never actually feel like you're repeating the same prompts over and again, even though in many cases you actually are, but that's the beauty of the game - it can treat you mean yet keep you keen. What a loveable rogue! Arguably the best thing about the game is rescuing all the adorable earthlings being held captive around each level. In total there are 78 characters in the game, including bosses and lead characters, and each can be viewed in one of the options screens with detailed profiles and malleable 3D images. There's no way you can save everybody in the game the first time round, so the game's real challenge comes in trying to complete it in as few attempts as possible. When you actually get round to the third and forth attempts, you also notice new sections appearing at different intervals that take Ulala on an excellent detour to find special characters. Perhaps if the game came on two CDs we might have seen twice the action, but Sega has done an excellent job creating a similar effect with one. Maybe the sequel with feature the best of both worlds; here's hoping...



IT'S PETITE, BUT SC 5'S LEARNING CURVE IS PERFECTLY FORMED





Use the 'B' button to save these two 'Earthlings'...

OPOLLO SMILE



Yes, her name might be quite ridiculous, but it's this lovely lady that gives Ulala the perfect finishing touch; a very attractive voice. Opollo first started her career as a singer and found a modicum of success by making it onto the Days of Thunder soundtrack, but these days she's the queen of dubbing for countless Manga films and live action movies. She's currently working on a new album and website, which you'll be able to see at www.apollosmile.com. It wasn't up and running when we wanted to check it out, but this is probably for the best - we never would've got the mag finished!

dcm 8

VERDICT Innovative, sexy, and full of beans. Space Channel 5 is a must for all music and dance fans (and horny schoolboys)!

ALTERNATIVELY...

Simon Says • *Not reviewed*
There aren't any other decent dance games yet

COMING SOON...

Samba de Amigo Swap Ulala for a monkey with maracus and you're half way there...

Publisher: Midway ■ Developer: In-House
Released: November 2000 ■ Genre: Sports Sim

online... www.sega.co.uk

ready 2 rumble: round 2

The smell of greasepaint, the roar of the crowd; enter Michael Jackson! Is this boxing as we know it?

one to dcm watch!

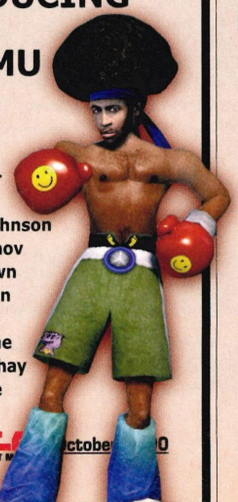




INTRODUCING IN THE LEFT VMU

The list of returning boxers:

- Afro Thunder
- Angel Rivera
- 'Big' Willy Johnson
- Boris Knokimov
- Butcher Brown
- Jet 'Iron' Chin
- JR Flurry
- Lulu Valentine
- Rocket Samchay
- Selene Strike



fighting fit

The original Ready 2 Rumble received critical acclaim when first released; some even said it was one of the finest boxing games on any console. The only real problem the development team has now is how do they improve on a game that was fun, great to play and had an arcade presentation combined with an underlying simulation feel? As usual, we let loose our boxing expert Derek 'No Messing' dela Fuente to find out more...

With this sequel now really coming together, and its launch only a few months away, the team were so busy we couldn't get much out of them - they were either being darned secretive or really were pushing the boundaries in their efforts to make this a boxing game everyone will be talking about. They were happy to give some soundbites on the game, also on the many new features, but the stock phrase 'there are loads of suprises in store' was a regular. You can view this two ways; either they don't want to reveal some new and stunning innovations, or this is a bog-standard rehash of their last boxing game. The Dreamcast version is being coded in tandem with the PS2 game, and differences between them will be minimal.

Going straight for the jugular, I asked the question on all our lips -



INTRODUCING IN THE RIGHT VMU

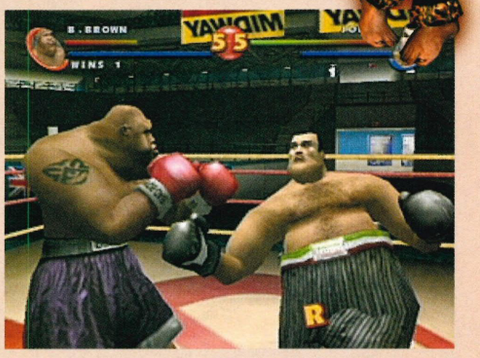


The new contenders:

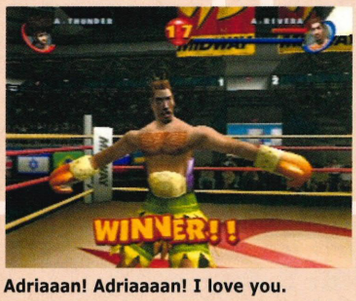
- Freak E Deke
- Freedom Brock
- GC Thunder
- Joey T
- Johnny Blood
- Mama Tua
- Robox
- Wild 'Stubby' Cooke

And the celebrity boxers:

- Shaquille O'Neal
- Michael Jackson



The special 'Truffle Shuffle' Move.



Adriaaan! Adriaaaan! I love you.





what's new and what added goodies are on offer? Midway answered, "Many people won't have played the first game, so let's forget about that. You name it, there's more of it on offer. R2R: R2 is bigger, better and more refined, with its polished graphics and thrilling sounds and the boxers themselves.

Shut Yer Face - Listen!

"In Ready 2 Rumble Boxing: Round 2, we added a ton of new features that we were unable to implement for the first game", they continued. "We've concentrated on making a more competitive AI system, with more diverse punching styles, new special moves, more interactive training games and brand-new special effects." The boxers have a new 'parry' move as an advanced defensive technique. You can parry an opponent's jab, opening them up for a damaging combo. This new series of animations is created to increase gameplay depth and add new gameplay features. You can feint and grapple, and the rope interaction animations add tremendous realism and an unprecedented interaction with the boxer and the ring. There are also three different Rumble Flurries, depending on how far you build up your Rumble Meter.

WE HAVE CONCENTRATED ON MAKING A MORE COMPETITIVE AI SYSTEM, WITH MORE DIVERSE PUNCHING STYLES

Just backtracking, you must ask yourself what makes a boxing game work? It should be fast and furious, and very responsive. There should be a full set of punches, a variety of boxing styles and quick movement. These are just a few of the

CREATIVE



According to Midway, "We have been fortunate to produce both these games on wonderfully powerful platforms, at the launch of both the PlayStation2 and the Dreamcast. This has enabled us to explore new graphical improvements and provided us with tremendous raw power to push the game to unknown heights. We always find limitations, but we know platforms in the future will give us the ability to create better-looking and better-playing games".





parameters they have fulfilled as the starting point. There are over 20 boxers, all having four very unique taunts that are very funny, adding another dimension to the game, with each boxer having over 200 different animations. Add to this Michael Jackson and Shaquille O'Neal, the boxers in Ready 2 Rumble Boxing: Round 2, so making this the best boxing game out there is a whole lot harder to do".

And There Is More - Face It!

You may feel Midway has the verbal runs talking about the many superlative additions, but, hey, don't knock it! A new set of extreme reactions and knockdowns has been motion-captured, as have most of the in-game moves. The team even spent time with Michael Jackson himself. Victory animations were also captured to further enhance character development and create 'personalities', but they would not tell us what Michael's footage entailed! The improved collision detection system, allowing the player to hit while being hit, sounds cool too.

In the case of boxing, it's the physical look of the boxers that really makes or breaks a game. Most boxing games have had boxers with angular faces and bodies that look like Lego blocks, and this is where R2R: R2 really wins hands down. The attention to detail in an endless list of textures, primarily skin and muscle tones of the boxers, aided by some clever lighting and displayed via some innovative camera views, will endear it to arcade gamers. Implemented are head and eye tracking and facial animation using tweening between recorded facial expressions. You see facial swelling, sweat using texture and particle sprites and boxers losing teeth!

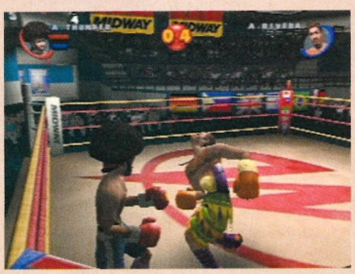
Let's Get Ready to Rumble

The fight begins with Michael Buffer belting out his famous line to announce the game. After that, Mike announces each boxer, offering his or her name, home town and outfit colour scheme. Each boxer performs an intro animation, which provides an insight to his or her flavourful personality.

The player can select one of five different views. To the uninitiated,

WE ADDED A TON OF NEW FEATURES THAT WE WERE UNABLE TO IMPLEMENT IN THE FIRST GAME

two celebrity boxers, who have a full array of combos and are extremely competitive. According to Midway, "The hardest thing to do is to make every boxer balanced, with the large number of animations associated with each boxer. There's a lot more



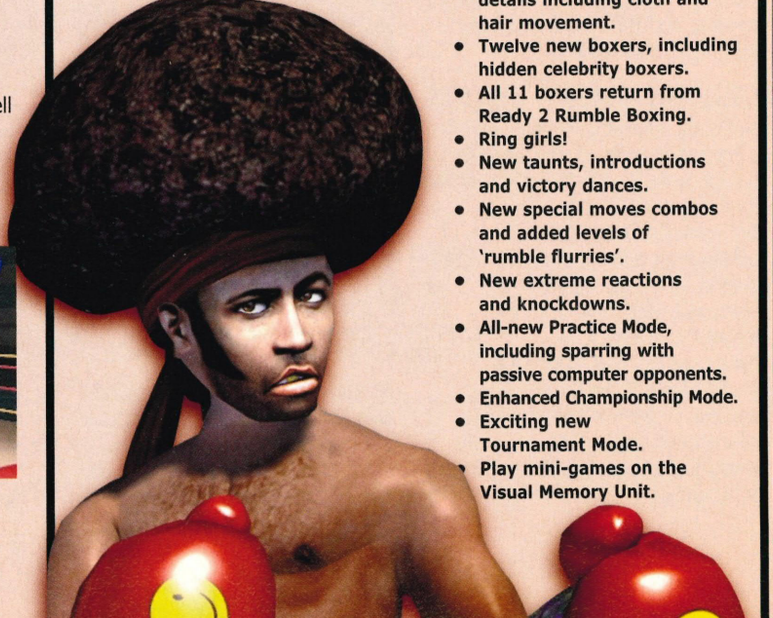


That's a bit below the belt...

READY 2 RUMBLE: ROUND 2

Key Features:

- Much-improved effects, with details including cloth and hair movement.
- Twelve new boxers, including hidden celebrity boxers.
- All 11 boxers return from Ready 2 Rumble Boxing.
- Ring girls!
- New taunts, introductions and victory dances.
- New special moves combos and added levels of 'rumble flurries'.
- New extreme reactions and knockdowns.
- All-new Practice Mode, including sparring with passive computer opponents.
- Enhanced Championship Mode.
- Exciting new Tournament Mode.
- Play mini-games on the Visual Memory Unit.





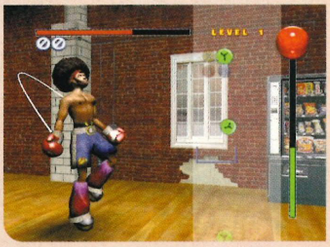
Build up your Rumble Meter to access three devastating 'Rumble Flurries'



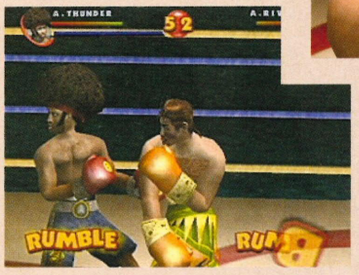


STATS

In the Championship Mode, you can customise the stats on each boxer by training them to compete for a shot at the title. There are new interactive training games that increase certain attributes, directly affecting your boxer's stats.







default rounds last 60 seconds. In Arcade Mode, the default is three rounds, with a maximum of 12 rounds per match. In Championship Mode, there are three rounds per match. The user can change all of these options.

Arcade Mode: The player can choose to play the computer or another player, or across the modem (if available). In a two-player game, the players fight a single three-round bout. In a one-player game, the player fights increasingly skilled opponents until they lose or win the championship belt. The player can select from a set number of boxers. A hidden boxer becomes available after each of the three championship belts are won.

Championship Mode: In Championship Mode, the player starts with enough money to buy some training time on equipment in their gym. The goal of the game is to take all the boxers to championship level, and retire with the most amount of money. Each boxer is initially signed for 30 fights. The player must get the boxer up the ranks to the next level to get him or her to sign for another 20 fights. The player can choose to fight a Title Fight to raise the boxer to the next level, or Prize Fight to earn money to train their boxer for the next Title Fight.

Gym: The Gym is where you go to improve your boxer's skills. Training on a piece of equipment is a mini-game itself, requiring timing and/or the repetition of a pattern.

A number of sub-games will be implemented, including one where the goal is to follow the trainer's actions as he jumps ropes. The game gets progressively faster and more difficult, with tricky crossovers and leg switches. A front view shows the boxer and the trainer both holding jump ropes. When using the speed bag, the objective is to get it to swing and hit the ceiling. The first meter displays the number of times you hit the bag to the ceiling, and a second meter displays the amount of energy you have left to complete the training. Weightlifting, sparring sessions and stair climb for stamina training are also catered for.

"At present there are eight target locations on the body to aim at. The game engine adjusts the punches to compensate for different player's heights. The game engine also adjusts the punch to land on the target area within a specified range at the start of the punch to allow for player movement", Added Midway. On the surface you see a colourful boxing rendition, with familiar on-screen menu bars, but R2R: R2 goes a few levels beneath all of this, something only discernible once you play it and compare it to other games.

As it stands, if time, attention and expertise equals a top game, Midway is onto a winner. The countdown to release has started, and it looks like being a knockout title! The team summed it up: "We've implemented new camera modes, it's a game that you can pick and play instantly. We've spent a lot of time getting the learning curve just right, and above all, working on such powerful machines means we can really break new ground".

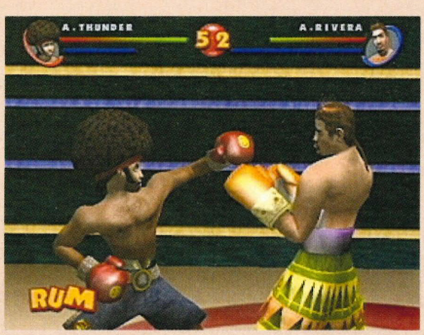
YOU CAN PARRY AN OPPONENT'S JAB, OPENING THEM FOR A DAMAGING COMBO

BOXER ATTRIBUTES



The boxer varies in the following abilities:

- **Strength: Determined by hitting damage and blocking damage.**
- **Stamina: Determined by power usage, power acceleration and rumble time.**
- **Dexterity: Determined by swaying, walking speed and dizzy rate.**
- **Experience: Determined by combos, specials and rumble moves.**



Afro Thunder by name, Afro Thunder by nature

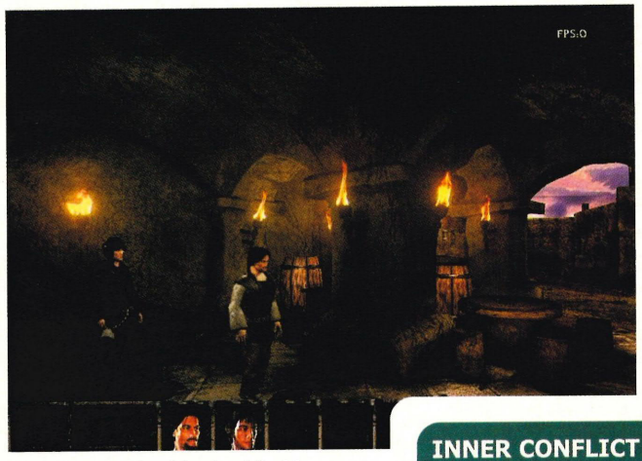


Publisher: Ubi Soft ■ Developer: Westka Entertainment
Released: 4th Quarter 2000 ■ Genre: RPG

arcatera: the dark brotherhood

online... www.ubisoft.com

A title that's billed as an experience, not just a game: bravado, or is this a little corker?



There's a certain old-school feel here







Artcatera has made the transformation from paper RPG very well



INNER CONFLICT



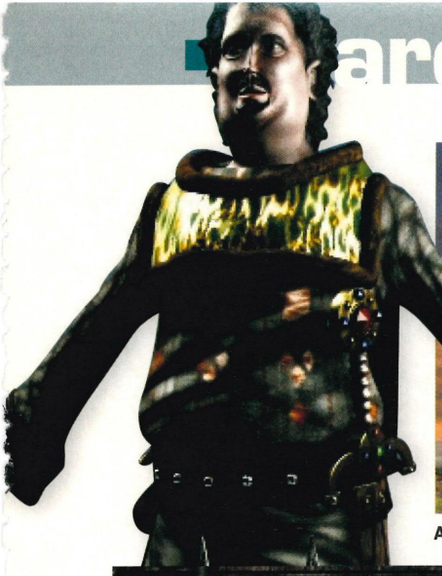
Every character in the game has their own history, attitude and habits, often heightened by a kind of inner conflict, which determines their behaviour and actions. This means there will be no 'black and white' or 'pure good' and 'pure evil' characters, just as in real life.

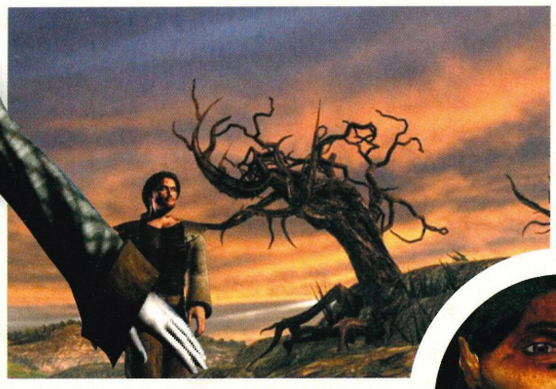
German developer Westka Entertainment has been active in the creation of full-price computer games for PC and consoles since early 1998. Critically acclaimed for gameplay, design and technology by the international media, their games have earned notable recognition as top-of-the-line products, meeting the expectations of computer game freaks and casual gamers alike. Now you too will be able to sample some of those delights, with the release of their first Dreamcast title, Arcatera: The Dark Brotherhood.

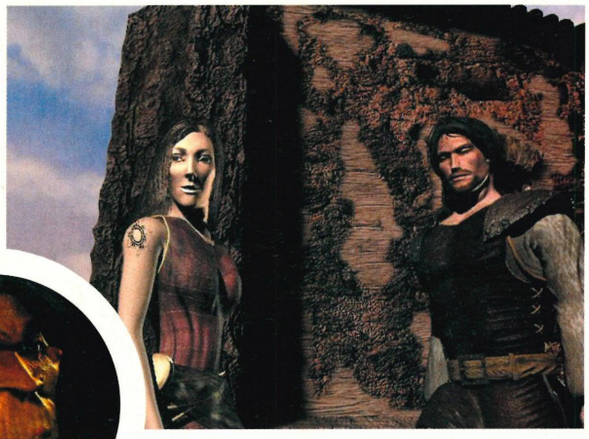
Basically, the game is a non-linear adventure, set in the heroic-fantasy world of Arcatera. It also contains RPG elements such as fighting, magic, party personalisation, and progression (of experience level, money, equipment, etc.), but the core of the game is the adventure itself and the importance of the intrigues within it. Your main mission is to understand the plot, which unfolds in real-time, and to find a way to prevent chaos from taking over the city. Yes, it's that old chestnut of a satanic gang trying to overthrow the Prince and, in the process, rampage over his subjects. You can do whatever you

> "It's that old chestnut of a satanic gang trying to overthrow the prince and, in the process, rampage over his subjects"

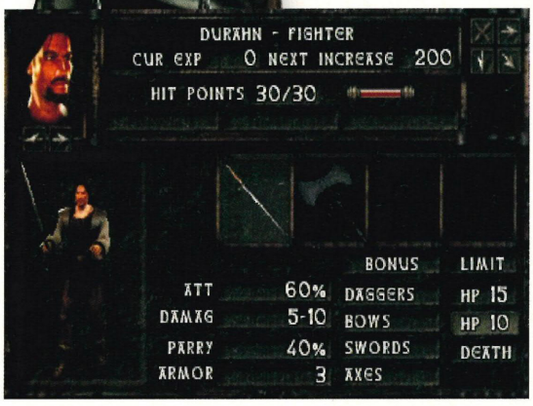


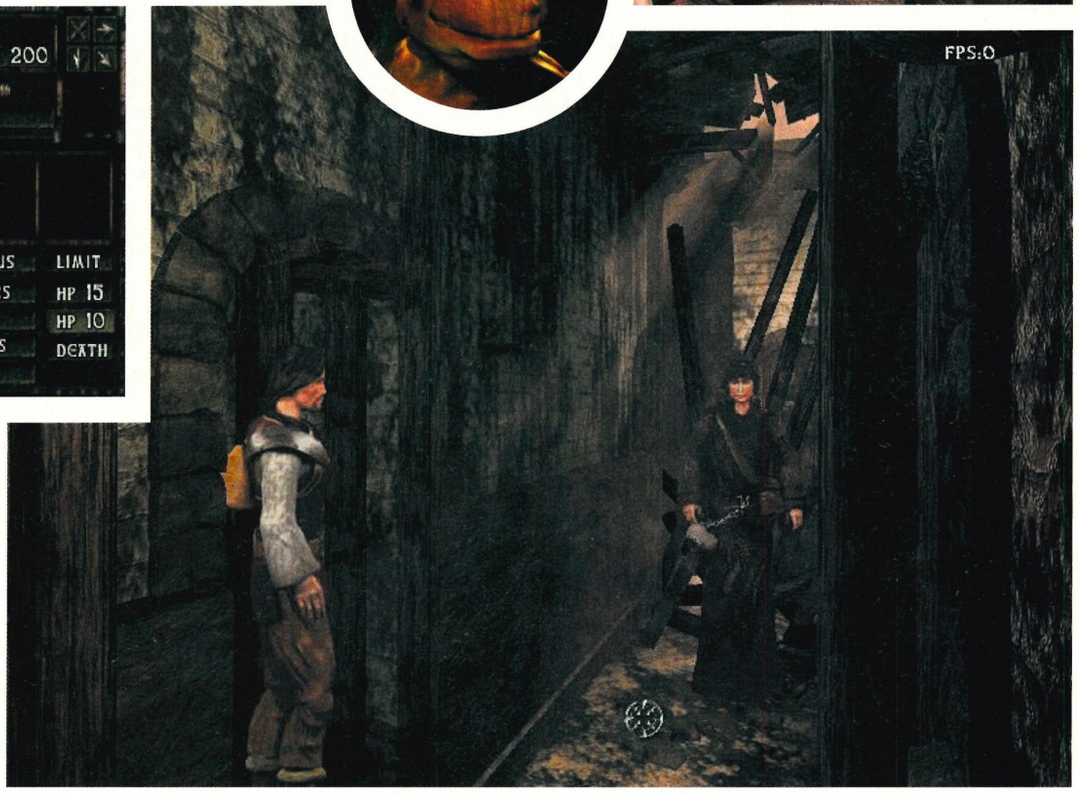






An example of the dark and detailed visuals





All of the characters go about their daily lives in real-time, but you can stop and interact with them

want – go hunting, take up squatter's rights, become a complete outlaw if you want to – but there's a catch: if you can't fathom out what the hell is going on within three weeks, you may very well fail in your mission. Although there are ten possible ways to counter the evil deeds, depending on your actions and attitude towards others, only one or two will result in a happy conclusion.

It's Alive

What makes Arcatera different, apart from its original mix of adventure and RPG, is that it sets up a world that has a life of its own, where each NPC (Non-Playing Character) has its own activities and its own schedule that you can observe on screen. If you follow a merchant, for instance, you will see him go to the market, buy some food, and then spend his afternoon working in his shop. You can also join him in the pub in the evening and see him back home at night to sleep.

AI Interaction

The AI (Artificial Intelligence) of the game was designed so that all NPCs can interact with each other. This principle was also applied in Half-Life (where you can watch the soldiers attack the monsters), but Westka has taken the idea much further. "Once you have this independent living world, all you have to do is put the player in and let him mess around with the ingredients. He may or may not find a solution, but that's really up to him!" so says Christophe Kabelitz, MD of the company and project manager for Arcatera.

Arcatera was initially designed as a classical paper RPG and as such contains a huge world, with its own history and culture, gods and religions, devils, monsters and demons, towns and their inhabitants, and many unsolved quests. The characters in this computer interpretation are all the same as those in the early pen and paper version, only with redesigned roles. The team aim to immerse the player into a fantastic and interesting, but also logical and credible world, hence the decision to give all of the in-game personnel their own lives.

> "the team aims to immerse the player in a fantastic and interesting world"

200 Locations

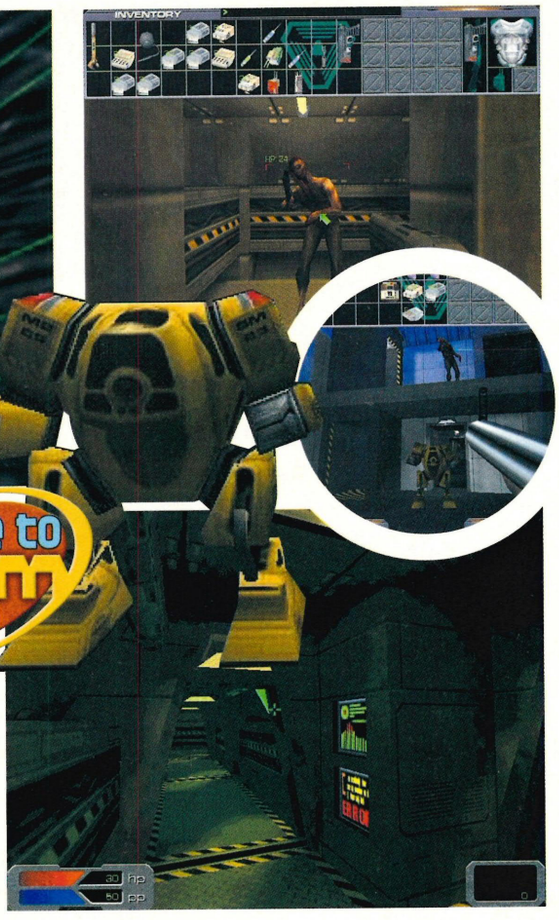
So far the result looks like a marriage between Blade Runner and Baldur's Gate. The plan is for Arcatera: The Dark Brotherhood to have more than 200 locations and 150 interactive characters (voiced in six languages, by the way), with the player taking control of a party of up to four Playing Characters (PCs), each with different skills and abilities, at the same time. With these PCs he can perform many interactions with the Non-Playing Characters in the game. You're given as much freedom of movement and action as possible. For example, you can talk to all NPCs (and every one will have spoken language output), give or show them objects (or use objects on them), try to steal or buy things from them, cast spells on them or, of course, attack and fight them!

BLACK SUN

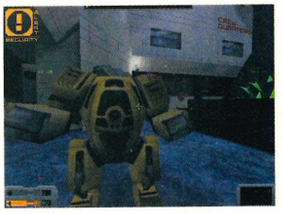
The opponents of the player (the members of the Black Sun) also have a very complex AI script and will react in different ways depending on your actions. One of the main missions of the player, for instance, is to bring back the sceptre of the Prince of the city of Senora, thus saving the city from the Black Sun's reign of terror. If the player starts looking for the sceptre, the Black Sun may take it to different places in the world, increase the guards around it, or send assassins to kill them.

Publisher: TBC ■ Developer: Vatical Entertainment
Released: November 2000 ■ Genre: Action/Adventure





system shock 2





JOB CENTRE

Who Shall I Be?

Which career you choose in SS2 is very important. The Marine is a rough, tough character, whereas the Naval Officer is a deep-thinking, hacker type who's quick-witted and certainly resourceful. The Operation Systems Analyst is methodical. Each job has a number of drawbacks; one might not be too hot with a weapon, whilst another may be slightly thick and fight well but move into places that are dangerous without thought. Don't worry, though. At the start of the game you get a good rundown on the positions on offer!

Voted one of the best games of 1999 by PC gamers, this deep-thinking action-cum-RPG game is a real beauty!

Seeing this title listed for the Dreamcast was (excuse the pun) a bit of a shock to the system. Coming from a relatively-unknown source, you quickly understand why this is. The game was released by Electronic Arts, who has kept the issue of games for the Dreamcast at arms' length, preferring to go with the PS2. The game was created by Looking Glass, who are sadly no more, so Vatical Entertainment probably found picking up the licence relatively easy!

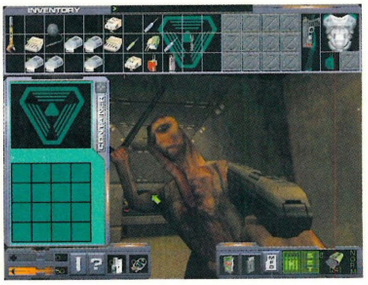
Vatical was tight-lipped about the game, although they did say they intend to give Dreamcast owners as good a port-over as is physically possible, and with a perfect PC game already created, why change anything?

System Shock 2 (SS2) offers gamers the four elements they love most: a good plot, intelligent gameplay, spooky atmosphere and Internet play (though the online arrangements have yet to be fully finalised). It does seem strange that there's a batch of titles coming that are sequels, but to be honest, you don't need to have played the originals in most cases, certainly not with SS2. System Shock 2 has gorgeous cut scenes and compelling dialogue that you must watch and take in to understand the tasks ahead. So before you get to the nitty-gritty, the central focus of the game, which is Section Two, you must go through a series of Training Modes which are an



You know what you gotta do...Blow him away!

"the ship is deadly silent and strewn with blood and severed limbs"





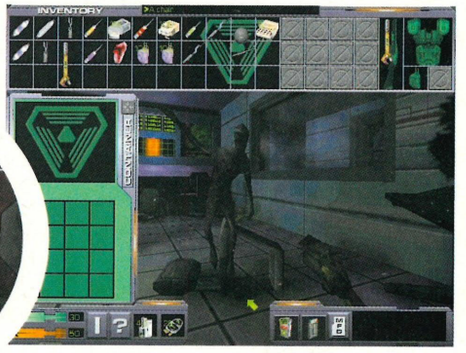


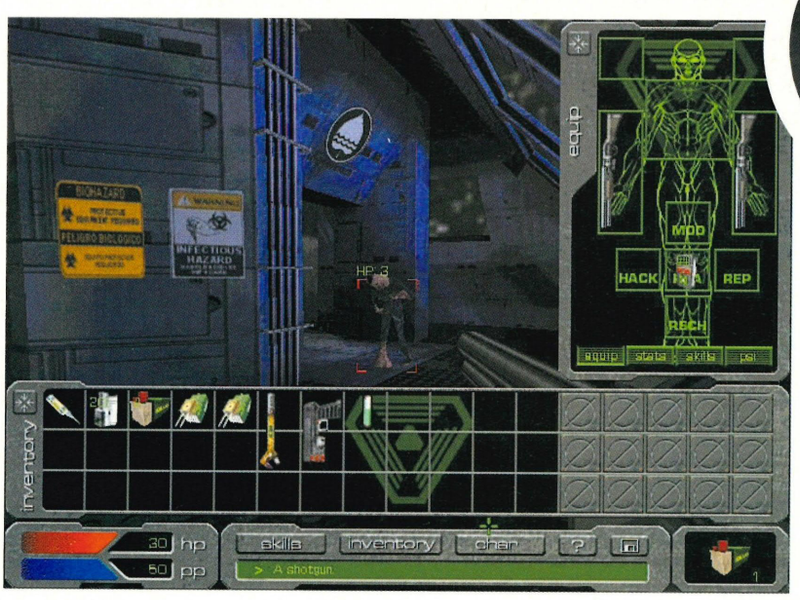




There's cool rendering throughout the game







integral part of the experience that makes this title so refreshing. You have a choice of characters: Navy Technician, Marine or Operation Systems Analyst, and must move through three years of intensive training. Get through this and the fourth year of duty is on the Von Braun, the second phase of the game. This is where SS2 comes into its own.

Let the Game Commence

The background story and the next part are totally captivating. SS2's main plot takes place 42 years after the original title, and after a major incident, Trioptimum (the company that built Citadel) is not doing so well. It's now the year 2114 and you're on board a ship called The Von Braun, which is capable of flying faster than the speed of light. You awake from suspended animation with no idea who or where you are. The ship, as you discover, is deadly silent, strewn with blood and severed limbs (Cool!). You're the only survivor, and you must try to get a fix on things. OK, it does sound a little familiar, but it gets better and this turns into a real humdinger, with loads of action and plenty of brain-teasing puzzles. Your character is equipped with cyber-implants that he can upgrade, and finding pick-ups is tense task whilst avoiding the hybrid form, Shodan, and the security cameras of the ship. Thankfully, a helping hand is on offer from the mysterious Dr Janice Polito.

SS2 is a game that you must play to understand its absorbing nature, one where the plot unwinds as you play. As you explore you gather information, and the thread of the story is driven along via e-mail messages from survivors and logs found near dead crewmen, which is aided further by some great in-game hi-tech gadgets.

The intricate and engrossing plot and endless and compelling 3D action comes together in some rip-roaring settings, which are all gelled together with familiar RPG ingredients. There are plenty of usable menus/interfaces that look complicated, but are a doddle to use. Plus, you have a long list of resources on hand. Hand-to-hand weapons are a must, but finding the ammo is a trial, and mapping out the ship is a real memory tester because it's so bloody huge! Searching around takes time, and boy, are there neat items to find, with hacking into the on-board security system a must. All the right ingredients for a top game! SS2 is like Alien Vs Predator, Star Trek and maybe even Wing Commander; not a bad mix!

> "SS2 is like Alien Vs Predator, Star Trek and Wing Commander; not a bad mix!"

LOOK AT THAT

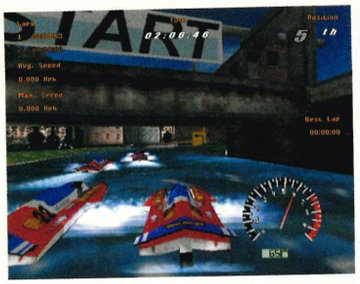


Sights and Sounds

System Shock 2 has even more going for it than its broad band of game ideas, superb interface and lots to see and do. Its eerie atmosphere and action complement each other, giving a filmic look and feel. As you roam around the ship, the sounds grow louder or drop as you move towards or away from objects. Hear the dripping of a tap build as you move towards a sink. Look up and see the neon lights flicker, and hear the low clicking sound it emits whilst it throws off ever-changing shadows as you move towards a brighter part of the corridor.

Publisher: Mattel Interactive ■ Developer: Promethean Designs
Released: September 2000 ■ Genre: Racing

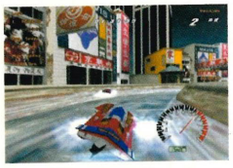






hydro sport racing

It's mooted by the team as *Gran Turismo* on water, but is this just big talk? We shall see!



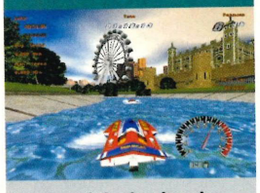


Racing games on water have never set the world alight, and the million-dollar question is, can Hydro Sport Racing buck the trend? The developers always tell a good story, and of course their game's the best in their eyes. A quick butchers at the pretty screens shows they're somewhat impressive, and they do look very clean and polished. But where are all the spray and water droplets you would expect when careering through the waves? Fact is, having seen the game and played it, I can let you know it does have all the particle effects, and all those little touches that dirty up the screens to give it a realistic look will be present in the final version.

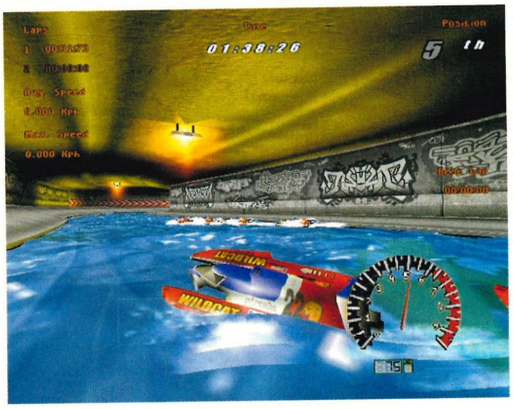


Racing in low tide makes the game much tougher as the tracks become thinner.

IN MORE DETAIL



Some of the landmarks include London's Big Ben, Houses of Parliament, The London Eye, New York's Statue of Liberty, Notre Dame cathedral and the Eiffel Tower. All are beautifully modelled and textured, and create a magnificent atmosphere.



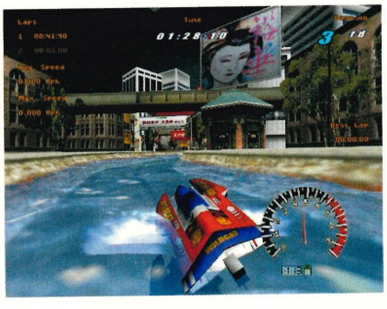
Obviously, this screenshot shows dcm doing pretty crap

> "the ultimate in high-speed racing, with a fine-tuned learning curve"

Water, Water!

Since we first saw this game four months ago, the team has added new menus and more boats. Hydro Sport Racing is designed to be a pure racer, and they've now added wakes behind the boats, along with tidal tracks. Novel ideas include night racing with headlights. This lights up the buildings, water and landmarks as you pass, giving a great sensation of speed and some amazing graphics. The tracks vary dramatically. You need to race all tracks in high tide, and this could be deemed as racing the terrain at its easiest because run-off areas are accessible and allow room for error during racing. Low tide is a different story altogether, forcing you to stick to a good racing line, whilst giving you a much greater sense of speed. Night racing in its various combinations unveils additional challenges. There are plenty of varied









All the courses have their own landmarks.



locations, like England, France, Germany, New York, Venice, Holland, Italy and Japan, all highly detailed with some familiar landmarks. Each track and location is unique, some having twisty, sharp corners that demand on-the-spot reflexes and cunning manoeuvres, others with long, smooth bends that allow you to assess the correct racing line and take the corners at mind-blowing speeds. The vehicles are varied and can control anything from fast mono-hulls through to ballistic catamarans and outrageous bat-boats. Each boat has totally different handling abilities. They have different engines, torque values, automatic gear ratios, braking and drift, conveying discernible differences in each to offer a comprehensive experience.

> "each track and location is unique"

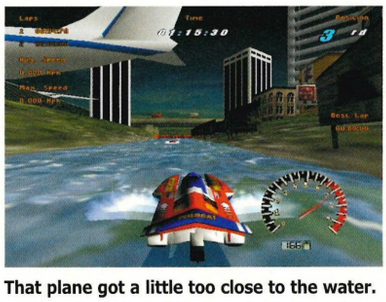
Backtracking, I asked the programming team if the special effects would go as far as blurring visions; you know, water splashing in your face etc? "Once you play Hydro Sport Racing, you should realise that when you're travelling down a Dutch canal at 250kph whilst trying to execute a successful overtaking manoeuvre with wave bounce already taking a toll, blurring vision was not an option", they said. "With all the particle effects, some never-before-seen, the player finds this a game that offers a lot. Just driving and being in control of your vehicle is a challenge that many find more than enough to cope with. To add, the game offers no stunts and tricks, however during tidal changes, as well as general racing, certain areas are hit, launching you into the air leaving you with the hope that your landing will be on wet terrain", they continued.





Extras Included

Hydro Sport Racing offers well-loved and obligatory crashes galore, as you collide with lamp posts, trees, and other obstacles around the track. The views include above, chase, down close to the back of the boat and cockpit (Turismo style). According to the team, "The courses aren't as long as originally designed. Don't forget we need a lot of polygons for the interpretation of the water. Had the game been land-based, our tracks would be much bigger". The game is all about winning, which opens up new courses, and you get points to buy better vehicles. The boats, by the way, are based on the real thing, having been heavily researched. The controls are easy and intuitive, and with all the on-screen dials and information required. The AI is sharp, and overall it appears to be lacking nothing we can highlight!



That plane got a little too close to the water.

PROMETHEAN TALK-TALK



Their Own Fix!

Promethean Designs are keen to wax lyrical about their game. "It's the ultimate high-speed racing, with a fine-tuned learning curve that compels the player to strive to do better, with exciting tracks, superb graphics and great racing machines. We'd say it's the best looking water racer ever! The water moves like no water has done before, with stunning visual effects. Wave heights vary from race to race, and as the craft skip, bounce and skim across it, the speed and handling on corners can change dramatically, another feature which adds to Hydro Sports' realism. Every racing machine has its own characteristics, including top speed and manoeuvrability. From the awesome powerslide of mono-hulls to the flesh-deforming G-force of a catamaran slamming round a 90-degree bend, the experience is nothing less than unique. Hydro offers challenging, intelligent opponents. Intelligent drivers who look ahead, choose race-lines and make decisions on when and where to overtake, as well as having an integrated adaptive feature which makes sure your opponents are never far away, so you're always in for a highly competitive race. Look out too for four leagues, from Novice to Champions League, plus a lot, lot more. If it isn't in ,then it's not worth coding!"

Publisher: Acclaim ■ Developer: Sega
Released: October 2000 ■ Genre: Racing

ferrari f355 challenge

one to dcm watch!

Buy a Ferrari F355 now and save £105,400. Bargain basement prices!







No pole position, so make it a good start.



streets ahead

I wonder if Enzo Ferrari realised what he was doing when he designed a car that would evolve into a total babe magnet? He certainly didn't realise his cars would one day inspire what could turn out to be the best racing game available for the Dreamcast. Ever!

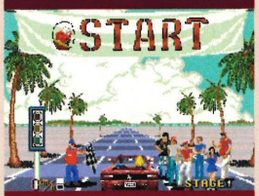
Like other games in this genre, you can increase your performance. Unlike others, however, you can only do this by tweaking rear spoiler percentages, engine bore, pedal travel and such like. In F355 Challenge, you can only modify what you're given at the outset, not in performance.

THE ORIGINAL ARCADE GAME HAD SIX CIRCUITS TO COMPLETE, AND THEY'VE ALL BEEN CAREFULLY RECREATED FOR THIS DREAMCAST VERSION

Look at Me!

Many racing games give you an option to drive a Ferrari, but this one insists you get behind the wheel of an F355 – it's the only make of car on the track. Why? Because Ferrari is the biggest name in motor sports, and they tend to be the first car players choose to drive. Another possible factor (aside from Acclaim securing the licence, of course) is that with everyone driving the same model, it obviously follows the best driver will win. In an F1 competition, a manufacturer such as Minardi always finishes behind the yellow badge, irrespective of who's driving, because the cars are so vastly different in performance.

YU SUZUKI



Yu Suzuki may not be a name you're familiar with, but to give you an idea of the potential for Ferrari F355 Challenge, his legacy includes some of the industry's greatest games. Outrun, the Virtua Fighter series and Virtua Racing are all his babies.

Like other games in this genre, you can increase your performance. Unlike others, however, you can only do this by tweaking rear spoiler percentages, engine bore, pedal travel and such like. In F355 Challenge, you can only modify what you're given at the outset, not acquire bigger engines, gearboxes, boosters, etc. One aspect we've always had a problem with in racing games is that developers and publishers unfairly claim their particular game is realistic. Seems Acclaim and Yu Suzuki (the designer) have anticipated this complaint. F355 gives the player but a single camera view, that from behind the wheel. Other racing games may give a variety of viewing options, but none are ones that the actual driver can utilise. Yes, we realise it's a game, but if you're making a claim, then make sure it's as close to the truth as can be. The only concession to programmer licence is the inclusion of a small box that shows your rear-view mirror as a top-down grid. There's also the obligatory course map.

375 Horses for Courses

The original arcade coin-op had six circuits to race, and they have all been carefully recreated for this Dreamcast version, with near-perfect 60fps graphics. Montegi, Monza, Suzuka Short, Sugo, Suzuka and Long Beach are those tracks that have to be completed in order to be crowned as the best. Only six tracks? That's not many is it? Well, luckily there are several bonus tracks to unlock then. F355 Challenge includes three modes of play, alongside as many difficulty settings. The gameplay modes allow you to train (voice and visuals aid you in braking and gear changing), drive (cruise the circuit with

FERRARI F355 TECHNICAL SPECIFICATIONS:

- Length 167.3 inches
- Width 74.8 inches
- Height 46.1 inches
- 375 BHP (Brake Horse Power)
- Top Speed 183 mph
- 0-62 mph in 4.7 seconds
- 0-1/4 mile in 13 seconds
- 0-1 mile in 31.8 seconds
- Fuel Tank 8.1 gallons
- Fuel Consumption 16.7 mpg







IN TRAINING



Ferrari F355 is very much a simulator, complete with multiple training modes. Simply jamming your foot on the accelerator, while more rewarding than in Gran Turismo, is not a recipe for success. The car handles realistically (at least as far as we can tell), and gets a little twitchy as it hurtles through chicanes. But being Ferraris, every caress of the steering, brakes, gears and accelerator results in an instant response.



The map comes in useful for beginners



no other cars to hone your driving skills) and race (take part in a race). Combined with those, three difficulty settings of novice (automatic), intermediate (semi-automatic) and simulator (manual with six gears), you've nine divergent driving scenarios.

To enable even the most useless of beginners to enjoy thrashing the guts out of a Ferrari, those nice people at Sega and Acclaim have had the foresight to include four assist functions, which differ depending on what difficulty setting you use. Stability Control controls the car position while cornering, Traction Control helps the powertrain in a wheelspin, Anti-locking Brake System prevents your wheels from locking when braking and Intelligent Braking System brakes for you before a bend (helpful for concentrating on your driving). Remember, though, real Ferraris don't have this last function.

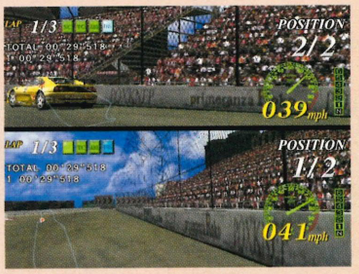
And there's more. Championship Mode finds you racing all the circuits, building points based on finishing positions. Because this conversion stays faithful to its big brother, each race has a time limit on it. Not only is there a set number of laps to negotiate, but to get round, you have to reach each checkpoint before the remaining time counts down to nought. Whilst the Dreamcast conversion can't boast three monitors and an accurate Ferrari clutch and gated gear-changer, it has a two-player split-screen mode added. By the way, to ensure those of you who like such things feel at home, you can customise your car to a certain degree. Your race number can be changed to anything from 1 to 99,





NOW WE MOVE ONTO THE F360, BUT LET US TELL YOU THE F355 IS A BEAST OF A CAR, AS IS THE GAME!





This split-screen mode loses nothing.

FERRARI – A RECENT GUIDE

The first car in the Ferrari Challenge series was the 1993 special version of the 348 two-seat road car, called 348 Challenge. Factory-built by Ferrari, it was specifically for race enthusiasts, and it included a number of performance upgrades. Come 1995, the Challenge series was expanded to include the F355, which was released in its original street-legal form the previous year. The F355 was faster than the 348, and it also handled turns with consummate ease. In 1998 came the F1 355 model, with new and impressive 'F1' transmission in all F355 models. Now we move onto the F360, but let us tell you the F355 is a beast of a car, as is the game!





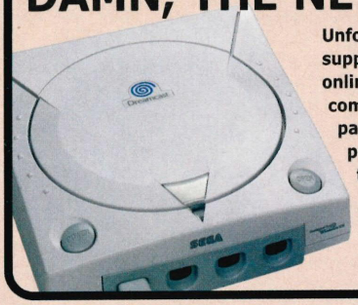
Most courses can be played at different (random) times of the day. Check the lighting

and your car can be any of seven colours; red, yellow, blue, green, black and two two-tone models.

However, our bold statement that this title could be the best of its ilk does need some substantiating. Graphically, the six tracks look as though they could be the most realistic yet; the attention to detail even goes as far as the trackside advertising hoardings and full-to-the-rafters grandstands. The engine sound is authentic, and you know when it's time to change gear because that same engine begins to scream and the car starts shaking. Considering other driving games have a multitude of vehicles to choose from, the small selection of Ferraris (F355, F355 GTS Coupe and F355 Spider) might disappoint car freaks. And it has to be said it's a shame the game won't offer players the chance to race around city streets, but in just about every other regard, Ferrari looks like it will easily become the one to beat.

THE ATTENTION TO DETAIL GOES AS FAR AS TRACKSIDE HOARDINGS AND FULL-TO-THE-RAFTERS GRANDSTANDS

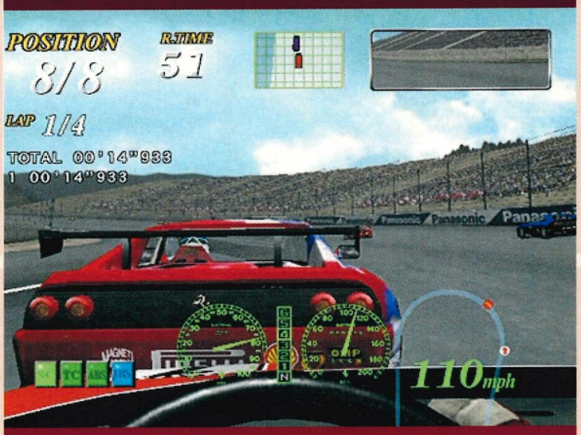
DAMN, THE NETWORK'S DOWN



Unfortunately Ferrari F355 Challenge won't support Network play, but you will be able to go online to post your scores and see how they compare against other players'. The lack of this particular feature is akin to a sleeping policeman; annoying, but doesn't detract from the fun of driving. One option that may be implemented is a 'cable versus' mode, where two players can race each other using a serial cable (requires two monitors and two Dreamcasts).



ESSENTIAL FUNCTIONALITIES!



- **Stability Control:** This assist almost always activates itself during cornering. It sends more power to the outside wheels to zip the car around turns faster and to keep it from sliding.
- **Traction Control:** Traction control engages during a hard launch, and it prevents the rear tyres from spinning and needlessly wasting torque. Traction control can shave seconds off a hard acceleration.
- **Anti-lock Braking:** This system rapidly pumps all four of the F355's discs to prevent the car from locking up its brakes during hard deceleration.



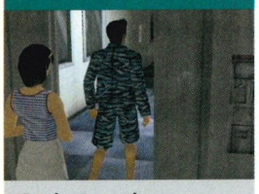
Publisher: Koei ■ Developer: Koei
Released: 4th Quarter ■ Genre: Action/Adventure

online... www.koei.com

seven mansions

Adventure and action straight from the vaults of a Hitchcock classic...

FEATURES TO IMPRESS



In the two-player game, the unique Pair-Con System allows both main characters to be controlled simultaneously. At times, the young couple are together, supporting and helping each other through the many obstacles in the story. At other times, they are forced apart, and can only pray for the safety of their partner while trying frantically to stay alive themselves. Control is through the use of a split screen. Single players can enjoy different storylines.

Koei is the Japanese/US publisher which originated in Japan on the back of some of the most minimalistic RPG games you could imagine. With dots for people and colours for locations, they finally moved into the real world a few years back catering for a European and US audience with many creative titles. Truth is, their games for the Japanese market sold in the millions. Over there, anything to do with train simulation, Samurais or RPGs sells in massive numbers.

Ambience

Seven Mansions is set in an old creepy mansion with an ambient story that brings fear and tension to the surface. You're placed on a small remote island in the South Seas, abounding with crystal waters and beautiful flora, but something strange is going to happen. Set in the middle of this island is a group of bizarre buildings, which are in sharp contrast to the bright and beautiful surroundings. These buildings house a world of indescribable horror and darkness. 'This bone-chilling horror story will strike terror in your souls', according to Koei.



Check out the cool green lighting. Spooky!



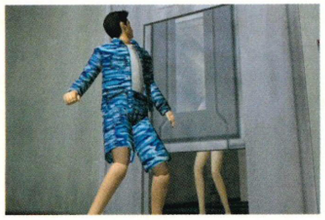
Hazardous world

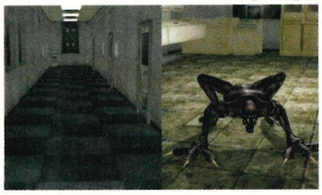
A small introductory story is added before the player starts what is a walk-around, fight-and-be-surprised game. Apparently, the hole in the ozone layer, which is causing global warming, is also transmitting killer viruses, polluting DNA and weakening our mental culture. Ours is an increasingly hazardous world. Will humanity still be around at the start of the new century? Fate has sent two to save us. Before them are seven mansions. They are ignorant of so many things – the many traps laid inside, a mysterious Organisation, an insane and carefully concealed plan, and much more. But most of all, they don't realise that they're the only hope of a blighted generation. OK, I know we have heard all this before, but once you move into the game itself, the solemn scenario, a minefield of puzzles and conformations unfolds in what seems like a pretty interesting-looking game with the usual quota of baddies and cryptic sub-plots.

Heart pounding

Seven Mansions is 3D, graphically stylish, and each scene has a different look, adding quality and diversity to go along with the cryptic tale. Delicate music is intertwined with action, and some rhythmic heart-pounding sound effects if you get into trouble, or soft, rhythmic music as you explore. The essence of the game revolves around two players, a couple who interact with each other, and you can control either one, with the other accompanying you. The game offers an amazing cast based on the character designs of Atsushi Kamijou, who is as famous in his homeland as the graphic designer, Hiroshi Miyagawa.

> "an ambient story that brings fear and tension to the surface"





Perhaps a slight Res Evil influence?



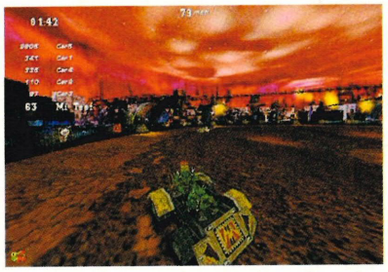
gorkamorka

online... www.ripcordgames.com

Gorkamorka! A strange-sounding racing game it may be, but it offers visual delights as well as an unsurpassed speed-combat experience...

Publisher: Ripcord Games ■ Developer: Realsports
Released: November ■ Genre: Racing









Racing, guns and big air. We like it...

Based loosely around the Warhammer 40K world and the Gorkamorka RPG board games, Gorkamorka uses the imagery, ethos and characters of one of the world's leading RPGs.

Players must assemble their own Ork Mobz, arm their battle vehicle and then take the driving seat in a blood-thirsty battle for power and glory against other Orks. Players must race their car around a variety of tracks, trying not to get killed, whilst keeping in first place. As Ripcord stated, "Actually this will be one of the first combat racing games in recent history to include a 'racing' mode instead of just a free-for-all last-man-standing type of thing". Players will earn money for destroying enemy vehicles but winning the race is the primary goal, earning players big cash rewards and the chance to race on tougher tracks for bigger financial incentives.

Race or kill?

Gorkamorka has two game modes, Nob Hill and Arena. In Nob Hill the player races his car against other vehicles (either computer or human controlled opponents). Ripcord explained: "The goal is to be the first to cross the finish line, but there are other things the player can do during the race. They can try to eliminate some of the competition and earn cash for salvage. The player can also activate traps on the course to thin the pack and there are hidden areas on each track that contain special weapons and/or power ups. As the player wins races, they earn money to spend on their vehicle and crew. The greater the value of the player's vehicle, the greater rewards they can get for racing but the enemy vehicles will be stronger as well".

The Arena mode offers a different approach, as Ripcord explained: "In the Arena mode the player is dumped into a Demolition Derby, 'Ork' style. The Arena levels are relatively small, generally circular, where the only goal is not to get destroyed. You win in Arena mode if you are the last vehicle remaining".

One of the most pleasing aspects of the game is that the vehicles definitely have their own physics and each will offer a different 'feel' for added gameplay."

Warhammer racing

Without giving away too much of the story, the player's goal is to survive and win enough races to participate in the final, ultimate Arena battle. "We plan a few exciting surprises for the aspiring Ork racer when they reach this level of skill and power", added Ripcord. "The Warhammer 40K setting is strong but let's not lose sight of the fact this is a game in its own right, merely grabbing imagery from the game world. Whilst Gorkamorka uses a similar timeline and some similar background information for the Orks, it is not 100% affiliated with Warhammer 40K. Gorkamorka has its own game world and there is plenty Orky goodness to set it apart from the rest of the Warhammer worlds".

A GAME FOR ALL AGES

Fun for the family

"We think the Dreamcast, especially the multiplayer mode, will be the perfect platform for this game. It has the power we need to bring the game to life and with the multiplayer aspect, kids and adults alike from across the world can race against each other, providing a play experience unlike most console games out there." – Ripcord.





Publisher: Ripcord ■ Developer: Ronin Entertainment
Released: October 2000 ■ Genre: RPG/Action





What's a nice girl like you doing...





legend of the blade masters

A masterful, ground-breaking 3D action RPG that will stun DC owners...

A recent announcement by Ripcord stated that two of their forthcoming games, Legend of the Blade Masters (LOTBM) and the follow-up title, Quest of the Blade Masters, were to be merged into one title, retaining the original name Legend of the Blade Masters. Now that may slightly confuse, but in effect all they're doing is placing all the resources of the sequel, with its strong focus on multiplay and online features, into a rock-solid opening game, giving double the value.

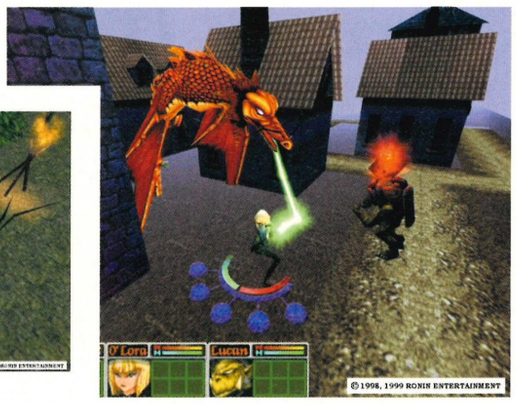
Ronin Entertainment has an extravagant track record working on a number of titles, notably Force Commander, TIE Fighter, Indiana Jones: Last Crusade and Star Wars, all coming from LucasArts, one of the world's leading publishers, which highlights this team's expertise. Derek dela Fuente got the opportunity to chat with the team regarding their next release.

Legend of the Blade Masters offers players the chance to take control of a young hero named Erik Valdemar, who must strive to master magic, mysticism and swordplay to become a Blade Master and save his kingdom from annihilation. It features a dramatically-constructed single-player Story Mode where up to three characters work in combat situations, utilising tactical positioning, defensive and offensive stances, strategic spells, and resource and attribute management. Also included are special multiplayer scenarios for co-operative and deathmatch Internet play.

Ronin has been working on this title now for over three years, and the complex and highly-detailed game is just about coming to the end of its development cycle. The team believes that LOTBM is taking the real-time 3D action adventure RPG to the next level with its unique gameplay and combination of weapon combat, magic casting and resource management.



The combat is-real time.



Engine Power

"The inspiration for LOTBM came from games such as Gauntlet and Dungeons & Dragons, which had the right mix of action, fast gameplay and RPG. LOTBM has a similar mix, but with a much stronger storyline, along with astonishing visual content", said the team. Right from day one, with the coding of a new game engine as opposed to buying in an adjustable

AND THERE'S MORE



Asked to sum up what they thought the game offered over and above what we have seen to date, the team's list was endless. "Apart from the gripping story, there's the game's look, with the character animation and incredibly detailed landscapes and environmental effects. One aspect that really stands out is that the combat against NPCs, who have varied attacking modes, which work via very sophisticated and highly polished AI, will be constantly adapting pertaining to the environments and situations. The spells are quite unusual so expect one or two surprises", they added.

THEIR WAY

Better Than the Rest?

Ronin's own blueprint has been to take out the tedious tasks found in most action RPGs and substitute them for a higher level of strategic gameplay. The battles are far more intriguing than your standard face-to-face, beat-'em-until-you-die modes of fighting. The spells are very dynamic and artistic, and the action won't stop for them, so expect to battle among some pretty intense fireworks! The player characters are intelligent enough to attack and defend with their own primary weapons, such as sword, spear, hammer, etc. The bad guys, on the other hand, use sophisticated combat tactics, which the player has to overcome with a combination of attack positioning and spellcasting. The magic is designed to be more strategic than lethal. The strategic influence of the game is based on which stats you bump up, how you arm your characters, where you place them in battle, who you set as defensive, who as aggressive, and so on.





As well as violent hand-to-hand combat, there's plenty of magic to learn.







one which would have saved time, the emphasis was to create their own unique game and engine. Building a new engine may be fraught with many problems, but it also allowed the team to create interesting ideas as yet unseen in a game. In effect, they've torn up the entire rulebook and produced an engine that combines the best features seen in their competitors' games, as the team was eager to announce. "Why be limited to one engine, with all its constraints, that would limit the flexibility, visual effects, and performance advantages we have gained with our own proprietary engine? In effect, each task the engine creates and produces could be an engine in its own right, be it for rendering, AI, collisions, special effects or interface." So, with the technology issue wrapped, ensuring you get a game that performs and looks the part, the issue is placed on a multitude of innovative elements that individually may not seem impressive, but collectively do.

> "the team believe that legend of the blade masters is taking the real-time action adventure-rpg to the next level"

The Game in Full Glory

The concept combines classic high fantasy with a unique anime/Manga angle to it. Beautifully rendered landscapes, intimate detail, five distinctly unique characters to play and over 50 different monsters make for a compelling adventure RPG. At the beginning of the game, you only control Erik Valdemar. However, as you journey the worlds, you meet additional heroes who join the party. You might be in the midst of saving them, or sometimes they're saving you. You can control up to three characters out of five. Each character is different in their attitude and choice of weapons. If it's a living, breathing organic world you're after, look no further. Splash through swamps, but avoid the traps littered around the vast world at all costs. Go aboard a ship and travel to newer locations, or just admire the scenic beauty of the forest as animals graze and go about their business. The environments are alive with background animations, windmills turning, doors banging in the wind as weather conditions such as rain, snow and thunderstorms go through the cycle of the seasons.

The views are quite resplendent with a 3D-rotating camera and the player can pull back and play from an overview of the whole screen or zoom in and get up close to see all the action. LOTBM is quicker and much easier to learn than standard RPGs. This is only to ensure you can get in and play without too many problems, but the game's action and events are a complex mix of intriguing puzzles, spellcasting and combat that pleases all as the quest-based missions keep the player focused and on track.

LOTBM offers a Herculean task: find six swords where creatures/beasts engulf a world full-to-bursting with chaos. It is good vs bad, where the guardian of these swords will stop at nothing to hinder your progress. It's interesting to take note that anyone who has seen the game views it differently. If it's action and fighting that tops your list, or you prefer spellcasting and resource management, or merely like to explore and interact, then it's all here in abundance. Some have described the game as an adventure with more thought-provoking challenges and added spells, whilst Ripcord, the publisher, announced it as an RPG that combines the best action elements of Diablo with the real time combat of Zelda, making for a great pick-up-and-play game.' This is one we shall be reviewing very soon!

LOG ON AD PLAY

LOTBM will be the first multiplayer action RPG for the Dreamcast. Players can venture forth with other gamers from all over the country, either working together to conquer the Guardians or testing their mettle in multiplayer challenges like King of the Hill, Hidden Key and Last Man Standing. Hidden Key challenge is where the first person to uncover a hidden key somewhere in the level and survive long enough to get out through a magical lock is the winner.



Publisher: Fox Interactive ■ Developer: Teeny Weeny Games
Released: November 2000 ■ Genre: Action/Racing

world's scariest police chases

one to watch!

A game to wet your pants for – see those skid-marks in full technicolor!

online... www.sega.co.uk



joy-riding

Teeny Weeny Games (TWG) is one of the UK's leading independent developers, and has worked on many hit titles, including the famous Discworld series. At present they're putting the final touches to their up-and-coming Dreamcast title, World's Scariest Police Chases (WSPC), for Fox Interactive. Based loosely around the TV series of the same name, it offers lots of new ideas to present the player with an adrenaline-pumping race chase game full of action, thrills and spills.

Up to 20 people are working on the game, and the sheer size of WSPC is mind-boggling. WSPC was the perfect collaboration between TWG and Fox. Having started on a racing game, TWG presented the early incarnation to Fox Interactive, who had the licence for a TV documentary-style programme that presented the viewers with some of the scariest police chases, filmed as they happened. With what TWG had presented, and what Fox were looking for, this could well turn out to be a game that will captivate a

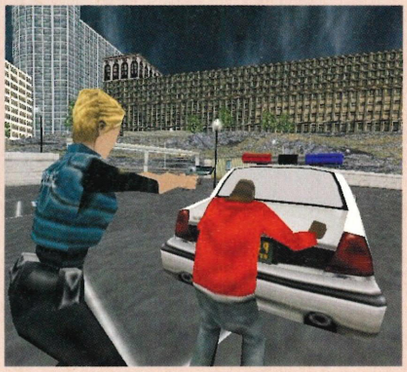
GET LOADED – GET REAL

Get This...

"With two buddies in a car, we've not forgotten that police use guns." Leon gave us an example scenario. "The female partner can physically lean out of the car window with her weapon. The player then selects a target for her to fire at. There's optional sub-level targeting too, so the player can shoot out tyres and the like. The weapon can basically 'lock on' – manual aiming would be a nightmare, since you have to drive the car too. As for the interaction, there's a lot of cuts and dramatic sequences where we see the cops together at the precinct, the bad guys in interview rooms, that kind of thing. There's constant radio chatter too – the cops get orders from the boss as to what their goal is during a particular shift."



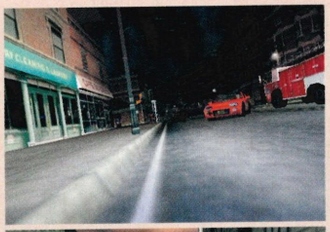
Big air fans are in for a treat with WSPC...

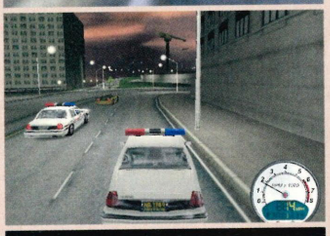


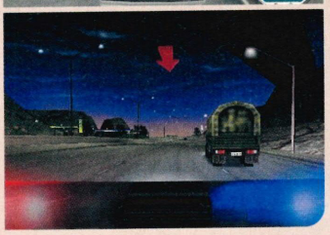
COP THIS!

Play Away - Play Away!

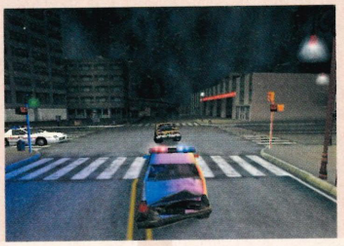
WSPC is all about using the right approach, using your wits. From an ethical point of view, you should dodge the pedestrians – you ARE a cop after all – but you don't have to! If excessive force is used at inappropriate times, the cops can be demoted and this results in the player not being able to progress. WSPC offers a reward system with performance-related commendations and promotions, as well as seeing the plot advance. Information on what your task could be is done in game via the radio, so the player is immersed in the role of a cop as in the TV show. Police and news helicopters are used primarily for introducing missions, or viewing replays. The player can choose to play from this view if he so wishes. Other items of importance are the usual speedometer and so on, but you also have an in-car PDA that gives you a map and pertinent information.











We'll get another car at the pound

massive audience on the Dreamcast and be the perfect showcase for the TV series.

Leon Walters, Producer/Designer on the game, was put on the spot to tell all!

Innovative

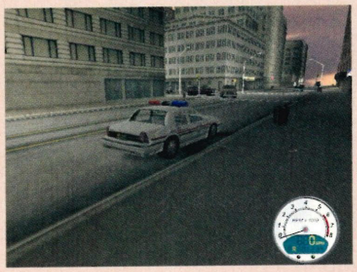
Leon quickly pointed out a few key issues. "You can't compare this game to anything. It's not like Grand Theft Auto because we're simulating the whole environments in full 3D. There are no direct comparisons from a content point of view either. Driver is probably a closer cousin, but we're aiming at a more subtle game, with the city being much more realistic and dynamic. The gameplay isn't as basic either. The city is just SO damn big; the man-hours involved can't be calculated! We have over 100km of urban streets, rich with action, events and full interaction to please the most discerning of players."

Inspiration - Style and a Good Licence

With such a strong influence and focus from the TV series, Leon explained what the TV programme was about, and that TWG has a fair amount of freedom on the design side. "Fox dictated what can and can't be done within the ethical and legal constraints of the licence", he said. "Some events were perhaps a little extreme, and were removed. It must be pointed out that the game stands out in its own right, even though it has recreated the TV programme impressively. Take away the licence and you have a fast-paced, well crafted, detailed, action-packed chase game that appeals to a large audience. A top game always stands out, and that is what WSPC is!"

The TV show is huge in the US, gathering footage from around the world and turning it into a rather voyeuristic TV programme that everyone watches but no one admits it. The footage is edited down, and sound effects and very dramatic radio and voice-overs are added. "What you get is highly dramatic and sometimes quite shocking. This

WSPC IS MORE THAN DRIVING. IT'S BASED AROUND THE CULTURE OF GANGS, DRUGS, MONEY AND WEAPONS

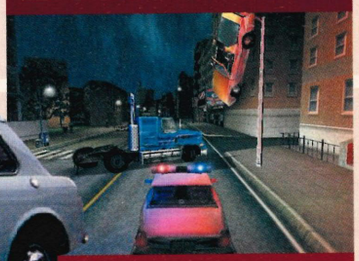




No, not the intro for Police Squad!

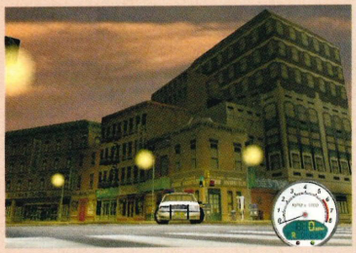


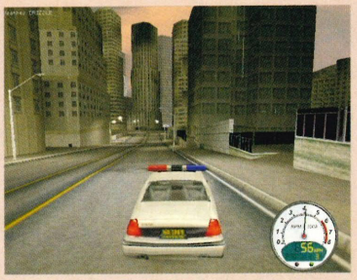
LET'S GET PHYSICAL!



Getting it Perfect

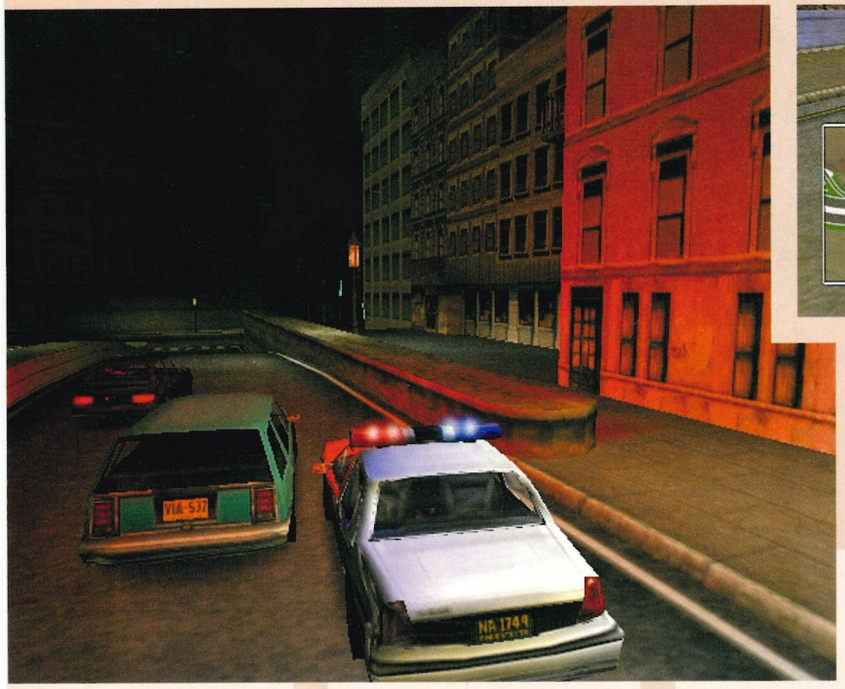
With a solid game idea and the expertise, one area on which we interrogated Jon Forshaw, the Lead programmer, was how much attention had been paid to realism and the cars themselves? Had, for instance, horrific crashes been tapered down? "Firstly, AI and Physics are really what these kind of games are all about, so a lot of time and effort is going into getting these aspects right", he said. "The crashes are highly realistic. Gore isn't much of an issue since most the action is vehicular – there are some pretty gruesome cut scenes, though. All the cut scenes use real-time 3D and are integrated into the game, much like Half-Life did them. All animation is done by hand and the city is entirely fictitious, although lots of research was obviously done at the inception of the project."

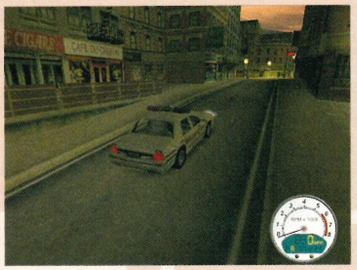




The city, although fiction, looks real...









KILLER LOOKS

Gameplay to Die For!

All the usual effects plus a lot more are there to be seen – multi-layered texture mapping, particle effects, you name it. They have a cutting-edge engine that's as good as anything out there. As for the menus, the team believe in keeping front ends to a minimum. Just nice presentation and a simple interface designed to get the player playing as quickly as possible. There are multiple game modes to choose from too – the main story, Explore Mode and multiplayer options. WSPC has a lot going for it, not least the maturity and subtlety of the gameplay. It's not all about wanton destruction; it's about skill, stealth, patience and, when it's needed, aggression and full-on shoot-outs. The game itself – attention to detail, the interaction, and the speed – has taken two years of hard and focused development.



drama and action is what we're simulating, making the players themselves actually feel part of the experience. The police are followed by news crews in cars and in helicopters, so many replays and events are viewed from this kind of perspective. The core of the game remains a high-speed pursuit game though – it's how this is visually represented that makes the difference."

WSPC is a not a mere game of race, chase and mayhem, but one that also encompasses real-life situations where thought and understanding must be used by the player. Understanding the city and your job as a policeman, being skilful at driving as well as being a good marksman, are some of the prerequisites required.

WSPC IS MORE THAN DRIVING. IT'S BASED AROUND THE CULTURE OF GANGS, DRUGS, MONEY AND WEAPONS

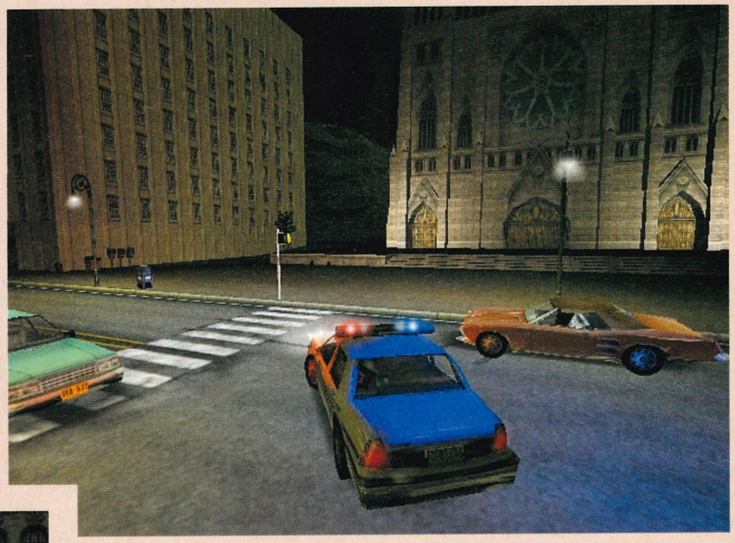
Action - Get Ready to Burn Rubber!

With background information understood, Leon went on to divulge some of the objectives and ideas that will captivate the gameplayer. "I guess the most interesting way the gameplay differs from other games of this type is that, for once, you're on the right side of the law – you have power, but with that power comes responsibility. The aim is to stop the perpetrator/villain, not by killing or maiming him or numerous pedestrians on the way – you just get into trouble and fail – but by tailing him, having a level of aggression that influences his behaviour enough for him to give up. Obviously, sometimes the suspect is a real screwball and simply won't pull over when he hears police sirens. It is then that extreme measures can be used, causing collisions and shooting the tyres or even the suspect. This is a big departure for this kind of game. The gameplay is far more involved than other games in the genre. Plus, the sheer size of the city means we can have VERY long chases without repetitions, alongside lots of diverse scenery and unique locations."

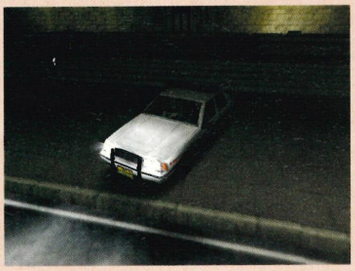
Crash and Turn

Views on offer are from a first and third-person, with an alternative third from a helicopter, and static cameras with day and night action. Nearly everything you can see is fully detectable, so you can crash





Sod it, just ram him off the road.





into anything – bins, fire hydrants, phone booths and so on can all be destroyed. You can even drive into the shopping malls by smashing through the windows. The dynamic nature of the WSPC world, through little added events aside from the main objective, keeps the player engrossed within the game. The action isn't all car-based either. You can go into buildings – not all of them, just ones that it makes sense to enter, like malls, railways stations, airport terminals, warehouses, etc.

On the level!

Leon continued, "First of all you must appreciate the game works on two levels. The core is the story missions. These represent the police as they go about solving a series of related crimes, which I won't go into, under the premise that they're appearing in the TV show too. The presenter from the TV show has been used, which adds an extra spark to the game [you could ask yourself if this is a game or a TV show, as it looks so real – Ed]. There are set missions in which the player must achieve a successful outcome in order to progress. Also, the player can simply be on patrol and make their own decisions about what they should do. Every vehicle in the city contains a potential lawbreaker. Sometimes they speed, sometimes the driver is drunk, and the cops must get them off the streets. These patrols are integrated in the main story. There are two cops within a car, one who drives and the other who can use a wealth of guns, from a radar gun right through to a machine gun used in some of the extreme missions".

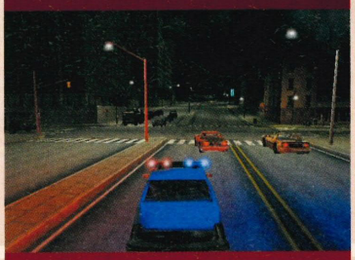
A TOP GAME WILL ALWAYS STAND OUT, AND THAT'S WHAT WSPC IS!

Digesting Things

World's Scariest Police Chases not only looks the part, but plays perfectly and really does offer a fresh and interesting approach to race and chase games, which was partly highlighted by Leon. "The chases/missions can last for up to ten minutes or more, depending on the skill of the driver and perpetrator. The gameplay is about resolving the chase, not merely using ultra-violence to end it. Of course, you CAN use ultra-violence, but it's not always a good idea."

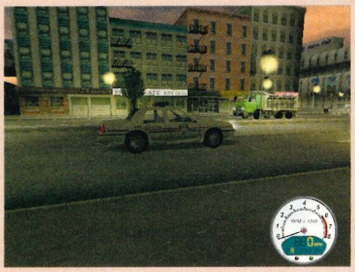
Now for all you expert speed freaks who think it could all be over in the flash of an eye if you're an ace driver, you would have to be VERY good to complete your task in a short time; in fact, it's nigh-on impossible. The missions rarely start with you right behind the suspect and not all missions are pure chases. You have escort, surveillance and evasions too. WSPC offers a lot more than you would readily expect, a lot more than even we've mentioned, so be prepared for a real blockbuster!

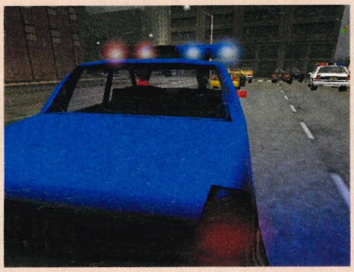
GAME ON

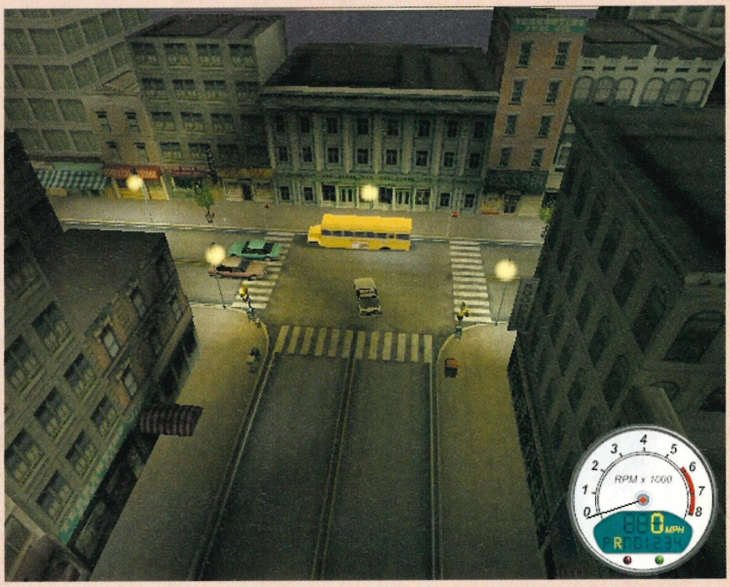


WSPC is more that fast driving, for this is based around the culture of gangs, drugs, money and weapons, which does give this game a broader canvas than others. With such a massive playing area, 75 missions of mayhem and so much action going on, is there a chance the player could lose the thread of the game or that it could become slightly boring?

This does not appear to be the case, as the game is spread over days, weeks and months, with ever-increasing and complex events all intertwining, which pulls the player into an atmospheric and interesting plot.







There's loads of different camera angles to view the action including TV news choppers.

Publisher: TBA ■ Developer: Sierra Studios
Released: TBA ■ Genre: Action

online... www.swat3.com

one to dcm watch!

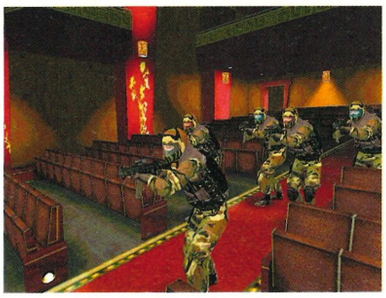
swat 3 - close quarters battle

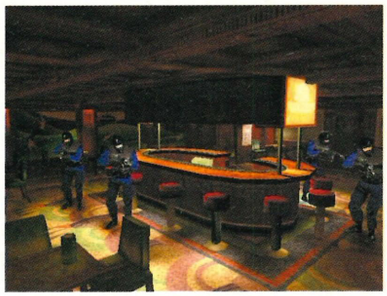
Think you're smart, tough and ready for action? This game will prove it, one way or another...

TELL ME MORE!



An example for one scene of a simple door entry using (in SWAT terms) 'point to breach' tactics. "In Stealth Mode, you command your team to 'stack' on a door. Your team moves into position at the doorway, covering all threat areas as they move. Once at the door they stack up correctly. You switch them to Dynamic Mode and command them to 'breach and clear'. One officer then pulls out a flashbang and prepares to throw into the entry way, another officer opens the door as the other officers provide cover. The door opens, flashbang goes in three feet inside entrance, a bang goes off and lead entry team members lean around doorways to clear and then make entry. If they see a suspect they ask for compliance; if the officers see a weapon pointed at them, they engage. If they neutralise the suspect, they announce that the suspect is down, and then cover uncleared threat areas. It's really something to see in person".





With Sierra looking towards the Dreamcast as a machine with potential, news has reached us that SWAT 3, based on the PC version but with a high probability it will also include the machine's recent add-on discs, is coming out for your favourite console. Here's a real corker of a game that we just can't wait for. As per usual, in search of further information, we went straight to the inspiration behind the game, the producer, to fill you all in. If you're into games such as Spec Ops or Rainbow Six, this is the mother of them all!

> "you control the element leader of a five-man squad"

Hostage situation

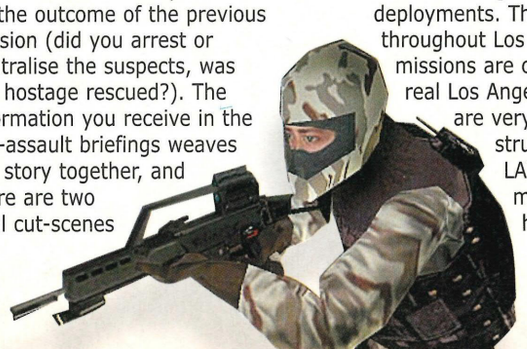
SWAT 3: Close Quarter Battle can be played in Mission Mode or Career Mode. In Mission Mode, the player can choose to play any mission in any order, with each one being treated as a stand-alone experience. However, in Career Mode the story unfolds based on the outcome of the previous mission (did you arrest or neutralise the suspects, was the hostage rescued?). The information you receive in the pre-assault briefings weaves the story together, and there are two final cut-scenes to end Career Mode; one victorious, the other disastrous.

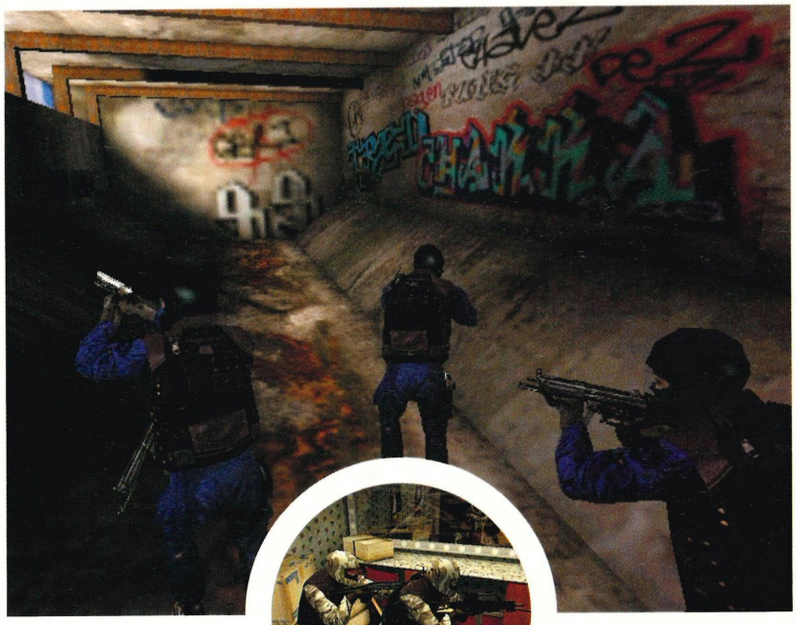
There are various types of missions, ranging from hostage rescues to high-risk warrants to rapid deployments. They take place throughout Los Angeles. Some of the missions are only loosely based on real Los Angeles locations, others are very close to the actual structures, such as in the LAX Control Tower mission. The missions happen at locations

THE DEAL

The game is set in Los Angeles, 2005, and LAPD SWAT has become a more pro-active anti-terrorist unit. There is a principal group you face in the game, and as your career progresses, it becomes more apparent who you're dealing with.

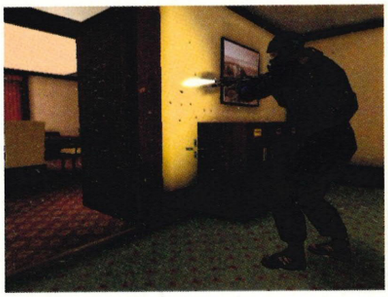


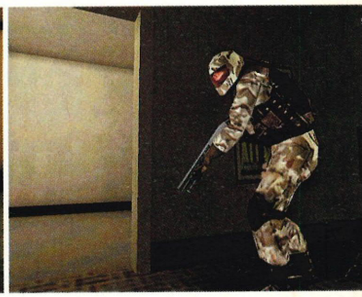






THE REAL THING





The producer explained. "I call this game a tactical simulation, and I think that perfectly sums it up. We've gone to great lengths to make this game as authentic as possible. SWAT 3 simulates a real close-quarter tactical battle experience. One of the most important aspects of working rooms and shooting within close confines is knowing your field of fire, and where your bullets go if you decide to fire. In SWAT 3, all of the wall surfaces have unique penetration values. Depending on the material's thickness and type and the firearm you're using, coupled with the ballistics of your chosen ammunition, you can penetrate walls. A good example is the Benelli shotgun. If you decide to shoot through a door, we track all nine buckshot pellets out of the shotgun muzzle. We calculate the penetration value of the door, the distance to the door (as a shotgun has a different spread and pattern at various distances), and then we place an entry and exit mark on the door. We continue to follow each buckshot pellet until it encounters another material or person, or stops due to its innate 'bullet drop'. In the game you quickly learn to locate and use hard cover or you're likely to get hit. Suspects, on the other hand, may shoot at you through doors and walls if they happen to sense you".





The set-up screens are very extensive

such as the Convention Centre, City Hall, a television studio, a construction site, a Hollywood night-club, various private residences, upscale hotels, a bank in Westwood and more. The producer added, "We photographed many of our game textures at the actual locations, so we could make it look as realistic as possible".

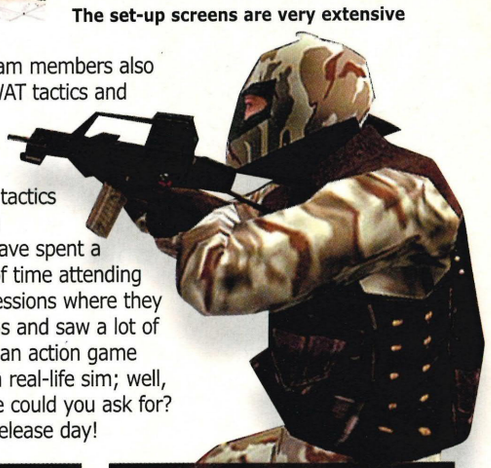
You control the Element Leader of a five-man squad broken into Red and Blue elements. You decide who goes where, how they breach doors and how aggressively they take down suspects. Element members move in two ways – Dynamic and the more cautious Stealth – and the game's music reflects changes between them. The Element Leader usually stays back and follows an individual member's progress through a 'picture-in-a-picture' viewpoint, which can be cycled through the various Element members.

Real-world experience

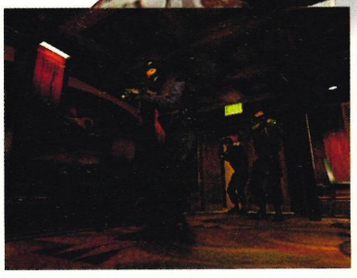
To ensure the game really does convey things as you would expect, the team brought in experts!

They have close contact with key members of LAPD SWAT, as well as other members of the tactical community. The chief consultant on SWAT 3 is Ken Thatcher, an Element Leader and 26-year veteran of LAPD SWAT. He's a real world operator who has pretty-much seen and done it all. It would be very difficult to have the level of detail and realism in SWAT 3 without his real-world experiences. "To get as much first-hand experience as we could, many of my development team members also attended advanced SWAT tactics and firearms training. The entire team also participated in the classroom, going over tactics with LAPD SWAT team members. The team have spent a considerable amount of time attending LAPD SWAT training sessions where they asked a lot of questions and saw a lot of action". Here we have an action game that almost borders on real-life sim; well, in fact it is! What more could you ask for? Hmmm, a very early release day!

"We have gone to great lengths to make SWAT 3 as authentic as possible"

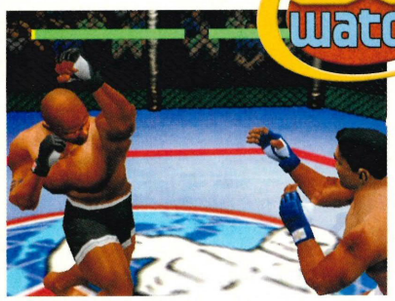




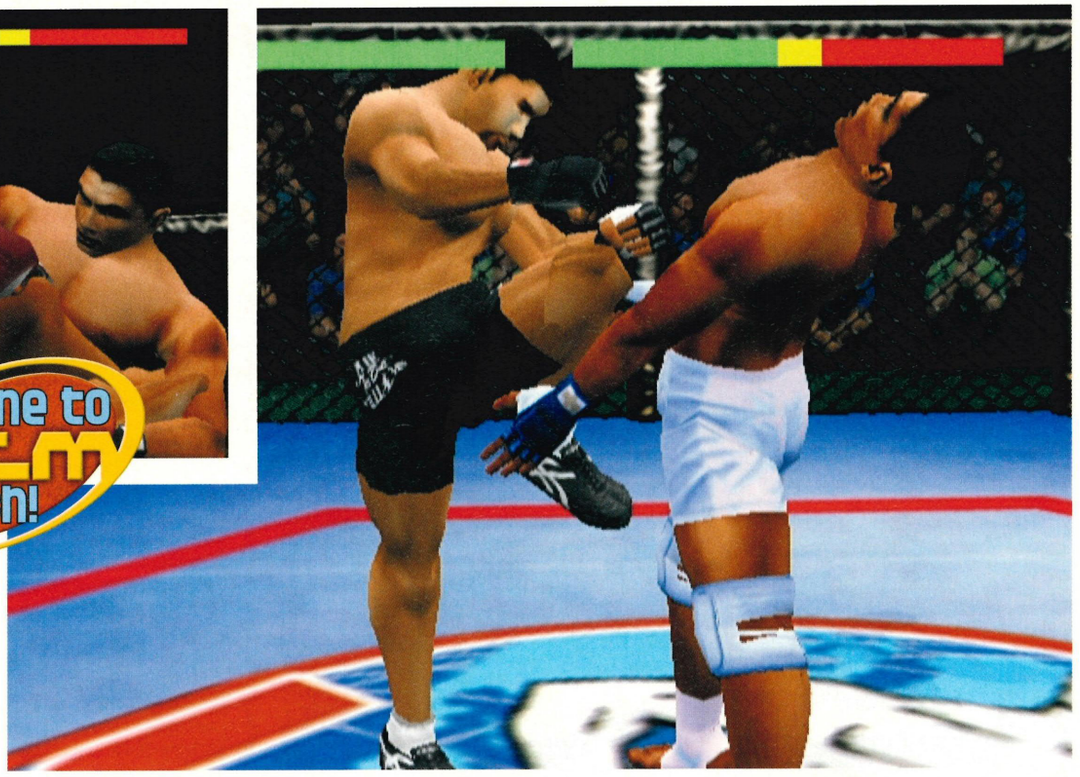


Publisher: Crave ■ Developer: Anchor
Released: October 2000 ■ Genre: Beat-'em-up





one to watch!

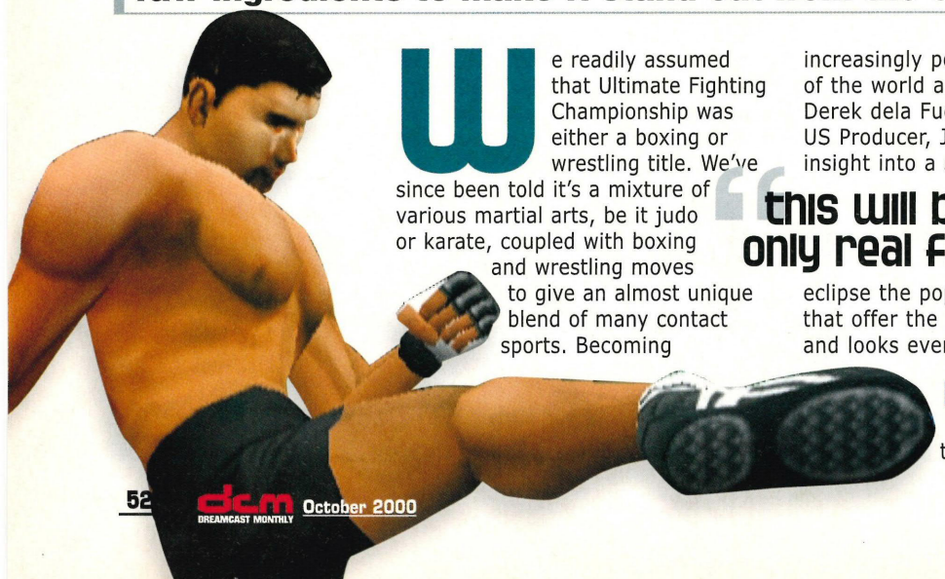


ultimate fighting championship



There's no kicking your opponents when they're down

A niche sport? Certainly, but as a game it has all the raw ingredients to make it stand out from the crowd...



We readily assumed that Ultimate Fighting Championship was either a boxing or wrestling title. We've since been told it's a mixture of various martial arts, be it judo or karate, coupled with boxing and wrestling moves to give an almost unique blend of many contact sports. Becoming increasingly popular in certain parts of the world and growing daily, Derek dela Fuente spoke with the US Producer, Jeff Barnhart, for an insight into a sport that could eclipse the popular wrestling titles that offer the moves, the attitude and looks everyone loves.

> "this will be the first and only real fighting game"

How violent?

Explaining the rules is the best place to start, but take a shifty at the tasty screenshots to fill in any little holes. Although it looks like kickboxing with some added moves, it has a lot more on offer. Jeff Barnhart offered, "As long as you don't maim your opponent, you're OK. Certain American states have different rules the athletic commissions enforce (Iowa doesn't allow kicking with shoes, for example), but overall it's the basics; no eye-gouging, no fish-hooking, no biting, no spitting, no holding the fence, no kicking a downed opponent, etc. To win, you can either knock out your opponent, or you can put him into a move that will cause him to submit, and tap out". Now you may assume UFC is deadly serious, certainly with none of

MADE IN JAPAN



A tough Act

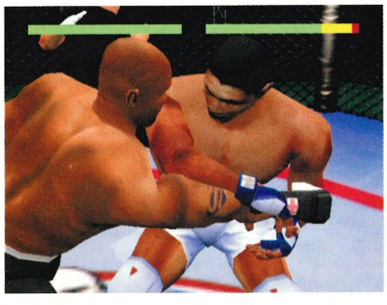
Anchor is a very experienced and extremely talented developer that specialises in hardcore fighting games. Key members of the team have worked on great titles in the past such as Soul Edge (arcade), Tekken (arcade), Fighting Vipers (arcade), Toy Fighter (arcade) and Tobal (PlayStation), and they are currently in the final weeks of development of Ultimate Fighting Championship for the Dreamcast. The Dreamcast version of Ultimate Fighting Championship was first shown to the public at E3 2000 Computer Trade Fair, and is already getting critical acclaim with awards such as 'Best Fighting Game of E3.'

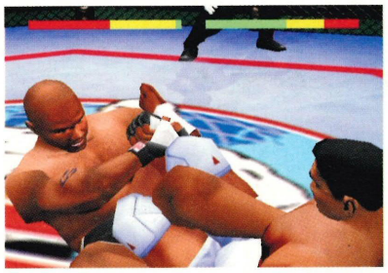
Jeff Barnhart said, "Tekken and Soul Calibur are games that obviously have very unrealistic moves and weapons. Wrestling games are based on pro-wrestling, which is all make-believe as well. UFC, however, is the one fighting sport that's actually real. This will be the first and only real fighting game".

the ranting and raving found in a wrestling game, which in some cases is the best bit. Not so. The team explained UFC has the fun of a fighting game, but keeps it all realistic, so you have the best of both worlds. UFC contains 22 real-life fighters, with a varied selection of fighting styles. Tito Ortiz, Frank Shamrock, Kevin Randleman, Rizzo,

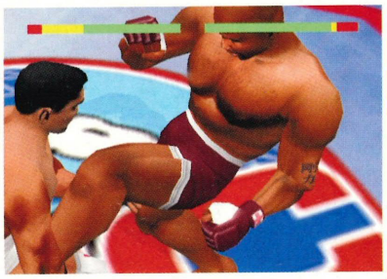
> "Fighting styles such as greco-roman wrestling, ju-jitsu, boxing and freestyle are all part of the ufc mix"

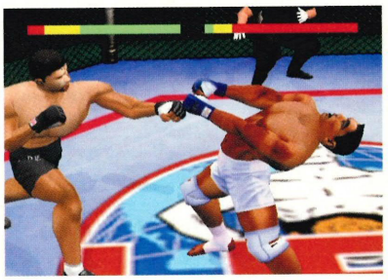
Ruas, Rutten, Coleman, Maurice Smith, Miletich and Hughes are some of the names available. They may not be household names yet, but who knows what may transpire if this takes off? Fighting styles such as Greco-Roman Wrestling, Ju-Jitsu, Boxing, Kick Boxing, Ruas Vale Tudo and Freestyle are all part





Caption Caption Caption Caption Caption

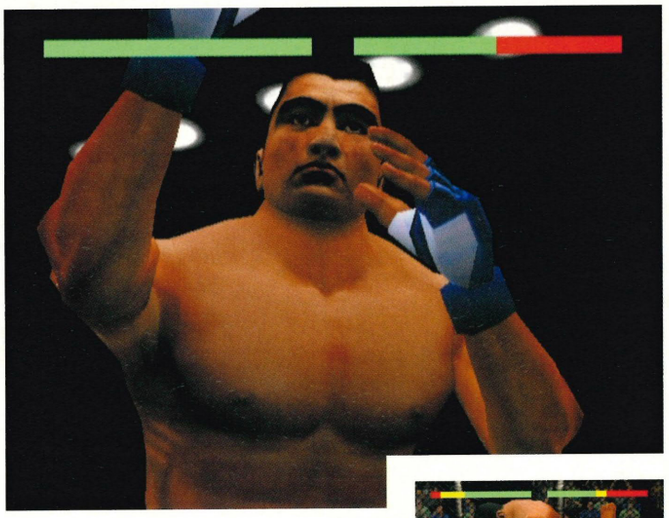




of the UFC concoction, along with Bruce Buffer (announcer) and John McCarthy (referee), both also renowned Stateside.

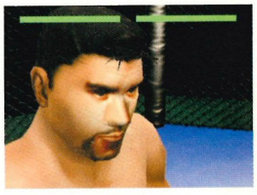
Pure CGI

When it comes to the development, the look and movement of the game, the central factor that makes or breaks a title, Anchor – the Japanese team - has gone the route of pure CGI animation. This gives fluid moves, unlike motion-capture, which the team believed would be too limiting for the crazy moves the athletes in the UFC perform. You notice the fighters don't look polygonal, and the muscles look really sumptuous. The team commented on this. "A lot of time was spent getting the bodies and faces to match the photos we took of all the fighters, extremely detailed high-resolution digital pictures that we have now just mapped onto the polygonal faces. These photos were the key to making things so realistic". It doesn't end there. Each fighter has about 75 moves specific to that fighter, plus a dozen or so common moves that are shared amongst all the fighters. These moves include kicks, knees, punches, take-downs, arm bars, chokes and slams. As for seeing a fighter roughed up, it transpires that facial damage was one of the features that ended up on the cutting-room floor to get the game out



on time. But don't worry; this goes on the list of things to do for the next version. Fair enough. So is the game easy to play, and do you feel you're truly in control? The camera angles help gel the game together, with their 45° isometric view. It zooms in and out, depending on how far the two fighters get away from each other. Then, when a player takes a foe to the ground, the camera cuts to a close-up view of them duking it out on the deck. "This camera is usually a close-up that really shows off how great the models and animation look", added the producer.





Sadly, facial injuries have had to be cut out

A NEW ONE

Remember This

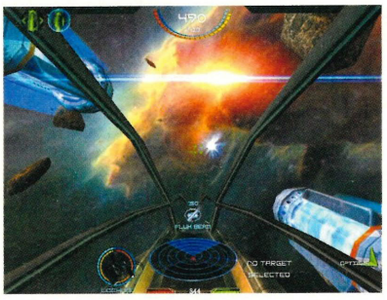
There are plenty of acronyms gamers have become au fait with. FIFA, WWF, WCW; now add SEG (the official body of the sport, but sorry folks, we do not know what the letters stand for!). to that list because they're the commission that started the Ultimate Fighting Championship. Because UFC is theirs, they do have the final say on what goes in the game. Jeff Barnhart added, "They have been a great group of people to work with, and they've really given us a lot of freedom with the game. Because they're such experts at the UFC, it's been a big advantage of ours to keep them involved. They can usually give us facts about the fighters or the fighting styles that we would have never known without their help. They're also very excited to have a videogame built around their sport. One thing that has made the experience so much fun is that we both share the same vision. A fun and realistic depiction of the UFC sport in a game has been our number one goal. With this in mind, they are all for us adding little fun touches that we like to put into videogames, such as hidden characters and hidden fighting styles".



Publisher: Red Storm Entertainment ■ Developer: Rayland Interactive
Released: November 2000 ■ Genre: Strategy/Action









There's some fantastic explosions on show.

bang! gunship elite

Space combat simulations are plentiful on the PC, but the Dreamcast is an untapped field of possibilities...



Originally titled Big Bang! (until someone realised what an awful title this was), this space combat game contains 19 missions in a real-time 3D universe. The particle system and rendering techniques also promise some impressive visuals, while a high-performance collision detection system gives it some incredible gameplay. The artificial intelligence of the enemy fighters also keeps players on their toes, as it learns the flying style of the player and adapts to new fighting techniques. Five different alien races and 30 minutes of video sequences keep players incredibly busy, and, if nothing else, they can experience some multiplayer space combat.

> "fighters zip through space leaving blue and green neon trails"

Of course, players have a huge arsenal of weapons to use, and there's their supply bonuses available for you. The Ion Blaster is your default weapon, which comes equipped with an unlimited supply of ammunition. The other weapons all have limited firepower, although the Flux Beam, which produces great colourful effects, could well turn out to be a favourite. The awesome Plasma Cannon isn't available until the last mission, so you don't get to play with it for too long. To its credit, Rayland Interactive has done a nice job of making each of the weapons distinctive in appearance, sound and effect. The Magma Cannon, for example, shoots an enormous blue ball that creates a huge concussive explosion, while Titan's Hammer locks onto targets and kills just about anything it hits.

GIMME GIMME...



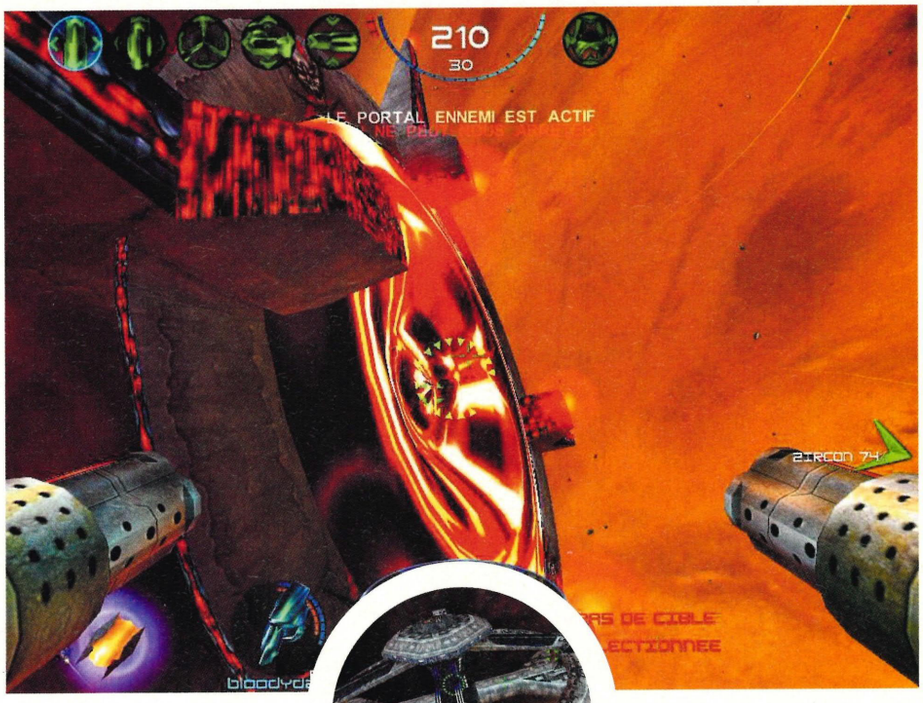
Ships that Pass in the Night

The game features a host of ships, all of which are visually quite different and stunning. The good guys include Optimus, Zircon, Subotai, Prospector, Gyrus, Jorvik-XL and Wolverine, whilst the baddies have the likes of Claw, Demon, Ghost, Hive, Subotai, Mammon and Solaris.

I'VE GOT TO GET A MESSAGE TO YOU...



"Until now we've managed to avoid a large-scale conflict, but we have learned that the Sektar has recruited the infamous Morgoths and intend to wipe us out forever, in order to have free access to the Kha. Whether we want to or not, we have to face this horrendous threat. Once again we have called on the skills and courage of our Allied Arikhans to protect us. All Arikhan military forces have therefore been called to weapons. I regret to have to inform you we are in a state of war". The Council.







THE STORY

You're a member of the Ahrikan race. A trio of civilisations, including the Arikhan, banded together to form the Alliance (original name, eh?) in order to protect their territory and ensure the survival of each species. While peacefully probing every corner of the galaxy for random junk, the Alliance stumbles onto an all-powerful source of energy known as Kha. A rogue group of traders known as the Sektar, jealous because they were excluded from invitation into the Alliance, want to control this resource. We'll have to assume that bitterness and greed pay off in the long run, since the Sektar have started to get the upper hand in this conflict, hence the reason you're pulled out of the training academy and put into active duty. Live fast, die young they always said!



Pow!

Most of the missions are solo campaigns, where players come face to face with rather large numbers of marauding alien fighters. Though you move through sectors acquiring orders to escort cargo caravans, intercept vessels of espionage and cripple cruiser-class gunships, the essence of Bang! is a variation on the same theme: see something, and then shoot it. There are a couple of campaigns where wingmen chase around, but players have no control over them. Graphically, this looks impressive – fighters zip through space leaving blue and green neon trails, enormous capital ships sport throbbing orange engines and space stations slowly rotate as they orbit gigantic scarlet planets. Bang! shows itself off best during these moments, when waves of enemy ships buzz through space as players dogfight with powerful lasers around star bases.

> "the flux beam, which produces great colourful effects, could well turn out to be a favourite"

Kerplow!

Bang! Gunship Elite acts more like an action arcade game than a space combat simulation. You pilot only a space fighter in the vast space universe. There is no pilot learning curve. Also, there is no gathering of resources other than your bonuses for shield regenerators, the life packs you desperately need to capture and weapon bonuses. It's going to be a full-blown, chase-them-down, blow-them-to-smithereens-type game.

The player is Xaha. He has his own fighter sooner than was meant because enormous losses in the first encounters with the enemy have made it necessary to replace experienced pilots. The losses are so big that Xaha often has to face the enemy alone. Combat information says the first mission of the enemy is to destroy the Dagon bases, since they're considered the brains in the Alliance. At a distance, you can snipe away freely at the Sektar, though enemies prefer to dance around or hide behind asteroids rather than face aces head-on when they're close by. Whatever form of resistance is encountered, just be sure to collect the ammo, shields and life-boosting power-ups that dead ducks leave behind. If you don't bother, you find yourself blasted to bits or having to contend with a crippled radar, life support module, targeting system or if you're really unlucky, all three.





There's nothing like a good old space battle.

Publisher: Crave Entertainment ■ Developer: Warthog/Digital Anvil
Released: November 2000 ■ Genre: Action

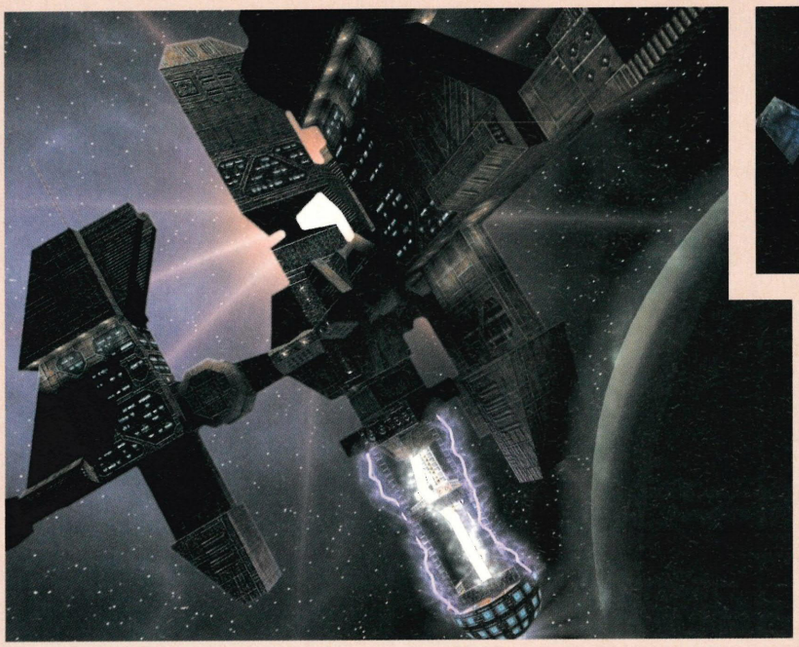
starlancer

Space, the final frontier...

one to watch!



online...
www.crave.co.uk







Highly imaginative space vehicles.

BACKGROUND CHECK

The work gone into the making of Starlancer is about as comprehensive as it could possibly be. Chris Roberts, who with his brother Erin created the Wing Commander series on the PC, was instrumental in the creation of Starlancer. The development of the game was shared on the PC by not only his US team, but also Warthog in the UK. The PC version was released to much critical acclaim about two months ago by the mighty Microsoft. It's now the UK team which is placing this fantastic title on the Dreamcast for Crave... Phew!



on a mission



Starlancer takes place a mere 100 years hence, with the Western Alliance (USA, Germany, UK, etc. - basically 20th Century NATO) rapidly expanding into the solar system. The Eastern Coalition, an amalgamation of China, Russia and some Middle East countries, carry out a Pearl Harbour-style attack on the Alliance around Mars. This attack wipes out the French and Italian fleets and destroys the High Command. Staggered by this act of aggression, the Alliance regroups at Uranus, low on arms and ships. A 45th Volunteer Squadron, made up of commercial aviators, retired pilots and rookies, is put together to not only win the struggle against the Coalition, but also to earn the respect of other elite flyers. You're part of this Volunteer Squadron...

AN ALAMALGAMATION OF CHINA, RUSSIA AND MIDDLE EAST COUNTRIES CARRY OUT A PEARL HARBOUR-STYLE ATTACK

Immerse yourself

To make the player feel like he's a pilot in a space ship, the development team has made the capital ships and all the environments interactive. All the halls have characters wandering around, and they salute you if you've been promoted, give a high five if you've done well or laugh in your face if you failed on something. The Bunk Room is your private quarters where you can practise missions, feed the fish, listen to CDs and just hang out.

Being a space combat game, Starlancer has 12 different ships to select from, although to start with you only have access to one or two (the others become available later, depending on your rank and what missions there are). Each has its own merits: speed, weapons, shields, manoeuvrability, etc, so which one you take out depends on the type of mission. The ships are only able to carry a certain amount of weaponry, so careful consideration is needed



What good would a space shoot-'em-up be without some cool laser effects.



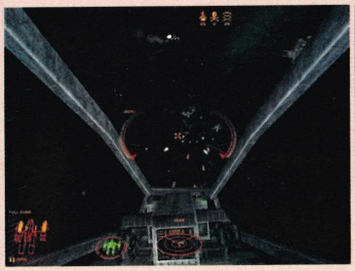
REAL APPEAL

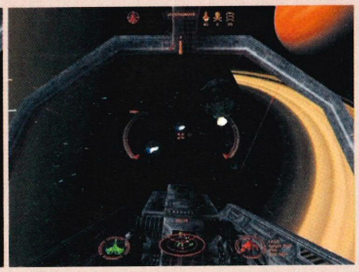


Starlancer is a shoot-'em-up, so how much does the appeal of the visuals matter? "A lot. In this genre, one of the things players have been clamouring for is level of detail and size of ships. On this game, you get the feel of size as you fly around an enemy capital ship. Starlancer is also telling a very immersive story using the dynamic history of 20th Century warfare."



MISSION POSSIBLE





The mission structure of Starlancer is dynamic in that each one has variable ways in which it can end. For example, during an escort mission, if you allow an enemy craft to destroy some of the convoy, your future wingman could be killed, so lumbering you with someone inferior for later missions. A sub-objective of another mission may be to take out a radar installation: if you don't manage it, the mission continues, but if you do, it makes future missions easier. Based on the Wing Commander model, the missions of Starlancer are linear in that you can only select from the ones you have already earned. The game is split into six chapters, each with five missions, giving the player 30 increasingly difficult missions to contend with.



Full on space combat. Lets 'ave it!

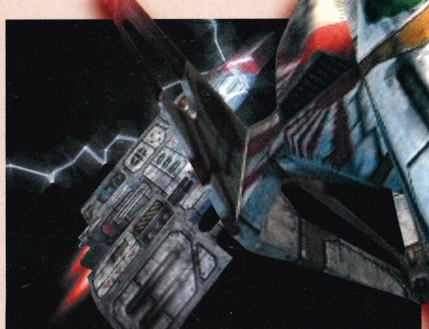


You get a real feel for the size of other ships.









Electric beam hits ship. Not good for pilot.

the team enthused about; "When you're in the cockpit, your arms and head turn as you turn the ship. You get reflections of this in the glass of the cockpit. The same team who worked on the digital effects of the Wing Commander film are doing the same for Starlancer, which, incidentally, will have over 25 minutes of Hollywood-quality CGI cinematics".

Games of this genre rely heavily on how the opposition behaves: it's no good piloting a space ship if your enemies are too dumb to make a fight of it. To this end, Warthog has given each of the enemy ships their own unique profile so you can tell whether you're up against one of their ace pilots or, if you're lucky, a rookie. There are certain Coalition pilots you recognise simply by the way they're flying.

STARLANCER OFFERS AN INTRIGUING COMBINATION OF FIRST-PERSON SPACE COMBAT WITH THE DRAMA OF A CLASSIC COMBAT FILM

before plumping for the nova cannons, pulse lasers, collapser guns, the awesome jack hammer missiles or any of 16 others, but again, some won't be available until later in the game. The interface is a very simple 3D point-and-click affair - select your ship, go to the missile room and arm it. It's as easy as that.

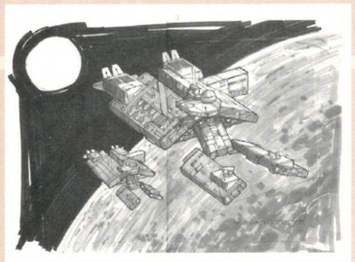
The first thing you notice is the level of detail, which makes other Dreamcast games look almost bland. There are moving radar dishes and lights coming on inside the ships. Also, particle lighting effects are seen, when the player cuts a hole in space to use as a jump point to rendezvous with others. These aren't the only outside effects

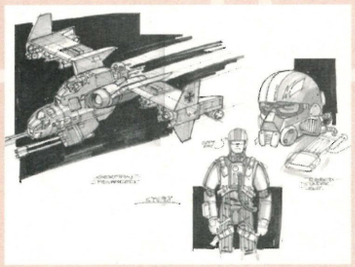


starlancer

In his quest for ultimate knowledge, Derek spoke with the Warthog team about Starlancer, and its port from PC...







Some early development art

DCM Already out on the PC, has the DC version presented you with any problems? Has the machine any limiting factors?

Warthog There are a few differences between the PC and DC that we have to overcome. The PC has the advantage of more memory, a fast hard drive, mouse/keyboard by default, etc. Although there are limitations brought about from designing the game for the PC, we are able to work around most of them by program/design changes without affecting the look and feel of the game.

DCM So it's basically the same game?

Warthog Yep, we are trying to keep the game as similar as possible to the PC version. It has the same great graphics and missions.

DCM Do you feel you're breaking new ground with such a game on the DC, and do you feel it has plenty of appeal, and might even grab a new set of players?

Warthog As far as I know, there are currently no space shooters for the DC, so yes we do feel we are breaking new ground. Compared with the PC, there have been very few good games of this genre on any console, so there are plenty of people who haven't played this type of game. We feel there's a large untapped market out there.

THE GAME IS SPLIT INTO SIX CHAPTERS, EACH WITH FIVE MISSIONS



The highly detailed cockpit views place you right in the thick of the action.

DCM How have you transferred controls to a pad?

Warthog When you watch somebody play Starlancer, you find they use a small selection of keys a lot, and the rest infrequently. We've mapped the frequently-used keys to the buttons for easy access, and the rest of the keys through an intuitive menu system. Although we're still balancing it, the initial response from our testers is that it's very easy to use.

DCM Is the multiplayer mode still there?

Warthog Yes, we are intending to support both the co-op and deathmatch multiplayer modes.

COME ALIVE



Starlancer presents a 'living universe', and does not go along the route that others have taken with having just yourself and enemy craft: empty space, if you will. Starlancer has plenty of craft going about their business. You see ships mining asteroids or building jump gates: it's much more active than other space combat games.

This is one aspect that sets Starlancer apart from the other space combat simulators, this multiplayer option. Not only can you play a deathmatch, but you're able to play the entire mission structure co-operatively. You can create a squadron with some friends and play together. If you get more kills, your rank may improve, allowing you to issue commands to the other players.

DCM Will there be an option to use the keyboard?

Warthog There will be an option to use the keyboard for sending chat messages when playing in multiplayer.

DCM Why a DC version?

Warthog We have spent a lot of time and effort producing Starlancer for the PC. We want to maximise that effort to bring Starlancer to as big an audience as possible. The Dreamcast is the only console currently available world-wide with enough power to do this.

DCM Has the team brought in new coders for this project and are you impressed with the DC?

Warthog We're using the same coders for the Dreamcast version as for the PC version. It's easier to learn to program for the Dreamcast than it is to learn the Starlancer code base. We are impressed with the Dreamcast and always have been. We always knew it is a well designed piece of kit. When we got the basic engine running and a few ships flying around, people commented on how much better the Dreamcast version looked compared to the PC!



DOWNLOAD

Getting online, Dreamcast-style...

INTERNET

Not only is the Dreamcast the most powerful games machine on Earth, but it's also the first console to get you onto the Internet. With Internet access, you can surf the world-wide web, send and receive e-mails and even play multiplayer games online, competing against Dreamcast gamers from all over the world.

This month and every month, Dreamcast Monthly will bring you up to date on what's happening in the world of online gaming, as well as giving you the very best the Internet has to offer the Dreamcast gamer. Let's kick off with a beginner's guide to getting online using the world's greatest console...

Wot's This Interweb, Then?

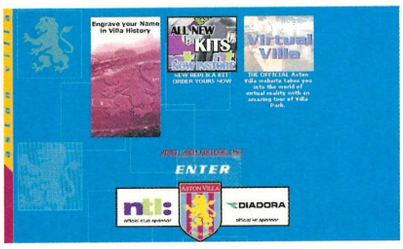
So what is the Internet? In a nutshell, it's a collection of computers that are all linked together. Using the Internet, you can communicate with people all over the world. Each Internet user has an account with an Internet Service Provider (ISP), which allows him to use the telephone lines to access his ISP's server (a huge computer that can handle lots of information at once), getting him online. The user's computer is only ever in contact with his own ISP – if he wants to connect to, say, and American university web site, it's his ISP that connects to the university's ISP. Thus, when you're online, you can connect to any other machine that's also online, whether it's in the next town or on the other side of the world, and only ever pay for a local rate telephone call.

A computer transfers information to and from other online machines using a modem, a device which converts information into a form that can be transferred over the telephone lines. Your Dreamcast has a built-in modem.

What's in it For Me?

So that's how the Internet works – but what can it do for you, the Dreamcast owner? Well for a start, by getting online with your Dreamcast, you can access the world-wide web. Here you can find web sites offering information on almost every subject, not just the Dreamcast. You can look up the home page of your favourite pop group, check out what's going on in the world with a news site or see how your local football team's doing.

Needless to say, there are thousands of sites dedicated to Dreamcast gaming. You can catch





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cost effective?

What does it cost to get onto the Internet? Very little nowadays. All the equipment you need to get on the net is packaged with the Dreamcast (though we do recommend you buy a keyboard to go with it), and the Dreamcast Internet Service Provider (ISP), Dreamarena, is free – gone are the days when all ISPs charged a monthly fee for your Internet account. Now they recoup their costs by getting a cut of the phone fees from the telephone company and from advertising.

The only costs involved in accessing the Internet via your Dreamcast are the costs of the telephone calls. These are always charged at local rates, but be warned – the Internet is addictive. It's very easy to lose track of time and spend several hours online without realising how long you've been surfing.

If you're with British Telecom, the costs of a local rate call are as follows:
Daytime (8am–6pm): 4p per minute
Evening (6pm to 8am): 1.5p per minute
Weekend (Midnight Friday – Midnight Sunday): 1p per minute



up on the latest DC news or read online previews and reviews of forthcoming games and even watch short movies of them in action. Best of all, there's the online tips sites. Here you can get cheats, hints or even full solutions to your favourite Dreamcast games. You need never be stuck again.

As well as the web, the Internet also allows you to send e-mails, which are electronic messages sent from one machine to another. These can be simple letters, or can contain 'attachments'. This is a Dreamcast file that's sent along with an e-mail. Pretty-much anything that can be stored on a computer can be sent via e-mail, but the most obvious use for the Dreamcast owner is sending save-game files. You can also access newsgroups via the web site deja.com; more on this later.

DREAMIN'

sega helpline

If you need technical advice in getting online, or have forgotten your password or e-mail address, call Sega's interactive helpline on 09066 544 544.

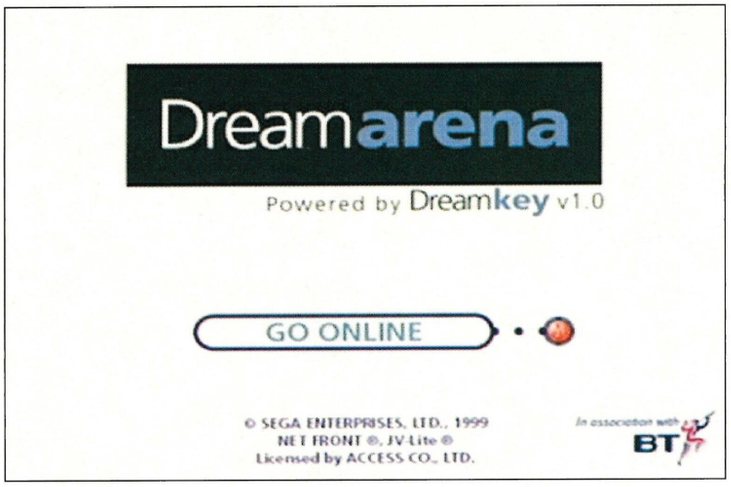
SEGA

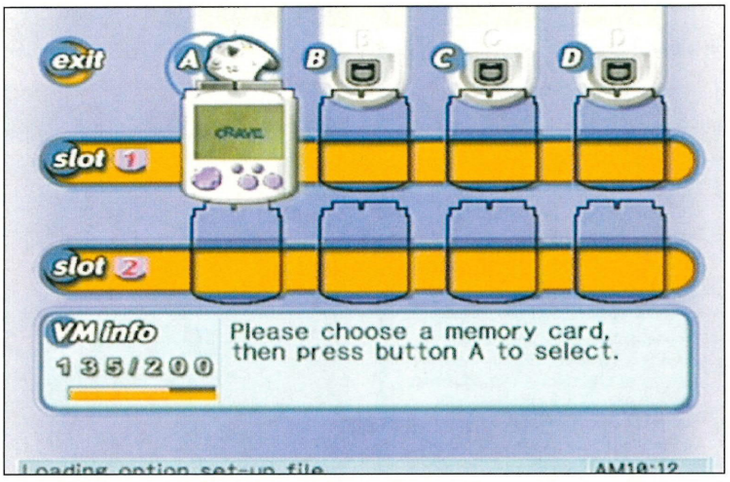
GETTING ON THE NET

Okay, you're convinced – you want a piece of the Internet action. So how do you get onto the Internet with a Dreamcast?

Well, the first thing to note is that you already have everything you need to get on the net – the modem is built into the Dreamcast and the software to use is supplied with the machine, as is the line-splitter, a small plastic socket with the line-splitter. Now you're ready to roll – keep a pen and paper handy as you get going.

Insert your Dreamkey CD (supplied with the Dreamcast) into the DC and switch it on. We've got a few forms to fill in to set up our Internet account – don't worry, it's free. You have to go through this process even if you have an account with an Internet Service Provder (ISP) already – Dreamarena can only be accessed through a Dreamcast account.

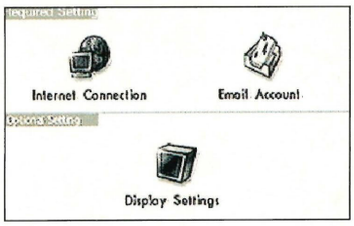




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After pressing Start at the prompt, you're offered the chance to 'Go online'. Take it – press 'A'. You're taken to a memory card management screen. Check out your cards if you wish, then select Exit to proceed. From the next screen, your modem dials Dreamarena for the first time. If you get an error message instead of the account registration screen, check the modem cable is connected correctly, switch off your machine and try again. If you still have no joy, it could be the lines are all busy – try again later.

Signing up is pretty easy.



When asked to fill in a form, move the cursor over the space you have to fill and press 'A'. This brings up the virtual keyboard, a graphic of a typewriter keyboard. You 'type' on this using the cursor. When you've finished, hit Return.

Next you have to read the terms and conditions, and register with Dreamarena. Again, just follow the on-screen instructions. This is where your pen and paper come in handy, though – make a note of your log-in name and password and keep them safe. It's not impossible to get them back if you lose them, but it's a pain in the posterior.

The Web Browser

The Dreamcast has a dedicated web browser which isn't like those found on a PC or a Mac. The main access buttons are called up by pressing either the left or right trigger buttons, or, if you're using a keyboard, S1 (left) and S2 (right). The menus are as follows:

- **Left Menu**

The Left Trigger Menu offers these options:

HOME: Return to the Dreamarena basic menu, the first one you see when you log on (or, in Internet terms, the home page).
BOOKMARK: Offers a list of your favourite web sites, which you stored using the Right Trigger Menu option Add Bookmark. It's an easy way of getting to pages you regularly use.
JUMP: If you know the URL (Universal Resource Location) or address of the web site you wish to visit, choose this option and

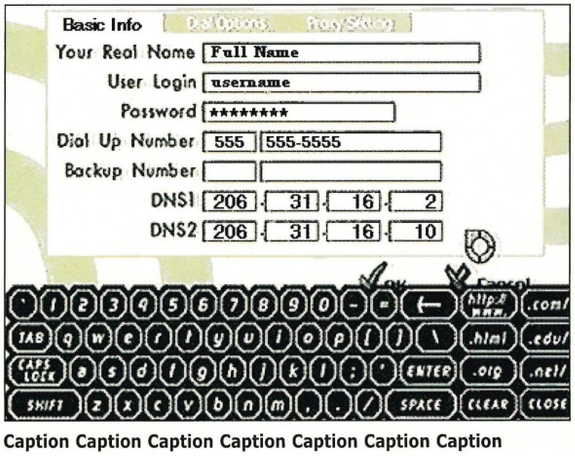
DREAMARENA CAN ONLY BE ACCESSED THROUGH A DREAMCAST INTERNET ACCOUNT...

dongle that lets you connect your DC's model lead to a telephone socket. We strongly recommend you get yourself a keyboard, though. Typing out e-mail messages using the mouse and the screen is sheer hell.

Setting Up Your Internet Account.

First of all, set uo your Dreamcast and plug in the modem lead supplied, connecting it to the phone





Caption Caption Caption Caption Caption Caption Caption

type it in. Ideal for reaching pages you read about in Dreamcast Monthly.
MAIL: Access the Dreamcast's e-mail options, where you can send and receive your mails.
CHAT: This is the Dreamarena's chat area. You can hold real-time converations with other users. You type what you want to say and then send it; it appears straight away on the screens of everyone in the chat room you're currently in. If you use this a lot, you MUST buy a keyboard.
OPTIONS: Sort out your set-ups and preferences. These will be dealt with in detail in a later column.
DISCONNECT: Quit. This terminates the connection between your Dreamcast and the Internet. It's the equivilent of putting down the reciever after a phone call.

• **Right Trigger Menu**
The Right Trigger Menu offers these options:

BACK: Move back to the last web page you visited. This option is not available when you're on the first page you accessed.
FORWARD: Move forward to the previous web page you visited. Only works if you've already used the Back option, for obvious reasons.
RELOAD: Reloads the current web page. Useful if it changes sporadically like a web cam, or the loading is just stuck.
CANCEL: When you're part way through loading a web page, this button stops it from loading.
ADD BOOKMARK: Stores the address of the current web site as a bookmark. You can then access it again through the Bookmark option on the Left Trigger Menu.
ZOOM: Get a close-up.

So now you know how to get onto the net. This was a basic guide, but individual aspects of the browser and Dreamarena's services will be covered in more depth in the coming months.

Dream On!

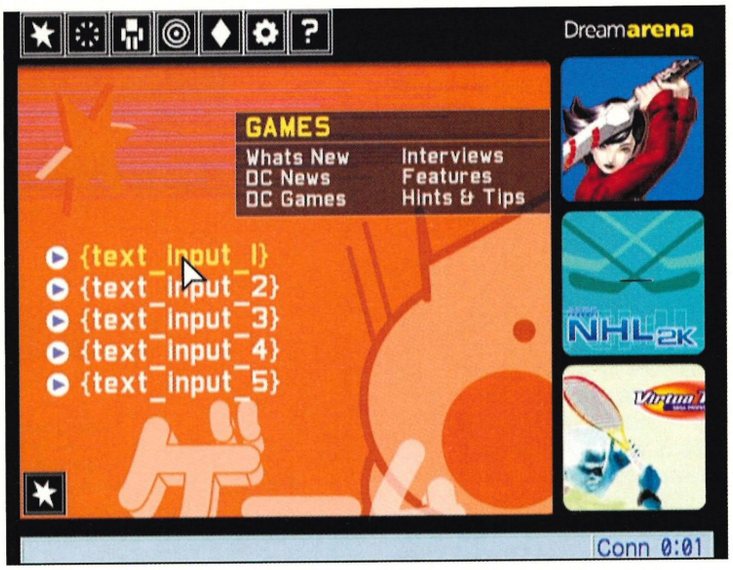
So what is the Dreamarena, and what can it do for you? Basically, the Dreamarena is an area of the Internet solely for Dreamcast owners. You can only access it from a Dreamcast, and it covers only Dreamcast-related subjects, though spin-off areas are being unveiled all the time. For example, Dreamarena has joined forces with Virgin Net, the world's Number One entertainment and leisure service online, to provide a film channel free of charge to Dreamcast users. The new Dreamscreens channel provides a full range of film-related content including previews, details about new releases, features, top ten movie charts and a UK film

DREAMARENA!

win a car!

To celebrate the redesign of Dreamarena and the arrival of the Vortex zone, Dreamarena will be giving away a fantastic sports car as featured in the much anticipated new racing game, Metropolis Street Racer. A brand-new Vauxhall VX220 can be won by answering three questions a week, accumulating points with correct answers. Users get the chance to answer 'gamble' questions once a week, giving them an opportunity to gain more points. At the close of the competition, midday 2nd January 2001, the winner will be one of the first people in Europe to drive off in a top-of-the-range, ultra-cool roadster.

Dreamarena will also be presenting the Vauxhall VX220 Speed Challenge, which will be hosted within the Vortex and incorporates four separate competitions: The London Challenge; The San Francisco Challenge; The Tokyo Challenge and The Three City Challenge. To enter the challenges players select the Internet function on the Metropolis Street Racer game disc. In each challenge players will have to compete against each other, driving a Vauxhall VX220 round a particular city then round all three. Overall scores are automatically uploaded into European online league tables so you can compare your times with drivers from all over Europe.







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DREAMARENA IS AN AREA OF THE NET SOLELY FOR DREAMCAST OWNERS...

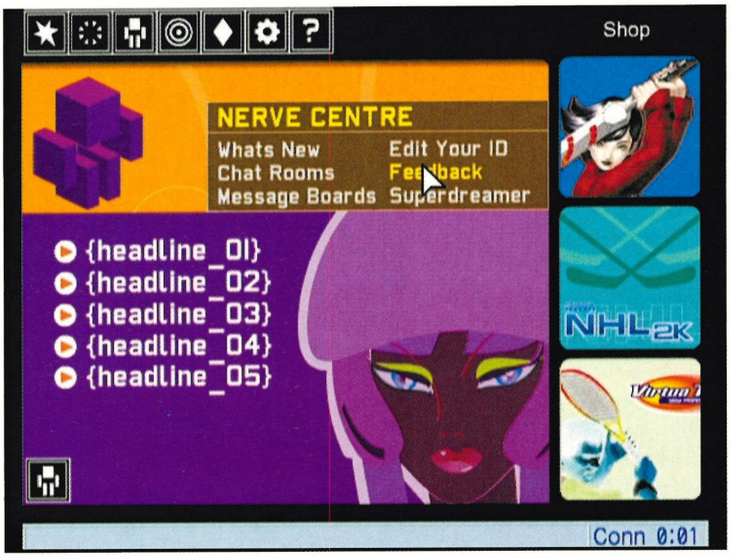
the child-protection filter

The Internet can be a dangerous place, and some sites contain pornographic or offensive material that isn't suitable for children. For this reason, Sega has implemented a filter to prevent access to dodgy web sites. It can be disabled to allow adult users to explore the Internet without restriction, however.

To disable the Internet filter, do the following:

1: Press Left Trigger and go to the Options Screen.
2: Select Modem/AT Set-up
3: Click on Delete Memory
4: Click Yes at the warning message.
5: Restart your machine, without removing the Dreamkey CD.
6: Press Start.
7: Select Restore Me.
8: Follow the instructions offered on screen – you have to re-enter your log-in and password.
9: There's a box at the bottom of the screen enabling the filter. Unenable it.

All done!





finder. They also shot themselves in the foot by offering a Dreamcast as a compo prize – not too clever when you couldn't possibly enter unless you'd already got a Dreamcast.

The new-look Dreamarena 2000 went live on 10th August, with the site rebuilt in flash, so you can download games, e-mails and the Internet in half the time it took before. The e-mail functionality has been developed to allow users the choice of sending attachments, creating and deleting personalised folders and downloading information onto your Visual Memory.

THE NEW DREAMARENA VORTEX ZONE IS A PLAY AND WIN AREA...

The new Dreamarena Vortex zone is a 'play and win' area specifically dedicated to Dreamcast competitions and promotions. Puzzle games, spot competitions and a special prize game are available along with Lite Games (Get-4, Sliding Puzzle, Battleships, Pub Quiz, Picture Puzzle, Concentration) which are played online.

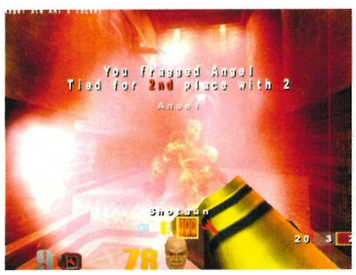
The Nerve Centre is the existing community centre, a hub of activity redesigned to include the 'What's New' section which allows gamers to 'Edit Your ID' in which users can develop their own online personality. They will also have access to an exclusive area dedicated to the Superdreamers, Dreamcast's loyal fan base.

Other highlights include exclusive Metropolis Street Racer extra tracks, only available courtesy of Dreamarena. Each week for up to 30 weeks, Dreamarena will also give away Swatch watches to the driver who completes the extra tracks in the fastest times.

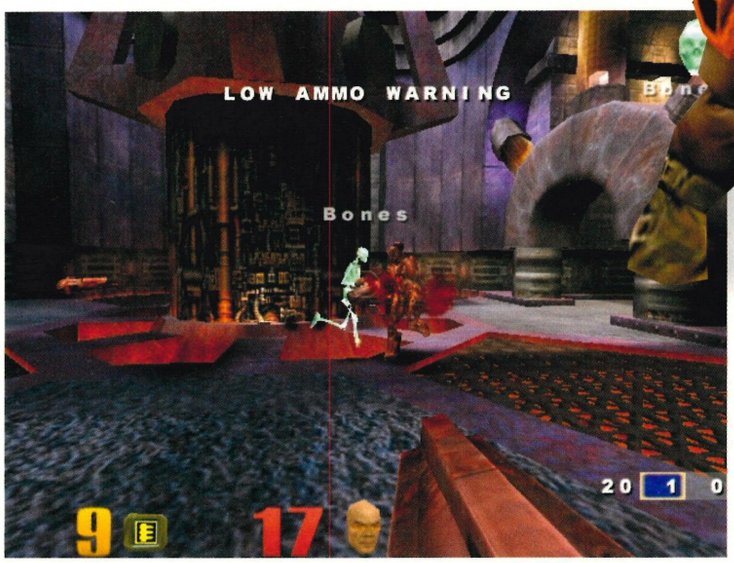
Dreamarena will also be hosting a special micro-site for Sega Worldwide Soccer 2001. The website, accessed through the game and Dreamarena, will include a development diary, hints and tips, discussion boards and interviews with the game designers, Silicon Dreams. In addition, Dreamarena will be hosting promotions to support Quake 3 Arena, Jet Set Radio, Virtua Tennis, Space Channel 5 and Sega Extreme Sports, all games set to hit Dreamcast before Christmas.

success!

Dreamarena continues to garner impressive subscription figures. Dreamarena currently has more than 300,000 registered users and receives over 3,000,000 hits per month. Over 40,000 gamers (5% of European Dreamcasters) have played ChuChu Rocket online and hundreds more are joining each day to take part in the European ChuChu Challenge.







Caption Caption Caption Caption Caption Caption Caption Caption Caption Caption



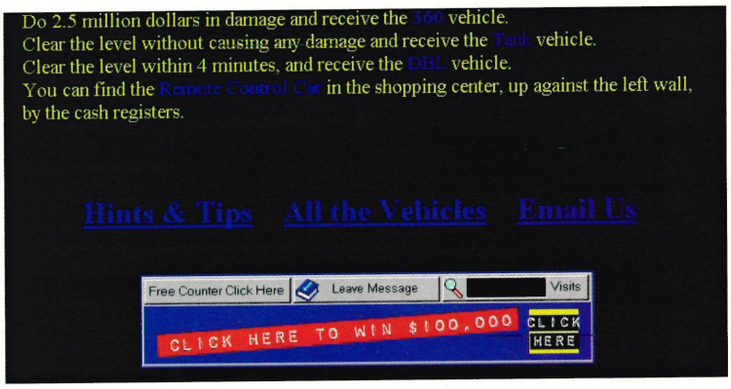
SURFIN'

What About the Web?

Of course, there's more to the world-wide web than just the Dreamarena. The Internet's far too large to cover in a single issue, but here's some guidelines to get you started.

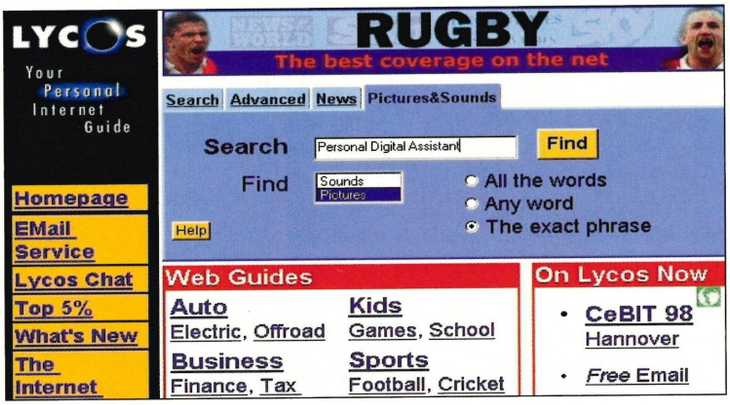
What's a Web Site?

Think of the Internet as a library, and each web site as a book. A search engine helps you find the





'book' you need, and usually points you to the page too. When you've read that particular page (or decided it isn't the one you want), you need to turn to another. On the web, this is achieved by using links as explained elsewhere. When you've finished with the 'book' (ie. web site), you can turn to another by pressing the Back button on your browser to get back to the search engine and choose again, or use a link offered by the current site which



takes you to another. Most sites have a page of links to other sites, so if you've found a site which offers the subject you're looking for but not the information you want, you should head for this.

LINKS TAKE YOU TO OTHER PAGES WITHIN A SITE OR TO OTHER SITES...

Using Links

Links take you to other pages within a site or on to another site all together. There are two sorts of links used on the internet. Text links are underlined and usually a different colour to the page's main text, and picture links either have a heavy coloured border or specific instructions to use the pic as a link. Move the mouse pointer onto either sort of link and it changes from an arrow to a hand. Clicking the mouse button takes you to another page or site.

In the example here, the text links take you to pages titled Hints & Tips, All the Vehicles and one from where you can send the site creator an e-mail message. The advert labelled 'click here to win $100,000' is a link too – note the blue border.

If you use a link then return to the previous page with the Back button, the link you followed has changed colour – this just shows you where you've been.

Now you're familiar with the basic functions of the browsers, let's look at some search engines.

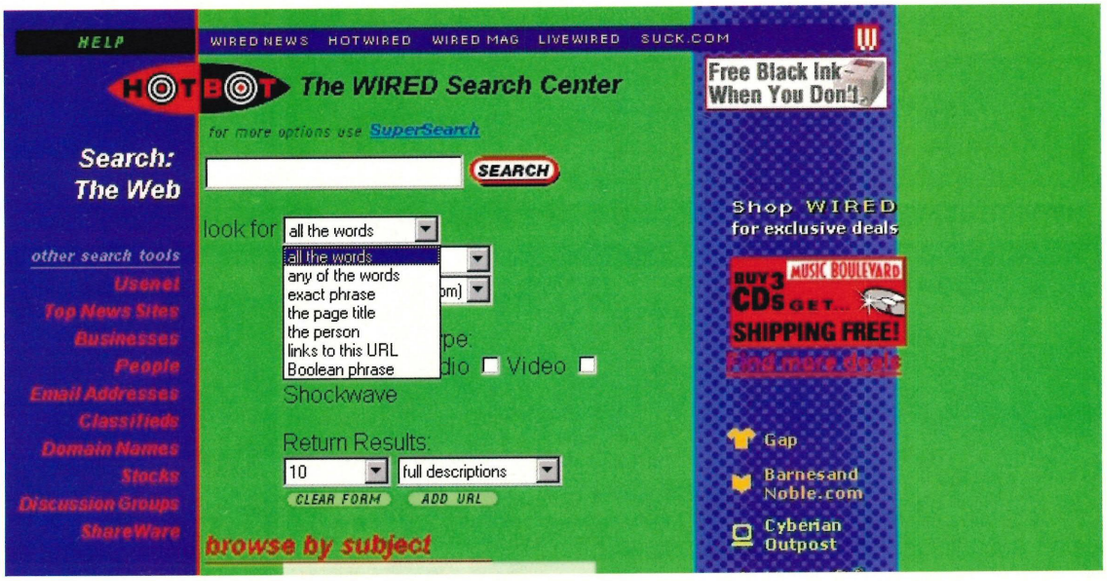
Search Engines

The Internet is vast. There's nothing more frustrating than desperately searching for something you're sure is there, but turning up nothing but irrelevant sites when searching. By following these simple tips, you can greatly increase your chances of finding what you want.

To use a search engine, type the information you want in the area provided then click on the Search button. There are numerous search engines to be found on the internet, the best one to use depending on the task in hand. When looking for pearls of PlayStation information, the most useful search engines are Yahoo!, Hotbot and Lycos. Let's look at them in turn.

Yahoo!: http://www.yahoo.com The main advantage of Yahoo! is that it groups sites according to subject. For example, if you look for Doom to check on the rumours of a new Doom game in the pipeline (hope they're true), it offers seven categories including ones for the Monks of Doom rock band and the comic Doom Patrol as well as the 3D computer game. Each of these categories offers a collection of individual sites. This makes Yahoo! ideal for looking for general information such as Dreamcast cheats or fighting games – half the work has been done for you.

Having found the category of your choice, you can narrow the search if you wish. For example,



top tips for searching sites

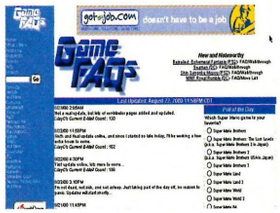
- **Give the search engine as much information as possible. If you're looking for a solution to Acclaim's D, for example, typing 'D' gives every site containing that letter. Instead, enter 'D Acclaim'.**
- **If you're getting too many irrelevant hits, narrow your search and try again. For example, if you enter 'Sydney 2000', you'll probably get a lot of sites offering the sporting event rather than the Dreamcast game. Try again, entering 'Sydney 2000 Dreamcast' or 'Sydney 2000 Eidos'.**
- **If you find a site you like, write down its address or bookmark it. You might want to come back to it on another cybervisit.**
- **If you're looking for comprehensive information on a game, including tips and cheats, look for its FAQ (Frequently Asked Questions). These are generally very useful.**

top sega sites

So where are the best sites for the Sega Dreamcast? These few should get you started...

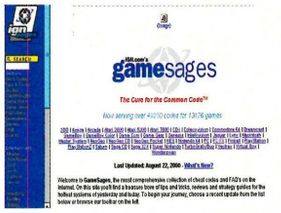
Game FAQs

http://www.gamefaqs.com/
One of the best tips sites on the net, with FAQs and cheats for most videogames formats, including, of course, the Sega Dreamcast. Offers reviews and message boards too, but it's the tips that reign supreme...



Game Sages

http://sages.ign.com
Another great tips site. This one's comprehensive and detailed, with guides, walkthroughs and even a chat area. Copy Copy Copy Copy Copy Copy Copy Copy Copy Copy Copy Copy



Dreamcast Europe

http://www.dreamcast-europe.com
This is Sega's official site, and a damned fine one it is too. It's fearsomely well presented, and covers games, peripherals, Dreamcast Internet and more.



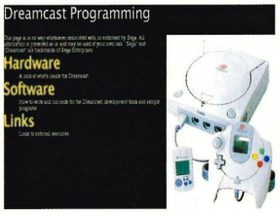
Official VMU Site

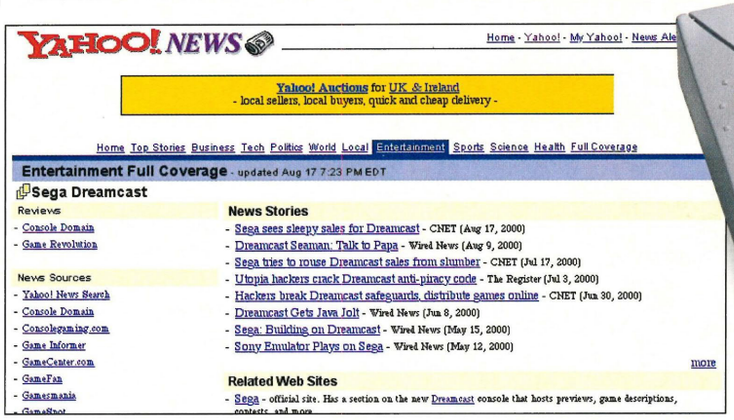
http://www.sega.com/sega/vmu/vmu_main.jhtml
This is the one for all your VMU downloads. As well as downloading VMU files from the site, you can also upload your own to share with other gamers.



Dreamcast Programming

http://marcus.mangakai.org/dc
One for the tech-heads. Here you can bone up on the internal architecture of the Dreamcast, along with the requirements of the machine in programming terms. It's not easy to understand, but that's to be expected.





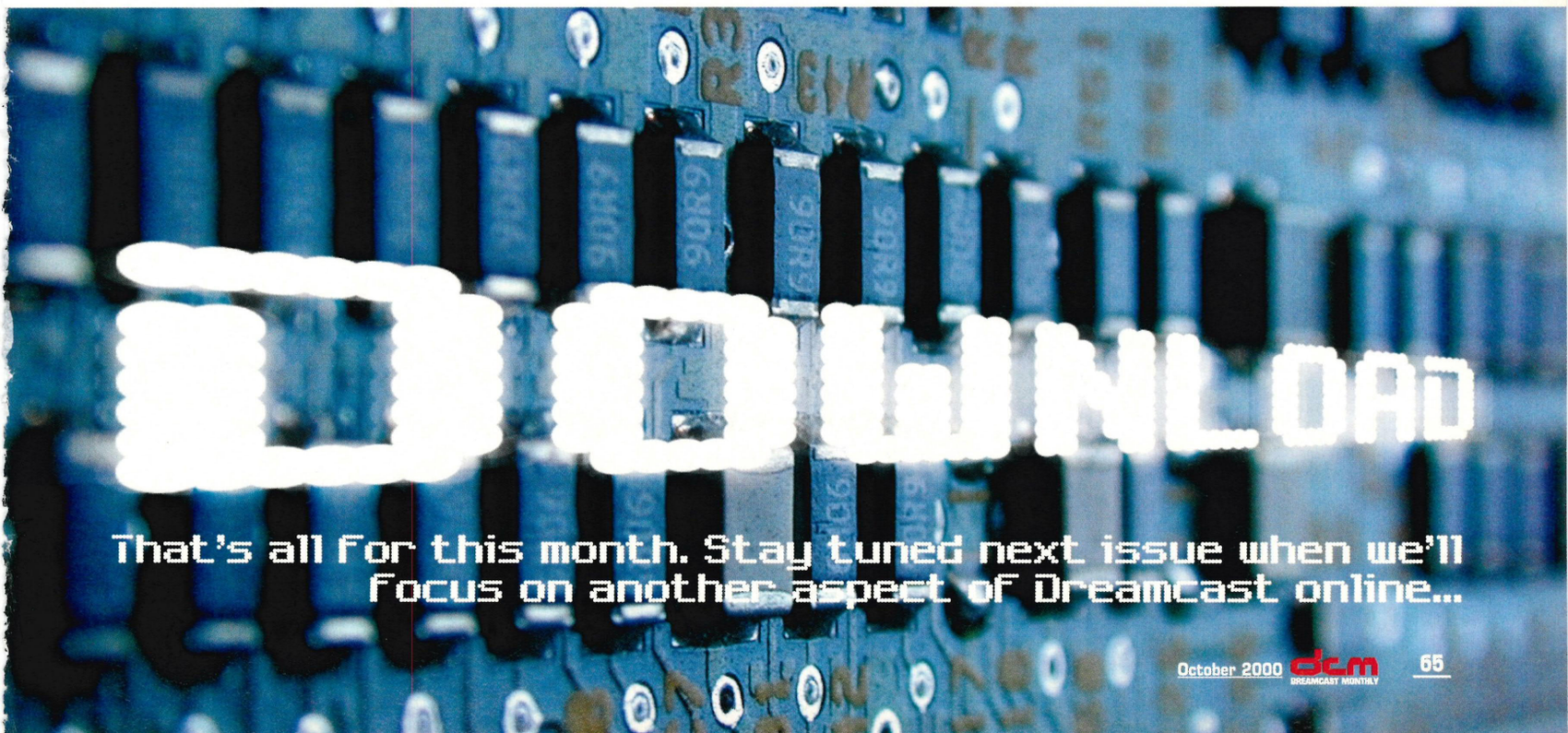


having found Doom and moved on to the category for the computer game, you can enter 'Dreamcast' in the text box and use 'search only in Doom' before searching again. This narrows the search further.

Hotbot: http://www.hotbot.com
Hotbot doesn't group sites like Yahoo!, but it's incredibly powerful and versatile. It's great for finding specific information. By setting the search menu, you can look for any or all of the words you type into the text box, or the exact phrase requested. You can also search only for title pages or for people too. This limits the number of irrelevant sites offered. For example, look for PRIMAL RAGE and you might get a music site with the low-down on PRIMAL Scream and RAGE Against the Machine. Set the search to 'exact phrase' and this is avoided.

Lycos:
http://www.uk.lycos.de/
Lycos isn't the best search engine for Dreamcast data, but it's a mean tool for finding pictures. Click on the 'pictures & sounds' file above the text box and set the search to All the Words, Any Word or Exact Phrase as needed. You can then make a search for pictures and sounds instead of general sites.

HOTBOT DOESN'T GROUP SITES, BUT IS INCREDIBLY POWERFUL



SEGA™

ecco

THE DOLPHIN

DEFENDER OF THE FUTURE



"STUNNING UNDERWATER ODYSSEY THAT'S ENTERTAINING THROUGHOUT 9/10" OFFICIAL DREAMCAST MAGAZINE

EUROPE-WIDE FROM 16TH JUNE

STARRING: ECCO THE DOLPHIN, ASSORTED SHARKS, WHALES AND NUMEROUS OTHER SEA CREATURES • CREATED BY APPALOOSA INTERACTIVE
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REVIEW

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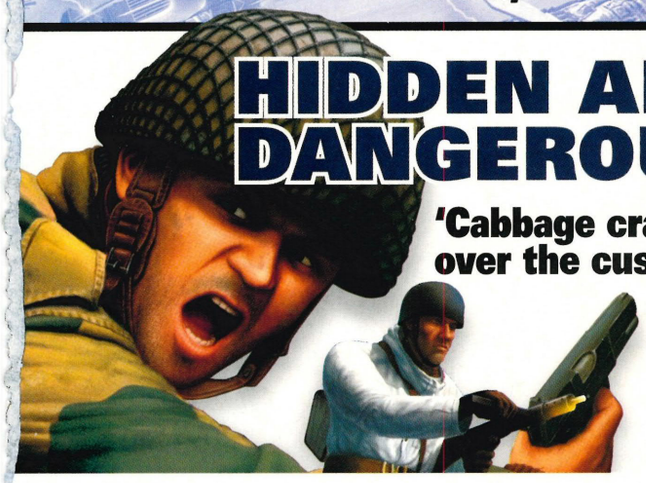


DEAD OR ALIVE 2
74

Have fun, but don't get all pervy on us!

STAR WARS EPISODE 1 RACER
78

Sadly under par. Sort it out, LucasArts!



HIDDEN AND DANGEROUS
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'Cabbage crates over the custard!'



POWER STONE 2
68

The greatest multiplayer fighter. Period.

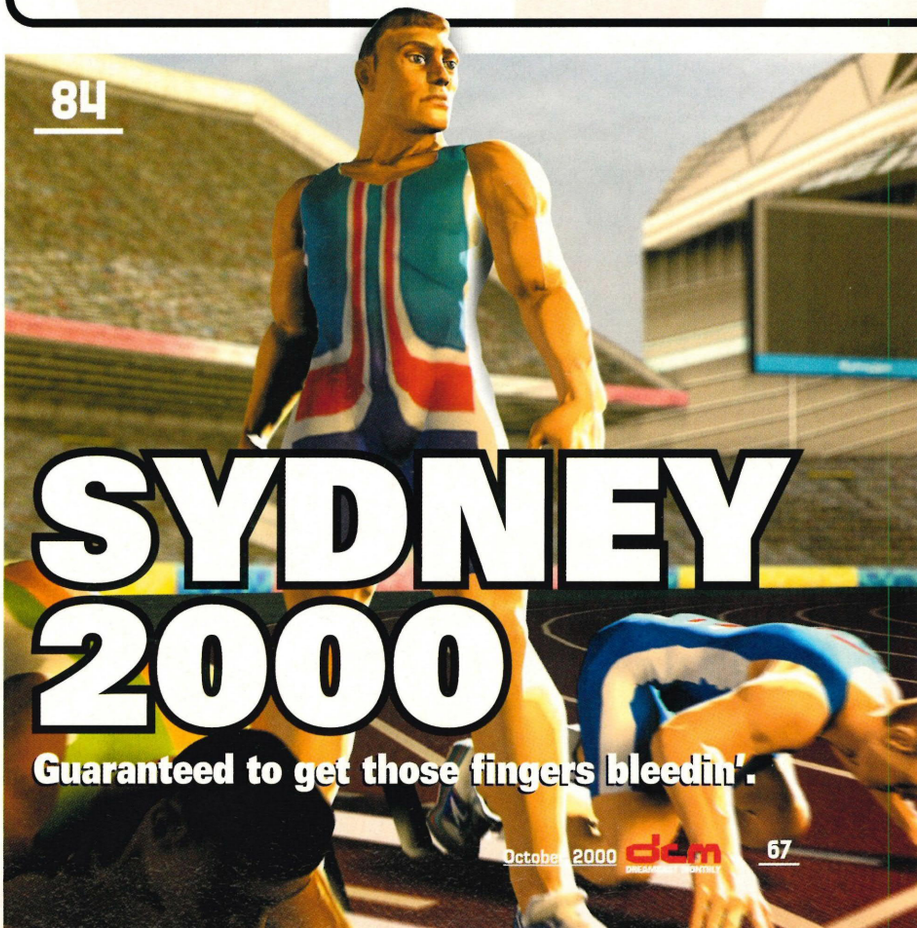
VIRTUA ATHLETE 2K
72

Guaranteed to get those bargain bins brimming!



SPIRIT OF SPEED 1937
88

Based in 1937 – plays like a pig!



SYDNEY 2000
84

Guaranteed to get those fingers bleedin'.

Publisher	EIDOS	Developer	CAPCOM	Genre	BEAT-'EM-UP	Peripherals
Available	15TH SEPT	Players	1-4	Price	£39.99	

POWER STONE 2

dcm RECOMMENDS

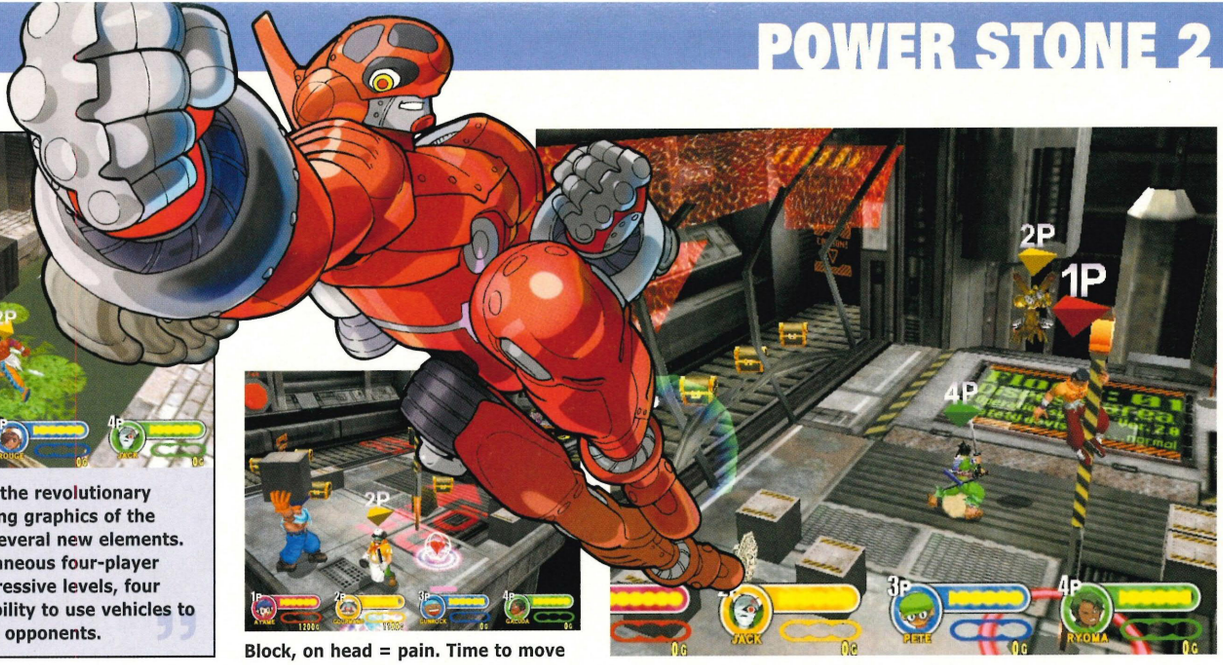
Oh, it's you guys. You're back. And what's this? You still want to kick our heads in...?

online... www.eidos.co.uk



THE WORD

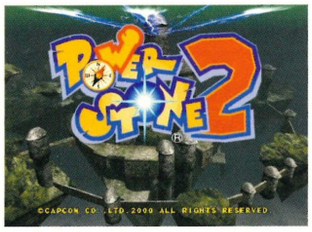




> Power Stone 2 takes the revolutionary gameplay and stunning graphics of the first title and introduces several new elements. The game features simultaneous four-player combat, multi-tiered progressive levels, four new characters and the ability to use vehicles to inflict powerful attacks on opponents.

Block, on head = pain. Time to move

this kicks arse





All new, and innovative levels



DIFFERENT MODES

You can play Power Stone 2 in several different ways. You can stage bouts between two to four players (all of which can be Dreamcast or human controlled), or you can work your way through the Arcade and Original Modes if you fancy a challenge and the chance to batter some bosses. The ultimate single-player mode is the Adventure, complete with the chance to mix your own weapons!



> Chair in the way? Don't panic, just pick it up and throw it at your opponent

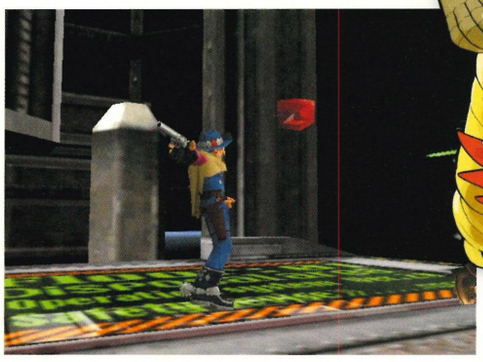
The original Power Stone, to this day one of the underrated gems of the Dreamcast's first couple of months, is a superb game. It took the basics of the 2D fighting game, turned it 3D and allowed you to pretty-much utilise any object in the playing area to gain victory. Chair in the way? Don't panic, just pick it up and throw it at your opponent. Pole in your path? Why not swing on it and plant a crafty one right in your best mate's mush?

So now we have Power Stone 2, a sequel that, whilst keeping the key principles that underpinned its predecessor, feels quite different. You notice this when you get down to the action, with a far more vigorous camera dashing round bigger playing areas, which themselves keep changing around you. For instance, on one level, you're scrapping away, when all of a sudden the ground gives and the action switches to the fighters pegging it from a great big rock rolling towards them. The fighting continues at the same, time of course, but it's to the game's credit that it keeps you constantly on your toes. Another example? You fight on top of two submarines, which have a tendency to submerge without even courteously asking you to remove your beach towel. Bastards.

The plot

The whole thing is set in the 19th Century, as a mysterious floating castle suddenly appears out of nowhere (like they do), overseen by the hideously evil Dr Erode. The same Dr Erode has also locked up all the Power Stone fighters, which pretty much sets the scene for a big scrap.

The single-player versions of Power Stone – be it in straight Arcade or Adventure Mode – cover the quest to defeat the mad Doctor. Arcade Mode involves three bouts with other Power Stone





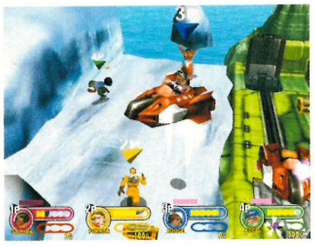
NEW CHARACTERS

As well as the crowd from the last game, there's a few new faces to welcome to the Power Stone gang. So introducing Gourmand, the vicious chef, gun-equipped Accel, Pete the titchy little git and sweet old Julia, who likes to beat you with an umbrella. We enjoy it, too.



A gun emplacement, unfair advantage maybe?







fighters and two bosses. It's certainly enough to keep you busy for a couple of hours, but once you've covered all the levels and fought all the characters, you may be thirsting for more. Fortunately, there's the Adventure Mode, which does prolong things, as you're constantly searching for weapons, items and cards to mix back at the shop. Check out the Mix and Match boxout to see what we mean.

"criticisms? not many"

Also in one-player mode, you can opt for Original, which simply allows you to set up a scrap for one to four characters, with any number controlled by the Dreamcast. You can choose, as you'd expect, from all five arenas and the entire field of characters, and frankly, this is fantastic fun.

It's even better when you add other human players into the mix. Much as we love Power Stone 2, if we had to pick one area where it excels, it has to be the multiplayer mode. Frankly, we've never had as much fun with four people and a Dreamcast since the day we got our Sega, and at times, it's so frantic it's heart-stopping. The tactical possibilities are endless – is it everyone for themselves, do you fight as teams, or do you just pick on someone you don't particularly like? The flexibility of the game facilitates all of the above, and whilst it's a major blow that the online play hasn't been incorporated into the UK release, the multiplayer mode is still the cream of what's on offer. And that genuinely is saying a lot.





Better balance

Fortunately, the balance of the game is a lot tighter and fairer too, which does accommodate a much more levelled multiplayer brawl. As with the original, collect three of the Power Stones dotted around the arena (and there are more to be found this time around) at any one time (you do still drop them if someone smacks you round the head), and your character develops limited super-powers. In the first game, used wisely, these would completely overpower any bout, with many fights simply becoming a race for the stones. They're still important here, and they can be as deadly as ever, but they don't overpower things to the same extent.

SUDDEN DEATH

Are you one of those cowards who takes a couple of shots, then goes and hides? Power Stone 2 has got you rumbled. Once time has run out, you hit Sudden Death Mode, where everyone's energy is reduced to bare minimum. Only if you all manage to scrape through this is the match called a draw. Chances are someone's going to get their arse kicked, though.



russell says... "only the best for the captain's table – this is it!"

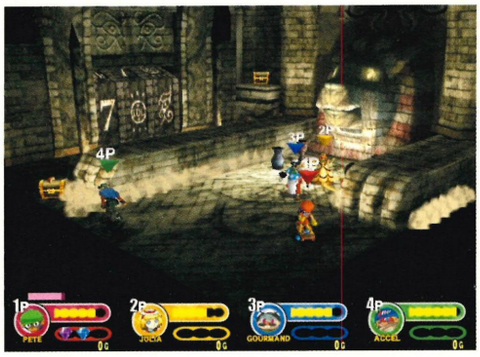
FIGHT IN THE SKY!

Picture the scene. You're in the midst of a big scrap, happily flying through the sky, when suddenly all the fighters are sent plunging to the ground. So do they drop happily and resume when they land? Nah. They carry on fighting and picking up bonuses as they fall. The vicious bastards.





The camera does a superb job of finding the best position to view the action.



MIX AND MATCH

Take a few items along to Mel the Shopkeeper, butter her up a bit for some advice (she likes flowers), and you can take full advantage of the game's mixing system. Give two items to Mel and she attempts to combine them, sometimes creating new, super-powerful goodies, sometimes just destroying your two items and leaving you with nothing other than a token towards (we're not kidding) a game of roulette where more luxury goodies are up for grabs.

Truth be told, Mel is a bit of a babe. She reads special texts for you to help with your mixing, happily sells you new items (and buys some off you), and even sits around chit-chatting, occasionally revealing something useful.

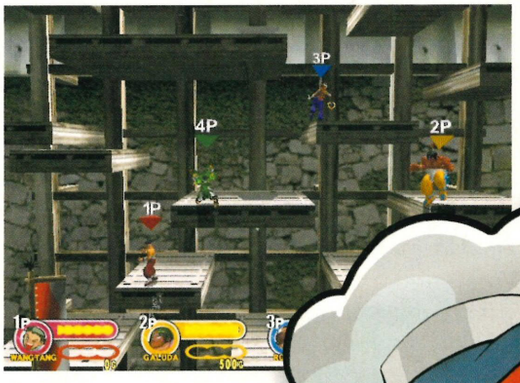
But it's the mixing that's the main focus here; any weapons you collect, special cards, essences and just a bit of luck can make weapons as deadly as the homing missile, and as strange as a faster pair of skates. Ingenious!





Think you're safe up here? Think again...





Part of this is down to the extra emphasis on weapons. Again, in Game One, they were take-it-or-leave-it, but given the tight arenas, picking up a weapon, aiming and firing usually made them too cumbersome at just the point when you needed them. Far better to quickly pick up a random object and throw it. This time, much more imagination has gone into the weapons, and the larger playing areas accommodate a far more potent arsenal. There are over 60 weapons in the game, some there from the start, others you have to mix for yourself. They range from simply short-range stuff like pipes or baseball bats, through to more bizarre fare like the long-range magic stick and the, er, soap bubble gun (described in the item book as, 'when inside the bubble, you are very happy'. Ahem). On the defensive side, a skateboard facilitates fast getaways, the shield can block most attacks, and there's a kitten (honestly) that endeavours to protect you. If this is phasing you out too much, the likes of a homing missile and beam gun are in there too for the traditionalists...

Criticisms? Not many. We'd have preferred more arenas (although the ones on offer are excellent), and then there's the inevitable downshot of four-player fighting mayhem; the screen has a lot of work to do to keep everyone in sight. To accommodate this, and the larger playing areas, there's a fair bit of panning around, especially when the levels tend to destruct around you. And with four players pummelling the shit out of each other at the same time, amidst all the action you can lose your bearings fairly easily. As any fighting game fan will tell you, the bout can be easily won in that split second.

For some too, this may be too much of an evolution from the first game, especially those fed on a continuing diet of mildly-evolved Street Fighter sequels. And whilst there are hidden depths to the single-player game, we can imagine some of you reaching the end quickly and not bothering with the item mix side of things. It's your loss, though.

> "submarines submerge without even asking you to remove your beach towel. bastards"



Hmm, a battle nedt to an open sewer. Don't fancy getting thrown in...

Buy it now!

But for us, Capcom has done anything but take the easy option here, and it's paid off spectacularly. They could have got away with a few tweaks here and there; one or two extra arenas and some more characters. Instead, they've put together a substantial improvement over PS1, encompassing a notably different feel, without ever forgetting why we loved the original. The sheer wealth of ideas and imagination that's gone into the game really does pay off, and we're left gasping for a third instalment, if Capcom is willing to raise the stakes like this again. And that multiplayer mode is, without a doubt, the most fun that four players can have with a Dreamcast. At least whilst it's turned on.... ■ *Simon Brew*



VERDICT

dcm 9

Great alone, but multiplayer makes this pure gaming Viagra. One of the most satisfying, unpredictable and fun fighters of all time.

ALTERNATIVELY...

Soul Calibur • *Issue 1* • *9/10*
Some don't like it, we think it's one of the best

COMING SOON...

Ultimate Fighting Championship
Violent, ugly and very good fun (Turn to p52).

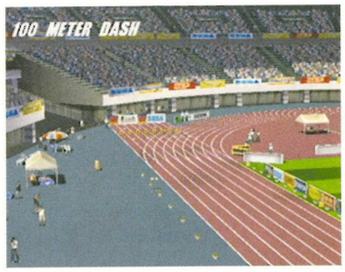
Publisher	SEGA EUROPE	Developer	HIT MAKER	Genre	SPORTS	Peripherals
Available	OUT NOW	Players	1-4	Price	£39.99	

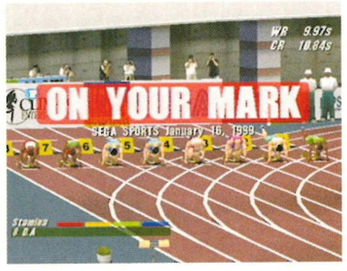
VIRTUA ATHLETE 2K

online... www.sega europe.co.uk



It's time to go for gold once more, as the Sydney Olympics usher a brace of multi-event sports sims. But can it take the podium with no assistance from steroids?



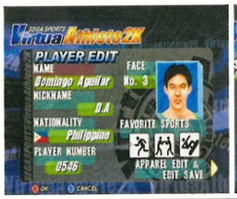


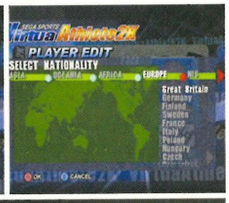
athlete's foot

CUNNING CREATIONS

The create-an-athlete mode is comprehensive, but downright silly in places. What the hell has an athlete's choice of music got to do with his performance on the track, for example? Your choices in this respect are just guesswork, and detract from the game's skill element.

Besides, a creation mode doesn't make up for *Virtua Athlete 2K*'s unforgivable lack of events.







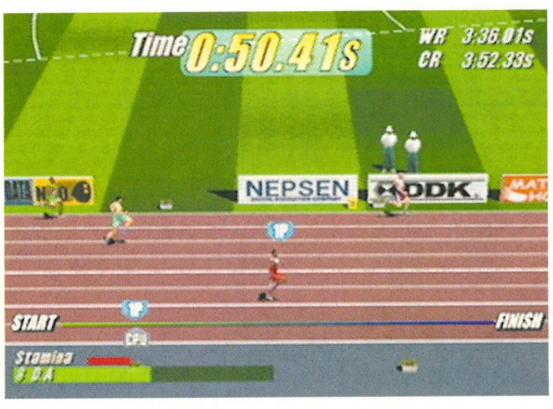
Multi-event sports sims have a long and not always glorious history. Not everyone liked Konami's Track & Field games. Sure, they were colourful and had a keen sense of humour, but waggling a joystick back and forth didn't excite everyone. Likewise, not everyone got into the Saturn's Decathlete. It was highly acclaimed by the critics and loved by those who bought it, but it sold in ridiculously small numbers. Virtua Athlete 2000, Sega's Dreamcast-only assault on the world of multi-eventers, is programmed by the same team as Decathelete, but does it deserve to sell any better?

Create a competitor

By entering the Player Edit screen, you can create either a temporary athlete for a quick game, or a permanent personality too save on your VMU and use in future events.

You get to give the character a name and a nickname, and also select his national flag.

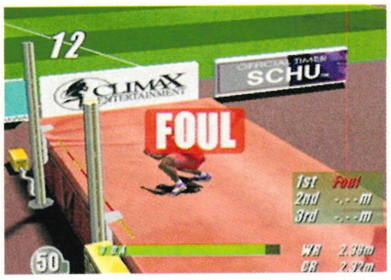
"don't even think about buying this"



Conserve your stamina or you'll run like John Cleese

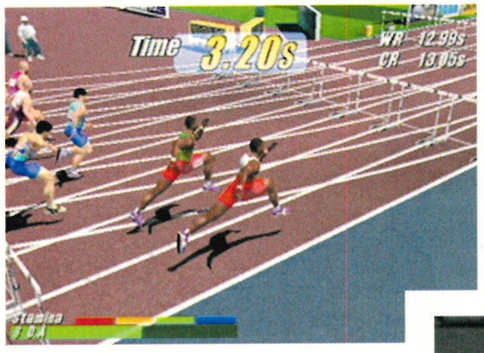
You also get to select his or her entry number, and arrange his facial features, which also sets the skin tone. You can also choose a uniform, accessories such as wristbands and glasses, and shoes.

Setting the character's interests affects his personal characteristics, which determines which events he excels in, and which prove a struggle. While some interests have a predictable affect on the competitor, eg. Those with an interest in sprinting will be good runners, some are more obscure – perhaps a little too obscure. For instance, you get to choose your

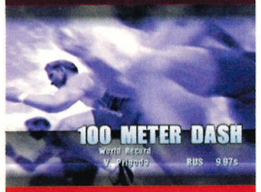


I'd say it's foul! Oh yes...

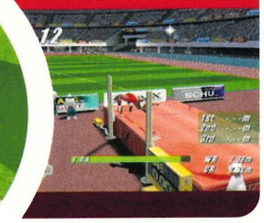




TIME TO COMPETE...

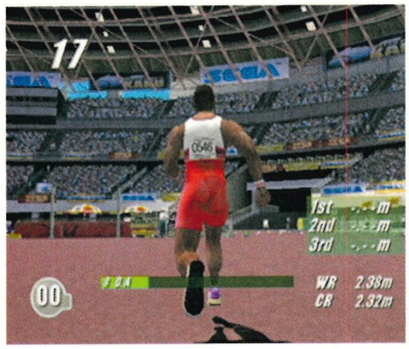


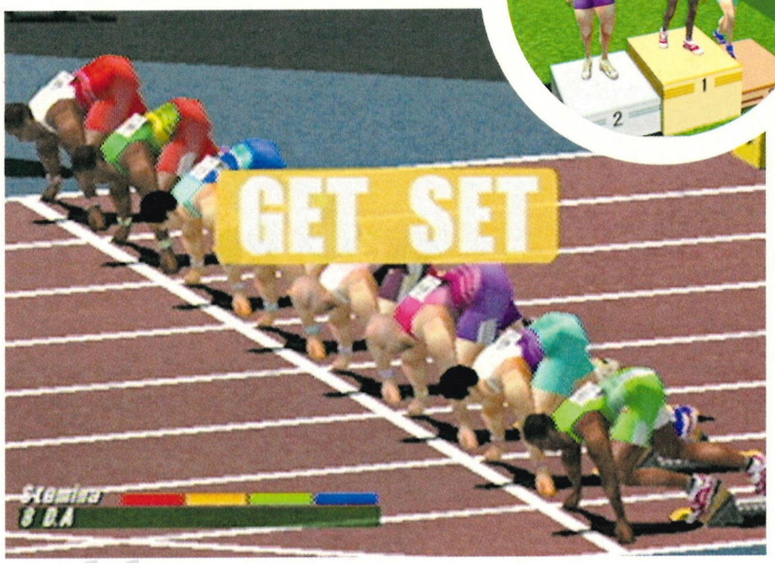
The seven events offered in Virtua Athlete 2000 are:
100-Metre Dash
Long Jump
High Jump
Shot Putt
110-Metre Hurdles
Javelin
1500-Metres



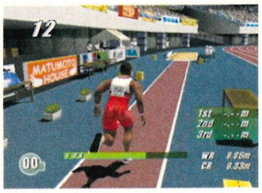
Saul says... "Is that it?! There's nothing to it!"











athlete's fave music. Pick soul, reggae, dance or hip-hop, your sportsman's sense of rhythm improves, making him better at field events like javelin and high jump but weak at sprinting. Presumably, if he's into Puff Daddy he makes a good boxer, and Spice Girls fans turn out deaf. Maybe this is a little too silly and illogical – the only way you can work out which choices do what is by trial and error.

One very unwelcome change in the climb from 32-bit to 128-bit gaming power is the dearth of events on offer here. I mean, the Saturn's Decathelete had ten (inevitable, really), and Eidos' Sydney 2000 offers 12. Why, then, does Virtua Athlete only have seven? This is a serious flaw, and a false start straight from the gun, though if the events are varied and interesting enough, Virtua Athlete 2000 could yet make up the distance.

> "too few events, and a complete dearth of interactivity"

waggling. For example, take the sprinting – press X and A alternately as fast as you can. The faster you alternate, the quicker you run. Then there's the Long Jump. Press X and A alternately as fast as you can. The faster you alternate, the quicker you run, then press B to jump. The Shot Putt – leave A and X alone, but watch the power bar that slides up and down at the foot of the screen. Press B to throw when it's at its highest point. Is this interactivity, or what? You have to conserve stamina on the longer runs, but in the 1500 meters I came third with a time over a minute outside the current World Record. Is this a game featuring not-very-good athletes?

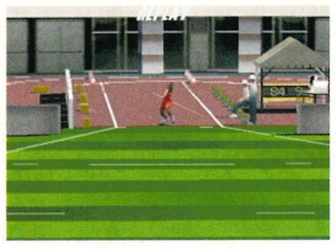
And the graphics are awful too. They don't seem to have been motion-captured. Instead, the athletes lurch across the screen, bending their limbs awkwardly and looking like they're about to fall over. The only thing here you couldn't do on a PlayStation is animate the crowd, and who gives a monkey's about that when the game's so knob?

Once again, check out the review of Sydney 2000 if you're after an athletics game. Don't even think about buying this. ■ *Ian Osborne*

Damning disqualification

Unfortunately, the game's crap anyway. Looking at this, you'd think the genre hadn't budged since the Eighties, but with mindless button-bashing replacing the early years' joystick-





Hmmm, what graphical excellence...

dcm 3

VERDICT: Far from bringing the genre right up to date, it actually takes it back a few paces and comes off second best to 32 bit efforts.

ALTERNATIVELY...

Sydney 2000 • *This issue* • *8/10*
The official game of this year's Olympiad

COMING SOON...

There's nothing immediately on the horizon, but as soon as there is, we'll let you know

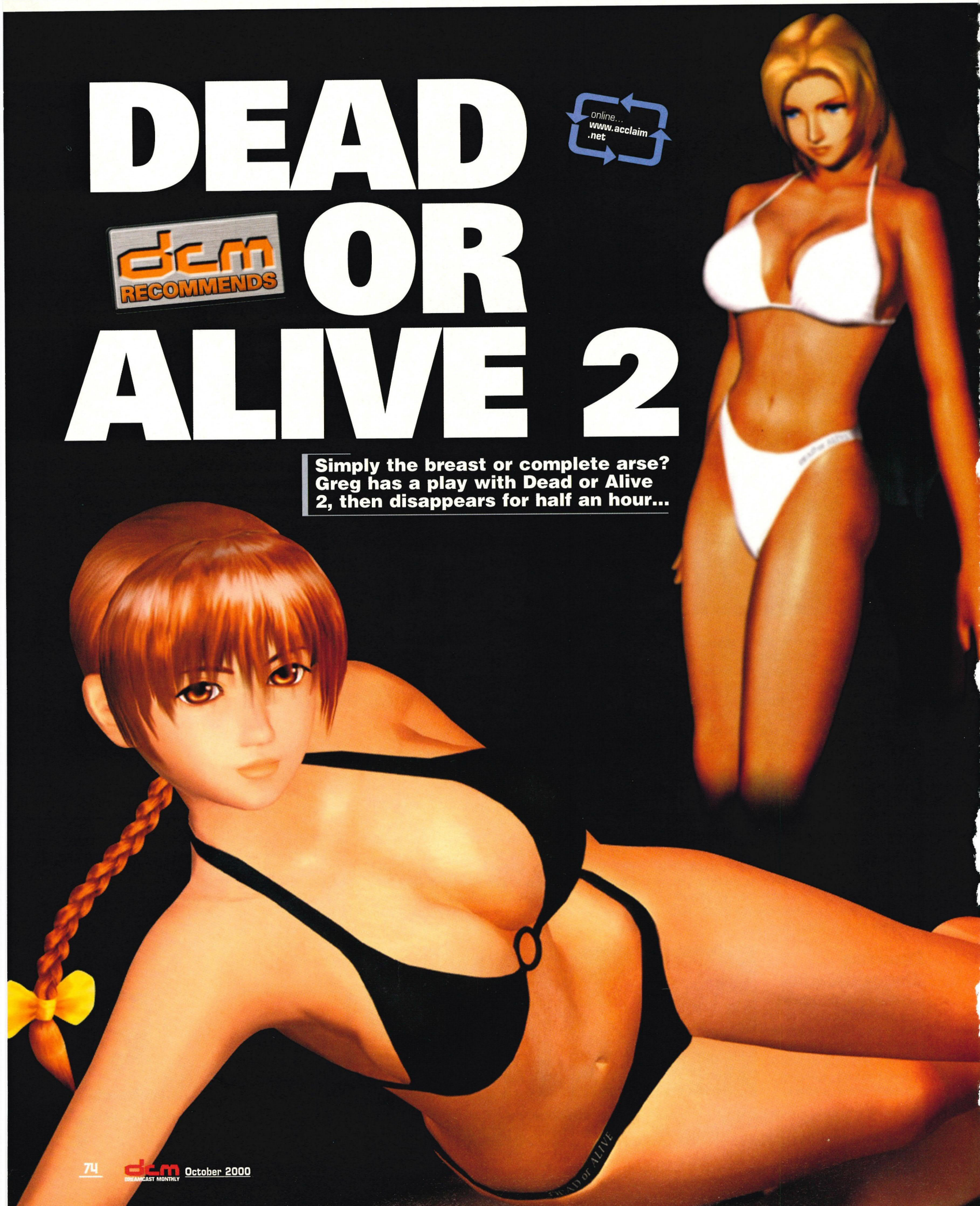
Publisher	ACCLAIM	Developer	TECMO	Genre	FIGHTING	Peripherals	
Available	OUT NOW	Players	1-2	Price	£39.99		

DEAD OR ALIVE 2

dcm RECOMMENDS

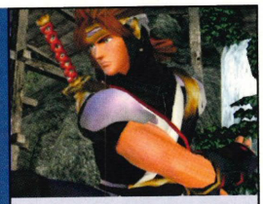
online... www.acclaim.net

Simply the breast or complete arse? Greg has a play with Dead or Alive 2, then disappears for half an hour...



bra-burstingly good

THE WORD



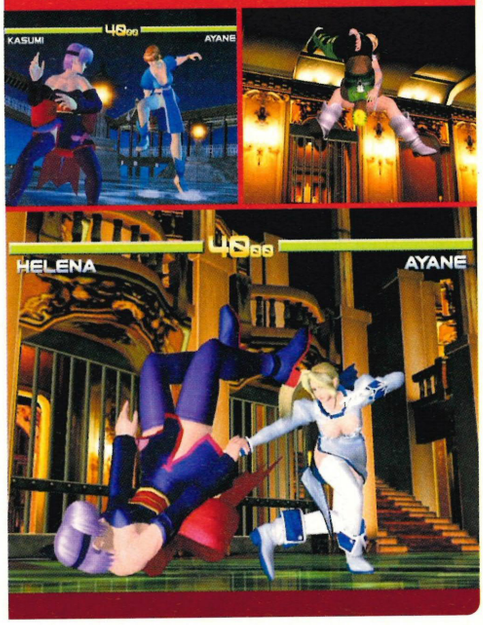
"With 12 characters to choose from, your mission is to win the championship and save the world from the Tengu Disaster that will take place at the century's end. Your ability to battle using various fighting techniques will determine your character's fate. Will you fight for life or fight to the death?"



It's a shame you can't get that Beavis & Butthead tone of voice on a caption

MAM'S THE WORD

No fighting game would be complete without some oddball characters and DoA2 is no different. The first things you'll notice are the busty babes. Tina, Kasumi and the rest would require a sports bra or two if this were real-life! Then you've got more traditional fighters such as Ryu and Jann Lee, whilst insane bosses like Tengu complete the mix. Dead or Alive 2 – crazy, eh?



Richard says... "Blimey! Look at them they can't be real..."

What with Lara and the like bringing a new respectability to our favourite pastime (y'know, videogames), it was only a matter of time before that old staple of gaming, the beat-'em up, was brought kicking and screaming into the 21st Century. Soul Calibur was the trailblazer – okay, at heart it was a fairly simple game but my, didn't it look gorgeous. Fluid animation and stunning backdrops meant this was a game you'd be proud to show off to any non-gamer – especially those who thought beat-em-ups began and ended with Street Fighter. Now, after a long wait, Dead or Alive 2 has arrived, mixing the graphical splendour of Calibur with the interactive anarchy of Powerstone.

"doa 2 offers far more than cheap titillation"

Of course, you will already have noticed the rather well rounded female fighters. Not content with mere knicker-flashing and impractical costumes, Dead or Alive 2's developers have also included a 'bouncy' option: the higher the age you enter on the option-screen, the bouncier they become! Amazingly though, Dead or Alive 2 offers far more than cheap titillation and after a few goes you'll be so immersed you probably won't notice (honest!). The next things you take in are the superb graphics. DoA2 is a stunner to look at, with some of the best visuals yet seen on Sega's box of tricks. The fighters themselves are lovingly animated with so many nice touches – rippling muscles, buoyant chests – that you may not even notice the equally spectacular surroundings. From temple to valley, there is so much to appreciate. Unfortunately the sound isn't quite as impressive, although it does add to the game's insanely Japanese feel. The horrible 'rawk' music and cheesy character voices remind you that nothing is perfect.

Busty babes

There are 12 characters in the game and not all are busty babes. One favourite is US wrestling



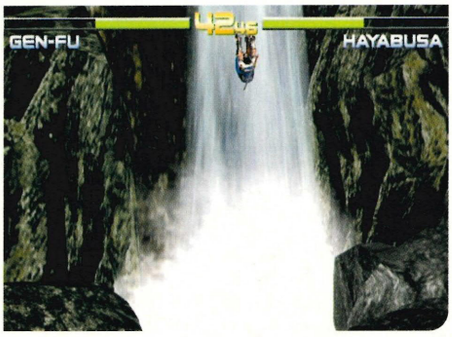
"Do you like my new watch? Rolex, ten quid down market."



THAT'S GOTTA HURT

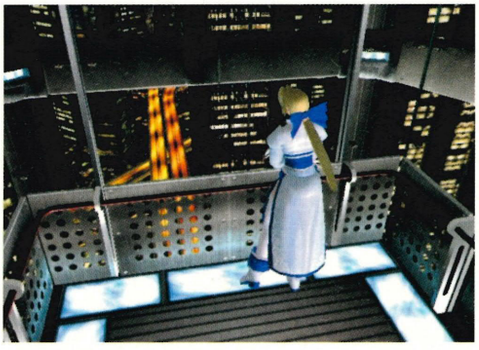


Thank Power Stone, but now Dreamcast owners have got another game where they can use the 'background' to their advantage. Here you can throw opponents off levels, down waterfalls and through windows. Excellent!





Double team your opponent for brutal effects



dude Bass Armstrong, who starts fighting with his cowboy hat on before it gets knocked off. Some of the characters are truly absurd: Tengu is a winged boss who wears red wooden platform shoes. Still, it wouldn't be a fighting game without oddballs, would it? A wafer-thin story line is kept going by some pre-bout cinema scenes, but to be honest, you'll just want to get into the action.

Treat 'em mean...

Perhaps the most important control aspect is the use of reversals and counterattacks. Virtua Fighter veterans will appreciate the importance of blocking your opponent's moves and as you improve you'll be making effective counterattacks from these reversals. There's little better than halting your opponent in mid-kick with a swift block before performing a health-bar lessening retaliation.

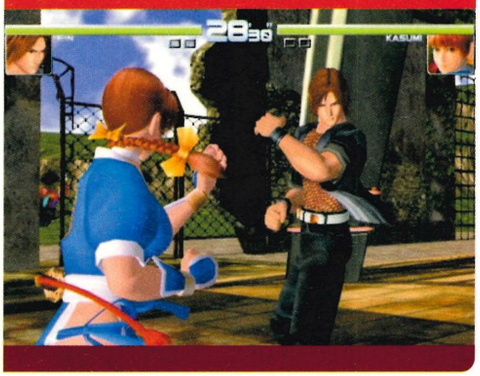
But that's not all DoA 2 has to offer. Remember the first time you played Powerstone? It changed the whole notion of environments, with the fighting arena becoming a lot more than just a pretty backdrop. While it's not on quite the same scale here, Dead or Alive 2 does offer some enjoyably violent interaction – the first time you knock an opponent through a stained glass window you'll be amazed. Throughout the game each level provides some excellent opportunities to throw your enemy around, be it to the bottom of a waterfall or off the top of a futuristic skyscraper. And not only does this cause them damage, you can also get in a few more hits as they recover; as soon as you've knocked them off you're jumping down to carry on fighting. In fact, the use of the multi-levelled arenas throws up some interesting tactical choices, with a few having three or four tiers. Do you corner your prey, or knock 'em flying before jumping down to finish the job? Don't forget that the arenas themselves look stunning, too – in fact some of them are so nice to look at that you almost want to stop scrapping and do a bit of exploring!

...Keep 'em keen

As in most modern-day fighting games there are plenty of options to keep you busy. The basic one-player mode is the story option that sees you

PLAY WITH YOURSELF...

While multiplayer is the best way to appreciate DoA2, single player offers you the incentive of new costumes for your fighters. Beating the story mode wins you new clothes, including the slightly dubious schoolgirl uniform and the Shadowman outfit nicked from Acclaim's Dreamcast platformer. Each character has four costumes to unlock.





"From temple to valley, there's so much to appreciate"



Check out the lush waterfall in the background





Look at the bazzokarukas on that! (Sorry)



battling an ever-improving host of enemies and bosses. However, this is not a patch on the same mode in Soul Calibur with relatively little incentive (bar the odd new costume or two) to continue. Aside from the versus and training modes, perhaps the most enjoyable is the tag battle option. Here you can get up to four players (split into twos) to indulge in some super fighting action. Changing players is easy and, with a bit of luck, you can even get both you and your partner on screen at once, making life very difficult for the outnumbered opposition. In contrast to the short-lived one-player game, the tag battles will keep you busy for hours.

Gorgeous

DoA2 is a fantastic fighting game with graphics to kill for and a well-balanced control system that lets beginners win a fight or two, while more experienced players master the timing and subtlety. The fabulously interactive arenas make a real difference and have an effect on your tactics, and it's especially satisfying to knock an opponent through a window before following them down and continuing the onslaught. The only real problem to DoA2 is the lack of real incentives to carry on playing in the single player mode.

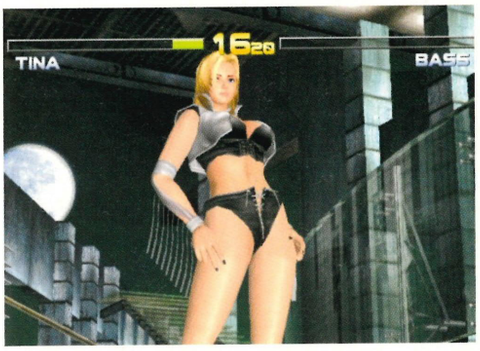
> "the controls in dead or alive 2 are easy to pick up but will need practise to master"

The story option is fairly easy to beat and from then on the only rewards are new uniforms for the characters, and while these are fun and varied (Zack's fourth is Shadowman!) it is not really enough to make you play on. Thankfully multiplayer saves the day – the tag team mode, in particular, is the main reason you'll still be playing this at Christmas and is a perfect excuse to splash out for those extra controllers. The short-lived one-player mode is the main reason why Soul Calibur remains king of the beat-'em-ups, but DoA2's amazing graphics, wonderfully smashable arenas and tag modes make this an excellent alternative choice. ■ *Greg Howson*

COP A LOAD OF THIS!



Unlike the button memorising needed in Tekken and the rest, the controls in Dead or Alive are easy to pick up but will need practice to master. You get your normal kick and punch buttons, as well as the extra one that allows you to wander freely around the majestic fighting environments. Of course, it's not quite as simple as this, with the offensive buttons producing different results depending on your movement (ie high or low stance). Combos aren't forgotten either, with the free movement button combining with attack to up those damage points. While it's true that random button-bashers will be able to produce some exciting attacks (making it easier to get into the game), the more experienced player will be able to pace their combos more effectively.



Also available in crotchless and peep-hole variety

dcm **8**

VERDICT: **It may not last long in the single-player but Dead or Alive 2 is a stunningly lovely fighting game.**

ALTERNATIVELY...

Soul Calibur • *Issue 1* • *9/10*
Without doubt the best beat-'em-up ever!

COMING SOON...

Powerstone 2 takes the whole interactive scenery thing one step further (see page 68).

Publisher	ACTIVISION	Developer	LUCASARTS	Genre	RACING	Peripherals
Available	OUT NOW	Players	1-2	Price	£39.99	

online... www.activision.co.uk

STAR WARS EPISODE 1 RACER

Star Wars finally reaches the Dreamcast, but was it really worth the wait?





feel the farce



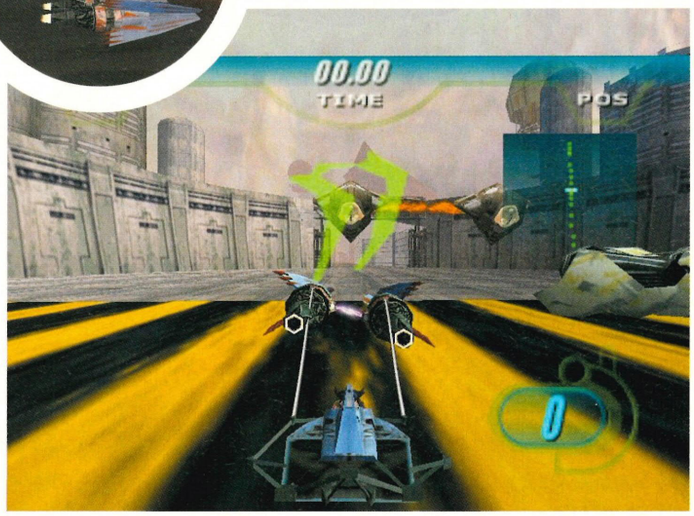
Aren't film licenses great? First you see the film, then you wear the T-shirt for a while. Maybe you'll check out the website for a bunch of other funky merchandise and – if you're keen – you get to play the game. In the case of Episode 1, your T-shirt would've worn out in the wash by the time you get to play, but then that promotional gear just isn't made to last, is it? It's been a year since Star Wars Episode 1 Racer was released on the PC and N64 to meet the opening of the film. It did make the Number One spot for both machines at the time, but soon dropped out, leading to the obvious assumption that anything with the Star Wars logo on would sell by the bucket-load, even if it was something a bit dull and sundry, like; I don't know, a bucket?

Brown pants

If there's one thing that particularly stands out in favour of Racer, it's the 'brown pant effect' it has on participants not used to the incredible speeds reached in the game. Its main selling point (beyond the obvious Star Wars tie-in) is the fact it simulates the effect of racing at 600 miles per hour only a few feet above the ground. It's a shame the background scenery and track textures couldn't be more exciting to take the initial 'wow

Richard says... "WipEout without the flair or innovation!"





There's several pods on screen at once, but the different sound effects aren't here.

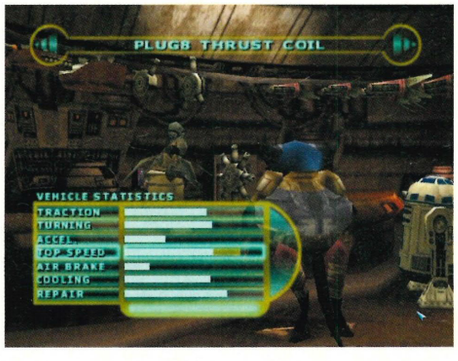
THE WORD



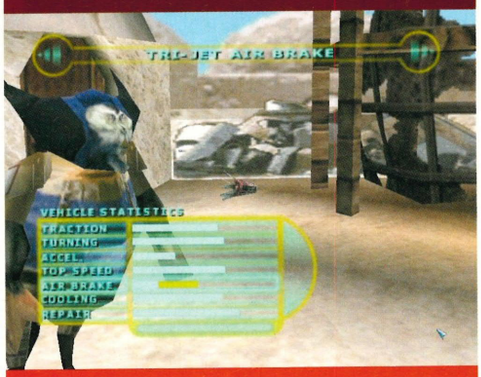
"Star Wars: Racer lets players relive all the speed and exhilaration of the film's do-or-die Podracing sequence", says Tom Byron, product marketing manager for LucasArts. "Sega Dreamcast allows us to achieve a high level of realism that convincingly immerses game players into one of the most amazing moments in Star Wars history."

WATTO'S SHOP

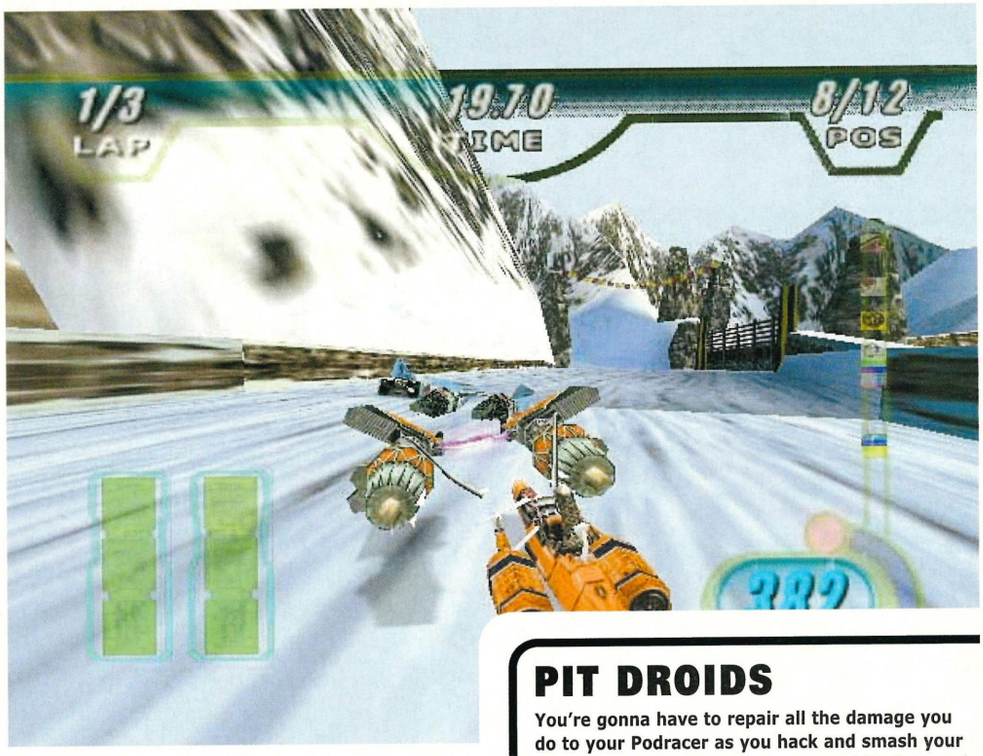
Choosing to upgrade your existing Podracer takes you to the supply house in Mos Espa, one of the more dingy corners of Tatooine. Your assistant is Watto, the stubby-winged mucker from Episode One, famous for his double-crossing tactics and cheeky lip. Have a look at his vast range of Podracer parts and choose what best suits your needs. You might not be able to afford his rip-off prices, but what's wrong with window shopping?



JUNKYARD



If you can't afford what Watto's got on offer you're not out in the cold; simply take a trip to the Junkyard and try your luck there. It might not have all that you want, but you're likely to get a better deal here than you ever would from trunk-face...

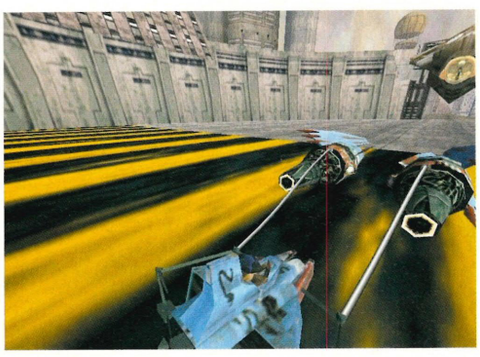




factor' off the scale, but that really does sum up the game in all its mediocrity. Nothing has been done to improve the game in the year it's taken to get it on the shelves for the Dreamcast.

Considering it can take as little as two months to successfully port a PC game to DC, LucasArts should be ashamed of themselves. They pride themselves in the success of excellent PC titles like Tie Fighter and Dark Forces (and rightly so), yet it seems beyond their awesome capabilities to add a little flair to a game that has the obvious potential to be a top Dreamcast title. Is this an unfortunate sign of many developers' unwillingness to devote time and money to a machine they consider to have an uncertain future? You don't have to be a genius to surmise that with attitudes like this, a very capable machine like the Dreamcast can't possibly stand a chance of success.

How much would it have really hurt to give the damage accruable on your Podracer a graphical process like we see in the film? I know if I had created a successful game that really lends itself to the DC, I'd jump at the chance to go to town with its capabilities to really make sure my vision was appropriately realised (sorry, stop me if I'm boring you).



Ragging it

So, it's fast then. That's good, but when you consider it's trying to be something of a WipEout in a Star Wars style (regardless of intention), you realise how far from competently executed the game is. With 21 courses based around eight Star Wars worlds, it's not like the game's a couch potato, but it's the mountain of little annoyances that make it a slouchy racer. You can spend ages upgrading only to realise you would've been better off simply choosing a different Pod in the first place, for example. The quality of the cut-scenes that precede most races are terribly inconsistent, and have dire production values. The balance of Pods is okay, but the handling doesn't often 'feel' very different – even the different Pod sound effects the film boasted have been ditched somewhere along the line.

> "the mountain of little annoyances make it a slouchy racer"

With the lack of any spit and polish, I'm frankly amazed ol' George would want to put his moniker to it, but he's obviously not bothered (git). At the end of the day, all you have to do is take a single look at Star Wars Episode 1: Racer in the arcades to realise what a missed opportunity this game really is. If Star Wars Super Bombad doesn't meet expectations, I think I'm going to boycott all LucasArts products for the rest of my life, and yes, that does include my Princess Lea pillow case... ■ *Russell Barnes*

PIT DROIDS

You're gonna have to repair all the damage you do to your Podracer as you hack and smash your way around your first few races, and Watto's shop is where you go to find the Pit Droids to do just the job. The more Droids you have at work the more repairs they can make, so as you progress through the game, make sure you pick up all four on offer.





Choose the right pod for each race. If you're bothered.

VERDICT

dcm 6

An unfortunate lazy port of a potentially good game. LucasArts are great innovators; just not on the Dreamcast, it seems...

ALTERNATIVELY...

Hydro Thunder • *Issue 3* • *7/10*
Fast and furious, with a questionable learning curve

COMING SOON...

Star Wars Super Bombad • *LucasArts*
Super-deformed Star Wars fun for all the family!

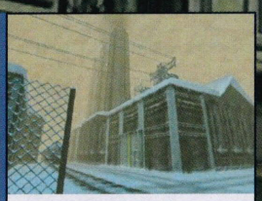
Publisher	TAKE 2	Developer	ILLUSION SOFTWORKS	Genre	ACTION/STRATEGY	Peripherals
Available	OUT NOW	Players	1	Price	£39.99	

HIDDEN AND DANGEROUS

Greg ventures over the top for king, country and a big fat cheque...

dcm RECOMMENDS

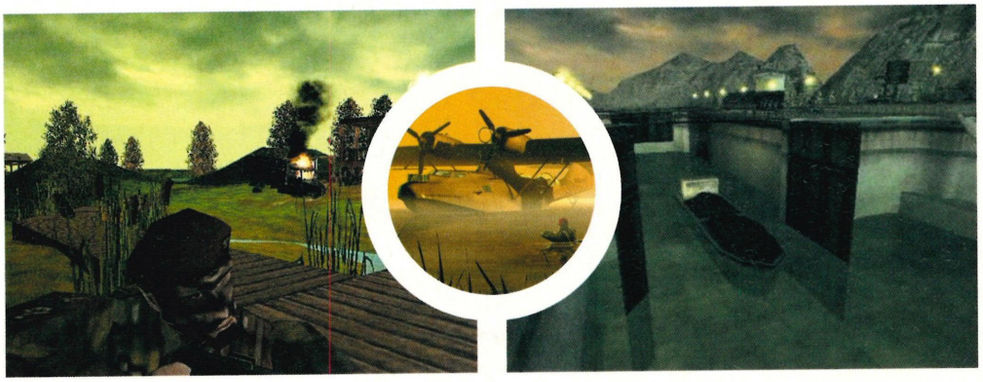
online... www.ubisoft co.uk



THE WORD

"Hidden & Dangerous is an action/real-time strategic game, containing a combination of non-traditional features, elements of real time strategy, action games and partly tactical strategies. Plentiful new features and stunning true 3D graphics give the game original form and dynamic pace. The story is imaginative and full of reversals and forces the player to think ahead all the time."

nazi-bashing fun!



What's the hardest thing in the world? Some would say diamonds or other precious metals. Others would rightly claim that climbing Everest in your boxer shorts would be a mite tough. Me? Well, I'd shrug and simply point in the direction of Hidden and Dangerous – the hardest, meanest bit of software ever to whirr away on your DC. That's not meant as a criticism – well, not really – but those of you accustomed to a quick bash of Crazy Taxi or Virtua Tennis should take a deep breath before reading on. Ready? Then I'll begin....

> "hardest, meanest bit of software ever to whirr away on your dc"

Hidden and Dangerous is a strategy-based, shooty thing that mixes Goldeneye-style mission objectives, RTS elements and a superb World War II atmosphere. Over six campaigns and 23 missions, you have to lead a squad of troops through some increasingly difficult challenges. Not that they start off easy – the first level sets you the tough task of crossing a fortified bridge to rendezvous with the Resistance – and it gets harder from there.

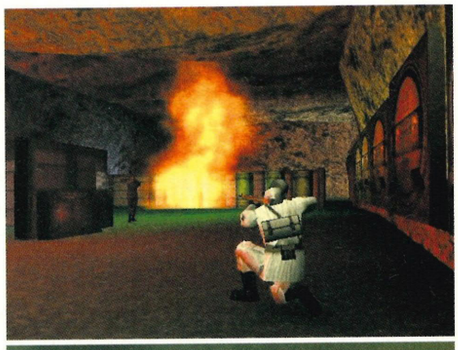


Action!

So what do you find when you finally get into the action? Well the first thing you notice is the sheer atmosphere of it all – and this is authentic WWII atmosphere with none of the Hollywood Americanisation of recent years. So, there are plenty of English privates, French Resistance fighters and gruff, slightly insane, officers. In fact the mood created in Hidden and Dangerous is second to none, with the compellingly realistic sound effects being the icing on the cake. Military music sets the scene, reminding you of all those classic Sunday afternoon war flicks, and in-game use of sound is also very well done. Most levels are free of music – with only rain or backgrounds noises audible – but spot an enemy, or get seen, and everything changes, with full orchestral backing as the action kicks off. Guns and grenades sound perfect and, whether it's with the distant rumble of a tank or the clatter of gunfire, this is one game that will definitely make you feel that you're actually in the fray.

TOTAL CONTROL

It takes a while to master, but the control system for Hidden and Dangerous has so much packed in that you'll need to spend some time practising. The analogue stick makes you "look" around, while the four pad buttons move you around. The triggers are crucial, with the left opening up a wealth of further pad options and the right acting as a fire button.



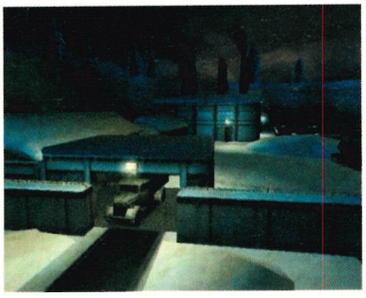


Ian says... "Tricky to master, impossible to put down!"

PREPARE FOR ACTION

While your natural gaming instincts may scream otherwise, the key to success in Hidden & Dangerous is the use of the Map and Set-up screens. Careful planning of both personnel and equipment is vital before you undertake a mission and, once in the action, you'll need to refer regularly to your map screen to make sure your boys are doing their job.





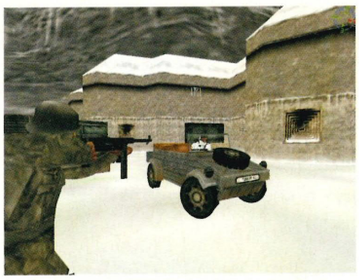


Set charges, peg it and watch the fireworks



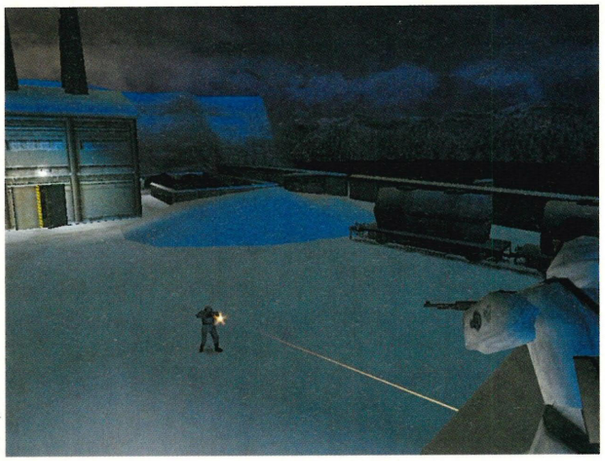
There's nothing like a good old ambush. You should have seen the scene just after this

This sense of immersion is highlighted by the one-shot-kills policy (older readers may remember the Amiga classic, Cannon Fodder, which had a similar "once dead-always dead" theme). Take a direct hit and it's likely it'll be the last thing you feel. The way that the bullets rip into you is incredibly well done (think Private Ryan) and somehow far more disturbing than, say, comparable violence in Resident Evil: Code Veronica. Of course the main reason for this nervousness is the squad system. Lose a soldier mid-mission and he is gone for good: no extra-lives or health points here. As well as increasing tension, this makes you really care about the team under your command.



Team tactics

The way you command the troops is crucial to success. You can either flip between your team, controlling each individually or, more practically, issue regular commands. This can be done in the field by telling your troops to follow, defend, attack, and so on. Alternatively, you can go more in-depth and use the map-screen. Here you can position your men far more accurately and even issue time-delayed orders. As you can see, armchair generals are going to feel right at home. But don't let that put you off, as most of the action takes place in the field – both in third and first person. The latter is particularly useful for sniping and if you've played MDK2 on the Dreamcast you'll enjoy this.



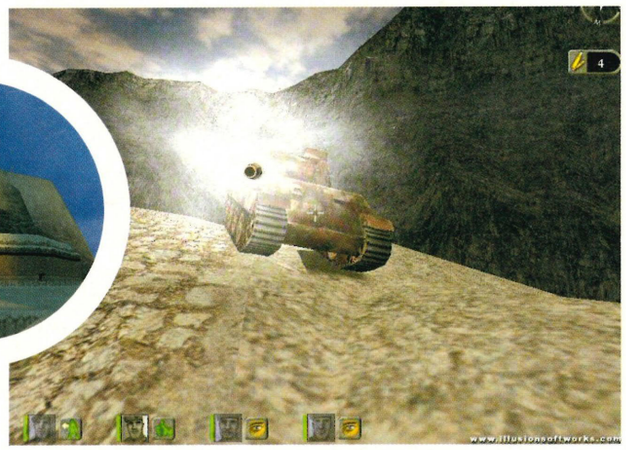
If you can see an enemy soldier, they can see you, so be careful

You may, of course, be wondering how such a complex game is controlled. The game was originally designed for PC, making mapping the controls onto the Dreamcast pad a challenge in itself. And, despite the instructions including mouse and keyboard controls, it is the pad that you'll be using (unless the DC mouse appears from nowhere). Thankfully the controls work well, although they take a fair while to master. In a similar manner to Turok on the N64, the analogue stick makes you "look" around, while the buttons move you. The triggers are also crucial, with the left opening up a wealth of further pad options and the right acting as a fire button. You can almost feel the pad groaning under the weight

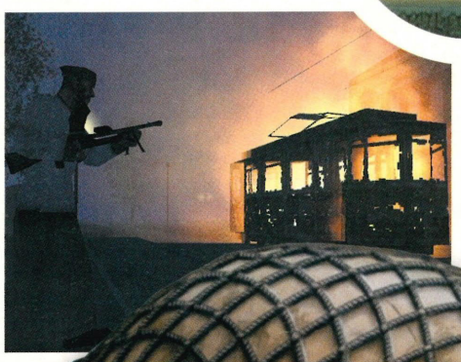
"textures are often on the dull side of brown"

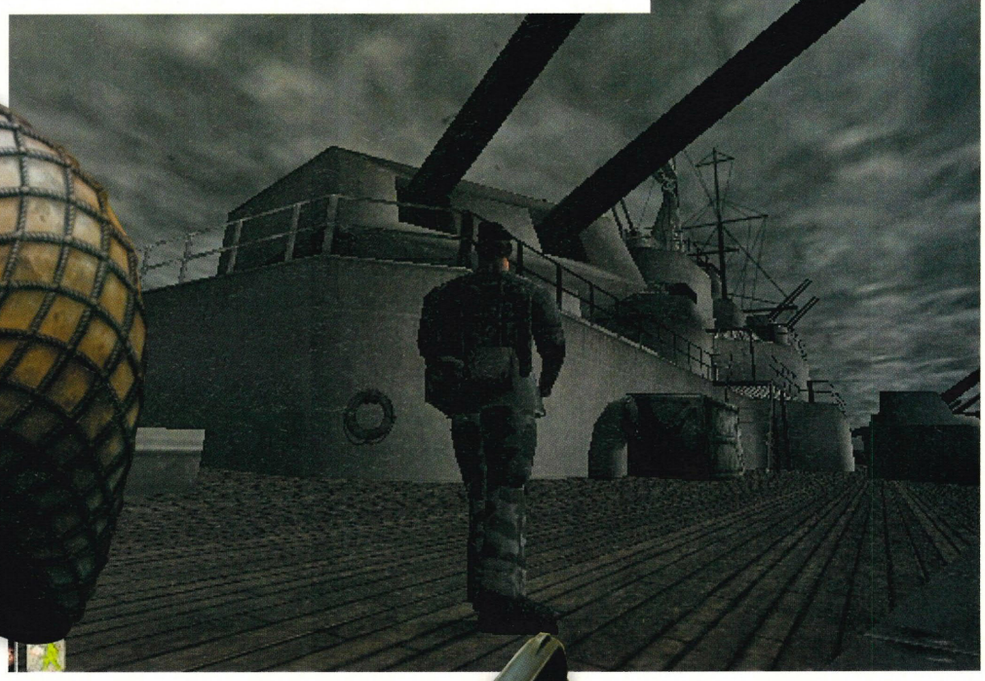
GETTIN' IT RIGHT

H&D is not a game you can just pick up and play and you'll need to spend a few minutes on the set-up screens. It's here that you select your squad members for the mission ahead. You can choose a maximum of eight for your team, out of a possible 40. Each soldier has different stats and picking a good mix is essential. So, for example, some characters will be better at shooting while others will be stealthier or have better reactions. It's a good idea to study the mission objectives carefully before finalising your team. If this is all too much then you can select the auto-set-up option and allow the Dreamcast to make the choice for you. In fact, this is recommended for the next section, when you equip your team with some of the juicy hardware available. However, it's best to add some mission-specific extras to your team. Bear in mind that you can pick up anything you find in the field – later levels almost demand that you do this to succeed.



Don't worry, you have access to tank-busting rockets and explosives









Many of the vehicles you come across can be used



of control options but it does work surprisingly well after a while. The only real problem is on the map screen, where a mouse would have been easier to use.

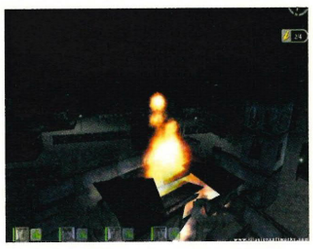
Atmosphere

As mentioned, Hidden and Dangerous is incredibly atmospheric, even if the graphics sometimes let the side down. The soldiers themselves are overly angular while many of the textures are on the dull side of brown. Entering first-person mode is useful for accurate shooting but a real jerk-a-thon to play at times, especially when running. Some levels are even shrouded in N64 fog, although this does often add to the tension. Overall the game looks much like its PC cousin, meaning it is adequate without being stunning. Still, you'll most likely be too engrossed to worry.

> "the sense of immersion is highlighted by the one-shot-kills policy"

The SAS were brave but not perhaps as brave as the developers of Hidden and Dangerous. You see, H&D is so unlike anything else on the Dreamcast that you have to applaud their originality. To release a game that takes an age to get into, and offers little instant gratification, takes a lot of courage. If you prefer to run around blasting or have little patience then this is not for you. However, if you like the idea of lengthy planning stages and tactical WWII action, and can face a very tough gaming challenge, then Hidden and Dangerous offers compelling entertainment. ■ *Greg Howson*







If you try steaming in guns-a-blazing you'll be going home in an army coffin

dcm VERDICT 8

For offering such a challenge, atmosphere and originality Hidden and Dangerous deserves a medal. Bit hard though.

ALTERNATIVELY...

Shadowman • *Issue 4 • 3/10*
Not much strategy but a cool action/adventure

COMING SOON...

SWAT 3 is looking set to become the king of this particular action/strategy genre

Publisher	EIDOS	Developer	ATTENTION TO DETAIL	Genre	SPORTS	Peripherals
Available	OUT NOW	Players	1-4	Price	£39.99	

SYDNEY 2000

This is the big one – the official licence of the Sydney Olympics. But does the game put in a gold medal performance?

online... www.eidos.co.uk



THE WORD

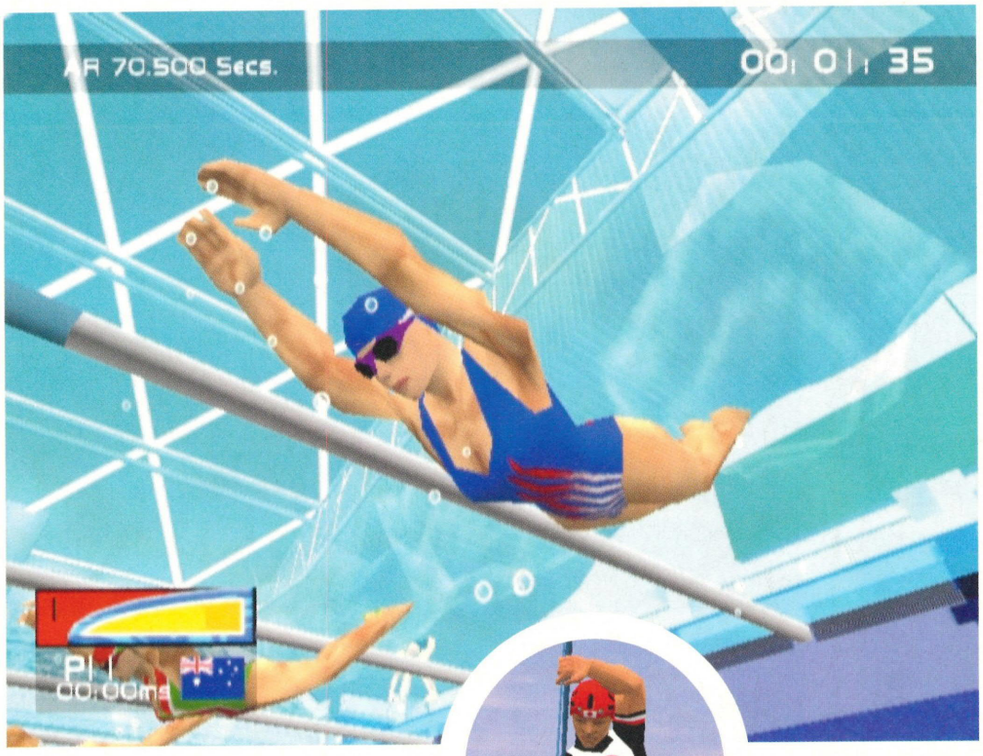
"The Olympic movement is symbolised by five interlaced rings, representing the five continents of the world. The aim of the Olympic Movement is to contribute to a better world by educating youth through sport practised without discrimination of any kind in the Olympic Spirit."



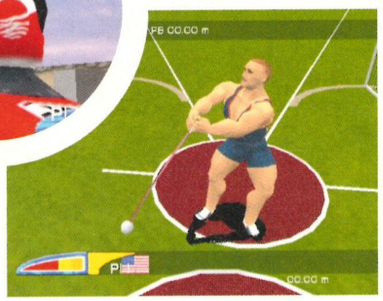


repetitive strain disorder

You've got to hand it to 'em. This game's developer, Attention to Detail, is certainly well named. The amount of care and attention that's been lavished on even the smallest detail in Sydney 2000 is incredible. The high-resolution graphics have been motion-captured to perfection, with the athletes moving and acting just like they should. After the clumsy, awkward movements offered by Virtual Athlete, this is a real bonus. They look a little ungainly when static, but that's your incentive to get a move on. There are unique athlete models for







The Hammer Throw demands good timing.

each of the 32 countries in the game, so the starting line doesn't look like a row of identical octuplets in different kit, every stadium and game location is architecturally correct, being closely modelled on the actual locations used in the Olympics and in every country in which the game is released, the commentary is provided by that area's genuine Olympic commentators.

"the differing events call for different skills"

Ours are Steve Ryder, Stuart Storey and Paul Dickenson. For once, the official licence has offered more than a logo on the opening screen, and been used to good effect by the programmers as well as the accountants.

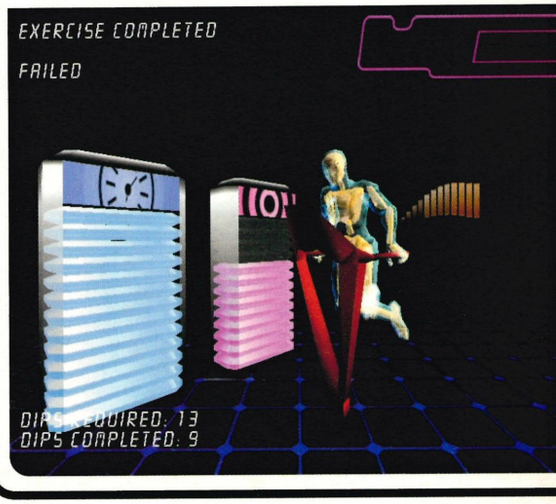
Tech specs

The Olympic Games has long been a rich source for videogames, with a new brace of multi-eventers gracing a new generation of consoles every four years. Thankfully, the Dreamcast is no exception, and it's the lead format too – the game is developed very much with the Dreamcast and the high-end PC in mind, with as much of the game as possible crammed into the lesser machines. Thus we're getting a proper Dreamcast game here, not a PlayStation port with tweaked visuals. Other publishers take note. The Dreamcast's programmer-friendly nature means developer Attention to Detail had lots of time to spare on the smaller details. For example, the graphics chip's lighting and colour capabilities have been beefed up to the max, producing the excellent visuals you see in the screenshots. Or at least half-see – you don't get to see how beautiful the water is until you see it moving.

To ensure the athletes also look good, the team has used advanced motion-capture techniques. For those not in the know, motion capture begins with an actual sportsman being filmed. Sensors are placed over his body, and their relative positions are mapped throughout the motions, then transferred to a computer. The computer athlete is then built around this data, making him move in the same way as did his real-life counterpart. It's not always appropriate (fantasy-style games often don't require or want their characters to move realistically) or even possible (I don't think the forthcoming Dino Crisis will feature motion-

IN TRAINING

Sydney 2000 incorporates an excellent Coaching Mode, whereby you can compete in any of the events over and again, racing against a ghost who reproduces your best attempt to date. Thus, if you run the 100 metres in 13.06 seconds, in the next race your ghost will reproduce this run step for step. Instructions are given for each event. Beat that time, and a ghost of your winning performance is used. This is a great way to practise, as beginners welcome the instructions showing you what to do, and more advanced players can improve on their times.



Saul says... "Great! It's got guns in it and everything!"

EVENTS

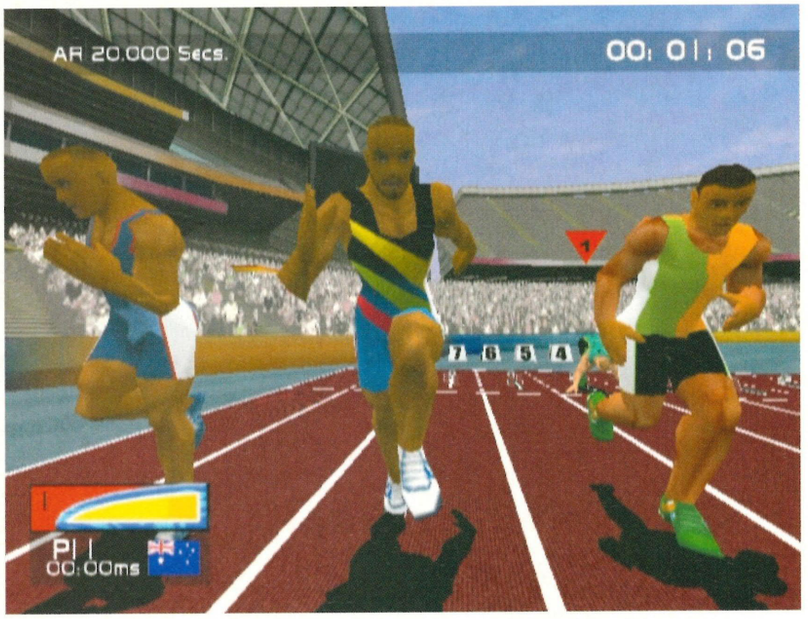
The 12 events on offer in Sydney 2000 are:

- 100m Sprint
- 110m Hurdles
- Hammer
- Javelin
- High Jump
- Triple Jump
- Super-Heavyweight Weightlifting
- Sprint Cycling
- Kayak K1 Slalom
- 10m Platform Diving
- Skeet Shooting
- 100m Freestyle Swimming



Running – meat and potatoes for multi-eventers...

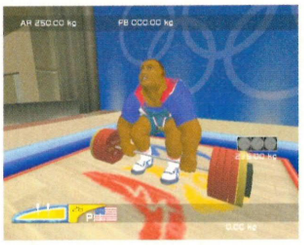


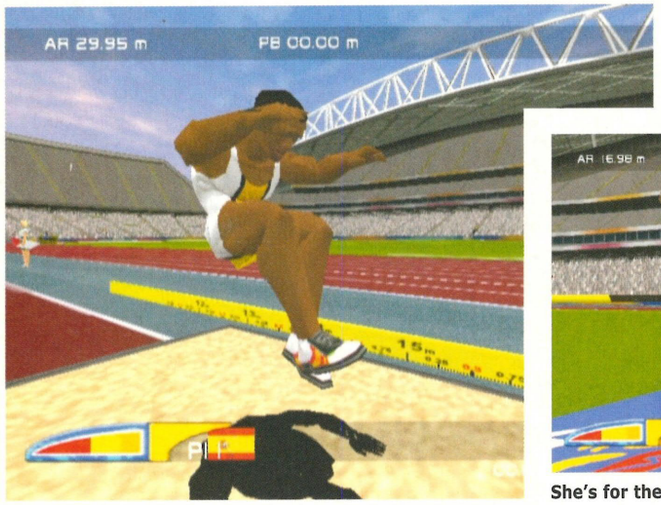


COMMENTARY

The commentary is offered by actual Olympics pundits. The English-language version is offered by Steve Ryder, Stuart Storey and Paul Dickenson. Here Steve Ryder (right) is pictured with Nigel Collier.









She's for the high jump!

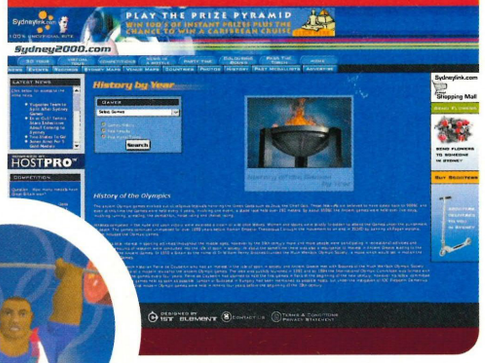
ONLINE OLYMPICS



Online Olympiad

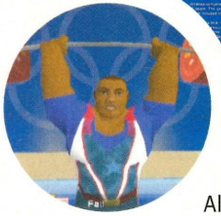
Want to find out more about the Sydney Olympics? Get online with your Dreamcast and log on to www.sydney2000.com.

Everything you could wish to know about the event is here, including coverage of the individual sports, maps of the event locations and even a history of the games. It's a veritable goldmine of information...



captured dinosaurs, do you?), but you can't beat it for true-to-life human movement. Sydney 2000 offers dedicated motion capture during the events, and even for after-race celebrations, but we wish they'd done a few takes of athletes simply walking – these sections are considerably less well animated and stick out rather badly.

> "for once, the official licence has offered more than a logo on the opening screen"

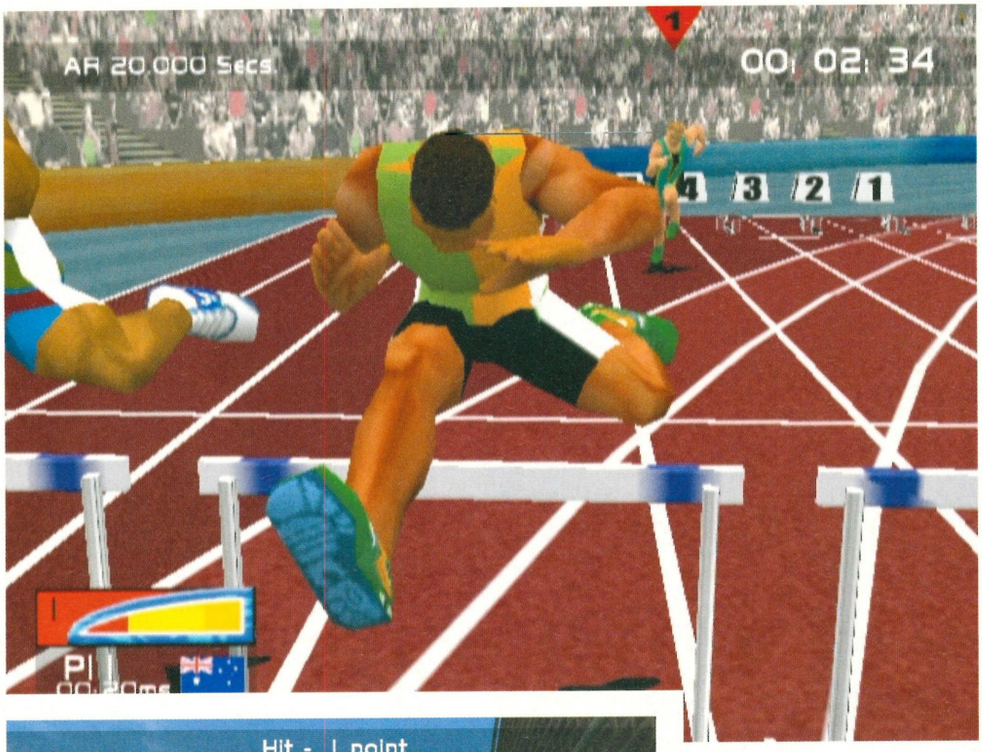


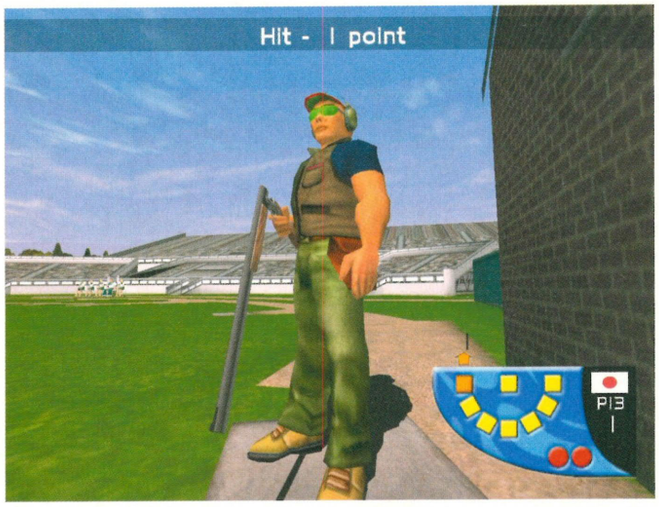
Game for a g ong

There are two competitive modes of play in Sydney 2000, and a Coaching Mode which is covered elsewhere. In the Arcade Mode, you (playing as your country's team rather than a single athlete) take part in the final of each of the game's 12 events - your total points tally decides your finishing place. The Olympic Mode, however, is where the action really starts to hot up. Here you play the coach as well as the athletes, and you must train your squad to perfection before reaching the dizzying heights of Olympic competition. It's a purely one-player game, unlike Arcade, where up to four can compete. Taking 12 raw athletes, one for each event, you must train them in the Virtual Gym to increase their stamina, strength, skill and morale. These changes affect the appearance of the athlete - for example, lots of heavy weights work will make your protégé appear bulkier and more muscular. Who needs a create-an-athlete mode when this is on offer? As your charges get better, they enter tougher and tougher competitions. Starting with Open Trials, they move through Invitation and Championship before competing beneath the five rings. This mode gives the game single-player lastability and depth as well as the expected (and demanded) apres-pub anarchy of the multiplayer mash.

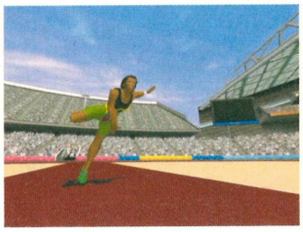
Historic events

Also worthy of praise is the choice of Olympic events on offer here. Sure, you still have to bash two buttons alternately to make your character run, and of course there's a third button for actions such as jumping or throwing, but the whole thing has been put together with more thought and panache than in Virtua Athlete, offering a more varied bag. For example, here there are only two running events (100m Sprint and 110m Hurdles), and novel, seldom-covered





The Skeet Shooting is an interesting break from the norm, but too hard.



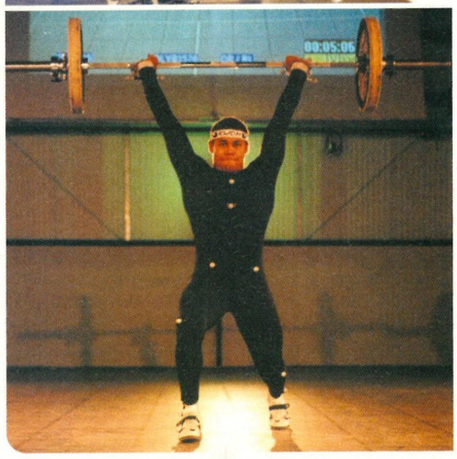


MOTION-CAPTURED

Great attention to detail (pun intended) has been paid to the game's motion capture. Top athletes were used to create the animations, ensuring everything is fluid and as it should be.

Here we see the motion-capture team at work, filming the sportsmen in action.





> "the amount of care and attention that's been lavished on even the smallest detail in sydney 2000 is incredible"

sports like Skeet Shooting and Kayaking are there. This is more than just a single routine tweaked and given a graphical make-over for each different event, a complaint incurred by many if not most multi-eventers.

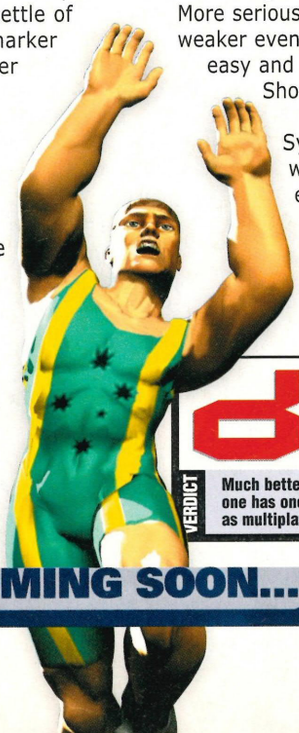
The scoring system is logical and true to life too. Take the 10m Platform Diving. The aim is (of course) to perform as many stunts as possible, then enter the water as straight as you can, making as little splash as possible. You can attempt as many twists and turns as you like, but (just like the real Olympic event) the harder moves have more scoring potential than the easy ones. A daredevil stunt ending in a belly flop could score more points than a simple somersault and clean entry. You've got to balance your limitations against the potential rewards for trying harder.

The differing events call for different skills, too. The sprinting is a straightforward case of pressing A, B, A, B as fast as possible, then hitting your action button to dip for the line, whereas the other running event, the hurdles, forces you to adopt a ten-steps-then-jump rhythm, a different kettle of kippers entirely. And no using marker pens to waggle the buttons faster either - that's cheating.

Back markers

As always, the game has a few flaws. The multiplayer mode is crying out for online play, but you don't get it. Can you imagine competing, as a British athlete, against sportsmen and women from all over the world, each taking control of his or her own country? It would be so satisfying it isn't true. Unfortunately, is isn't there either. Nor is the expected FMV showing genuine Olympic competitions, which would have gone a long way to increasing the 'event' quality of the game. More serious is that there are a couple of weaker events, namely the Diving, which is too easy and lacks interactivity, and the Skeet Shooting, which is nigh-on impossible.

Despite these minor maladies, Sydney 2000 is a cool game, and well ahead of the other multi-eventer offered this very ish. Konami's International Track & Field will have to put in a truly record-breaking performance if it's to capture the gold from this. ■ *Ian Osborne*



VERDICT

dcm 8

Much better than *Virtua Athlete*. This one has one-player lastability as well as multiplayer action.

ALTERNATIVELY...

Virtua Athlete • *This issue* • *3/10*
If you're a masochist, check out Virtua Athlete

COMING SOON...

There's nothing immediately on the horizon, but as soon as there is, we'll let you know

Publisher	ACCLAIM	Developer	LJN	Genre	DRIVING	Peripherals
Available	OUT NOW	Players	1	Price	£39.99	

online... www.acclaim.co.uk

SPIRIT OF SPEED 1937

Driving old cars and reliving the spirit of speed sounds fun. Greg discovers it isn't...

LET'S MAKE TRACKS!



When it comes to tracks, Spirit of Speed offers some unusual challenges. Okay, you will recognise Donnington, but what about Avus in Germany? Or how about the street-racing of Pau in France, or the desert-based luxury of Mellaha in Libya? The oval bowl of Brooklands in the UK is probably the least interesting of a varied bunch of circuits.

spirit not included

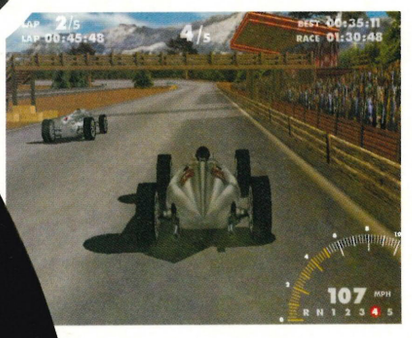
It must have looked wonderful on paper: an historically accurate driving sim with all the man versus machine tussles so sadly missing in today's hi-tech F1. Such a shame, then, that Spirit of Speed 1937 is one of the poorest Dreamcast games released so far.

Set in the 1930s, when cars were just starting to pick up speed, the game allows you to drive some famous names. These include the Alfa Romeo Bimotore, the Bugatti 59 and the Mercedes Benz 154. Historical car buffs will be in automobile heaven, especially when they clap eyes on the (allegedly) authentic wooden dashboard. The manual includes details on all the cars, which is good news for the enthusiast. Unhappily, the illusion of historical authenticity loses something when it comes to handling. Rather than the white-knuckle ride expected (remember these ancient machines could get up to 150mph or more) the cars handle like go-karts. They swerve from side to side all too easily and you'll be crashing into barriers with monotonous regularity. Those of you who like to keep the accelerator button pressed down will not enjoy the frequent slowdowns needed to get round corners.

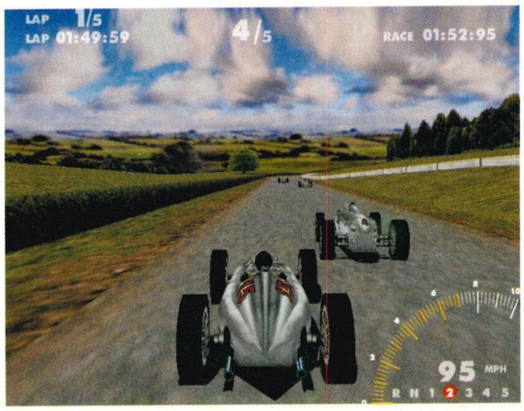
Slow times

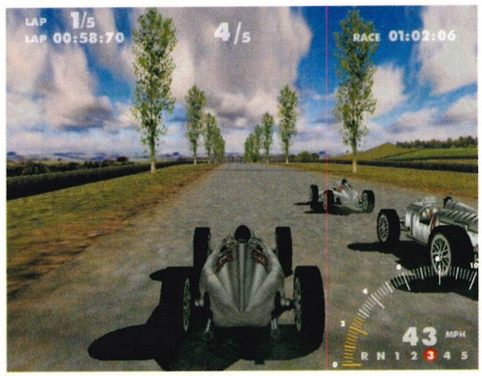
As dire as the handling is, it is by no means the only problem with Spirit of Speed. Anyone like loading times? Thought so, but unfortunately SoS (help!) demands you get used to seeing them. After a superbly atmospheric opening – complete with scratchy black and white visuals and 30s soundtrack – you get a 40 second loading screen. If that isn't bad enough, the game treats you to regular loading screens. So when you quit the game, change options or even when waiting for the menu to appear, get ready to see that loading bar. This would be barely tolerable if the game itself was





Old car, on old track, load of old tosh









Grand Prix Legends, Spirit Of Speed is not!

Russell says... "I was expecting Grand Prix Legends - gutted!"

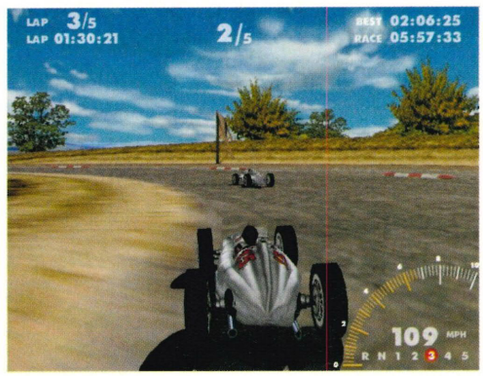
amazing. The fact that this is one of the worst Dreamcast games yet means you won't be so patient. And quite why the loading times take so long is another matter; graphically SoS is barely better than (eek!) a PlayStation offering, with pop-up and glitches everywhere. The whole thing looks extremely jagged, with little in the way of Dreamcast polish. Playing in first person doesn't help, as the mirrors are seemingly broken, offering no view of even nearby cars. With a top speed just about reaching 160mph you wouldn't expect WipEout-style thrills but there is little sense of speed here. There are regular frame-slowdowns at the start of a race and the whole game generally chugs along. The illusion of driving, even 1930s style, is shattered very quickly.

Bland racers

The cars themselves are bland with often only colour and a vague shape change marking the difference between models. Even if some of the backdrops are detailed (and they occasionally can be quite pretty) this really isn't a game to show off your Dreamcast with. There are nine tracks in the game, which are based on various world circuits. They include some rarely seen in videogames, such as Mellaha (Libya), Pau (France) and Avus (Germany). American and UK courses also appear but, to be honest, there is very little difference (bar scenery) between them. Your standard race-game options are also all present, so you can drive a single race or a Championship season, as well as dip into the scenario modes (win a certain race in a certain car etc). Of course, one of the main saviours (of even the worst driving game) is multiplayer. Playing against friends can usually make even the direst racer a bit more fun. Amazingly, however, Spirit of Speed doesn't have even a two-player mode. Sure, you could let it off for not having a four-player option but not offering the chance to race a friend is really the final nail in the coffin for this sorry game.

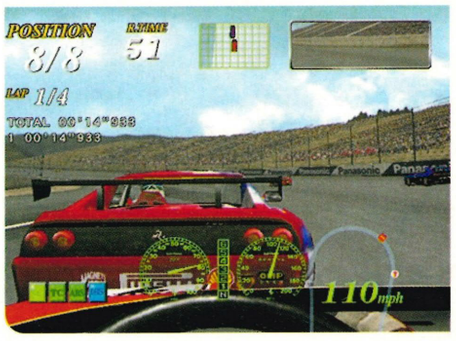
> "historical car buffs will be in automobile heaven"

In fairness to the developers, the idea behind the game is sound. With an F1 game seemingly out every week and rallying well covered, it is pleasing to see a driving game that offers something a little different. Also, there's no denying that vintage car enthusiasts will enjoy seeing their favourite vehicles in the game - complete with all the stats and a wooden dashboard to stare at. But with horrendous loading times, ugly graphics and cars that handle appallingly, Spirit of Speed is a winner of only one thing. The inaugural 'worst Dreamcast driving game' award is duly awarded. ■ *Greg Howson*



NOW LOADING

Spirit of Speed really is pants. If it's not one aspect of the game it's another, but worst of all is the games dire loading times. It doesn't matter what you want to do, it'll come complete with a ridiculous amount of loading. Ferarri F355 Challenge also has long loading times, but there's one difference here - Ferrari rocks, this doesn't.



VERDICT dcm **3**

Spirit of Speed is the worst Dreamcast driving game so far. Limp controls, lame graphics and no multiplayer make this one to avoid

ALTERNATIVELY...

Speed Devils • *Issue 2* • *9/10*
A little old but still a rocking racing game

COMING SOON...

You want racing? You want Ferrari F355 Challenge. Honest you do. It's bloody great!

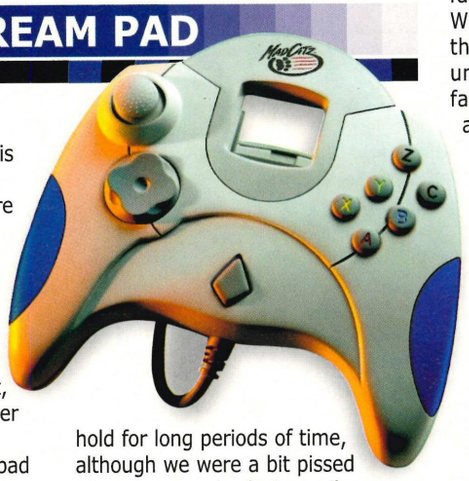
plug 'em in!

peripherals round-up

After a slow start that saw the shop shelves strangely barren of basic peripherals such as a lightgun and keyboard, the Dreamcast add-ons scene is now finally thriving, with some excellent kit sitting out there waiting for your hard-earned cash. And because we're nice, we've rounded up as much kit as we could get our hands on. We know we haven't covered absolutely everything, and so we may end up doing another one of these sooner rather than later, but we think this little lot should keep you busy anyway. Enjoy...

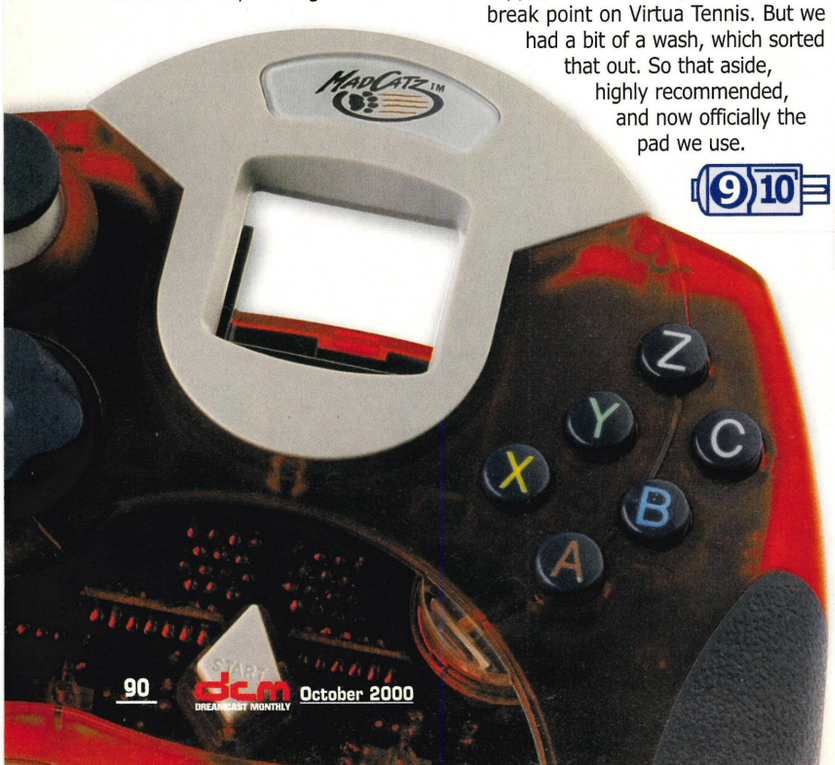
MAD CATZ DREAM PAD

Mad Catz ■ **£19.99**



Available in a variety of colours, the Dream Pad is a textbook example of how to produce a gamepad. More comfortable to hold than its official equivalent, the pad goes for the transparent look, and as with the Joytech model, adds an extra two buttons on the right (all of which are programmable). Apart from that, everything is in place, with rubber grips coating the thumpad, analogue stick and sides of the pad for extra grip. It does make a difference too, making it easier to hold for long periods of time, although we were a bit pissed when our sweaty digits easily slipped off the analogue stick at break point on Virtua Tennis. But we had a bit of a wash, which sorted that out. So that aside, highly recommended, and now officially the pad we use.

9/10



JOYTECH GAME PAD

Joytech ■ **£19.99**

Hats off to Joytech; they know how to make them big. A very meaty controller, with satisfyingly useable trigger buttons, this is a fairly good piece of hardware. What lets it down slightly is the thumbpad, which is slightly uncomfortable to use, and the fact that the small-handed among you (including our guinea pig test subjects) may find it harder to get a good grip.

Extra points, though, for the sleak design, and we didn't have any problems using it during one of our two-hour Virtua Tennis lunchtime sessions (although we did struggle slightly playing Chu Chu Rocket). It's got the same six programmable buttons as the Mad Catz unit, and is a solid, dependable piece of kit overall, although not an ideal replacement for the official controller.

7/10



WILD THINGS SCART CABLE

Wild Things ■ **£TBA**

This is one of those moments when words simply fail us. How on Earth can we describe a SCART cable in any way other than to tell you that by using this instead of a standard aerial, your games are going to look and sound better? It's a simple cable, at a decent price, and unfortunately marks both the first and last entry in the Dreamcast market as far as Wild Things is concerned (certainly from what we're hearing). So unless loads of people suddenly nip down to Woolies and buy these cables by the truckload, it looks like this is it from them. Oh, and the review? Well, it does what it says on the box. That's yer lot. And farewell to Wild Things, whose monumental contribution to the Dreamcast will never be forgotten.

8/10

ACTION REPLAY CDX

Datel ■ £39.99

The name Action Replay is nothing new for those used to games consoles, and the good news is that the Dreamcast incarnation more than lives up to the standard. As you'd expect, it's a cheater's paradise, , and it's made all-the-easier to use by the thoughtful inclusion of a tutorial video. Bless 'em.

The unit itself slots into a controller, and it's a simple system to use from there. You have to pop the Action Replay GD into your Dreamcast, which brings up a menu. From here, you can choose from cheat codes for the 40 games already installed, you can switch certain cheats on and off and you can add new codes which are constantly being added to the codejunkies web site (http://www.codejunkies.com/). We occasionally print codes in our hallowed pages too.

Aside from the slightly clunky menu, the Action Replay CDX is, quite frankly, excellent, and commendably simple to us. It's not to everyone's taste, and certainly those who abstain from gaming hints and cheats will give it a wide berth. But for those who do occasionally require a little help, this is superb, and the option to add more codes years down the line makes it future-proof too. Cool, eh?

9/10

SURFBOARD

Datel ■ £19.99

Sega's failure to get enough keyboards on the shelves throughout the early part of the Dreamcast's life certainly didn't do the Internet capabilities of the machine much good, so top marks to Datel for their Surfboard. Designed pretty-much with the Internet in mind, this is a standard computer keyboard, which can be used with selected compatible games but really is designed for online use. It's comfortable to use too, looks good and does everything a keyboard should. Even if two of the keys had fallen off our review sample by the time it got to us (don't panic, we stuck them back on with ease). We did take quite a fancy to the aquamarine colour scheme too.

7/10



DC16 MEMORY CARD

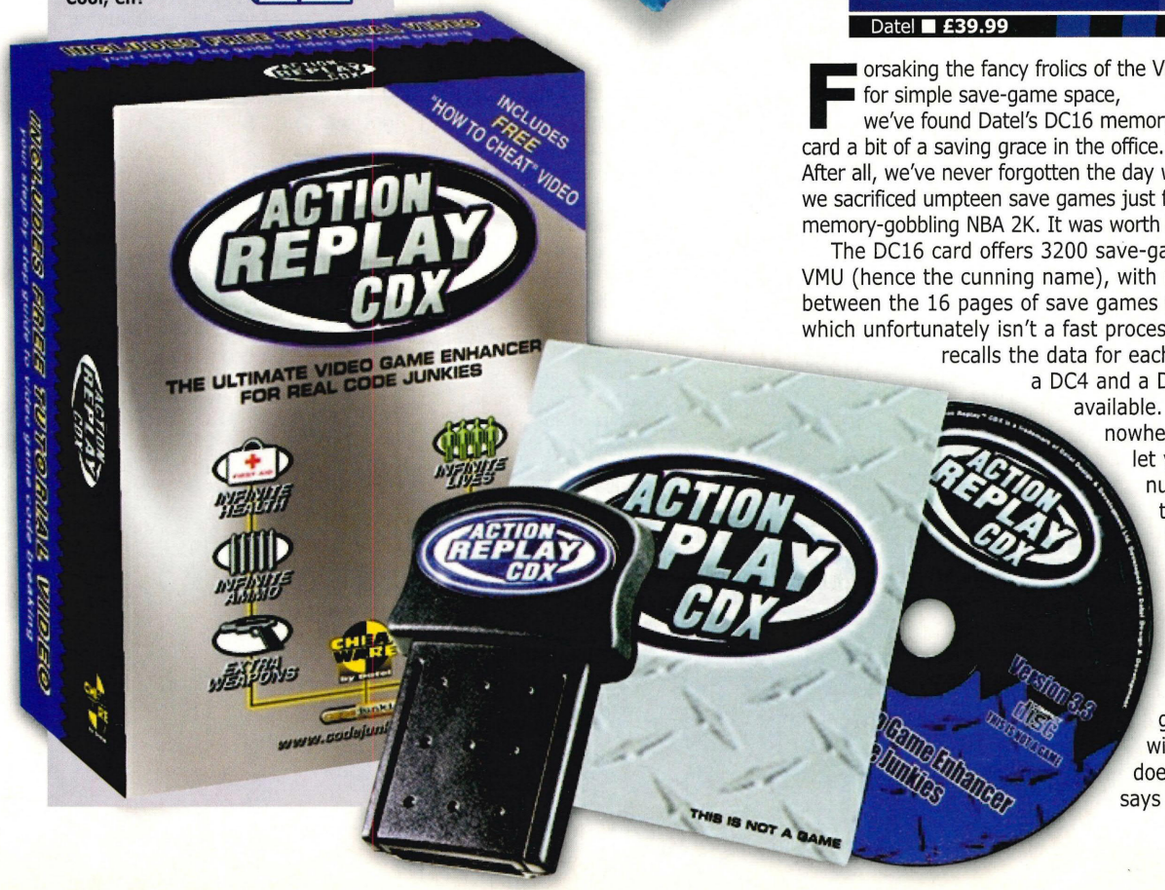
Datel ■ £39.99

Forsaking the fancy frolics of the VMU for simple save-game space, we've found Datel's DC16 memory card a bit of a saving grace in the office. After all, we've never forgotten the day when we sacrificed umpteen save games just for the memory-gobbling NBA 2K. It was worth it, but that's not the point.

The DC16 card offers 3200 save-game blocks, 16 times the ordinary VMU (hence the cunning name), with no compression used. You switch between the 16 pages of save games via a button on the left of the unit, which unfortunately isn't a fast process, with a fair pause as the unit recalls the data for each page. For more manageable sizes, a DC4 and a DC8 version of the card are also available. Each has an LCD display, which is nowhere near as fancy as a VMU, but does let you know what memory page number you're on. We must mention too the PC link cable, useless for those who don't have a PC, but for those who do, you can load your save games to and from your PC, and swap saves via e-mail.

The DC16 is invaluable for those who keep filling up VMUs, and whilst the price tag is off-putting, you do get far more saves to the pound than with your VMU. And it does precisely what it says on the box.

8/10



DREAMBLASTER

Mad Catz ■ **£19.99**

Hmmm. There's hardly what you'd call a wide variety of lightgun games for the Dreamcast at the moment, with House of the Dead 2 clearly the main reason for owning a unit like this (but look out for more soon). However, should you be in need of a blaster, this is just the ticket.

It's comfortable to hold, with slots for the VMU as well as a hat switch so you can navigate between menus. Lights along the sides are a nice touch, and we had no complaints whatsoever over the accuracy of the gun. And for the lazy among you, the gun has Auto Reload and Auto Reload & Fire Mode, which saves you the trouble of having to put bullets in your gun. Again, very helpful for House of the Dead 2.

Overall, it's another unit that's well up to the Mad Catz standard, and whilst the click of the trigger and the look of it make it very clear that this is a toy, it's still a very good add-on for your Dreamcast. And it's certainly better than some lightguns we've used on other formats.

8/10

FORCE PAK

Mad Catz ■ **£14.99**

Rumble packs have been a staple diet of consoles for many years, with both the PlayStation and Nintendo 64 enjoying force feedback [not to mention the Game Boy Color – Ed], and this quality release from Mad Catz offers ample example why. You all know how they work, so suffice to say when you stick one of these in your controller, the usual effects occur. Whack a ball in Virtua Tennis and you feel a shudder. Crash a car into a wall (not in Virtua Tennis, obviously) and you get another shake, and so on. This one comes with a flashing red light, which in Code Veronica, for instance, simulates your heart beat to eery effect. As things gets tense, the light flashes fast. Sit down and have a picnic, and you barely notice it's there. Bottom line? The Force Pak is pretty-much as good as rumble packs get.

8/10

FISSION FISHING CONTROLLER

Interact ■ **£TBA**

Despite the fact that you can only play one game with it, and chances are you'll finish that in a week at most (Sega Bass Fishing, in case you're wondering), you may decide your life isn't complete without this rod from Interact. A bright little fellow it is too, complete with an orange reel mechanism and a good few buttons to play with.

Whilst it's comfortable enough to use when playing Bass Fishing, and it's certainly better than using the standard joypad, you can't lose the feeling that this is a fairly flimsy piece of kit (much of which is down to the fact that it's a fishing rod). Switching between the buttons and the reel during play can get a little tricky too, although it does help the playing of the game more than it hinders it.

Still, it is a good peripheral overall, although not something we'd particularly like to use for a prolonged period of time. Worth a look if you need a rod. If you get our drift.

7/10

THE OFFICIAL SEGA STUFF

Sega don't now produce much themselves, being happy to let the quality third-party people do their stuff. However, if you like your goodies all official and Sega-stamped, they do have controllers (like the one you got with your console in the first place), keyboards and a race wheel, to name just some of their range. It's all on sale now, although we find some of the cheaper, third-party alternatives are better. And that isn't just the Scrooge in us.

MC2 RACING WHEEL

Mad Catz ■ **£59.99**

We love Crazy Taxi at the best of times, and over half a year since we first saw it, it's still one of our favourite after-hours games. Then we played it with the MC2 Racing Wheel, a superb piece of kit from Mad Catz, and we genuinely love it more. Far more accurate that the standard joypad, and somehow perfectly complementing the arcade feel of the game, we were happy to recommend the wheel on the spot. However, some further testing was called for; out came the likes of V-Rally 2, Speed Devils and even Re-Volt, and a good time was had by all.

The unit consists of the main steering column, along with attached gearstick and slots for VMUs and such like, and then a pair of pedals – brake and accelerator – situated on the floor. The main unit comes with suction cups, which secure it surprisingly well, especially during some of our, ahem, unusual manoeuvres in our Crazy Taxi (although you can put it on your lap too and not have any problems – f'nar).

Mounted in the centre of the wheel is the thumbpad, useful for the options screen, with six buttons on either side. Two more are located at the back, roughly in line with where you place your hands on the wheel for easy access. All buttons are programmable. The wheel itself is moulded to fit all sizes of hands, and certainly the dozen or people who used it in the office all got their paws round it comfortably.

Extra options include the ability to set the dead zone on the wheel for you (the neutral point from which you can calibrate the unit), and a quick mention for the speedo on the main unit, which lights up more the harder you push the accelerator. Bottom line? Simply essential for anyone who takes their driving games seriously. And remember, we've got Metropolis Street Racer and Sega GT before the end of the year.



ALSO FROM MAD CATZ

Mad Catz are justifiably proud of their world-wide licence from Sega for nearly all of their Dreamcast range, and whilst we've covered the majority of their stuff here, we did miss out these exciting little items.

- **Dream Switch: A way for those who don't have AV connectors to hook up their TV and Dreamcast. It's easy to use, apparently, just not the most exciting thing in the world.**
- **S-AV Cable: This has more possibilities – the S-AV cable allows you to play your games in stereo sound (again, for those who don't already), and to play in higher resolutions should your telly have an S-Video Connector.**
- **Dream Cable: A six-foot extension cable for the Dreamcast controller. Simple as that.**

GAC

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swat contents

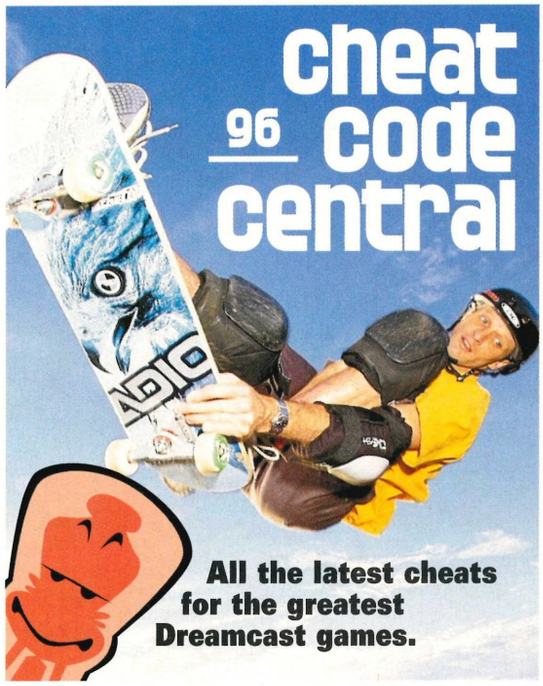
solutions, walkthroughs and tactics

Welcome to SWAT. This brand-new section of Dreamcast Monthly is dedicated to blowing Dreamcast games wide open. Each month we bring you a selection of guides and walkthroughs for the very best and toughest games around.

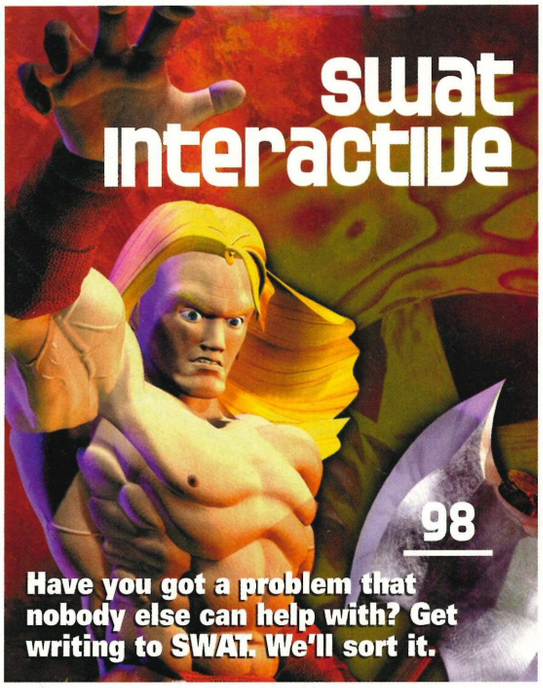
We kick off this month with a step-by-step solution to the action-packed sub simulation Deep Fighter, and a complete player's guide to one of the best games available for Dreamcast, Virtua Tennis. Don't forget to check out all the latest cheats and codes in Cheat Code Central, and if you've got a specific problem, drop a line to SWAT Interactive, and we'll do our best to sort you out...

Until next time...

Saul
Solutions Editor
saul.trewern@quaynet.co.uk



cheat code central 96
All the latest cheats for the greatest Dreamcast games.



swat interactive 98
Have you got a problem that nobody else can help with? Get writing to SWAT. We'll sort it.



100
deep fighter
A complete step-by-step walkthrough for this cool sub-based actioner that's tougher than a new pair of Rockports.





108



Maybe it's an excuse just to play non-stop; nonetheless, we've still come up with this top player's guide that makes you top seed in no time at all.

CHEAT CODE CENTRAL

get the most from your dreamcast games with dcm's cheats, hints and codes...

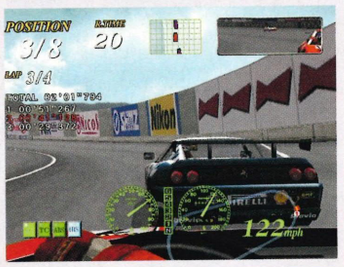
tony hawk's skateboarding

Special Moves

• *Tony Hawk*		
The 900	8000 Points	⇨ ⇩ B
Kickflip Mctwist	4000 Points	⇨ ⇨ B
540 Board Varial	2000 Points	⇦ ⇦ X
360 Flip to Mute	1500 Points	⇩ ⇨ X
• *Bob Burnquist*		
Backflip	4000 Points	⇧ ⇩ B
One Footed Smith Grind	Variable Points	⇨ ⇨ Y
Burntwist	Variable Points	⇦ ⇧ Y
		(as a handplant)
• *Geoff Rowley*		
Backflip	4000 Points	⇧ ⇩ B
Double Hard Flip	1500 points	⇨ ⇩ X
Darkslide	Variable Points	⇦ ⇨ Y
• *Bucky Lasek*		
Kickflip McTwist	4000 Points	⇨ ⇨ B
Fingerflip Airwalk	2000 Points	⇦ ⇨ B
Varial Heelflip Judo	2500 Points	⇩ ⇧ X
• *Chad Muska*		
Front Flip	4000	⇩ ⇧ B
One Foot Thumpin'	Variable Points	⇨ ⇩ Y
360 Shove-it Rewind	1500 Points	⇨ ⇨ X
• *Kareem Campbell*		
Front Flip	4000 Points	⇩ ⇧ B
Casper Slide	Variable Points	⇧ ⇩ Y
Kickflip Underflip	1500 Points	⇦ ⇨ X
• *Andrew Reynolds*		
Backflip	4000 Points	⇧ ⇩ B
Heelflip Bluntside	Variable Points	⇩ ⇩ Y
Triple Kickflip	1500 Points	⇦ ⇦ X
• *Rune Glifberg*		
Kickflip McTwist	4000 Points	⇨ ⇨ B
Christ Air	2100 Points	⇦ ⇨ B
Triple Kickflip	1500 Points	⇧ ⇩ X
• *Jamie Thomas*		
Front Flip	4000 Points	⇩ ⇧ B
One Foot Nosegrind	Variable Points	⇧ ⇧ Y
540 Flip	1500 Points	⇦ ⇩ X
• *Elissa Steamer*		
Backflip	4000 Points	⇧ ⇩ B
One Foot Nosegrind	Variable Points	⇦ ⇦ Y
540 Flip	1500 Points	⇦ ⇩ B
• *Officer Dick*		
Yeehaw Frontflip	4000 Points	⇩ ⇧ B
Neckbreak Grind	Variable Points	⇦ ⇨ Y
Assume The Position	1575 Points	⇦ ⇦ B
• *Private Carrera*		
Somi Spin		⇦ ⇩ B
Well Hardflip		⇨ ⇦ X
Ho-Ho-Ho		⇦ ⇧ Y
		(as a handplant)



ferrari f355 challenge





Bonus Tracks

At the options screen, press **X + Y**, then choose the "Passwords" selection. Enter one of the following case-sensitive passwords to unlock an additional course:

CinqueValvole	(Fiorano)
LiebeFrauMilch	(Nurburgring)
Stars&Stripes	(Laguna)
KualaLumpur	(Sepang)
DaysofThunder	(Atlanta)



wacky races



Hard Mode

Enter **CRACKEDNAILS** at the cheat menu for a hard mode.

rayman 2

Access Globox Disc

Hold ⇦ and ⇨ then press **B** four times.

Bonus Map
Hit **A B X Y X Y** before you see access denied.

Kaleidoscope
Press ⇩ **A** ⇩ **B A Y X X**

Clean Pause
Pause the game and press **X** and **Y** together.

worms armageddon

Safety First

This isn't a cheat but it's a good little trick to avoid getting shot by a CPU-controlled enemy worm. Simply stand on a worm's head, and as long as it's not that worm's turn next, the rest of his team won't shoot you, because they have no programming on when to sacrifice one of their own worms. Make sure you get out of there when it's that worm's turn though.

Home Run

The baseball bat is a cool weapon, but it totally rocks if you use it on a worm at the edge of a level. Use the bat to hit the worm into the water and you'll get a 'Homerun' message and some organ music.

Unlock Missions

Get gold in the first training mode and the team that you used will be available to play on any of the single player missions.

crazy taxi



Another Day

Press ⇨ at the driver selection screen then press and hold ⇨ whilst selecting your driver. The words 'Another Day' should appear, followed by a car horn sound. Now when playing, all the fares will start in different positions and you'll be out of the Groundhog Day feel of the main game.



Expert Mode

Press and hold ⇦ and Start then ⇨ and Start just before the driver select screen appears. This will get rid of the destination markers and arrows in the game, making things much harder, but ultimately more satisfying. If you want to just turn off the Arrows just hit ⇨ and Start. If you want to get rid of the destination markers, use ⇦ and start.

Swimming Fare

Want to get a passenger from the sea? Well follow our instructions:
1. Drive straight from the start and pick the first orange fare up.
2. Collect the yellow fare to the left of where you drop off the orange fare.
3. After dropping her off (near the beach), a green marker will point you to the water. Follow it to collect an underwater passenger.

Unlock Extra Vehicles

There's a hard and an easy way to unlock the bikes for each driver. First off, you can complete all of the 'Crazy Box' levels. After doing this, scroll to the right of Gus on the Crazy Box character select screen to get the bike. On arcade and original mode, just push up when choosing a character for the bike. Here's the quick way to get the bike: go to the character select screen and tap ⇦ ⇨ ⇦ ⇨ ⇦ ⇨ and. then select any character you like.

View Change & Speedo

Plug a second controller into port two on either original or arcade mode then use its **B** button to go to a first person mode, **A** to go back, **Y** for a different angle and tapping **X** five times will bring up a speedometer.

rainbow six

Avatar (God)	analogue stick	⇧	+ d-pad	⇩	+	A
Team (God)	analogue stick	⇦	+ d-pad	⇩	+	A
Heavy Breathing	analogue stick	⇩	+ d-pad	⇩	+	A
Big Head	analogue stick	⇧	+ d-pad	⇩	+	X
Mega Head	analogue stick	⇦	+ d-pad	⇩	+	X
Change Faces	analogue stick	⇩	+ d-pad	⇩	+	X
Better Team AI	analogue stick	⇧	+ d-pad	⇩	+	Y
Short Team	analogue stick	⇦	+ d-pad	⇩	+	Y
Stick Men	analogue stick	⇩	+ d-pad	⇩	+	Y
Never Lose	analogue stick	⇧	+ d-pad	⇩	+	B
Clodhopper	analogue stick	⇦	+ d-pad	⇩	+	B
Instant Death	analogue stick	⇩	+ d-pad	⇩	+	B

nba 2k

The following should be entered at the Code Screen:

SQUISHY	2D Players
BEACHBOYS	Beach Ball
BIGFOOT	Big Feet
FATHEAD	Big Heads
DOUGHBOY	Fat Players
HIMOM	Hidden Message
COACHOUCH	Hurt Coaches
MONSTER	Large Players
DEVDUDES	Sega Team
LITTLEGUY	Small Players





zombie revenge

Alternate Costume

Highlight a character and hold Start. Then press **B**, **X** or **Y**.

Change Blood Colour

After beating the game in arcade mode, go to the options menu and a new 'Blood Colours' option should be available.

Extra Cheats

You need to get points in the VMU mini-game to unlock Eternal Life, Area Select, Free Continue and Free Time Limit cheats in the main game.

Arcade Free Play

Conquer the three original modes for Free Play in arcade mode.

Level Select In Fighting Mode

After choosing a fighting mode hold the Start button whilst selecting a character.





Extra Stick Costume

At the options screen select 'Very Hard', '15 Credits' and 'Original Mode' and then choose 'Normal Mode'. Now go to the character select screen and hold Start and **Y** when selecting Stick. You should now be playing in a red costume.

CHEATS UNLIMITED
THE UK's BIGGEST & BEST VALUE VIDEO GAMES SERVICE
CHEATS & TIPS FOR OVER 3000 GAMES



A
A Bug's Life
Aero Dancing
Aerowings
B
Blue Stinger
Buggy Heat
C
Chao Adventure
Chu-Chu Rocket
Crazy Taxi
Cueball
D
Dead or Alive 2
Deadly Skies
E
Ecco The Dolphin
ECW Hardcore Rev
Expendable
F
Fighting Force 2
Four Wheel Thunder
G
Gauntlet Legends
Giga Wing
H
Half Life
House of the Dead 2
Hydro Thunder
I
Incoming
J
Jojo's Bizarre Adv
L
L. of K : Soul Reaver
M
Marvel vs Capcom
Monaco Grand Prix
Mortal Kombat Gold
N
NBA 2K
O
Omikron: Nom Soul
P
Powerstone
R
Rainbow Six
Rayman 2
Ready to Rumble
Redline Racer
Resident Evil 2
Res. Evil. Code Ver
Revolt
S
Sega Bass Fishing
Sega Rally 2
Shadowman
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver
South Park
Speed Devil
Suzuki Alstare Rac
Sword of the Berserk
T
Tech Romancer
Tee Off Golf Enter
Time Stalkers
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's
Toy Commander
Trickstyle
U
UEFA Striker
V
Vigilante 8 2nd Off
Virtua Striker 2
V-Rally 2
W
WWF Attitude

The above list is just a selection of what's on offer
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Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our Customer Service: 08700 885 656
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SWAT interactive

THE DCM MAILBAG IS BRIMMING WITH LETTERS ASKING FOR OUR HELP, AND UNTIL NOW WE'VE HAD NOWHERE TO ANSWER THEM. BUT NOW HERE'S SWAT INTERACTIVE, WHERE THE SWAT TEAM STRIVES TO ANSWER ANY DREAMCAST/GAME RELATED QUERIES YOU CAN THROW AT US. SO IF YOU'VE GOT A PROBLEM THAT NOBODY ELSE CAN SOLVE, SWAT INTERACTIVE IS HERE TO HELP...



Send all SWAT Correspondence to the address below:

SWAT Interactive,
DCM, Quay Magazine Publishing,
22 Strand Street,
Poole, Dorset,
BH15 1SB

GAUNTLET LEGENDS

Dear DCM

I'm a twenty something ex-arcade freak, so you can imagine how chuffed I was to hear that a brand new version of Gauntlet was coming to the Dreamcast (which I originally only bought for the excellent Sega Rally!). Well, I've been playing Legends for weeks now and think that it does the original justice, although it's definitely not the best game I've ever played. Anyway, I've been told that there are several secret characters to unlock. Can you tell me what they are and how to get them, as I'd love to see what the programmers have come up with on top of the cool original characters. Top mag, by the way.

Alex Thomas, Truro.

dcm: We're all huge Gauntlet fans too (the original, not Legends) so we're happy to help out. The secret characters in question aren't actually different characters, they are in fact alter egos of the four original characters in the game. The alter egos are:

Warrior	Minotaur
Valkyrie	Falconess
Wizard	Jackal
Archer	Tigress

To get these alter egos your main character must be at level 25 or above. Now when you save, make sure it's under 'Character Management'. After saving go back to 'Character Management' and select 'New'. Confirm this with 'Yes' then enter your initials. Now, holding 'Turbo', select the main character you got the level 25 with, and a new picture of the alter ego should appear. Press Start to play as the alter ego. You'll find that most of the alter egos have better starting and maximum stats, which is a bonus.

RAYMAN 2: THE GREAT ESCAPE

Dear DCM

Being a Nintendo 'defectee' I'm still waiting for a Dreamcast platform game to outclass Mario 64. It hasn't come along yet, but I've been getting into Ubisoft's Rayman 2: The Great Escape. I've read that there's some kind of four player mode hidden within the game, which I'd really like to see. Do you know what it is and how to get it? Cheers for your help.

Claire Riley, Leeds.

dcm: We are reliably informed that such a four player game does exist. Here's how to get it. First of all you need to get a power-up that allows you to swing from purple lums. After this, go back to the first level and find the area with the two walls close together, where you have to climb. Climb up it and swing on the lum. This will help you reach Globox Village, where you can place crystals, which will unlock lots of secret stuffs including that four player mini-game you're after.

ARMADA

Dear DCM

I think I've found a bug in the cool but rock hard shoot-'em-up Armada. Basically, I've got the Twin Missiles but they don't seem to fire no matter what I do. Do I get a prize for finding a mistake in an otherwise cool blast-'em-up?

Andy Franks, Havant.

dcm: The only prize you'll be getting, Andy, is a big pointy hat with the letter 'D' on the front and a good spell staring into the corner of the room. Why? Because you, mate, are a divvy! The missiles do actually fire like any other special weapon – at random – when you fire your main weapon. However, they can be a little hard to see. Get some glasses, mate.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Dear DCM

I class myself as a gameplaying god. Rarely am I beaten, and I fart in the general direction of anyone who challenges me on Soul Calibur or Virtua Fighter. I'm the fastest slinger in town on House Of the Dead and my opponents don't see me for dust on Sega Rally. And when it comes to Chu Chu Rocket – well, let's just say that if there was a real Matrix, I'd be Neo. Alas, my gaming powers have deserted me on Ecco The Dolphin and I have struggled from the word go. It's probably because I excel at fast paced games that I'm struggling with it, so I need your help. I'm stuck on level ten (Shrine Of Controversy) and I wondered if you could talk me through it?

Ian (Neo) Willis, Dover.





dcm: You think you're hot do you? We've a good mind not to help out, you jumped up pretender. But it's our job, so here's the solution to level ten of Ecco The Dolphin. And to tell the truth, we found it bloody tough, too.

Go to the bottom and look for the tunnel near to a wheel. Swim through the tunnel and you'll find yourself in a red cave, and you'll become a Red Fin. Talk to the crimson dolphin, who says he'll help you opening the main building. Now go up to about middle depth and look for the yellow dolphin and follow him through the tunnel. Go back out and the yellow dolphin will join you. Now talk to the dolphin, which doesn't seem impressed, then go down and push the wheel with your nose. The dolphin will join you, so go to the door of the main building and your friends will help you open it. Now collect the safety harness and swim to the previously locked door. Use your sonar and go through it. There, done it.

FERRARI F355

Dear DCM

Just a quick message to ask you when Ferrari is coming out in the UK, and how the hell are they gonna deal with the fact that it used three screens in the arcade?

Gavin Raeburn, Northampton.





dcm: This superb racer should be out in the UK in October. Sega haven't given a definite release date yet. It should be out before Christmas, though. As for the three screens problem, all they've done is simply widened the view for a single screen, and it works a treat. We know 'cos we've played it. Ha! If you want more info on this rocking racer, turn to page 38 for a Loading special.

SONIC ADVENTURE

Dear DCM

Hiya, great mag. Hope you can help me out though. Don't laugh but I've still yet to complete Sonic Adventure. I've had a real load of trouble with it, though I've mostly been able to work things out myself, but I'm stuck now on the battle with E-101 Mk II when I'm playing as E-102 γ. I'm basically not sure what I have to do and I keep getting killed. Can you help? I know I'm very near to the end of the game and I just want to get it over and done with.

Kelly Grace, e-mail.

dcm: E-101 Mk II can be a bit of mechanical bitch, so here's how to beat-'em-up. Only how, though – it's still up to you to actually do it, mind. He'll fire a whole load of missiles at you, so take a ring and just keep targeting him. When he glows right it means he's about to attack, so dash either left or right to avoid him then, and turn around and shoot him in the back. This is the only time he's actually vulnerable, so bide your time. You have to get him four times to win the battle. Watch out when he takes to the air, as he'll drop explosives on you. The best way to avoid them is to run around in wide circles.

BIOHAZARD: CODE VERONICA

Dear DCM

I've got a Japanese import copy of Code Veronica and wish that I never bothered now, as I'd much rather play the English version. Anyway, as you can probably guess, I'm finding it hard going because of the language barrier and I'm particularly stuck on one puzzle. It's the one with the pictures of the family. Can you help out? Do you have a solution to the puzzle, so I can get a bit further into the game.

Samuel Barnes, Cardiff.

dcm: This is why we can't understand this whole import thing: what's the point of buying a Japanese game with Japanese text? Surely you'd be better off waiting for the UK release. Anyway, here's that solution.

1. *Young Ashford*
2. *Mrs. Ashford*
3. *Ashford with candles*
4. *Ashford next to baby twins*
5. *Grandfather Ashford with baby twins*
6. *Grandfather Ashford*
7. *Ashford next to grandfather on his own*

Now, place these in the following order to reveal a vase, which needs to be investigated to find the red bug: 2, 5, 7, 4, 6, 3, 1.

XPLORER CARTRIDGES

Dear DCM

I use to have an Xplorer cartridge for my PlayStation that allowed me to break into games and find cheats for them. It was invaluable as, to tell the truth, I'm pretty crap at games. What I want to know is, will there be an Xplorer available for the Dreamcast, or something similar?

Simon Harper, e-mail.

dcm: Datel have a similar device to the Xplorer called the CDX. Blaze, the makers of Xplorer, should be releasing something shortly too, so it looks like all of your cheating needs are taken care of, Simon.



SWAT scores

Right then, you lot. Think you're good at games do ya? Wanna challenge the SWAT team? Think you've got what it takes? Well prove it. We want to see your high scores for the following three games. Every month the highest scorer for each game will win themselves a lovely new Dreamcast Carry-Case from the chaps at Blaze. Don't worry if you haven't got the games, we'll be adding new challenges every month. All we need is photographic evidence of your gameplaying feats. Now this is often easier said than done, so try taking the picture of your telly at an angle, rather than straight on. Anyway, here's this month's crop of games you should be caning...

TONY HAWK'S





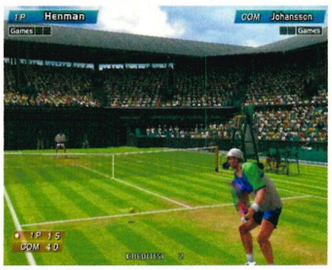
Well it had to be, didn't it? We want to see your best single combo scores and best scores for any of the levels. Remember though, we don't want to see no pansy-assed 20 or 30 thousand scores. The sky's the limit, so if you want to win, you're gonna have to get real gnarly.

SWAT TIP: **You're never going to win by trying to get big air. Go for the long grinds and get as many multipliers as possible. This is actually pretty easy: when you find a nice line, keep ollying and doing tricks as you grind.**

VIRTUA TENNIS

We're gonna set two challenges for Virtua Tennis. The first is on the Pin Crasher game – we just want to see your highest score. The second is the Bull's Eye game, where the highest score wins. We'll choose who gets the Carry-Case from the most impressive score on both games.

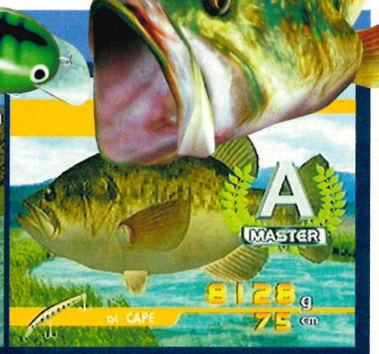
SWAT TIP: **There's a full guide to Virtua Tennis in this month's SWAT, so check it out for everything you need to know about the bonus games, and lots more.**





SEGA BASS FISHING





Reel 'em in! We've got a hunger for fish and we want you to catch 'em for us. We don't want any tiddlers, mind – we want big muthas that the likes of John Wilson would be proud of. Whoever sends us a photo of the biggest fish, with the weight displayed on screen, will get one of those joy-pads for their trouble.

SWAT TIP: Select your choice of lure carefully and when you do land that biggun, make sure you watch the tension on your rod, as you'll lose the bigger fish much easier than the sprats.

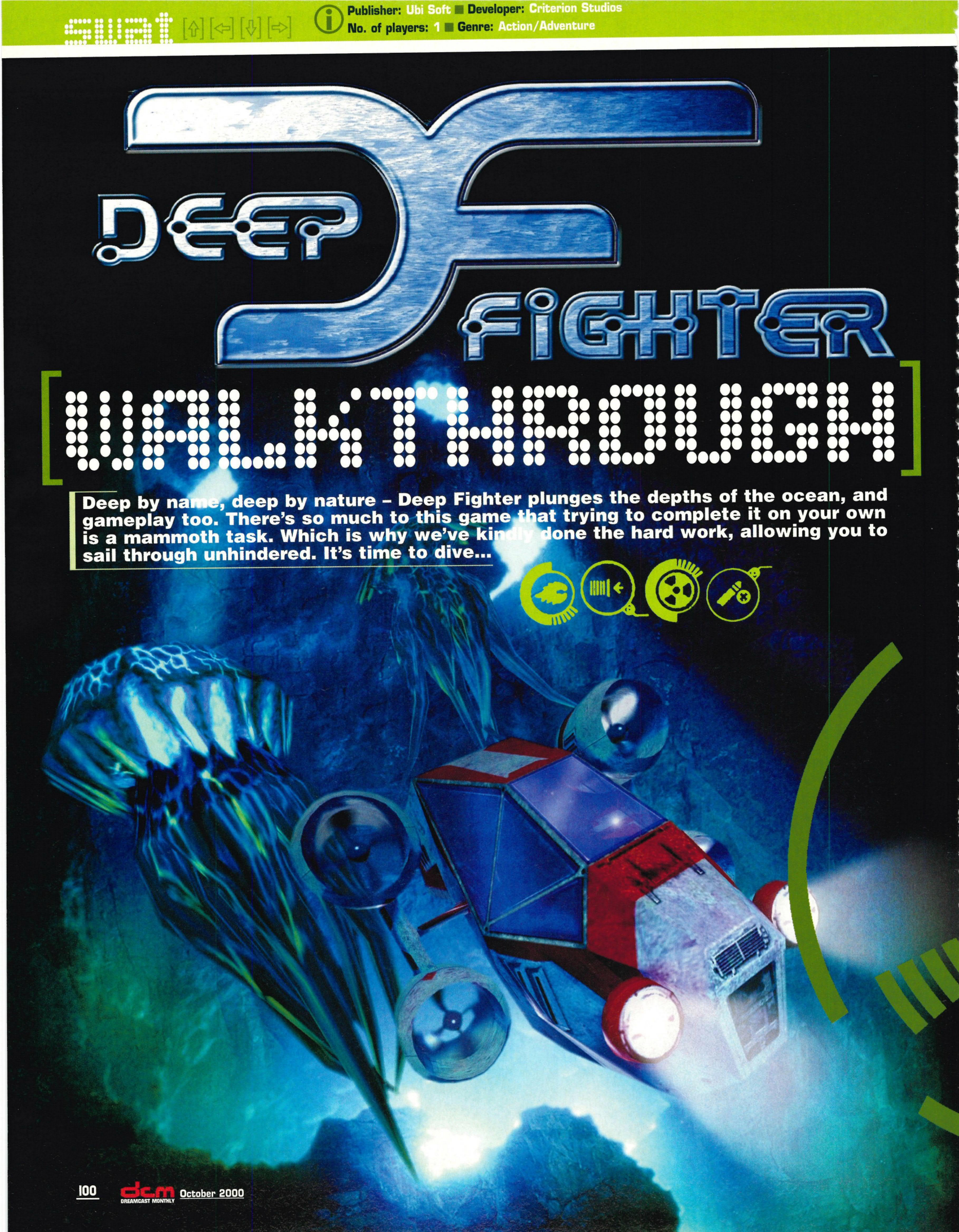
Send all SWAT SCORES entries to; SWAT SCORES, dcm, Quay Magazine Publishing, 22 Strand Street, Poole, Dorset BH15 1SB

Publisher: Ubi Soft ■ Developer: Criterion Studios
No. of players: 1 ■ Genre: Action/Adventure

DEEP FIGHTER

[WALKTHROUGH]

Deep by name, deep by nature – Deep Fighter plunges the depths of the ocean, and gameplay too. There's so much to this game that trying to complete it on your own is a mammoth task. Which is why we've kindly done the hard work, allowing you to sail through unhindered. It's time to dive...



ACT 1

SALVAGE THORIUM

1. Head towards the OLI (Objective Location Indicator), displayed on the HUD as a cyan-coloured diamond to reach the desired position.
2. Shoot the thorium to break it up into small pieces.
3. Position your sub over the shards of thorium and your ORS (object retrieval system) will automatically suck them up.
4. Access the map and place a PLI (personal location indicator), displayed as a white diamond, over one of the drop-points.
5. Follow your PLI to reach a drop-point.
6. When over a drop-point, activate the ORS to off-load the thorium. (The ORS icon turns green when this action is available).
7. Go back to Step One, and repeat until the salvage time reaches zero.



INVESTIGATE FISH FARM

1. Head towards the OLI.
2. Use the sub's OA (Object Analyser) to find the radioactive element that is killing the fish (a rock).

Either...
3. Return to the city and dock to get sub upgrades: MGH (Magnetic Grappling Hook) and Attractortron.
4. Return to the fish farm and use the MGH (Magnetic Grappling Hook) to tow the radioactive rock away from the farm.

Or...
3. Blow up the rock, and use the ORS to suck up all the thorium shards that are released. This is a better tactic as the rock won't cause you any hassle when towing the fish (Point 6).
4. Return to the city and dock to get sub upgrades: MGH and Attractortron.

Then...
5. Locate a male yellowfish (found just outside the city, north of Door 4) and stun it with a venom dart.
6. Use your MGH to attach to the stunned male and tow it to the farm. If the male wakes up, you will have to stun it again.
7. Locate a shoal of female yellowfish (found northeast of the farm, in the green area on the map). If you have trouble finding them, Deav will contact you after a couple of minutes, and tell you where you can find the female fish.
8. Use your Attractortron to lure the fish towards your sub, and drive towards the farm with them in tow. Repeat this until the Admiral is happy with the stock level.



RETRIEVE CRATE

1. Head towards the OLI.
2. Locate the crate (displayed as a white blip on the radar).
3. Destroy the Shadowkin fighter.
4. Use the MGH to tow the crate back to the city drop-point and offload it.
5. Return to the city, when requested, for your next briefing.

ATTACK AT SAND MINE

1. Head towards the OLI.
2. Destroy the attacking Shadowkin fighters (homing torpedoes are the key).
3. Dock and repair shields if required.

AN OLD ADVERSARY

1. Head towards the OLI.
2. Destroy the jellyfish attacking the mine.
3. Investigate the hole that the jellyfish are coming from. (Deav will ask you to do this, a new OLI is placed above the hole.)
4. Dive as far as you can, but watch that depth gauge.
5. Return to the city, when requested, for your next briefing.

ESCORT CARRIER

1. Stick close to the Carrier, at all times, and escort it to the Oil mine.
2. Fend off any aggressors (best to make sure they are all destroyed before moving on to step 3).
3. Use your MGH to pick up and tow the turrets into position (indicated by an OLI). NOTE: If the carrier was destroyed before reaching the mine, the turrets drop prematurely, so you have to tow them much further, but Deav and Razz should help you with this.
4. When all turrets are placed and are active, the Admiral will ask you to dock at the city. Shield damage is repaired and Flares are now available.

SEISMIC BASE

1. Head towards the OLI (use the Flares to help navigate the dark caves).
2. Kill all the sea spiders that are around the base, being careful not to destroy the seismic sensors.
3. When all the spiders are destroyed, Deav blows the blocked entrance.
4. Return to the open sea.

PLACE TURRETS

1. Head towards the OLI.
2. Use your radar or map to locate the turrets (they appear as cyan-coloured objects)
3. Use your MGH to place all three turrets into position (indicated by a cyan location indicator).
4. Fend off any aggressors. Stay on the outskirts of the mine when fighting the Shadowkin, and let the active turrets do their job.
5. Make sure all turrets are placed at the metals mine before moving on to the Thorium mine.
6. Head towards the OLI to reach the Thorium mine.
7. Use your MGH to place all three turrets into position.
8. Return to the city when requested.

ATTACK ON MOTHERSHIP

1. Head towards the OLI.
2. Destroy all the Shadowkin fighters (you can return and dock at the city to replenish shields and ammo).
3. Return to the city, when requested, for your next briefing.

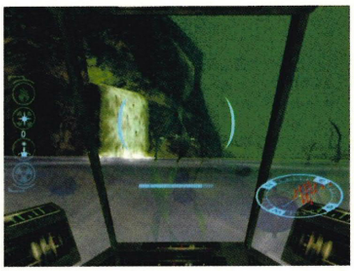
ACT 2

RESCUE STRANDED SUBS

1. To save all three subs you must use the transport tube (shown in the cut-scene before you launch on this mission) to get over to the west side of the landscape quickly. Entering at the city end, you will come out near the abyss lip, west of the city.
2. Access the map and locate the civilian sub (down the abyss/nearest the city) and place a PLI to help guide you to the sub.
3. Use the MGH to pull the rocks away from the trapped sub. Once the rocks are removed the sub will power up its engines and head back for the city.
4. Access the map and locate the second civilian sub (down the abyss/nearest the city) and place a PLI to help guide you to the sub.
5. Again, use the MGH to pull the rocks away from the trapped sub. Once they're removed, the sub will power up its engines and head back for the city.
6. Access the map and locate Boady and place a PLI to help guide you to his sub.
7. Use the MGH to pull Boady out of trouble, and tow him back to the city drop-point.
8. If Shadowkin appear, release Boady from the MGH and destroy the aggressors.
9. When the Shadowkin have been destroyed, retrieve Boady and continue to the city drop-point.

OPEN ENTRANCE

1. When requested, dock at the city, where Detonation charges will be loaded onto your sub automatically.
2. Launch and head towards the OLI.
3. Shoot Detonation charges onto the large rock. The sub computer will target four positions on the rock for you to aim at. The target will change to green when a charge is successfully placed.
4. When all charges are placed, detonate them with the tool button. The charges must be selected in the weapon list to access the detonate function.
5. Enter the newly-created passage.



SHALLOW GRAVE

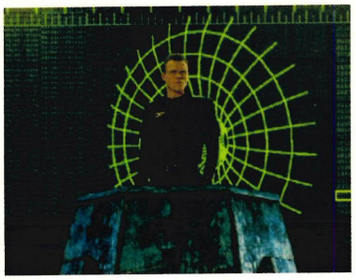
1. Explore the area. Keep heading east and build up the auto-generating map.
2. When Shadowkin fighters appear, flee to your home landscape. These guys will not stop.

PURSUERS

1. With Razz's help, destroy all Shadowkin fighters that chase you into your home landscape.
2. Return to the city, when requested, to repair your sub.

IMPROVE QUAKE DETECTION

1. Dock at the city and restock with Detonation charges if required (three needed).
2. Head towards the OLI. Use the Flares to navigate the dark tunnels.



NOTE: The next set of steps does not have to be performed in the following order.
3. Retrieve the sensor from the top of the seismic base.
4. Use the MGH to tow it to the blocked passageway. An OLI shows the way.
5. Destroy the rock blocking the way with the charges. Three targets are placed on the rock by the sub's computer.
6. Tow the sensor into the new cavern and place it where the OLI states.
7. Search the cavern and use your OA to locate the life readings indicated by the professor. NOTE: The cavern is extremely hot, so keep an eye on your shield gauge.
8. Use the MGH to retrieve one of the strange plants growing in the cavern (located at the south-west corner of the cavern), and tow it back to the city drop-point.
9. Dock at the city, when requested, for your next briefing.

MUTHA JELLY

1. Head towards the OLI.
2. Dive into the tunnel where you were once stopped by sub-depth limitation.
3. Fight the Mutha (the Sarnoff is the chosen weapon.)
4. Blow each of the four birth tubes off the Mutha, whilst also fending off the aggressive jellyfish.
5. When all four tubes are destroyed, the head of the Mutha will rise and fall, revealing the vulnerable neck membrane: this is its weak point. Watch out for the fast baby jellies that are now released.
6. Once it's defeated, escape up through the tunnel in the roof.

JELLIES ATTACK

1. Access the map and place a PLI to guide you to one of the two listed mines.
2. Clear all the escaped jellies at the first site, making sure you get all six of them.
3. Head towards the second listed mine. (Use a PLI if required.)
4. Clear all the jellies at the second site – again, make sure you get all six of them.
5. Head back towards the city when requested.
6. Respond to the distress signal. Head towards the OLI.
7. Destroy the attacking Shadowkin fighters.
8. Dock at the city, when requested, for your next briefing.

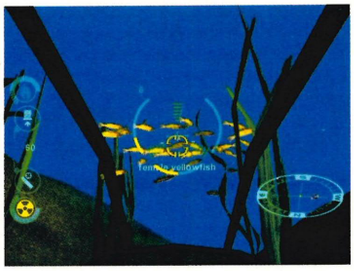
ACT 3

TEST THE B.U.R.S.T. DRIVE

1. Head towards the OLI and drive through each hoop. The OLI will move onto the next race hoop when you pass through the current one.
2. Use the B.U.R.S.T. drive (activated from the tool list), just before you hit the jump ramps – this is essential to leaping through the floating hoops. Mistiming this can be costly.
3. Activate the B.U.R.S.T. drive whilst racing through the water to gain extra bursts of speed.

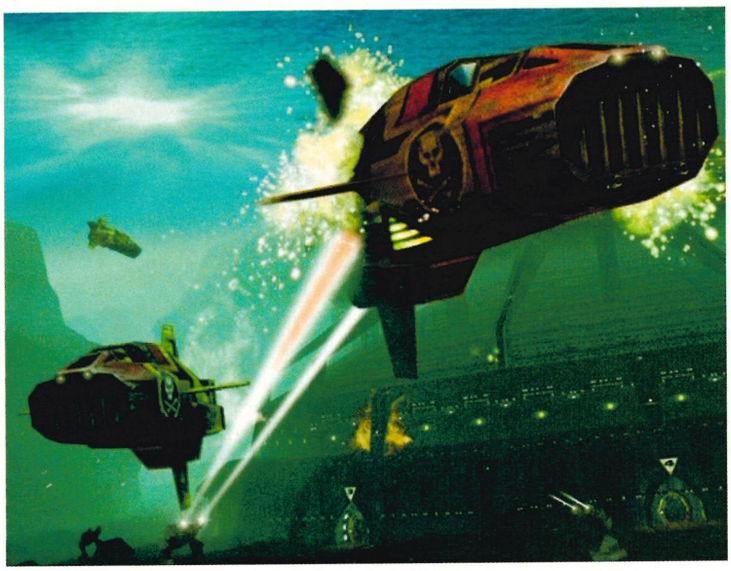
ATTACK

1. Head towards the OLI. Use your B.U.R.S.T. drive to get there quickly.
2. Locate and destroy all of the aggressors (after attacking the Oil mine they will move north, towards the Metals mine. If they manage to destroy both mines, its game over, maaaan).
3. Once all enemies are defeated, dock at the city to repair any sub damage.



THE REAL TEST

1. Head towards the OLI, and enter the rock pools landscape.
2. Head towards the OLI and locate Deav and the jump ramp. Use the B.U.R.S.T. drive to leap into the higher pools.
3. Work your way through the level, fending off any enemies.
4. Fight the Mutha pondskater.
5. She first attacks by spitting shards of crystal at you. Concentrate on avoiding these, using strafe. The Mutha will then charge and stab at you with her mandibles; again a swift strafe timed correctly should avoid this attack. She will then turn away and skate back to her starting position. This is your chance: aim your weapons at the two bright orange sacks located at the rear of her thorax that are dropping larvae.



The larvae slowly swim towards you, and cause damage by gnawing on your sub's hull – blow them away. The Mutha will repeat these attacks until the sacks are destroyed. She will then move onto the next attack stage. This has her taking to the sky, strafing and spitting volleys of crystals. Just avoid the incoming projectiles and shoot her on any part of her main body. Keep at it and eventually you'll take her out.
6. Once the Mutha is defeated, head through the waterfall to discover a hoard of crystals.
7. Respond to the Deav's distress signal, jump over the lip into the lower pools and return to the original meeting point where the ramp was placed. Locate Deav.
8. Return to your home landscape when requested.

FALLING ROCKS

1. After returning to your home landscape from the rock pools, you remotely take control of a turret at the Oil mine.
2. Control the turret and destroy the falling volcanic rocks that are heading towards the mine installation units. Their remaining shields are displayed next to the relevant icon, with an overall mine efficiency displayed below that. Watch it doesn't get too low, or you will fail the mission.
3. Once the volcanic rock shower ends, control is returned to your sub. Return and dock at the city, when requested, for your next briefing.

EXPLORE THE ABYSS

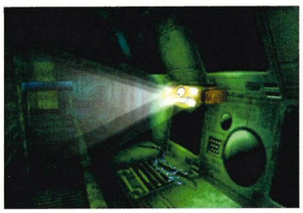
1. Head towards the OLI, dive into the abyss and explore the dark depths.
2. There is an opening on the south wall, at a depth of 600.
3. After following the short tunnel, it will open up into a larger cavern, with a blocked tunnel leading off to the north and another cavern to the south. A strange blue organism seems to beckon you... Follow it.
4. The blue organism leads you into the second cavern and eats the algae sheet that covers the first of three tunnels and blocks your way. Each of these tunnels leads to a trapped blue organism, held in fear by some horrible creature(s).
5. The area at the end of the first tunnel is guarded by deep sea spiders. Kill the five large spiders that spit venom at you, to release the blue organism. The rescued organism will replenish your shield. Follow it and it will return you to the tunnel (that comes off the first cavern) and eat the first sheet of algae that blocks it.
6. Return to the second cavern and follow the original organism to the second tunnel.
7. The area at the end of the second tunnel is home to a large electric eel. It has two attacks: firstly, lightning bolts are released when the external lightning it generates hits the walls. Concentrate on avoiding these with strafe up/down/left/right. The second phase is the lightning tongue – again, use strafe at the right time to dodge the strike. The eel's mouth is open during this attack, and the interior is its only weak point. Once defeated, the rescued organism will replenish your shield and, again, following it will return you to the tunnel (that comes off the first cavern), where it will eat the second sheet of algae that blocks it.
8. Return to the second cavern and follow the original organism to the third and final tunnel.
9. The end of the third tunnel is where you'll find the giant squid. The squid will try and strike you with one of its tentacles, depending

on your position – a twitch will tell you which one is about to strike. Use strafe to avoid it. The weak points on the tentacles are the blue areas, close to its main body; shoot these to blow the tentacles off. The second attack is an ink jet, fired from the mouth, and is harder to avoid than the tentacles, as it tracks you. Once it's been unleashed, try to move in a circular motion to keep ahead of it. All four tentacles must be blown off to defeat the giant squid.

10. Follow the third rescued organism to the tunnel (that comes off the first cavern) and it will eat the third and final sheet of algae.

USING THE ROV

Before we start, here's a quick explanation on how to use the ROV. When you activate the ROV from the tool list it will automatically undock from the rear of the sub and put you in remote control of it. You can then manoeuvre it like any normal sub. Pressing the tool button whilst controlling the ROV will revert control back to the sub. With the ROV undocked, pressing the tool button (with the ROV selected in the tool list) will give you remote control of the ROV. To dock the ROV, drive it round to the rear of the sub. When in range, the dock icon at the bottom right of the HUD will turn yellow. Press the tool button to dock, and control is returned to the sub.

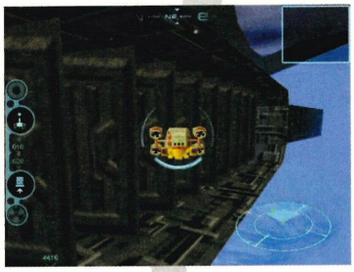


CRASHED SUB

1. Enter the crashed sub through the opening on the north side of its hull.

2. Once inside, use your Flares to help you navigate the dark corridors. Turn east and attach your MGH to the top of the lever on the wall. Watch out for the jellyfish then reverse away to pull the handle down, thus opening the door. Head east.

3. At the end of this first corridor there is a door in front and a door to your right blocking your way. Look closely at the door in front: the glass is cracked. Blow this out. Activate the ROV and manoeuvre it through the gap in the glass and then through the small service tunnel, below and to the right. Near the end of the tunnel, it splits into two – take the right tunnel.



This leads you to a collapsed corridor blocked by a closed door. Drive into the yellow button on the wall (directly in front of you), which will turn the light green and open the door. Now guide the ROV back through the service tunnel and dock it with your sub. This little section becomes clear later.

4. Now, back in your sub, drive into the button on the wall to open the door leading south. Watch out for the electric eel in this corridor. Head south until you hit a T-junction, where a door halts your progress on either side. There is a switch with no power running to it and a service tunnel ahead of you – time for the ROV again. Guide it through the service tunnel, this leads you to the other side of the door, right of where you left the sub. Drive into the button to open this door, and dock the ROV back with the sub.

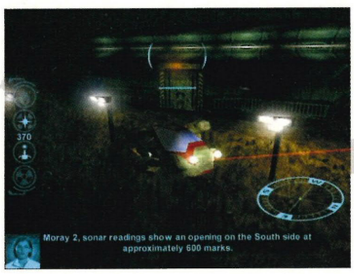
5. Head west, through the now open door. This leads to a corridor with three power units (one with a power regulator, two without – yep, you've guessed it, you have to find the other two power regulators) and three linked electrical switches. Use the MGH to attach to and pull the western-most lever, which not coincidentally is linked to the power unit with a power regulator. This sends power through part of the sub, and to the door button in the T-junction.

6. Head east towards the T-junction and press the now powered button. Move through the open door and follow the corridor right to the end, passing an open room on the left and a closed room on the right – watch out for the two eels in this section.

7. You should now be facing north, looking at a collapsed corridor (that is if you used your ROV correctly in step 3). On the wall to your right is a computer up-link, the sub OA will identify this. Connect to the up-link with the MGH. This will download the map and stay attached to recharge your sub shield; very useful, I think you'll agree.

8. Turn 180 degrees, head south back down the corridor and enter the open room on your right (1F), before the corridor turns. Kill any venom spitting spiders that are present so you can leave the ROV safely behind in this room. On the back wall behind the stacked crates is a time release door button, launch the ROV and leave it next to this button. Revert control back to your sub, leave the room, turn left and place yourself in front of the closed door, facing east. Switch control back to the ROV, drive into the button, switch control back to the sub and quickly dive through the open door. Watch out for the venom spitting spiders in this room (1D).

9. At the north-east corner of room (1D) is an air duct, filled with lice, enter this and follow it round, with a bias of heading north, (at one dead end you will need to ascend). Use the map, if



required, your objective is the northern most room (1C).

10. In this room (1C) there are a couple of spiders, an up-link (which powers the door button) and one of the missing power regulators. Kill the spiders, access the up-link with your MGH, activate the door button and then tow the power regulator back to one of the power units. You will have to use the ROV to press the timed switch so you get out of the large central room (1D).

11. Tow the recovered power regulator and place it in-between the two prongs of any one of the empty power units, release it from your MGH and then pull the relevant electrical lever. This sends power through more of the sub, lights, door buttons etc. Now go back to the room where you entered the air duct (1D). Again you will need to use the ROV to get through the timed door, though this time once you are through, a button to the left is now powered and can be pressed to keep the door open.

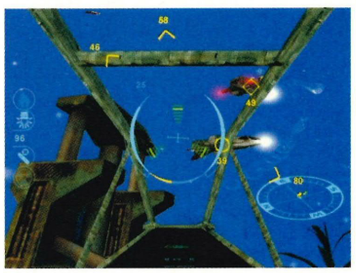
12. South of this room (1D) is a corridor, blocked with a closed door, which can now be opened by pressing the recently powered button (just to the left of the door). The second missing power regulator is in here, along with a closed door and a powerless button. Tow the power regulator back to the last empty power unit, and pull the relevant lever. This sends power through the rest of the sub. Go back to the corridor where you found the last power regulator, collecting the ROV from room (1F), if you haven't already. Use the now powered button to open the door and you should be confronted with a collapsed corridor, an air duct and a service tunnel.

13. Send the ROV through the service tunnel. Emerging into a corridor, a button on the wall is directly in front of you. Drive into the button, which will open the door to the left then return control to your sub.

14. Manoeuvre the sub through the air duct, with a bias to heading south. You will come out into the passage where the open door and your ROV are waiting. Dock the ROV and continue through the corridor, being careful of the electric eels. You will come to two doors and a button, use the button to access the eastern room (1B). In this room, as well as a couple of spiders, there is an up-link. Access the up-link to open the other door – this leads to the control room (1A).

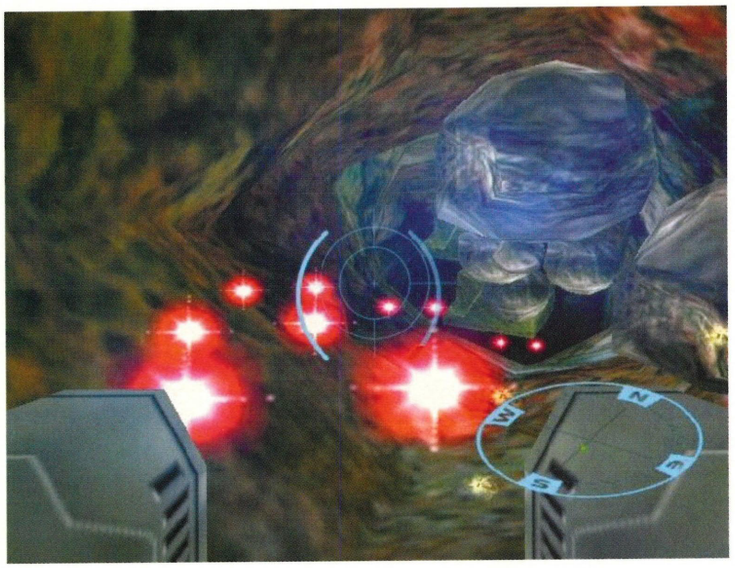
15. Enter the control room and head east, watching out for the eels. On the back wall is an up-link that opens the door to Hold 1G at the aft of the crashed sub. On your way, then....

16. At the eastern most point of room Hold 1G is an up-link. Fend off the jellyfish and spider threats before using it to open the door that leads to the lower level engine room (1H), the western most part of the sub.



17. In the lower engine room (1H), head west, being careful of the eels, until you hit the back wall. You then need to ascend a tunnel in the roof to reach the second floor.

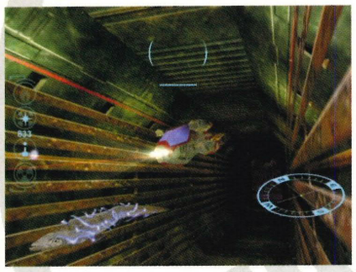
18. The second floor of the crashed sub starts with a couple of electric eels and spiders hindering your



progress. Head east and eventually through the half-open door on the right. Follow the corridor, use the button to open the door and move into the next room.

19. Oil spurts from cracked pipes on your right, stay near the floor or ceiling and time your progress past them. Then double back, on the other side of the corrugated wall – two eels here – to reach a lever. This lever opens the exit door at the opposite end of the room. Go through the door.

20. Watch it! There's a spider on the ceiling to the left, so kill it. Undock the ROV and manoeuvre it in front of the button by the eastern door. Return control to the sub and go into the computer room through the half-open door; an eel patrols this area. Access the up-link (this powers the button), change control to the ROV and press the button. Back to sub controls again: release the MGH from the up-link, go to the ROV, change control and dock the ROV. Edge your way into the corridor carefully, as eels patrol this area.



21. Head down the corridor, an eel patrols across the T-junction. Turn right and move south through the half-open door, then left and into the next open room. Spider and jellyfish threaten in here. This room also contains a torpedo on a trolley; a button on the south wall activates the trolley and sends it down the room, opens the door and allows access to the next room, where a spider and eel await you. When the torpedo reaches the end of its track, the chute doors open. Move into the chute – use Flares to help guide you – then halfway down turn to the left, and then left again at the end to get into the room opposite the one you just left.

22. A spider and two eels hinder your progress. A button on the north wall, slightly ahead of you, activates the second torpedo trolley, follow as before. Spiders and jellyfish populate this next room. Keep heading west and into the corridor. A closed door and button await you, this leads back into the T-junction corridor you came through earlier, but behind you on the north wall is a service tunnel. Undock the ROV and pilot it through.

23. Time your exit from the service tunnel and into the computer room, where an eel waits. To the left of the closed door is the button. Again, time this, as an eel patrols the area. Move through the door, turn left and use the button to open the south door. Switch back to the sub and take it through to meet up with the ROV, and dock them. Head back into the second computer room and access the up-link to open the door opposite the computer room.

24. Moving west, you should now enter a room with three rotating cogs: time your passage through these and follow the corridor round. As you turn left a spider spits at you from the ceiling, and as you turn right another waits on the north wall.

25. You should now be outside the reactor room, and are confronted with two closed doors and two buttons. Use the button to open the reactor door and enter. Access the up-link to engage the plutonium rods, a cut scene then shows the consequences. Disengage from the up-link, head down into the reactor and suck up the shards of plutonium from the snapped rod. These fragments are so irradiated that they start depleting your shield – you have to get out of the crashed sub and back to your home landscape immediately. When the reactor started it automatically closed the door you came through, so blow out the glass and send the ROV through to open the door from the other side. Turn left, open the door and head west. Use the tunnel to descend to the first floor, where you can replenish your shields from the up-link in room (1G), before exiting the crashed sub where you first came in.

26. Ascend quickly, though the crack that was cleared by the propeller, and get back to your home landscape. Once back, head to the nearest drop-point (at the Metals mine) and offload the plutonium shards before they kill you. Now dock at the city for your next briefing.

ACT 4

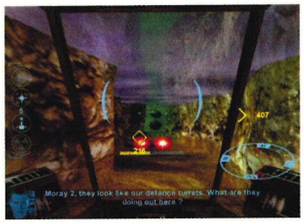
FEND OFF SPORES

1. The GP3 sub, equipped with double ripper is the best bet for this mission. Follow the OLI and as you near the abyss a distress signal is detected. Respond. Follow the new OLI back to the seismic base cave entrance, where a turbulent vortex has appeared. Enter this and the incredible pressures will crush your sub. You will be set upon by strange alien life forms, which unleash part of themselves at you. Concentrate on one of the creatures at a time. Inflicting damage on the main body rids them of the circling orbs and ultimately splits the creature into two, so take these halves out before they can reform with one another. With Razz's help, eliminate all of them to finish the mission. Return and dock at the city, when requested, for your next briefing.



RIDE THE VORTEX

1. A simple sub-game where you control a gun turret mounted on the Military Cruiser. Defend the Cruiser from any oncoming obstacles as it navigates the Vortex. Try to ignore the Vortex tunnel and keep your eye on the crosshair.



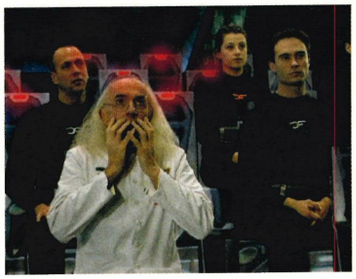
EMERGE INTO A WASTELAND

Hint: Stick to using the pulse gun and laser and reserve your Sarnoff/Ripper ammo for later.

1. Now you're piloting the GP4 'Tank sub' you can drive along the sea floor, if you so wish. After launching from the Cruiser, head west until you reach a tunnel in the floor in-between two pyramids. Descending this tunnel you come out into a room with two doorways set in the back wall, one half-open and one closed; enter the former.

2. On the floor is a set of hieroglyphs, with three of them being illuminated by red rays that come through a red crystal in the roof. Make a note of these three symbols. Leave the room and ascend the tunnel.

3. The tip of the northern pyramid is not aligned correctly. Attach to it with your MGH and pull it round so it clicks into position. This opens the second door in the underground room, but entering this room now is useless. Continue heading west until you come across a tall obelisk with a hole through it.



4. To the left (south) of the obelisk you will see a red crystal set in the floor, to the north and west are two empty slots. Looking through these holes you can see two more underground rooms with hieroglyphs on the floor. You have to find the green and blue crystals that are somewhere in the landscape and place them in their slots, which then illuminates the hieroglyphs in the relevant underground rooms.
5. The blue crystal can be found northwest of the obelisk, in the rubble of a fallen tower. Use the MGH to tow it back and place it in the slot north of the obelisk.
6. The green crystal is found southeast of the obelisk, at the tip of a still standing tower. A locking mechanism keeps the crystal in place, so you must get at it from the inside. At the base of the tower a slab covers a tunnel, use the MGH to pull out of the way. Once inside the tower, ascend to

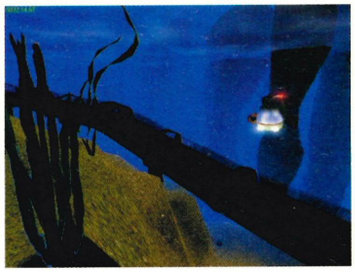


the top and either shoot the switch or drive against it until the green crystal is released. Retrieve the crystal and tow it back to the slot, west of the obelisk.
7. When all three crystals are in place the obelisk lowers into the ground. The hole is aligned with the sun on the giant carving in the underground room you first visited, and creates a passageway. Use this to get into the green light clue room. Once you have noted down the three sets of illuminated hieroglyphs, head west to the open room, just near the green crystal tower.
8. The red puzzle room consists of a red crystal inside a clear pyramid and eight pressure pads set in the floor. These must be activated to start the machinery. Hope you noted down those symbols (if not, it's the crow, the mouth and the arm). Once the puzzle is solved, it raises the central obelisk and opens the blue puzzle room door.
9. The blue puzzle room consists of a blue crystal inside a clear pyramid and six pressure platforms that must be weighted down with the tank sub. The symbols are the crow, the mouth, the leg and the stork. Once solved, it raises the central obelisk and opens the green puzzle room door.
10. The green puzzle room consists of a green crystal inside a clear pyramid and eleven pull blocks set into the back wall. Use your MGH to pull out the five correct ones. These are the crow, the pot, the water symbol, the crow again and the mouth. Once solved, the green crystal obelisk will rise and when at the top will trigger a cut scene. This, ultimately, opens the door to the giant pyramid. Enter.

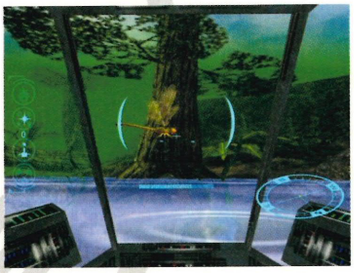
GIANT PYRAMID INTERIOR

DUAT FLOOR I

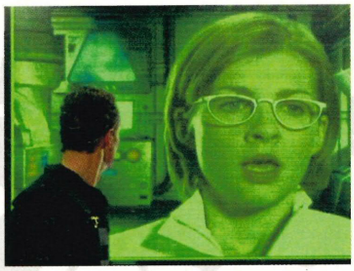
Hint: Stick to using the pulse gun and laser and reserve your Sarnoff/Ripper ammo for later.
1. Head east. On the floor behind the raised block is an Ankh life regenerator. Place the tank sub over this pad and your shield will be replenished. This can be used limitlessly.
2. Ascend and head through the tunnel, still moving east. Watch out for the nautilus in here. When you come out into an open room there's another nautilus. Ascend and turn 180º to find another tunnel, and a nautilus, behind the blocks.
3. Now heading west, follow the tunnel along and up, where it then opens up into a wider passageway. Follow this round and you will be confronted with a damaged wall. Destroy the blocks at the base to advance.
4. Following the passage round, a stream of hot bubbles will suddenly erupt from the grate in the floor – watch the timing and choose your moment to progress. There is another before the turn. You are then confronted with more bubbles and what looks like a dead end.







Turning south, you notice a section of the wall is discoloured – blast your way through.
5. Ahead of you are more weak blocks. Blast them to reveal a hieroglyph on the wall. Follow the tunnel around and down. Below you, there's a large floor grate, and in the back wall, two pull switches. Remember that hieroglyph? Use your MGH to pull the correct one. Return through the tunnel and continue heading north, remembering to time the hot bubble streams.
6. A grate in the wall ahead directs a strong current towards you, preventing your progress. A nautilus here and two round the corner also hinder you. Destroy the discoloured part of the south wall to reveal a small passage and use the MGH on the pull switch at the back to stop the current.
7. Continue on your way, blasting the weak wall and avoiding the bubble stream behind it. A nautilus and a timed current await you round the next corner. A combo of bubble streams and current flow has to be bypassed next, so watch the timing and wait for your moment.
8. Blast a gap in the weak wall, then use your MGH to pull the stone slab in the passage back towards you. Now time your way past the bubble jets in the thin parallel passage.
9. Before moving into the next area that opens out a little, take out the nautilus, as the camera switches to an external shot and makes fighting them more difficult. An Ankh life pad is to your left. Time your way past the next set of bubble streams. Ahead of you is a spiky stone slab that should start moving.
10. Follow the spiky slab closely and strafe into the first alcove on your left. Turn 180º so you are looking west and wait for the slab to move past you, moving west. Quickly strafe out left, and to the right you should see three bricks, partially blocking a small gap. Blow them away, strafing back into the alcove to dodge the spiky slab if necessary. Follow the slab west and dive through the gap.
11. It's hot above the grate section of the floor in this room, so get across to the other side, whilst avoiding the bubble jets, as quickly as possible. A pull switch



awaits you at the other side. Once activated, return to the spiky slab passage. Wait for the slab to pass you moving west and dive out, head east and if you're quick you can go straight to the next alcove on the right. If you don't want to risk it, strafe into the alcove on the left and have a rest.
12. From this southern alcove, looking east, you should be able to see a discoloured part of the wall ahead – blast it from here. There is enough space in-between the two spiky slabs to sit, use the tracks in



the floor as a guide. Dive into the gap when the time is right.

13. Another larger hot room with a grated floor and bubble jets awaits. Get across to the other side and activate the pull switch with your MGH. This lowers the second slab that stops your progress in the spiky slab passage.

14. The second spiky slab is more difficult to get past. Wait in the southern alcove, opposite the small gap, until the slab passes you, heading east, then quickly dive out in front of the slab and head west for the alcove on the left as fast as you can. Wait in here until the slab passes you and starts heading east again, then move out and continue. A nautilus waits around the corner.

15. You should now be heading north and will be confronted by a nautilus and a bubble stream/current flow combo. Wait, watch the timing and choose your moment. Round the corner a current flows from the left, forcing anything caught in it into the bubble streams on the right. Again, time your move.

16. The final room on this floor has a few external camera cuts, which may disorientate you; a tip is to always turn and head towards the camera when it switches. A spiky block is ahead of you, a bubble stream hinders your progress to the immediate right, immovable pressure pads can be seen on the floor and a gold pull switch is on the central pillar. When this switch is activated the spiky slab starts moving around the

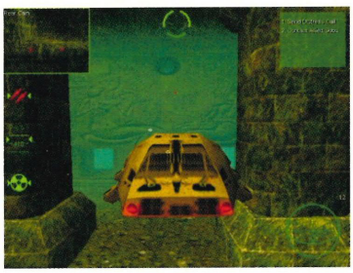


room, over the pads which switch off the bubbles forward of them – so you're in-between a slab and a hot place. As soon as you have pulled the switch, quickly detach the MGH, turn and head towards the camera, waiting for the bubbles to stop before advancing. A little tip: you are more likely to die from being hit by the spiky slab than the bubbles. You have to go round the room twice, and when heading west for the second time, a slab door will have lowered to let you exit. Turning left (south) in this exit passage will lead to a dead end and an Ankh life pad. Whew! Now head south, turn right at the end and move up the slope.

DUAT FLOOR 2

1. Turn right, so you're looking east ,and destroy the blocks (the laser is excellent for this purpose). A plaque on the wall can be analysed by the Sub's OA. Drive onto the pressure pad, this opens the door to the north. Go through the door and turn right, there is a spider here. Destroy the blocks to reveal another pressure pad, drive onto it (the camera will cut here) to rotate the cog, and allow you access to the next area. Head west and drive under the cog – look out for the spiders to your right.

2. Keep left and head south. An Ammit statue here spits fire intermittently. You have to time this and nip in to the right, where a pull switch waits (you have to revert to sub mode to pull it). After activating the switch, time your way back past the fire and go into the room that has just opened, where a spider waits. Blow the

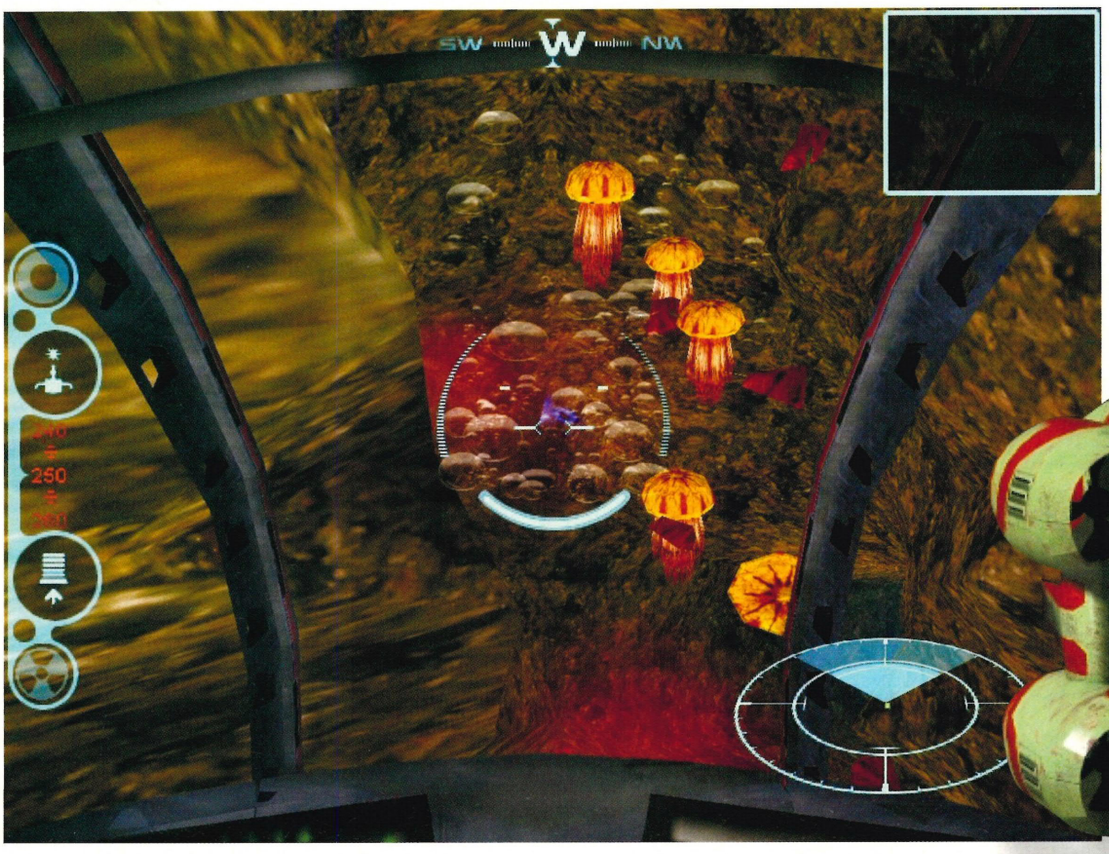


base of the statue away; it falls and triggers a pressure pad, which in turn lowers a door behind you. A plaque is also at the back of this room behind some destructible stone cubes. After retrieving the clue, head south through the gap. Turn left immediately and destroy the blocks next to the Ammit statue you encountered earlier. Drive onto the pressure pad to switch off a bubble stream further down the level.

3. Continue south and into a fire jet maze (the camera will cut to above). Take it easy and aim to get to the northwest corner, where weak blocks cover a hieroglyph plaque on the wall. Once they're analysed and the clue is uncovered, rotate 180° and head south. Behind the Ammit statue is an Ankh life pad; destroy the blocks and drive onto it to recover your shield. Drive round the front of the statue, timing your way past the fire jet and down the slope into the water. Revert to sub mode, activate the pull switch in this pool to rotate the cog, then return and drive under the cog to progress.

4. Follow the corridor round and sit on the time release pressure pad until the door is lowered completely. Advance quickly, but be careful as fire jets suddenly erupt from the floor grate. When these have extinguished, rush through the gap. If you don't make it, time your way back through the fire and activate the pressure pad again.

5. You'll then come across a simple maze with two spiky blocks sliding across the floor (camera cuts to above view). Turn right and head towards the second block. Bide your time, follow the second slab and drive into the alcove. Choose your moment, nip in front of the slab and get round the corner. Wait for the first slab then cruise round past the column. Use the Ankh life pad to restore your shield. A large pressure pad sits opposite the Ankh pad and to the west of that,

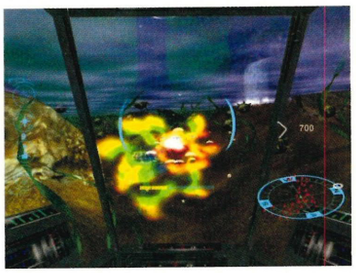






destructible blocks that stop the spiky block from advancing. Destroy the blocks, get out of the way, and the spiky block will move onto and depress the large pad. The door behind you opens.

6. The mummy... You are locked into the automatic combat mode for this boss, so strafing left and right is your only movement option. The mummy's initial weak points are the thin bare arm bones – the Ripper is a good weapon choice here. Concentrate on these parts whilst strafing to avoid the single bolts thrown by the mummy. To avoid the larger double-handed bolt, it is best to stay still whilst it is being charged, then strafe quickly to one side as the imminent fire flash is created. When you have blown the arms off, the mummy's weak point changes to the amulet that protects its heart and its attack switches to the eye beams. To avoid these beams, move to either the far left or right of the room whilst the eyes are charging, then as you get the imminent fire flash, quickly strafe across to the other side of the room. Continue until you have destroyed the amulet heart protector. The north exit door will then open.



7. An Ankh pad is to your immediate left in this room, whilst to the right are destructible blocks covering a plaque. Time your way past the flames that are released from the Ammit statue. The last flame obstructs your way to a pad that opens the exit door.

8. A couple of spiders are scurrying around in here. Head north and behind the pillar is a pad that opens two low doors behind you. The area on the left contains destructible blocks and a plaque. The area on the right has a discoloured section of wall; shoot this to knock the block through. Directly north of the pad are two more stone cubes that block an area containing a plaque and a pressure pad. This pad switches off the west firing flame from the Ammit statue. Time your way past the east and north firing flame jets, and cut in left to the pressure pad and the last of the seven clue plaques. Switching this pad reactivates the west firing flame but turns the south one. Go round the Ammit statue again and head for the door that the pad just opened.

9. To the immediate right is the second pad required to open the south door. Time your way through the two flame jets (stick close to one side). A plaque on the wall describes what the next room is.

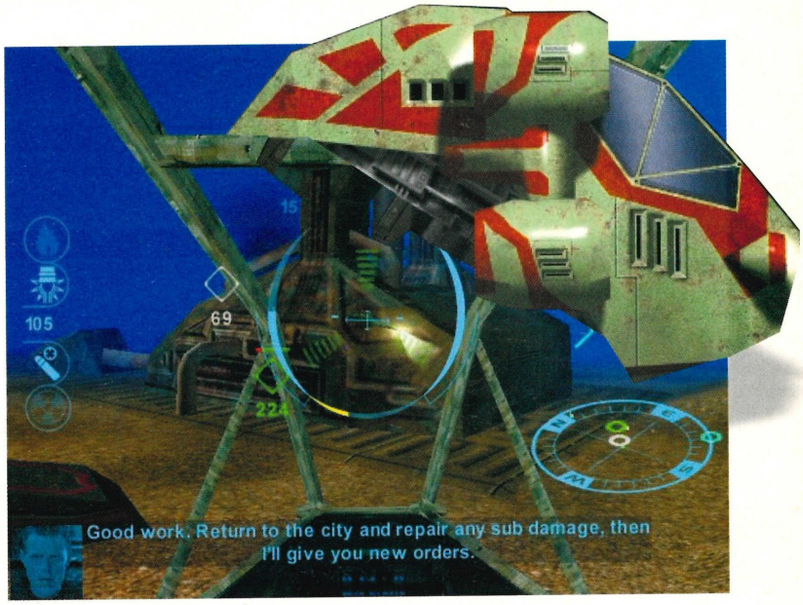
10. The Hall of Two Truths: A plaque directly in front of you gives a clue of what you have to do to solve the puzzle in here. The seven plaques you analysed before tell of four virtues and three sins. Basically you have to suck up the virtuous parts of the heart, drive up the ramp and offload them in the scales. The correct colours to suck up are gold, white, black and silver. If you drop four pieces in that are not all correct, the scales remain unbalanced, the pieces reappear at their origin and deadly gold flies are released. When the puzzle is completed the first part of the artefact is released from the hand of Osiris' statue. Drive over to the base of the statue and suck it up – the water level will then rise.

11. Revert to sub mode and leave the room from where you came. Head up to the surface, turn 180° and move south. Spiders are on the roof of the scale room. Above the half column that resides in the spiky maze area is the exit to the next floor.

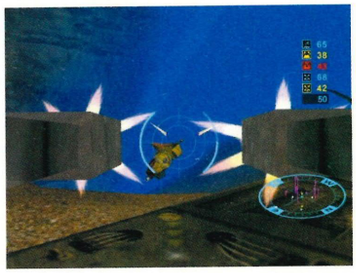
DUAT FLOOR 3

1. Set into the wall are four spinning stone cubes; three sides contain an image of a mosquito and the fourth the water symbol. When a cube is shot, it stops rotating until all four cubes are stationary. Hit the water symbol so these are all aligned and the water level will rise, giving you access to the next area. Hint: shoot the faster spinning cubes first.

2. Go up the slope into the next room. Five large tops with pressure pads at their base circle a stone column that rotates, firing a deadly beam. By driving over the pads you have to make the tops spin in the correct sequence. There are some weak blocks in three corners of the room that hide this three-part sequence. For you lazy lot, the first sequence is RED, GREEN, BLUE, then YELLOW, GREEN, BLUE, BLACK and lastly, RED, YELLOW, GREEN, BLACK, BLUE. Head west through the open door once the puzzle is complete.



3. The mirror room has beams of light coming in through holes in three of the walls. These then hit a crystal and turn the beam to the relevant colour. Your task is to link the three coloured beams to crystals in the centre of the room. Shooting the mirrors rotates them, and reflects the beam accordingly. These beams are so intense that they will inflict damage if you drive your sub through them.



DUAT FLOOR 4

1. Moving south off the lift, a bunch of gold flies are released from the husks at the back of the room. You must destroy all of them for the exit door (at the southeast corner) to open.

2. Moving east into the next area, a plaque on the left gives you a clue on how to retrieve the second piece of the artefact. Enter the open room and a cut scene will show you the position of said artefact (in the hand of the King's statue). Head down the room towards the statue, timing your way past the flames (stick to one side). A pressure pad is set in front and an Ankh life pad is to the left of the King's statue. Depress the pad, and a cut scene shows the door opening. Head back to the open door and go through it.

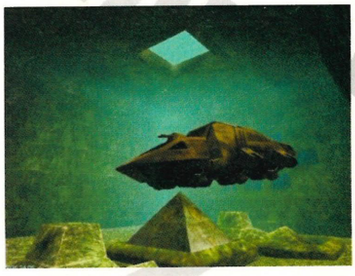
3. A solid gold statue of a fly sits on a pedestal at the north end of the room; two shards of gold sit at its base. As soon as you suck these pieces up the fly comes alive, flying around the room and intermittently landing on the wall to drop maggots, you have to blow it away and suck up the fragments of gold fall from it. When the maggots are released, concentrate on these first and you should get through this quickly and easily. Suck up all the gold from the destroyed fly and return to the King's statue room.

4. Replenish your shield from Ankh pad first. A drop-point in front of the King's statue, shown by a slot in the floor, is where you offload the gold shards. When the king is happy with your offering the artefact is released. Suck up the artefact and you move on to the fifth and final floor.

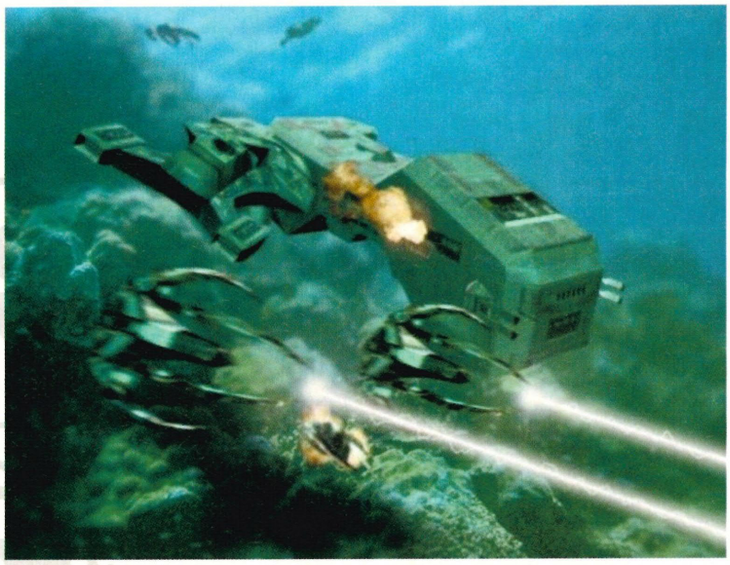
DUAT FLOOR 5

1. The third and final piece of the artefact is in this room. The only problem is that you have to defeat the Mutha scarab to get it. You are locked into the fixed attack position for this boss, so strafing left and right are your only move options.

2. The first attack has the scarab bashing her mound, which releases mud balls from the hole nearest to you – avoid these by strafing. The second attack has



three flying baby scarabs hatching from these mud balls. They in turn hover around in front of the mound and spit venom at you. When all three are killed, the Mutha moves to its third attack. Turning round, so its rear is pointing towards you, she opens her wing casing, revealing a red crystal type object. Just before the wing case opens fully, start strafing as an intense beam of light shoots out and tracks you. The weak point is the red area that unleashes the beam. After you have killed the Mutha scarab, the third piece of the artefact is dropped just in front of the mound; suck this up to move on.



CRUISER ATTACK

When you hit the water after leaping out of the pyramid, head east back to the Cruiser. As you approach you receive a distress signal: they are under attack. Get over there and help them out. Tip: just go underneath and to the centre of the Cruiser. This automatically docks you and the Cruiser heads home. You have to man a turret through the vortex.



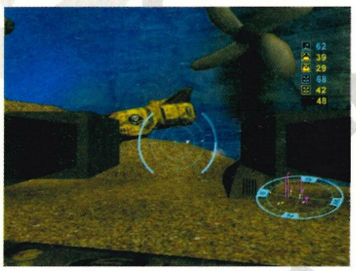
ACT 5

SILENT TURRET ATTACK!

1. As you come out of the Vortex, the Admiral warns you of a silent attack. You are requested to remotely man a turret and fend of the craft that are attacking the city. When the turret you are controlling is destroyed you are automatically moved to the next turret. Take out as many craft as you can before the Cruiser docks.
2. Load up the GP3, launch and take out the remaining silent craft. After all are destroyed, the Admiral will request you to dock at the city for your next briefing.

ATTACK ON SHADOWKIN BASE

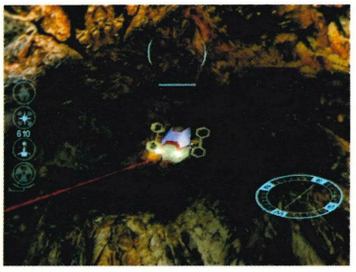
1. Load up the GP3 with your desired selection of weapons: doubling up on the Sarnoff or Ripper is usually a good move, though I prefer the Ripper. Alternatively, if you retrieved the old style damaged pirate sub earlier in the game you will be piloting this instead.
2. After launching, follow the OLI and enter the rock pool landscape.
3. In the rock pools, head for and through the minefield then down one of the three thin passages that head east. Use the B.U.R.S.T. drive to get through quickly and avoid confrontation with the turrets. When you come out into the large open pool, Razz will lead her team in.
4. When Razz and her team arrive



they will take out the turrets and any Shadowkin that are launched; you must concentrate on getting through the outer doors (easy if you're in the old pirate sub), east of the ruins. Hang around near the doors until a Shadowkin sub is launched then dive through.
5. A simple rotating door mechanism must be bypassed, the first opening is at 3 o'clock and the second at 9 o'clock. Wait for the gap to align then nip through.
6. In the allied sub you will be attacked straight away, but in the old pirate sub you are ignored for a few minutes or until you shoot the door mechanism or destroy parts of the power generator. Make these minutes count.
7. Coming out of the passage and to the interior open area of the Shadowkin base, by turning 180° to face the passage you can see the door mechanism on the left. Destroying this allows your allies through.
8. Lots of Shadowkin attack you in here; it's tough but multi-homers help a little. Let your allies handle the craft while you go and take out the generator. Head east past the two smaller buildings and south of the main dome is the generator platform. Threat diamonds on your HUD highlight the sections that must be destroyed. These are the two large tanks at the back and the central drill spindle. Once all three are wrecked, the main dome doors open. Get in there.
9. Inside the main dome a collar rotates protecting the central core. Strafe around with the gap in the collar and shoot through it to hit the plasma core. Shadowkin are launched constantly to make your life difficult. When the core is destroyed, a little surprise awaits.
10. Deav! Not dead after all, but a Shadowkin brother. A fight to the death ensues whilst the base counts down to explosion. Again, multi-homers are vital here.
11. If you manage to kill Deav, you escape the base just before it blows (cut scene) and pleasingly emerge in your home landscape. Return to the city for a new briefing.

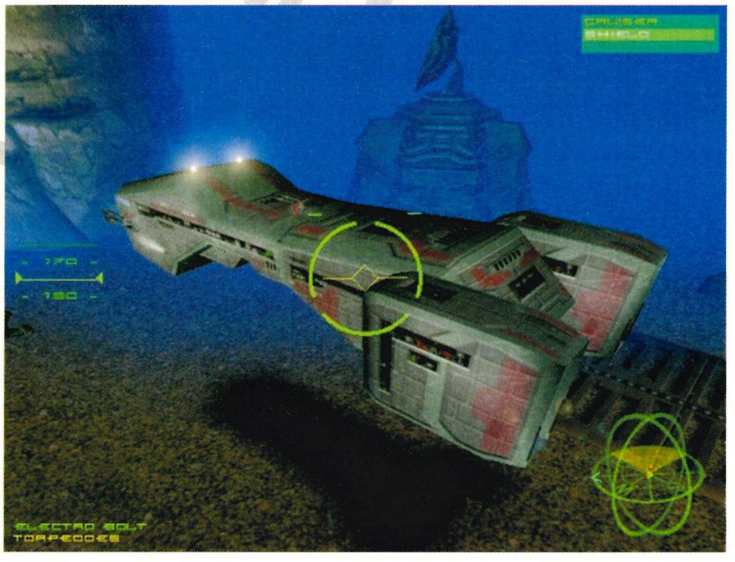
ABYSS ONCE MORE

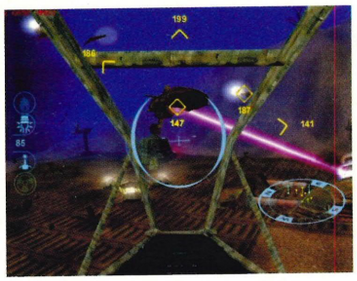
1. Follow the OLI and dive into the abyss.
2. Once in the Abyss, dive, dive, dive. Ignore the silent spore threats and spiders and dive as deep as you can, past the crashed sub until you reach the seabed – a depth of 1050. Now head through the tunnels and east towards the silent city. More spiders and spores attack you here. Enter the opening of the silent city.

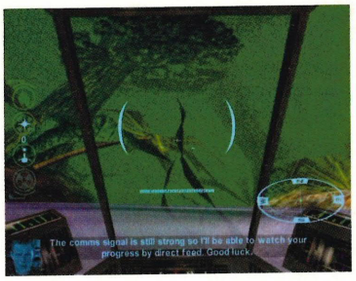


STEALTH OR IMPRESSION

1. Follow the organic tunnel. This opens out into a chamber with electricity running from the ceiling to the floor. Head north for the exit, avoiding the electricity. The exit mouth opens and closes so hold back, away from the electricity, before choosing your moment to dive through.
2. Entering the next chamber you









are attacked by silent craft. Keep moving. Using multi-homers is your best bet, and back away whilst strafing to avoid their bullets. When you hit the back wall, fly forwards past them, turn 180º and start backing away again. Don't expect it to be easy, and concentrate on taking out the ones that are flying around. When all the ships are destroyed, the mouth at the west end of the chamber opens. Your OLI shows this. Tip: with the pin gun, you can take out a couple of the craft that are growing on the wall before fully entering the room.

3. Through the tunnel and into the next chamber you are attacked by a swarm of adult spores. You've fought these before, so kill them with the same vengeance. Don't forget they split into two and reform if you don't kill one of the split spores. When all the spores are destroyed, the opening to the south becomes accessible.

4. Out of the tunnel into the next chamber baby spores are launched from five egg-shaped objects that are embedded in the floor. Ignore the spores and concentrate on shooting the eggs, when all five are destroyed and the exit will open, indicated by the OLI.

THE FINAL BATTLE

1. The Silent Mutha. This is the heart of the silent city and the creator of everything evil. You are locked into the automatic attack position for this final boss, so strafing up, down, left and right are your only controls. The electricity is constant, so you need to keep your eye on it as it comes over and around the mass.

2. Its initial attack is to spawn three adult spores; you have to destroy these first. Try to concentrate on one at a time as they move towards you, as they regenerate their attack spheres if you leave them. When all three spores have been destroyed, the second attack begins. Whilst you are fighting the spores, try and destroy the connection point where the three tendrils are linked to the outer walls.

3. The mouths on the mass open and charge up a beam attack. Strafe out of the way as you get the imminent fire flash to avoid the beam. The three mouths on the left are linked to the left tendril, and the same with the right. Only when the left/right tendril has been detached from the wall and the relevant mouth is open can you damage them – a well-timed single shot with the pin gun should destroy them. After a mouth has unleashed the beam, another mouth starts to open. This continues until the last large mouth in the centre (which cannot be destroyed) has unleashed its attack.

4. After the beam attacks, the Mutha will go back to releasing the spores, unless you have blown away the links and detached the tendrils from the wall. If the left and right tendrils are free then they will swipe and release a volley of spore spheres at you, left then right. Just keep moving to avoid them.

5. If the lower tendril is free it will unleash rings of negative energy towards your sub. Just stay out of the rings to avoid taking damage.

6. If the lower tendril is free and the six mouths have been destroyed, it will try and retrieve energy from its surroundings by drawing in matter (the rings will go towards the tendril opening). This is the time to use the artefact. Select it from the weapon list and use the same technique as the homers to lock on to the opening, then FIRE! Game complete!



Publisher: Sega ■ Developer: In-house
No. of players: 1-4 ■ Genre: Sports simulation







The Players

Jim Courier — USA
Various shots

SWAT Ranking ●●●○○

Playing as: Courier is a great starting character, as he has good to very good skills in every single shot. The problem is, though, that when you reach the higher levels, the fact that he doesn't excel in any one single area makes him a very tough character to win with.

Playing against: Mr Courier is one of the more predictable CPU-controlled characters in the game, so after you've played him a few times, you should understand his style of play. He can surprise, though, so don't get too comfortable when playing against him. Also, you can forget lobs, as he rarely comes to the net.

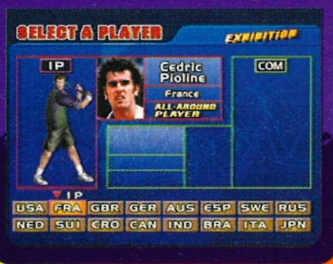


Cedric Pioline — France
All-round player

SWAT Ranking ●●●○○

Playing as: Old Cedric is the same sort of player as Courier so, again, he's a good choice for beginners. He does seem slightly better in a few departments than Courier too, so if you can choose, Pioline is always a safe bet. Shame he's French, though.

Playing against: Pioline is a pretty tough cookie to crack. He's very fast and has a range of shots, and so can be unpredictable at times. Watch out for him returning balls back down the line as he's fond of this, and gives you a battering if you let him get away with it.



Carlos Moya — Spain
Powerful Stroke

SWAT Ranking ●●●●●

Playing as: Stand back with Moya and you have the opposition running scared. His powerful stroke combined with a good angle often makes the opposition lunge and hit the ball into the air, allowing you to clean up with a powerful smash.



Playing against: Moya is one of the harder characters to beat. Watch out for that powerful stroke if he's on the baseline, and be particularly wary of him wrong-footing you. He's got this nasty habit of slipping the ball down the line as you run off in the opposite direction...

Mark Phillippoussis — Australia
Big Server

SWAT Ranking ●●●●○

Playing as: Being a strong server doesn't really add a up to being a good character in Virtua Tennis, as most serves can be returned with a little effort or forethought. So, what does Phillippoussis have to offer the player then? Well, he's got a very good reach and is pretty good at volleying. Not a character for novices, though.



Playing against: Watch that serve, but don't be intimidated by it. He normally goes to the extremes either side, so step in a foot or two before he serves to cut down the distances either side. After the serve, just keep the rally going until you see a nice opening. Make him run and he cocks it up sooner or later.

Virtua Tennis™
SEGA PROFESSIONAL TENNIS

[REVIEW... SMASH...]

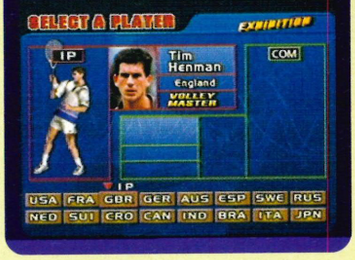
Wimbledon has been and gone and the summer is nearly over, yet we're still caning the ass off of Virtua Tennis. It's one of the most addictive Dreamcast games to date, and despite its arcade leanings, it's deeper than the Titanic's steering wheel, so there's plenty to learn. And learn it you will...

Tim Henman — England — Volley Master

SWAT Ranking ●●●●○

Playing as: Britain's brightest hope in the tennis world is one of the most fun characters to play, because you can really get into a good, old-fashioned serve-and-volley game. You need to spend a good deal of time close to the net if you're to get the most out of him, but don't bother running in immediately if your service was pants.

Playing against: He's a net player, so make good use of the lob, but don't go mad on it or he wises up and keeps smashing you – use maybe one to two lobs per game. Also, if you get to the net before Henman does, you can beat the sucker at his own game.

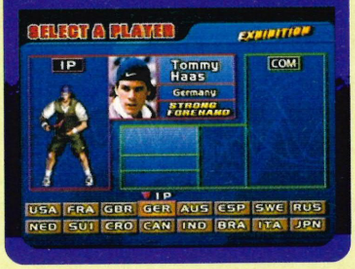


Tommy Haas — Germany — Strong Forehand

SWAT Ranking ●●●●●

Playing as: This guy can knock a wall down with a forehand stroke but ask him to volley or backhand and you might just as well forget it. Try and make sure you always get the ball onto his forehand side, and due to his lack of speed, try and pre-empt the next shot. Only experts need bother with Mr Haas.

Playing against: Simple fact: Tommy Haas cannot hit a backhand shot, so always serve to his backhand, and in rallies, always put it to his backhand side. Don't rely on this to win every game with him, though. Try going for the corners too, as he's a pretty slow runner.



Thomas Johansson — Sweden — Fast Runner

SWAT Ranking ●●○○○

Playing as: In many sports games (especially football) speed is the key to winning but from our experience it doesn't matter a jot that Johansson is one of the fastest movers in the game. His only other strength is volleying, but he's nowhere near the standard of the likes of Henman.

Playing against: He's fast, so he'll match you in a baseline rally for a long time but after a while he will make a mistake. Just keep plugging away at him until you find an opening, then go for it.

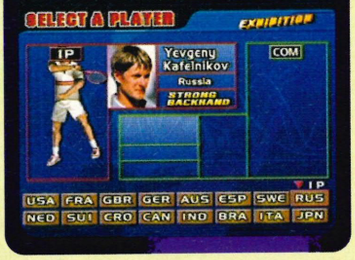


Yevgeny Kafelnikov — Russia — Strong Backhand

SWAT Ranking ●●●○○

Playing as: A good player who plays well in the hands of a novice. Both his forehand and backhand strokes are strong, so baseline rallies are easy. He's not so good at the net but it's still worth a try.

Playing against: Watch him in baseline rallies because of those strong strokes. Also, he likes to power the ball down the line, so don't always run back to the centre if you've had to go to the side of the court.



Peter Tinbergen — Netherlands — Serve and Volley

SWAT Ranking ●●●●○

Playing as: Good for beginners as he's pretty fast and most of his shots are average or above average. Get to the net and he'll be most comfortable, but he can hold his own on the baseline too.

Playing against: For some reason, Tinbergen is one of the easier characters to beat in the game. He'll be at the net a lot, so make use of the lob. Tinbergen doesn't have many tricks up his sleeve, so if you see an opportunity, take it.

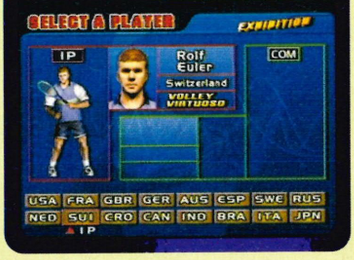


Rolf Euler — Switzerland — Volley Virtuoso

SWAT Ranking ●●●○○

Playing as: He may be the Volley Virtuoso but he's not quite as good as Henman. Forget standing on the backcourt, this guy likes to get into the thick of the action, so bring him forward but get ready to be lobbed.

Playing against: If you don't let him get close to the net, Euler is a pushover. How do you do this? Well you could go for the net yourself, but that's only useful if you have a good volley player. Try hitting wide angle shots to the corners right from the start and this should keep him at bay.

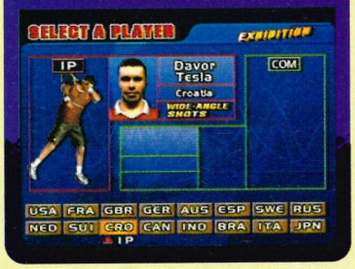


Davor Tesla — Croatia — Wide Angle Shots

SWAT Ranking ●●○○○

Playing as: Tesla, what is he good for? Not a lot apart from losing miserably. His one saving grace are those wide angle shots but the rest of his shot arsenal is relatively pathetic, so he's best left to the Virtua Tennis experts.

Playing against: He may be one of the worst characters to play as, but he can be pretty challenging when you're playing against him. Keep your eye on the ball, as he often goes for the corners, leaving you running around the court like a blue-arsed fly.

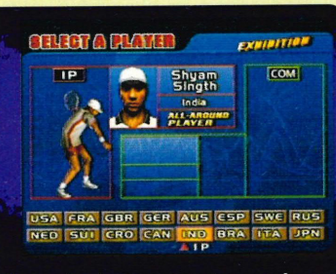


Shyam Singth — India — All-round Player

SWAT Ranking ●●●○○

Playing as: Much the same as the other all-rounders (Courier and Pioline), Singth has a vast array of skills, so make good use of them. Don't stick to the same style and get him moving about for best effect. Good for novices.

Playing against: Singth is left-handed, so bear this in mind, especially when serving. Being an all-rounder, he's got a vast array of decent shots and isn't scared to mix them up, so the best advice really is to expect the unexpected.



Gilles Altman — Canada — Big Server

SWAT Ranking ●●○○○

Playing as: Get those serves in and you stand a chance, but Altman is poor to average in all other areas of the game. Novices should leave him be. He's one of the best partners to choose in Doubles on the World Circuit, though.

Playing against: Just make sure you watch the service like an eagle and Altman won't trouble you. Pull him apart with a decent selection of different shots and styles to really show off your skills.







Virtua Tennis

Bruno Costa — Brazil — Stronge Forehead

SWAT Ranking ●●●●○

Playing as: Only really has that forehand going for him, but what a forehand it is! It's probably the best in the game, so make sure you get him involved in plenty of baseline rallies, as he nearly always comes out on top.

Playing against: An exact opposite technique to playing as Costa is the key here: don't let him stay on the baseline or he tears you apart. Try and put as many shots to his backhand as possible and use plenty of drop shots to bring him close to the net.



Raf Ventura — Italy — Hard Hitter

SWAT Ranking ●●●○○

Playing as: Much like Costa, get him on the baseline and you should be able to make mincemeat of most opponents. He's actually worse at the net, though, so be sure to stay as deep on the court as possible.

Playing against: Get yourself at the net to cut his angles off and make sure that you never get yourself into a big, long-distance rally. If things are looking that way, try a drop shot or wide-angle shot to shake him out of it



Masayuki Inoue — Japan — Fast Mover

SWAT Ranking ●○○○○

Playing as: Although his speed is his main strength, Inoue is a much better character than Johansson. This is due to the fact that he has a much stronger stroke. He's an all-round character in a sense, so experiment to find out what he does best against certain opponents.

Playing against: Inoue is one hell of a bitch to beat, as he seems to reach everything you throw at him. He's not a technical character so he won't throw too much at you, so just keep plugging away and you should break him down.



The Skills

Digest the following tips to become a true Virtua Tennis Master...





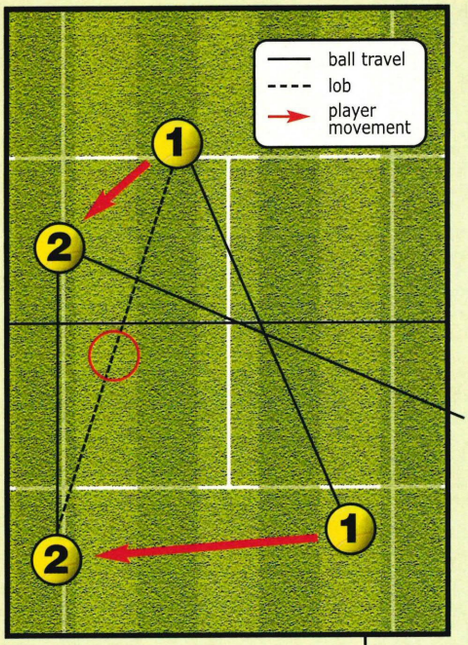
Character Selection

Choose the player that suits you and you'll get off on the right foot. If you want to play a game of long rallies from the baseline, don't choose somebody like Tim Henman, whose strength is volleying; go for somebody with a powerful stroke like Raf Ventura or Carlos Moya. If you concentrate on the players' strengths you stand a far better chance of being victorious.



Trial Shots

When playing the World Circuit mode, every match has a certain shot that you must perform well in order to earn a bag full of extra cash. Performing well in the Trial Shot isn't just good for your bank balance, though – it's actually a subtle hint on how to get past the match. If you make use of the Trial Shot, you're laughing in more ways than one.



1p Vs 2p

Playing a human player is a little different from playing a CPU-controlled one. Humans may not be quite as fast (especially when it comes for a net-based volley rally) but they are much more devious than the CPU. So, expect to be wrong-footed more times than the CPU could do. To avoid this, don't put all your eggs (or tennis balls) into one basket. What do we mean by this? If you've left a large gap on the court, don't always run to fill it. A good human player will see you going in one direction and put it in the other direction. Then again, another human player might see you waiting around and put it into the large area that you left open. There really is no solution; just be aware that a friend won't beat you by speed and agility, it'll be by wrong-footing you and being devious, which means that's how you have to play. Never be predictable and always try to do the opposite of what they think you're going to do. So, if you've wrong-footed them for the last few shots, try playing it straight and just going for the open space next time around. If your plan works, they're waiting around for you to hit it down the line and will never be able to reach it when you don't. We can't give you one tactic to beat your mates, we simply suggest you steer clear of the obvious, try to outsmart them and finally, never lose your composure.

Serving

That old chestnut. The modern game, some might say, has been ruined by the big server. Luckily, there are no problems like that in Virtua Tennis, although serving is still very important. It goes without saying that powerful is good, so practise your timing and try to get as many 'Red' serves as you can. Try to hit a serve either left or right, but don't push too far or you get a fault. You don't have to stand in the centre for serving but it's the best position to be in to get to the return. If you want to move your position, though, you stand a better chance of getting a deep-angled Ace. Finally, watch where the other player is standing: if they've left too much room on one side, power the ball through the gap. If you don't Ace it, the other player will still have to stretch, giving you an easy return in the process.



Stroke Shot

The staple fodder of any tennis player's arsenal is the stroke shot, and in the right hands it can be devastating on Virtua Tennis. Power is determined by how long you've wound the shot up, ie. how long you've held the shot button before you strike the ball. Watch out for distance too – push towards the net and you get a shot powering towards the baseline, pull back and you get a drop shot that falls short of the baseline. When engaged in a stroke shot rally, you should generally hit the ball in the direction you are running in, as you may be wrong footed by going in the other direction. Talking of wrong-footing, this is a good tactic to use when playing a stroke shot. If your opponent is running to fill a huge gap on one side of the court, power the ball down the line into the smaller gap. Most of the time (especially with human players), they won't know what's hit them.

Lob

There's nowt more satisfying than tapping the ball over your opponent's head for a point. Lobs are easily executed but are a risky shot to take, as if you don't hit it just right, the other player can easily get a smash in on you. So, make sure that your opponent is always very close to the net when you go for a lob. Never go for a cross court lob, as this will give them time to get back for it – try to always lob directly over the opponent's head. The lob shot is particularly useful in doubles.



Training Games

As well as making superb bonus games, the training games on the World Circuit mode do actually help to hone your skills to perfection. So, even when you've beaten all the games on Level Three and won the cups, keep playing because cliched as it is, in Virtua Tennis, practise really does make perfect.

Pin Crasher



This is DCM's favourite training game by far, and it's basically just tenpin bowling with a tennis racket and ball, rather than a clumsy and heavy bowling ball. Level One is easy, requiring just 60 points, but Levels Two and Three get really, really tough, with scores of 80 and a perfect 100 needed to pass. How do you get such scores, though?

Positioning on the baseline is just as important as the direction you serve the ball, so don't always stand in the perfect singles serving position. Move around the baseline and find out where a serve lands, without adding any joypad direction, from the three positions you can stand at. Once you know exactly where a ball will go from the standing positions you can then start to add direction to your serve. Be subtle though, as too much direction will see you slicing across the court, missing every pin in the process. Strikes are needed to complete Levels Two and Three, so you need to know exactly where to strike the pins, but just as importantly, you need full power for a strike. If you hit the centre pin with a maximum serve you should get yourself a strike every time – with a modicum of luck. Trial and error are the key to beating Level Three on Pin Crasher.

Bull's-eye



Bull's-eye is a simple (and great fun) game in concept, but is very hard to complete in execution. The idea is simply to return 20 balls at a target on the ground at the opposite baseline. The problem is that you have to reach certain increasing scores as you make your way through the levels. The balls aren't delivered directly at you either, so you have to do a good bit of running around to actually reach them, which is why positioning is the key to being victorious at Bullseye.

When playing on Level One, the best idea is to get right in at the net and pull back as you hit the shots. This will cut out the distance you have to run between balls, and although it's not very accurate, you should be able to get the score needed easily. Levels Two and Three require a little more accuracy and a whole load more bullseyes. Our best advice is to stand roughly between the baseline and the serving boxes and just use basic strokes from there. You need to use left and right to hit towards the bullseye, but if you're standing in the right position you won't need to push backwards or forwards to change the distance of your shot.



Return Ace

Sit back and relax ,'cos this is one of the easiest of the eight training games on offer. The idea is simply to knock the blocks off of the court by returning your coach's saves. Unlike the Bullseye game though, the coach won't make the ball positioning hard for you. That doesn't mean you can stand around in one position though!

To make things harder as you go through the levels, more blocks are added for you to hit. However, this doesn't necessarily make things any harder really, as if you hit one block hard enough it will fly off and smash into more - in fact, Level Three is just as easy as, if not easier than, Level One!

There are a few points to bear in mind to make things even easier. Firstly, try not to hit the ball back across the court after a serve, as you generally miss the blocks. Secondly, alter the length of your shot by pushing up or down to get any blocks that are left at the front or back. Finally, always go for the front blocks first as they stand more chance of ricocheting into blocks behind, making your job much easier.



Big Wall

Remember this from when you were young? You know, smashing a tennis ball against your neighbour's garage in a pseudo game of squash, knocking off the shelves inside as you play, then having to peg it before you got well done? Well, now you can play without fear of reprisal.

The Big Wall game is the simplest game here and isn't exactly hard to beat, although at times success can be down to luck as much as judgement. Still, we've got a few pointers to help you out. When serving, try going for the centre number at the bottom (seven, eight or nine) then go to either side and use lob to clear the high numbers and a soft shot to get the lower numbers.

Things get harder as you progress, as the numbers get smaller, which means you need to be more accurate. Don't try to speed things up by making your shots harder – you only miss the return ball and end up having to wait a few seconds whilst you prepare with another ball. Finally, remember that it matters not what order you hit the numbers in, just make sure you get all of them within the time limit.



Giant Ball

Giant Balls is perhaps the most surreal of the training games on Virtua Tennis, in that the Giant Balls in question look like they could've come straight out of the cult psychedelic sixties TV series, The Prisoner. Well, sort of. Anyway, the idea is a simple one. Just return the tennis balls to hit the giant multicoloured balls on the other side of the court and knock them past the baseline.

Brute force is required but it's not all about strength. Try and stand about halfway between the baseline and the service boxes, as this will allow you to get most directions and still have power when the tennis ball strikes the giant balls. Concentrate on one ball at a time and try to hit them dead centre, otherwise they'll just bounce around idly. For some reason, the gravity has gone a bit haywire on this court, and if you don't hit a ball hard enough or enough times, it will slowly creep back towards the net, so keep an eye on the balls until they have definitely gone over the baseline and have become see-through (this means that they're out of play).

Cannon Ball

Wahay!! You want frantic? You got it. The aptly titled Cannon Ball training game is a fast-paced, hell-for-leather kind of affair that'll have you darting around the tennis court like a blue-arsed fly on speed. And we love it. The picture is this: on the other side of the net are several tennis ball launching machines that you have to turn off by hitting the yellow tennis balls back at them. Problem is, they launch red balls that, if hit or even run into, will turn one machine back on. Cue lots of hapless, hopeless dodging and dashing then...

This is actually relatively easy on Levels One and Two. Just get close to the net and watch for those yellow balls. Get onto level three though and it feels like you're on a bloody army firing range. The best way we found to deal with the barrage of yellow and red balls was to stand back near to the baseline as this gives you a little more time to think about dodging the red balls and going for the yellow ones. Don't go for every single yellow ball though. If one looks too far away, or there's a red too close just leave it and wait for the next one. It's not worth the risk of hitting that red and turning a machine back on. Try aiming for the outside machines early too, as this means you won't have to deal with balls on the edges, and you also may get a ricochet that'll turn other machines off.



Drum Shooter

No, it's not an exercise in assassinating Charlie Watts, or any other professional percussionist. Boom, boom... The idea is to lob the balls that your coach delivers into the drums behind him. If you get a ball in, the lid of the drum will flick up.

This is a particularly tough game as lobs aren't generally as controllable as the other types of shot in the game. Level One is rather simple as all of the drums are on one level. Just find a position on the court that allows you to get one ball in without pushing back or forwards then go left and right to fill all of the drums up. Level Two adds another distance to the mix but if you try to stay on the same area of the court you should be able to clear it easily. Just use touches of up or down to get the different distances of drums. Level 3 is very tough as the drums form a 'V' shape so you have to gauge various distances and angles. Practice makes perfect here. The only tip we can really give you is that you can't get as much angle on lob shots as you can normal shots, so don't try to get the ball into a drum on the far right if you're standing on the far left of the court.



Smash Box

This game looks a little like the Return Ace game, in that you have to aim for the same style of blocks. This time though, you have to smash them completely off of the court. If there's any blocks left on the court when the timer hits zero, whether you've hit them or not, you'll still fail.

In fact, it's not actually necessary that you actually smash the blocks. Even if you just hit the ball back normally and it knocks one of the blocks from the court it'll count, but you'll usually find smashing much more efficient and loads more fun.

Your coach will lob the balls into the air, so run towards them and when you get near to the smash position the CPU will position you perfectly. It's then time to hit A for a smash. You'll have to put a direction on it to take out certain blocks but at the start just do a few basic smashes to clear the way. Remember to pull back to take out any of the blocks that are not already hit close to the net.







Smash

The antidote to a lob is the smash – and what a spectacular shot it is too. However, due to the fact that the CPU decides whether you will smash or not, it can be a little unpredictable. If you're in a good smash position, the CPU will centre your player; it's then up to you to time the smash correctly. Hit it too late and rather than you pulling off a great smash, your opponent will have pulled off a superb lob, so get practising with your timing. Smashes can be returned pretty easily, so always use the power to direct the ball away from the opposing player. If it does get returned, be prepared for another smash, as smash returns usually generate high shots from your opposition.

Positioning

Just as important as any type of shot is your position and movement on the court. This is such a broad subject that it's impossible to narrow it down, but there are a few key pointers to





finding yourself in the right position for the best shot. For a start, the best serving position is in the centre of the court, as this allows you to cover the most area to get to the return. In long rallies, always try to reach the area where the ball will land as early as possible. The reasons for this are twofold: firstly, it will allow you to power up your shot better, and secondly, it will allow you to change the direction of play from a standstill. If you want to change the direction of the rally when you are running, be careful, as it will take you a while to turn around, and by this time any half decent opponent should have whacked the ball behind you.

As for net play, the best advice we can give is to try not to get yourself caught in no-man's land.





Don't stand directly in the centre, almost touching the net, as the ball will constantly be hit down the sidelines, out of your reach. Position yourself slightly off centre on the side that the opposing player is. This means you'll be able to connect with any shots he sends down the sidelines, plus you'll be able to cover any cross-court shots that they try to pull off. Again, don't get right up to the net, as this will open you up to a whole world of whoop-ass.



Secret Players

King

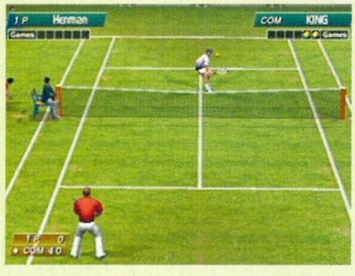
How to get King

You must complete all but one of the tournaments and one of the training games in World Circuit mode, and then a new tournament will open in Japan. This is where you meet King. The match is a six-game set that you must win if you want to use King in Arcade or Exhibition modes.

Wanna Beat King?

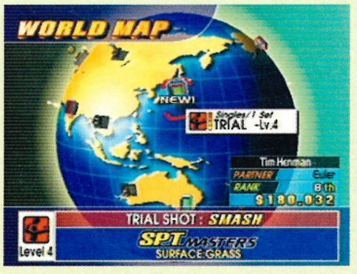
If you think that some of the Level Three tournaments on World Circuit mode have been tough, you'd better think again. King is an absolute ace at everything, so you'll have your work cut out for you – but it can be done.

On your serve: Make sure that you go to the left or right at the most extreme angle you can find without getting a fault. If he has to stretch to return your serve, you're already in with a fighting chance, but if it goes straight to him you're in big







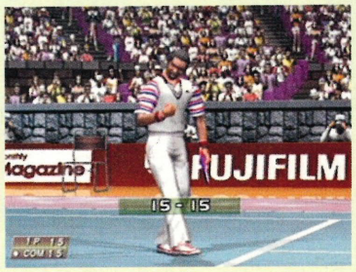


trouble from the off. Try to get him into a long baseline rally, pushing him from left to right. It's a good idea to generally hit the ball the way you're running, but you need to come out of this to fool King. Try a few drops shots, and he's also susceptible to the lob. If he presents you with a smash chance, take it, as most of the time you only get the points when King cocks up.

On King's serve: He can get maximum service power whenever he wants, so you're gonna be under pressure all the time. He can also place the ball just about wherever he wants and Aces are a common occurrence when he's serving. How do you minimise risk? Step forward a few paces before he serves, as this will cut the distance you have to stretch. Of course, it means you have to react faster but this is better than simply not being able to reach the ball. When you do get the return in, try to always hit it down the line. If it goes back across the court you'll







find yourself in trouble immediately. One more thing about King – his lobs and diving shots always go in. So if you see one coming, get running towards the back of the court for a smash, or at least a return.

Master

How to get Master

Master is a little easier to reach than King: just play Arcade mode on Normal difficulty as above, and complete it without losing a match. This sounds hard, but if you put the game count down to one, it's relatively easy to get to Master without losing. The problem is that once you reach him, you only have one game to try and beat him in, which is bloody hard!

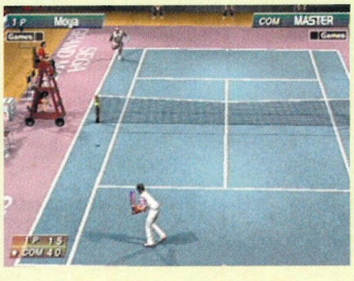
Wanna Beat Master?

Master is as good a player as King and will tear you apart if you give him half the chance. So remember how important your serve is, and also to keep your composure. Once you lose it, it's the runner's-up prize for you.

On your serve: If you take our advice and reach Master on just one game you won't get a chance to serve, as Master always serves first. If you go the long route and play Arcade mode properly, you get a shot. The best tactics to use are basically the same as the tactics you used for King. So, make sure you never hit the ball straight into the service box. Always go either far left or right, and hone your timing to get as many maximum-power serves as possible. Master likes to get close to the net, so try a serve and lob tactic to catch him when he runs in.

On Master's serve: Master isn't as powerful as King, but he can be a devious. How? By hitting you with a dodgy and very un-sportsmanlike underhand serve. Watch out for his angles too, as he can put the ball wherever he likes just about, meaning that you have to really stretch to reach his serve. Again, Master likes coming to the net so make use of the lob (but don't overdo it) and don't get into a close volley battle with him.

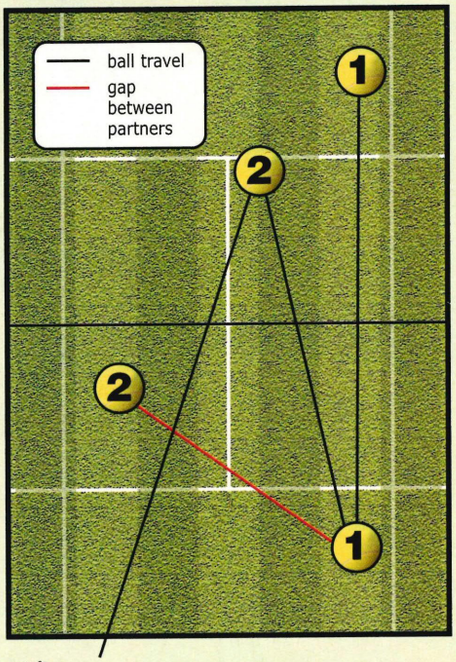




Doubles

Many players will forego the doubles match in favour of the more traditional singles match. However, do this and you're missing out on one of the most competitive aspects of Virtua Tennis. The doubles match, whether your playing on your own with a CPU controlled partner or with a load of mates, is always fast, frantic and fun. But how do you ensure victory? Try the following for size...





•Doubles rallies can go on forever. Be prepared to simply go with the flow and wait for the opposition to make a mistake, then capitalise on it.

•Watch for patterns in the play. Many rallies seem to start repeating themselves. If this happens, follow the pattern for a while, then after a few shots change the direction. You should catch the other team out.



•You'd think that lobs were a waste of time on a doubles match, as there's always somebody to clear up. Follow this advice and check out fig.1 for a lob play that works a treat. Standing near the net to one side, when the ball comes across the court at you, lob it into the back corner on your side. It will clear the player close to the net on your side and may go for the point. If the covering player gets to it, he'll always hit it down the line, so position yourself at Point Two to slice the ball into the space that the covering player left. Simple.

•Many points are lost by the opposition finding the space left between you and your partner, when one is standing back and the other forward. Minimise this risk when you are the forward player by moving closer to the side of your opponent, and back a little (fig.2). Now, aim all balls over to the side that you and your partner are nearer to. This should contain the opposition and even cut one of the players out. Bide your time like this, and then when the space is created or the smash chance appears, go for the point.

•On the whole, CPU-controlled partners play a top match for you, but occasionally they get a bit mixed up. If you happen to stray onto their side or them on to yours during a heated rally, make sure that you know which side they have settled on, as they might decide to stay close to you, leaving a huge gap elsewhere on the court.

•Don't be a glory boy/girl. You'll earn no respect from your partner by standing at the net, stretching and diving for every single shot that comes your way. Besides, if you're diving all over the shop trying to reach every single ball, you'll soon find yourself out of position and only the worst opponents won't capitalise on this.



•As a general rule of thumb for the whole of the game, but try not to get yourself involved in net volley rallies, as the outcome is usually more down to luck than judgement. On doubles, it's usually a complete waste of time, because even if you do manage to get it past the first player, his partner will usually clear up and knock the ball into the space you left whilst fumbling around at the net.

•Use any means necessary to win when playing against your mates. Goad them, punch them, kick them, whatever, just make sure you win – you'll feel much better. We've found a particularly annoying/effective way of cocking up an opponent's serve. If you're the player who's not receiving the serve, run into the service box just before the serve and run around like a loon. It's bound to put all but the most steel-nerved off of their game and to raise a chortle or two. Don't hit the ball, though, or you lose a point, and don't overdo it otherwise your mates are liable to lynch you.



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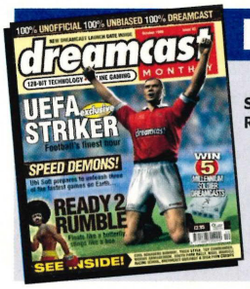
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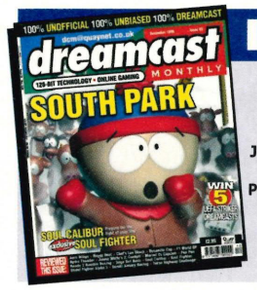
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Showcase: UEFA Striker
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ISSUE 3

Showcase: South Park
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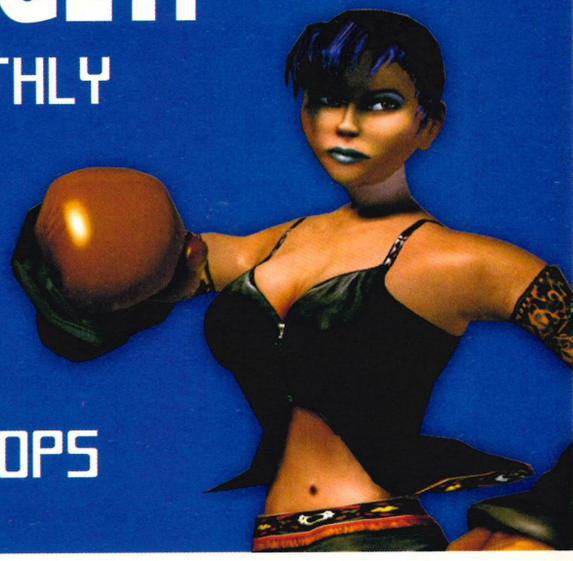
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Showcase: Slave Zero
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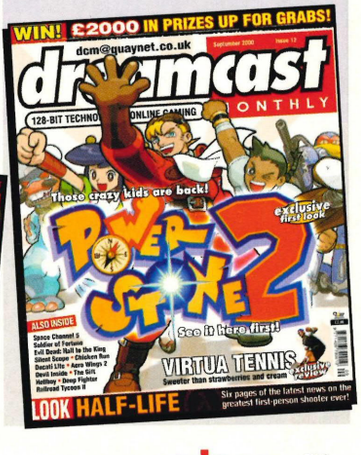
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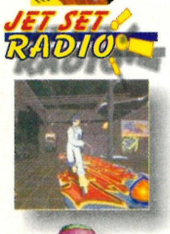
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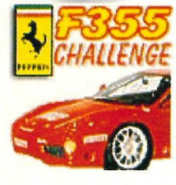












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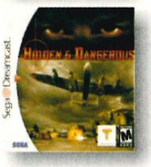












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dcm directory

AERO WINGS 6

Publisher ■ Crave Entertainment

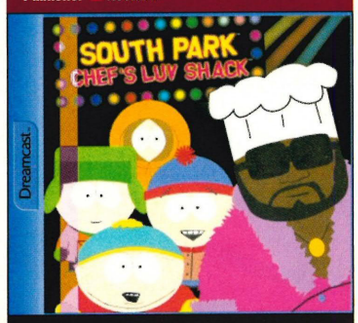


Players: 1-2 ■ Reviewed: Issue 3

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.

CHEF'S LUV SHACK 6

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 3

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.

ARMADA 7

Publisher ■ Acclaim

Players: 1-4 ■ Reviewed: Issue 5

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 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 8

Publisher ■ Crave Entertainment

Players: 1-2 ■ Reviewed: Issue 3

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.

CHU CHU ROCKET 8

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 10

Let's not dwell on the fact that Chu Chu Rocket looks awful. Though the 2D levels are plain, the mice and cats lack decent animation and presentation all round is minimal, none of this matters one little bit, because the gameplay is tremendously addictive. Don't be misled by the, 'If the graphics aren't much, then neither is the game' school of thought. The look helps, but gameplay is everything; remember that. Approach Chu Chu Rocket as you would a girlfriend – not much to look at, but great fun underneath.

BUGGY HEAT 5

Publisher ■ Sega

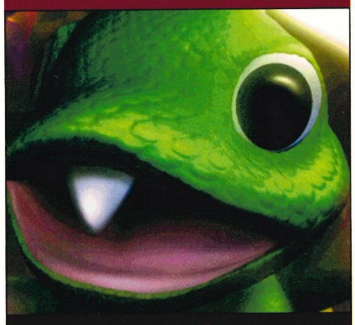


Players: 1-2 ■ Reviewed: Issue 3

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.

BUST-A-MOVE 4 7

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 12

Playing Bust-a-Move 4 is kind of like picking up women - either you've got it, or you ain't. Of, course, if we were to be politically correct, we'd compare it to a crossword - either you can do it, or it's straight over your head (but that's boring). As the title suggests, the series has been with us for quite some time now and enjoys a status comparable to Tetris in its addictiveness. If you like your puzzle games, you're going to love this. 'Nuff said.

CRAZY TAXI 9

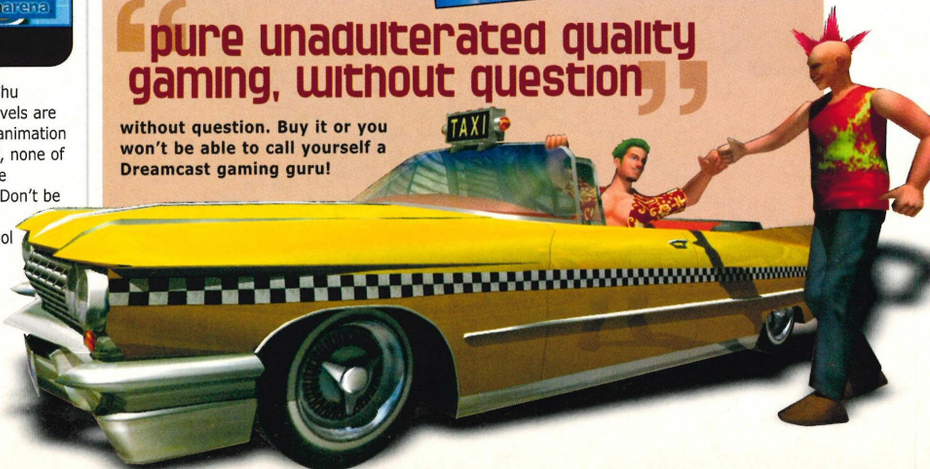
Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 6

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!

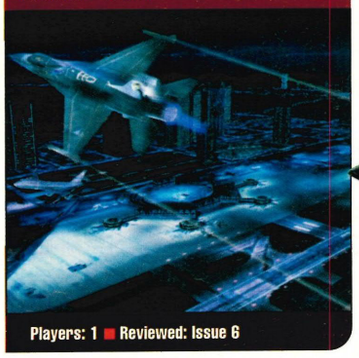


"pure unadulterated quality gaming, without question"



DEADLY SKIES 6

Publisher ■ Konami



Players: 1 ■ Reviewed: Issue 6

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 range 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.

DEEP FIGHTER 8

Publisher ■ Ubi Soft

Players: 1 ■ Reviewed: Issue 12



A really 'deep' submarine game (bad pun – Ed) that might be a little low on instant thrills and spills, but poses an excellent long-term challenge. The story is complex, the FMV sequences are well scripted and it's excellent simulation-style of gameplay makes it like an underwater Wing Commander style sci-fi opera. Avoid if you're the kind of player that likes to pick up a game for a 'quick raz', as entire weekends should be lost immersed in the atmosphere and challenge it poses.





"an underwater wing commander style sci-fi opera"

DRAGON'S BLOOD 7

Publisher ■ Virgin/Interplay

Players: 1 ■ Reviewed: Issue 10

Those who persevere with this discover a tidy, atmospheric game which sports some beautiful touches hiding behind a fairly thin veil of unfriendliness. The mist which enshrouds the combat system never quite lifts, even when proficiency and familiarity develop, and this, coupled with play mechanics which fall short of current benchmarks, serve to bar Dragon's Blood from the hall of true classics. However, if you've finished Shadowman recently and fancy something similar but less complex, look no further – you've found your next quest.

DYNAMITE COP 6

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 3

Another terrible embarrassment for Sega here, with 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.

ECCO THE DOLPHIN 9

Publisher ■ Sega



Players: 1 ■ Reviewed: Issue 9

Yet another little gem from Sega. Just when you thought that all the Dreamcast titles were either arcade, PC or PSX conversions, in comes a truly unique title. Controlling Ecco himself, you have to defend the future from an evil force that's trying to turn your tranquil oceanic world into chaos. Boasting some of the most stunning graphics we've yet seen from the Dreamcast, Ecco's gameplay will ensnare you for hours. Well worth buying.

ECW HARDCORE REVOLUTION 7

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 7

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. There are plenty of moves and weapons that cause serious physical pain, like cheese graters, shovels and ladders. You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it out the ring.

EVOLUTION 4

Publisher ■ Ubi Soft

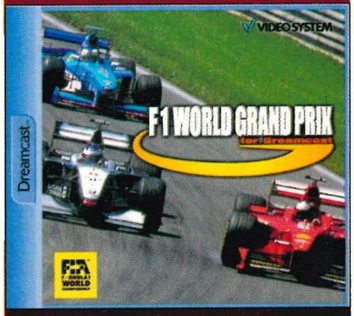


Players: 1 ■ Reviewed: Issue 5

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 6

Publisher ■ Video Systems



Players: 1-2 ■ Reviewed: Issue 3

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 8

Publisher ■ Eidos

Players: 1 ■ Reviewed: Issue 4

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.

"loads of macho attitude"





4 WHEEL THUNDER 8

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 9

This Midway title puts Sega's buggy effort to shame, letting you race with some funny looking vehicles around both indoor and outdoor courses. There are loads of game modes to choose from, as well as some multiplayer mayhem. You'll no doubt notice its similarity to Hydro Thunder, with the most obvious comparison being the four and nine second turbos you collect as you race. This is definitely a contender in the race for best DC driving title, but the thing is, we've got V-Rally 2 coming later, challenging Crazy Taxi for pole position.



FUR FIGHTERS 8

Publisher ■ Acclaim ■ Players: 1-4 ■ Reviewed: Issue 10



There's simply hours of gameplay to be had from Fur Fighters, and a large proportion of that time can be spent hunting

"you'll have no problem getting down to business

around for your babies and wondering where you last saw the teleport with the appropriate character inside for the baby you accidentally discovered about half an hour ago. But to be honest, that's this title's only fault. If you like killing off endangered species and rescuing babies, coupled with some fun puzzles and crazy characters, you have no problem getting down to business with this title. Have fun.

GAUNTLET LEGENDS 4

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 12

1985 was when the original Gauntlet was released on the Atari. It was 2D and it rocked. This one is 3D and it doesn't – so much for progress. One to four players can take up the gauntlet and battle their way through millions of enemies using a small selection of moves and spells. It's repetitive, boring, unattractive and ultimately pants. There might be eight characters on offer, but there's very little to keep interest high for a little over a single sitting. Steer clear if you know what's good for you.

BEST OF THE BEST

Beat-'em-up
SOUL CALIBUR 9

Simply the best! Soul Calibur offers cutting edge graphics, a genius combat system, incredible longevity and a smidgen of knicker flashing just for good measure (ahh, Sophitia... - Ed). Possibly the only fighting game out there with a longer single player mode than many adventure games - buy it!



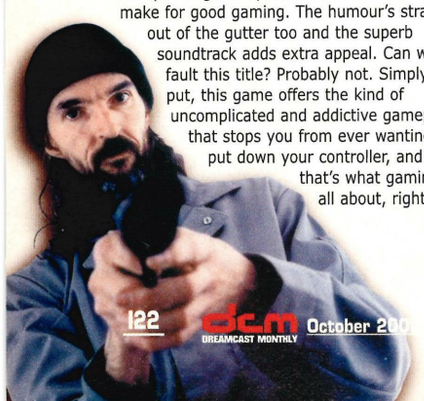
GTA 2 9

Publisher ■ Take 2 Interactive



Players: 1 ■ Reviewed: Issue 9

Pure, unadulterated illegal driving. Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars - the sky's the limit. This has to be one of the most controversial titles ever to come out on a console (along with Carmageddon), but it's always the games parents and MPs hate that make for good gaming. The humour's straight out of the gutter too and the superb soundtrack adds extra appeal. Can we fault this title? Probably not. Simply put, this game offers the kind of uncomplicated and addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?



HYDRO THUNDER 7

Publisher ■ Midway

Players: 1-2 ■ Reviewed: Issue 3

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 8

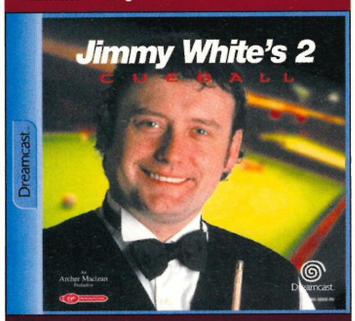
Publisher ■ Infogrames

Players: 1-2 ■ Reviewed: Issue 1

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.

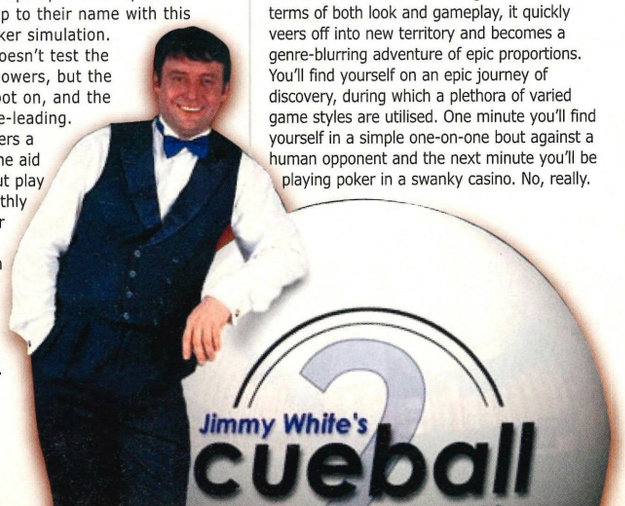
JIMMY WHITE'S 2: CUEBALL 8

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 3

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.



JO JO'S BIZARRE ADVENTURE 7

Publisher ■ Capcom



Players: 1-2 ■ Reviewed: Issue 7

Based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions. You'll 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 against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

LEGACY OF KAIN: SOUL REAVER — 9

Publisher ■ Eidos



Players: 1 ■ Reviewed: Issue 6

Wow! Move over PlayStation version of this game and make way for the capabilities of the Dreamcast. The graphics, 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 – now that's what we're talkin' about. 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. If you've never encountered Soul Reaver, now is a good time to introduce yourself.

MAKEN X — 7

Publisher ■ Sega



Players: 1 ■ Reviewed: Issue 12

Maken X is a bizarre videogame hybrid of the first person shooter and action/adventure genres. Featuring crummy voice acting and a surreal plot line, this one's definitely going to appeal to Manga fans, but the action itself is solid enough, though somewhat repetitive at times. The mixture of Japanese school girls and mutant villains (in various S&M themes) will keep interest high to a point, but there's nothing here that can keep a player coming back for more after you've initially completed the game. Get yourself down to Blockbusters if you're still interested...

MARVEL VS CAPCOM — 7

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 3

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).

MARVEL VS CAPCOM 2 — 8

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 10

Another 2D beat-'em-up for the taking, only this one's the best of the lot. There's plenty more characters thrown into the ring, and the controls have been altered to make them a lot more intuitive on the Dreamcast's pad. There's plenty more combo moves to master for all the characters. Capcom have really excelled themselves with this one. Even if you're not really a fan of the genre, it's worth renting from Blockbusters for the evening.



MDK 2 — 9

Publisher ■ Interplay

Players: 1 ■ Reviewed: Issue 7



The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max (remember him?) and the mad inventor Dr Hawkins. The graphics are (put simply) amazing and the environments you explore are massive. All the weapons from the original are still there, as well as some new ones to get to grips with. This'll keep you amused for weeks, and then some. Definitely one of the Dreamcast's best adventure games yet.

"definitely one of the dreamcast's best adventure games yet"

MIDWAY'S GREATEST HITS: 1 — 6

Publisher ■ Midway



Players: 1-2 ■ Reviewed: Issue 12

Though each of the six games are decently presented and arcade perfect in their reproduction, it's likely that all these games are actually older than you. It's also likely that, unless you can actually remember these classics from the first time around, you're hardly going to be interested by them now. It's perfect for a walk down memory lane, but none of the titles are enough to keep most of you young whipper-snappers amused for more than five minutes.
They're very easy to get into, though, so they're ideal to play with your younger brother (or your grandparents).
The games on offer are *Defender, Defender 2, Robotron 2084, Joust, Sinistar* and *Bubbles*.

M/SOLDIER: EXPENDABLE — 8

Publisher ■ Infogrames

Players: 1 ■ Reviewed: Issue 1

Expendable veers away from the current fashion for 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 — 4

Publisher ■ Midway

Players: 1-2 ■ Reviewed: Issue Now we have

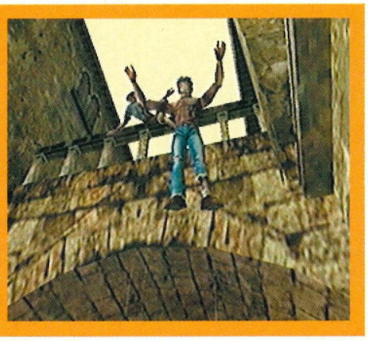
When DCM had to rank all the Dreamcast games of 1999, war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.

BEST OF THE BEST

Shoot-'em-up

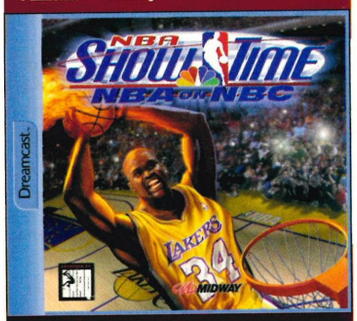
HOUSE OF THE DEAD 2 — 8

Four things. Big screen, HOTD2 and two light guns. Guaranteed happiness whatever the weather. Pinpoint accuracy is the order of the day as well as that good old family game 'Who can shoot the face off the axe wielding zombie the quickest'. Those winter evenings really will fly by, though the crappy voice acting will get on your tits from the off.



NBA SHOWTIME 4

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 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 8

Publisher ■ Midway

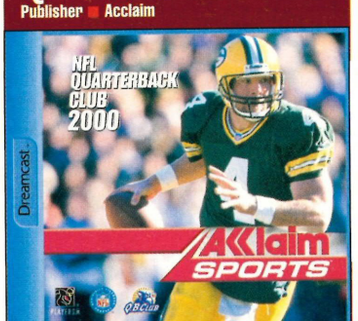


Players: 1-4 ■ Reviewed: Issue 4

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 7

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 4

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.

NHL 2K 7

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 5

NHL2K is an impressive hockey game which should find favour with enthusiasts as well as more arcade-minded players. It's easy to pick up, but tough to master. It's good in single-player Tournament Mode and has plenty of multiplayer fun to boot!

Whether you're looking for a five-minute shoot-fest or are ready for a whole season of hockey fun, NHL2K is recommended. N-ice.

PEN PEN 7

Publisher ■ Infogrames

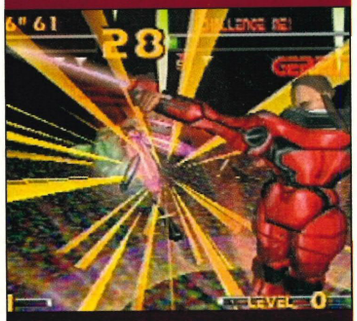
Players: 1-4 ■ Reviewed: Issue 3

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...



PLASMA SWORD 5

Publisher ■ Virgin Interactive



Players: 1-2 ■ Reviewed: Issue 12

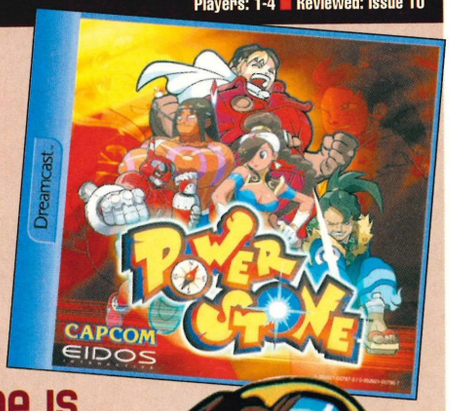
Ultimately, another lazy attempt at a 3D fighting game only with slightly different characters and slightly different moves. There might be a market for such games in Japan, but us Western folk generally expect a little more for our hard-earned cash. It's not even like there's anything particularly wrong with the combat system, but it's been done before so many times, there's nothing new to speak of. No flare, no spark, no punch. Still, the next instalment should be a little better...

POWER STONE 8

Publisher ■ Acclaim

Players: 1-4 ■ Reviewed: Issue 10

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.



"power stone is a must for all beat-'em-up fans"

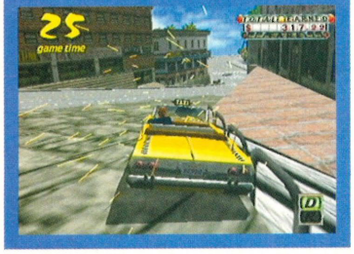


BEST OF THE BEST:

Driving

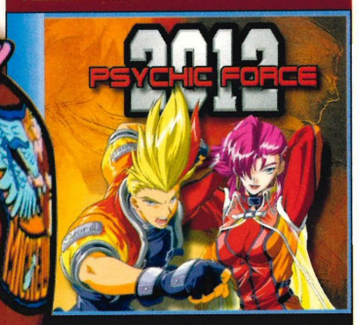
CRAZY TAXI 9

Barring Soul Calibur, Crazy Taxi is very possibly the best arcade to DC conversion we've seen. It comes replete with extra modes, scenarios and even an entirely new city to raz around. If you like your driving action as crazy as they come then this is for you, if not give Colin McRae or V-Rally 2 a go.



PSYCHIC FORCE 2012 4

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Not worth it

Oh dear, Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A bench-mark 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 GP

7

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: 1

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.

RESIDENT EVIL 2

7

Publisher ■ Virgin Interactive



Players: 1 ■ Reviewed: 5

It's already had its day on the PlayStation and for some reason Virgin decided to keep the momentum going on the Dreamcast before we were 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. Need we say more? 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.

RAYMAN 2

9

Publisher ■ Ubi Soft



Players: 1 ■ Reviewed: Issue 6

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 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.

RED DOG

6

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 9

'Bang, bang, rat-a-tat-tat, you're dead.' That's about the size of most action shoot-'em-ups these days, and Red Dog is no exception. You won't find an intro to the plot before the 'bang, bang, pow, cabang' comes into play. Instead Red Dog simply dumps you into a vague, future based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path.

It's kind of like dating the prettiest girl in school. She doesn't 'alf look nice, but when it comes down to the nitty gritty she just doesn't deliver.

RE-VOLT

8

Publisher ■ Acclaim

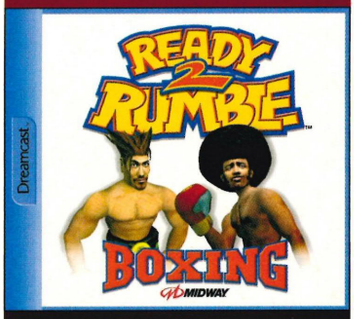
Players: 1-4 ■ Reviewed: Issue 4

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 BOXING

9

Publisher ■ Sega



Players: 1-2 ■ Reviewed: 3

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.

BEST OF THE BEST:

Puzzle

CHU CHU ROCKET

8

Just the fact that this is the worlds first online console title is enough to 'rocket' Chu Chu to the top of the pile, but luckily it's a damn fine puzzle game too. It might have pants graphics and an uninviting name (or was that the other way round - Ed?), but once you pop your Chu Chu cherry, you just can't stop. Goodbye early nights, hello huge phone bills!



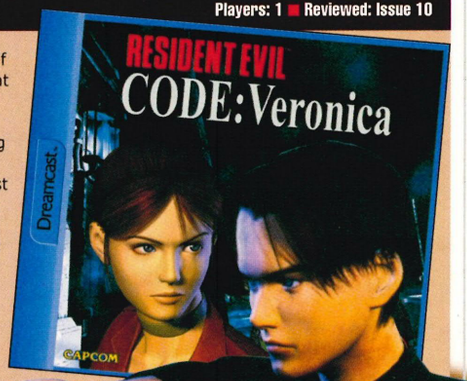
RESIDENT EVIL CODE: VERONICA

9

Publisher ■ Eidos

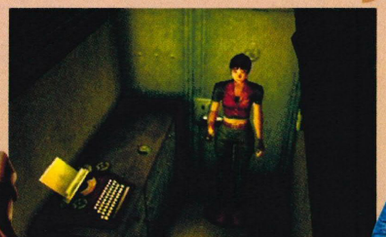
Players: 1 ■ Reviewed: Issue 10

This is a title not to be missed. If you love jumping out of your seat with fright, coupled with immersive and action-packed gameplay, you can't go far wrong with Code Veronica. If you love being gripped to your seat almost as much as you like jumping out of it with fright, Code Veronica keeps you hooked. We were glad the adventure carried onto a second disc, as we never wanted it to end. This is easily the best Resident Evil yet; anyone for another?





"this is easily the best resident evil"



SEGA BASS FISHING

9

Publisher ■ Sega

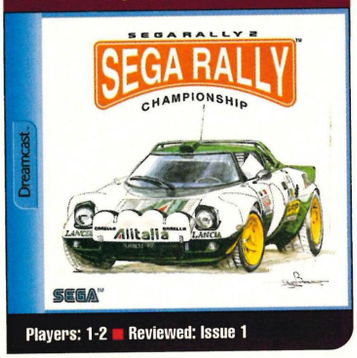


Players: 1 ■ Reviewed: 3

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.

SEGA RALLY 2 — 8

Publisher ■ Sega



Players: 1-2 ■ **Reviewed: Issue 1**

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.

SILVER — 7

Publisher ■ Infogrames



Players: 1 ■ **Reviewed: Issue 10**

Silver is a competent game, but not a masterpiece. The overall game construction is good, the scenery beautifully rendered and the voice-overs brilliantly acted. It's great to see developers using the Dreamcast's unique power to offer gamers something other than a tweaked PlayStation offering, but fiddly flaws and an overall lack of outstanding characterisation means it falls short of greatness. There's a huge potential for Silver II, though.

SEGA WORLDWIDE SOCCER 2000 — 8

Publisher ■ Sega



Players: 1-4 ■ **Reviewed: 4**

After UEFA Striker's delay, Sega Worldwide Soccer 2000 has come along and given it a kick in the shins. It's a cool marriage of the SWWS series' arcade style and Silicon Dreams' more sophisticated approach. 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, teams, tournaments, and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWWS is firmly the Dreamcast favourite.

SEGA WORLDWIDE SOCCER 2000 EURO — 7

Publisher ■ Sega



Players: 1-4 ■ **Reviewed: 9**

Since the last version, things have been made much easier to get into, and the game feels that little bit tighter all round. It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. It's good, and it's better than Sega's last attempt, but for another forty quid we'd have expected something a little more than this. It's arguably the best footie game on Dreamcast, but still leaves us yearning for ISS Evolution.

SHADOW MAN — 9

Publisher ■ Acclaim



Players: 1 ■ **Reviewed: Issue 4**

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.

SLAVE ZERO — 8

Publisher ■ Infogrames

Players: 1-4 ■ **Reviewed: Issue 5**

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 in order 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.

SNOW SURFERS — 6

Publisher ■ Sega

Players: 1-2 ■ **Reviewed: Issue 2**

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 altogether – 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 — 9

Publisher ■ Sega

Players: 1 ■ **Reviewed: Issue 1**

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. 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.

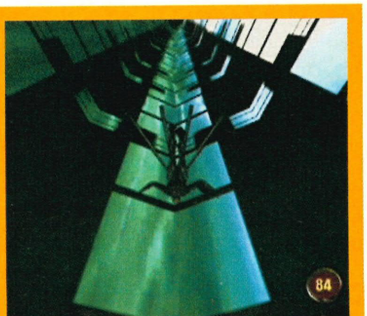


"'hog returns in his first 3d adventure with splendid success"

BEST OF THE BEST

Action — **MDK 2** — **9**

With massive levels, heouge guns and hilarious characters MDK 2 is a sure-fire hit if you like your action thick and fast. With three controllably characters each with their own abilities and quirky personalities you're guaranteed a whale of a time while you kick fat alien ass. Shoot first, ask questions later.

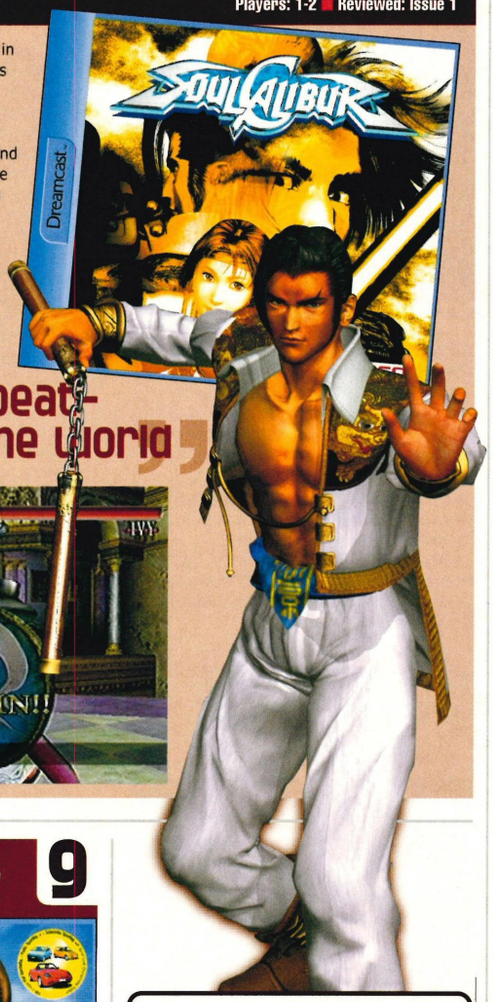


SOUL CALIBUR 9

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 1

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! If you haven't already got it, well, I don't know why we bother.

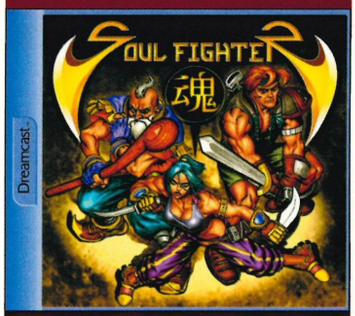


"the best beat-'em up in the world"



SOUL FIGHTER 8

Publisher ■ Mindscape

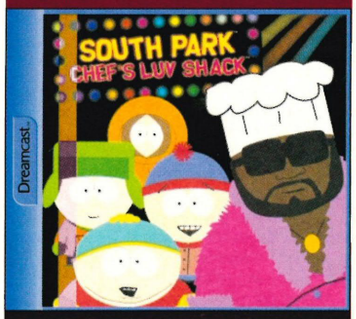


Players: 1 ■ Reviewed: Issue 3

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 to making up for it. A great example of old school action polished up by your Dreamcast.

SOUTH PARK RALLY 7

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 12

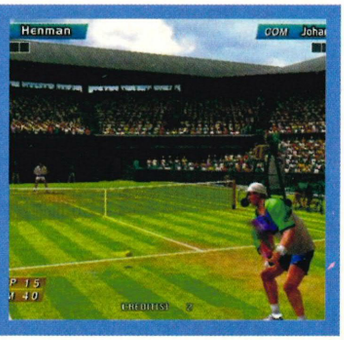
Postponed several times and tweaked a few more, you'd be forgiven for thinking South Park Rally is the burned-out banger of the driving genre. You would, however, be wrong. Well mostly. As well as offering the majority of the South Park cast racing around in amusing carts, the game has some nifty tracks, amusing voice-overs and a selection of crazy weapons. Dodgy controls and questionable longevity hold it back however.

BEST OF THE BEST

Sport

VIRTUA TENNIS 9

You wont find a more enjoyable game even if you can't stand strawberries and cream. It offers real players, amazing sub games and a challenge unmatched in the videogame tennis world. It's easy to play, but near impossible to master, so be ready to break a few pads in your quest to become number one in the world. Only the best for the captains table!



SPEED DEVILS 9

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: Issue 2

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 fabulous split-screen multiplayer mode. What more could you want?



STREET FIGHTER ALPHA 3 6

Publisher ■ Virgin Interactive

Players: 1-2 ■ Reviewed: Issue 3

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.

STREET FIGHTER DOUBLE IMPACT 7

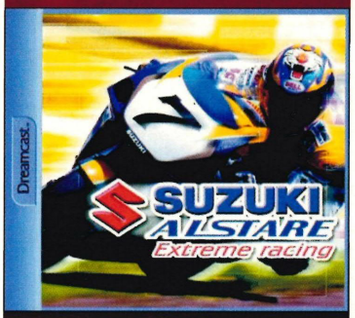
Publisher ■ Capcom

Players: 1-2 ■ Reviewed: Issue 7

If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. 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.

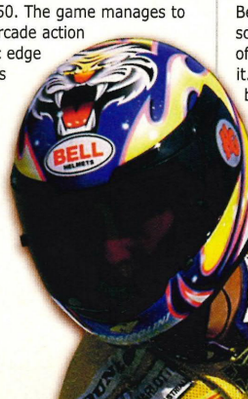
SUZUKI ALSTARE 8

Publisher ■ Ubi Soft



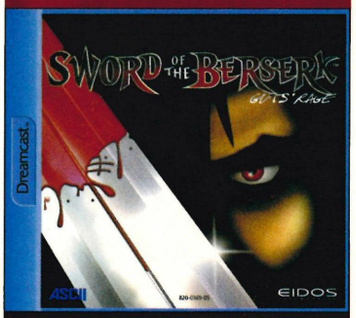
Players: 1-2 ■ Reviewed: Issue 3

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.



SWORD OF THE BERSERK 4

Publisher ■ Eidos



Players: 1 ■ Reviewed: Issue 9

Enter some gory 3D sword-swinging action. It's not too tough (the first encounter is a trainer), but the fight whets your appetite for what's to come.

But what a let-down. Sword of the Berserk should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards. Best leave this one on the shelf.

TECH ROMANCER 5

Publisher ■ Virgin

Players: 1-2 ■ Reviewed: Issue 9

Tech Romancer is easy to pick up and play; nothing too complex here, just bash those buttons and get on with it. It looks like a traditional fighting game, with the same colourful graphics and special effects and good finishing moves too – shame you're the one being finished. The decent selection of combatants gives you the chance to be beaten in a number of various guises.

Tech Romancer certainly looks the business and will be instantly familiar to fans of the genre. Therein lies the problem: there is nothing here that you have not seen before, or seen better.

TEE OFF 8

Publisher ■ Acclaim

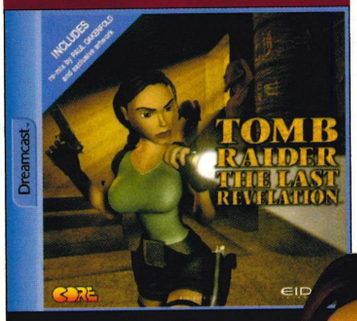
Players: 1-4 ■ Reviewed: Issue 5

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.

TOMB RAIDER: THE LAST REVELATION 10

Publisher ■ Eidos Interactive

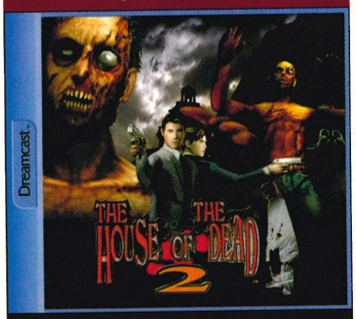


Players: 1 ■ Reviewed: 7

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

THE HOUSE OF THE DEAD 2 8

Publisher ■ Sega

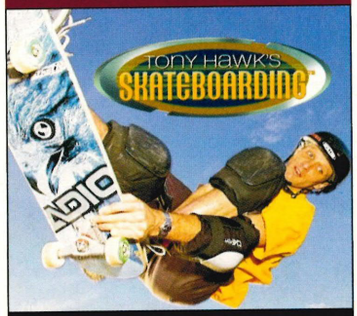


Players: 1-2 ■ Reviewed: Issue 1

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must 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.

TONY HAWK'S SKATEBOARDING 9

Publisher ■ Crave

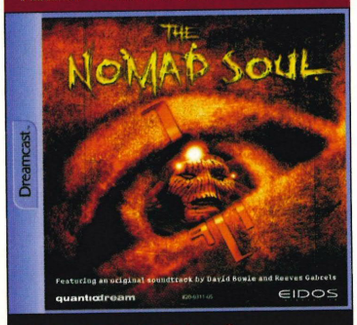


Players: 1-2 ■ Reviewed: Issue 12

Tony Hawk's Skateboarding positively steam-rolled the PlayStation market over a year ago. The Dreamcast version gave Tony a complete graphical overhaul, smoothing off those jagged PSX edges and taking the rendering into true next-generation territory. Thankfully, though, the fast-paced, unbelievably intricate and highly addictive gameplay remained firmly intact. With this in mind, and that graphical overhaul, the Dreamcast now has the definitive version of this superb game.

THE NOMAD SOUL 8

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: Issue 8

This is clearly the future of adventure gaming. Well, for starters it's got a cool soundtrack which is written and sung by David Bowie – he even appears in the game. Basically, you're a law enforcement officer who's had to possess another bloke's body so he can investigate his partner's death. Nomad Soul offers a well-defined challenge and a deep insight into a dark and futuristic world, filled with utilitarian technology and a functioning virtual community. The puzzles work logically through this well balanced adventure and the graphics are beautifully cinematic – this is a must for fans of the genre.

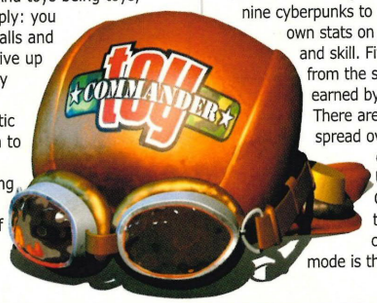
TOY COMMANDER 9

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 2

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 games.



TIME STALKERS 3

Publisher ■ Sega

Players: 1 ■ Reviewed: Issue 11

When will we get a decent RPG on the Dreamcast? This one's as dull as they come. The battle scenes bore, the randomly-generated dungeons are devoid of life and the text is verbose to the point of being turgid. Publishers take note - random dungeon geomorphs don't make the game play differently every time, they make it play the same all the time. So there.

TOKYO HIGHWAY CHALLENGE 6

Publisher ■ Crave Entertainment

Players: 1-2 ■ Reviewed: Issue 3

Pick one of 24 cars and race along Tokyo's 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.

TRICK STYLE 9

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 2

With their stunning Dreamcast debut, Criterion have lifted boarding 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.

BEST OF THE BEST

Adventure 9

RESIDENT EVIL CODE : VERONICA

Buy it, but only if you think you're hard enough to complete it without the aid of a guide. It's one of those all time classics that you can play again and again earning bonuses for completing it quickly the second and third time around. Two disks of pure, unadulterated joy - don't miss it.



UEFA STRIKER 8

Publisher ■ Infogrames

Players: 1-4 ■ **Reviewed: Issue 2**

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, 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. But let's not sell it short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.

VIGILANTE 8: SECOND OFFENSE 6

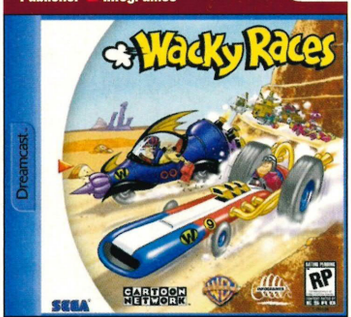
Publisher ■ Activision

Players: 1-4 ■ **Reviewed: Issue 5**

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. However, 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!

WACKY RACES 8

Publisher ■ Infogrames

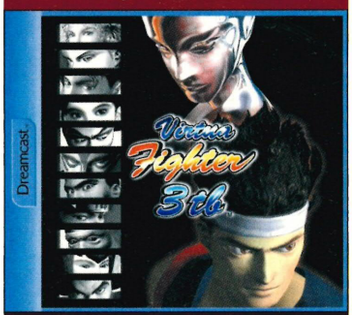


Players: 1-4 ■ **Reviewed: Issue 10**

Wacky Races is a great karting game which is full to the brim with invention and humour. It manages to succeed in being both a lot of fun and a great challenge. With so many modes to conquer and bonuses to unlock, decent gameplay and excellent graphics, let us hope that Wacky Races will herald a new generation of original karting games. Heyyylp!

VIRTUA FIGHTER 3TB 7

Publisher ■ Sega



Players: 1-2 ■ **Reviewed: Issue 1**

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 4

Publisher ■ Sega



Players: 1-2 ■ **Reviewed: 5**

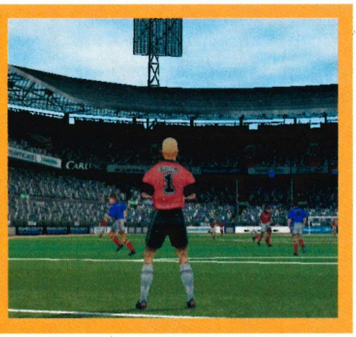
Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable 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.

BEST OF THE BEST

Football 7

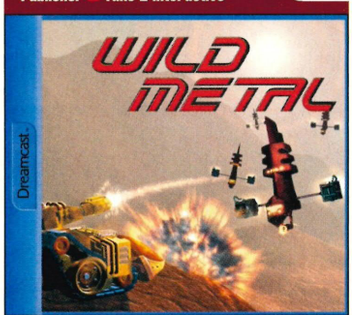
SEGA WORLD-WIDE SOCCER 2000 EURO EDITION

Let's get one thing straight; it's not ISS Evolution, though it gives it a bloody good go. The graphics are great, the animation is good, but it's slightly let down by a less than God-like control system. If you're a bit of a footy connoisseur, try before you buy, but the chances are you already have. Expect the new version by the end of the year.



WILD METAL 8

Publisher ■ Take 2 Interactive

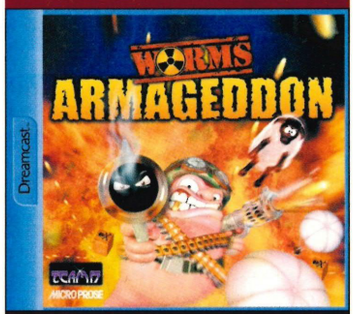


Players: 1-2 ■ **Reviewed: Issue 6**

Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the best. 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 real strategic title for the Dreamcast and Take 2 Interactive sure have done themselves, and us, rather proud.

WORMS ARMAGEDDON 8

Publisher ■ Hasbro

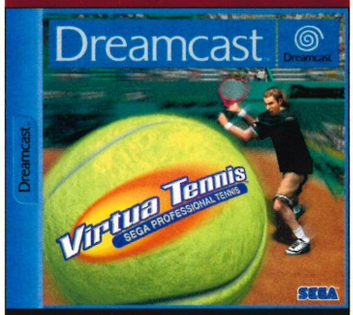


Players: 1-4 ■ **Reviewed: Issue 4**

With more weapons, redesigned terrain 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 team's special weapon.

VIRTUA TENNIS 9

Publisher ■ Sega



Players: 1-4 ■ **Reviewed: Issue 12**

Without doubt, the best tennis game we have ever played. It doesn't matter if you're a fare weather fan or a hardened tennis junky Virtua Tennis has got the lot. From the earliest days of video games tennis has played a major role and it seems fitting that this is the pinnacle in the long line of titles from Pong, Super Tennis and Anna Kournikova's Smash Court Tennis. The benchmark that all new games will be gauged – buy it now!

WWF ATTITUDE 6

Publisher ■ Acclaim

Players: 1-2 ■ **Reviewed: Issue 4**

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, Triple 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 7

Publisher ■ Sega

Players: 1-3 ■ **Reviewed: Issue 6**

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?







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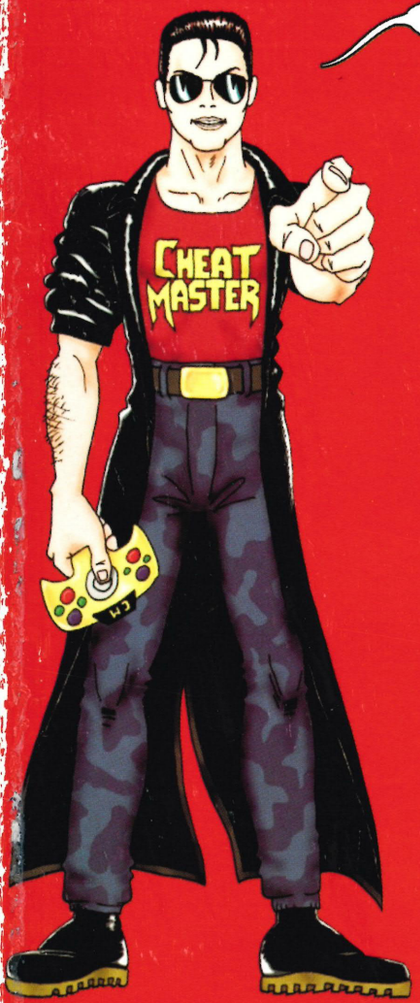
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Crazy Taxi
Cueball (Jimmy White 2)

D
Daytona USA 2
Dead Or Alive 2
Deadly Skies
Dynamite Cop
Dynamite Deka

E
Ecco The Dolphin
ECW Hardcore Revolution
Elemental Gimmick Gear
Evolution 1 & 2

F
Fighing Force 2
Flag To Flag
Four Wheel Thunder

G
Gauntlet Legends
Generator Vol.1
Giant Gram Pro Wrest.1&2
Giga Wing
Godzilla Generations

H
Half Life
Hardcore Heat
Hidden & Dangerous
House Of The Dead 2
Hydro Thunder

I
Incoming

J
Jojo Bizarre Adventure

K
King Of The Fighters 99

L
L Of Kain: Soul Reaver

M
Marvel vs Capcom 1 & 2
Metropolitan Highway Batt.
Millenium Soldier: Expend.
Mortal Kombat Gold

N
NBA 2K
NBA Showtime
NFL 2K
NFL Blitz 2000
NFL Qrtrback Club 2000
Nightmare Creatures 2

O
Omikron: The Nomad Soul

P
Pen Pen
Plasma Sword
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Powerstone
Psychic Force 2012
Puyo Puyo

R
Racing Sim.: Monaco GP
Rainbow Six
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Ready to Rumble Boxing
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Resident Evil: Code Ver.
Resident Evil 2
Re-Volt
Roadsters

S
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shotuko Highway Battle
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Slave Zero
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Soul Calibur
Soul Fighter
South Park
Speed Devil
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Street Fighter 3 W Impact
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Super Speed Racing
Suzuki Alistare Ext. Racing
Sword of the Berserk

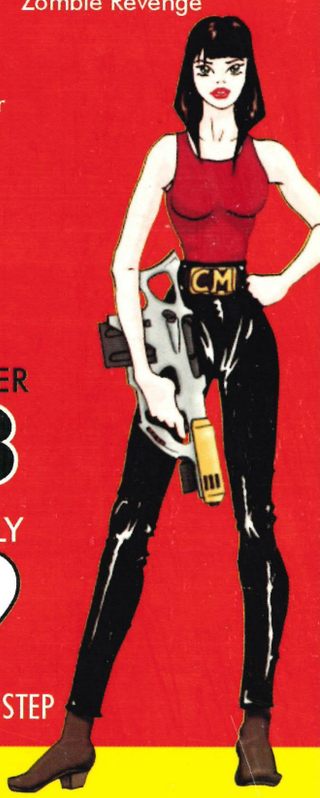
T
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Tech Romancer
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Toy Story 2
Trickstyle

U
Uefa Striker

V
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Virtua Fighter 3TB
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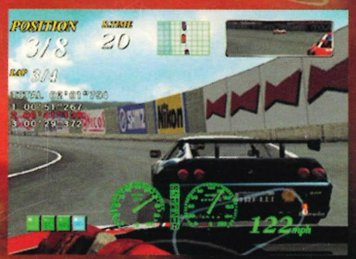
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Passione Rossa









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SEGA

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Developed By AM2 of CRI.

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