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BE A EUR WITH A F COPY OF CHUCHU

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
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ROCKET!
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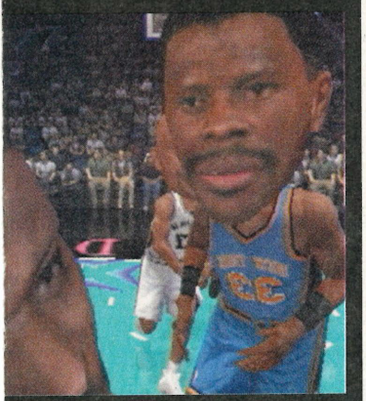
issue 05

Welcome to your dreams

REGULARS

Cheat News Network

116> We've searched the world for all the latest cheats, tips, codes and passwords we could find for Dreamcast – and they're all in here!



Q&A

128> If you've got a burning Dreamcast-related question you want to ask, then this is the place to do it! Our experts have the knowledge at their fingertips. You just have to ask!

Internet

122> What's happening in the wild and wacky world of the Internet? Find out over on these pages – then go to these places using your trusty Dreamcast!

Databurst

124> Every cheat we've ever uncovered, in one handy A-Z form. Perfect for quickly finding an invincibility mode or the password to that tricky level.

Chu Chu Rocket!

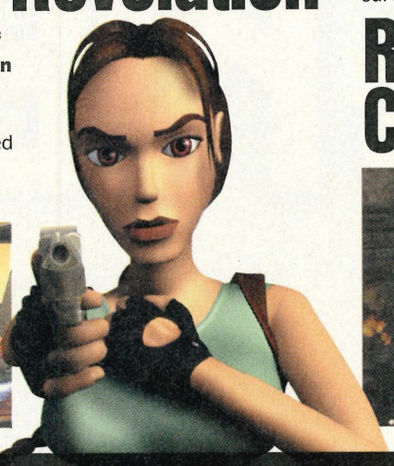
6> **The game Sega has chosen to lead the Dreamcast into the uncharted territory of online gaming is a great multiplayer extravaganza, starring a cat and a mouse!** We've cracked every level and laid it bare for you to study before you take the plunge!



Tomb Raider: The Last Revelation PART 2

22> **The last part of our epic solution to Lara Croft's first Dreamcast adventure.** Amazingly she's already lined up to star on Dreamcast again in Tomb Raider V!





Resident Evil Code: Veronica

44> **The definitive Resident Evil game?** Many would say so, and we're now going to take you through the game exposing every secret, killing every zombie and hopefully allowing you to survive unscathed!





AT A GLANCE

red hot GUIDES

> Here's another collection of the best guides around! Get stuck into this little lot!

6 walkthrough



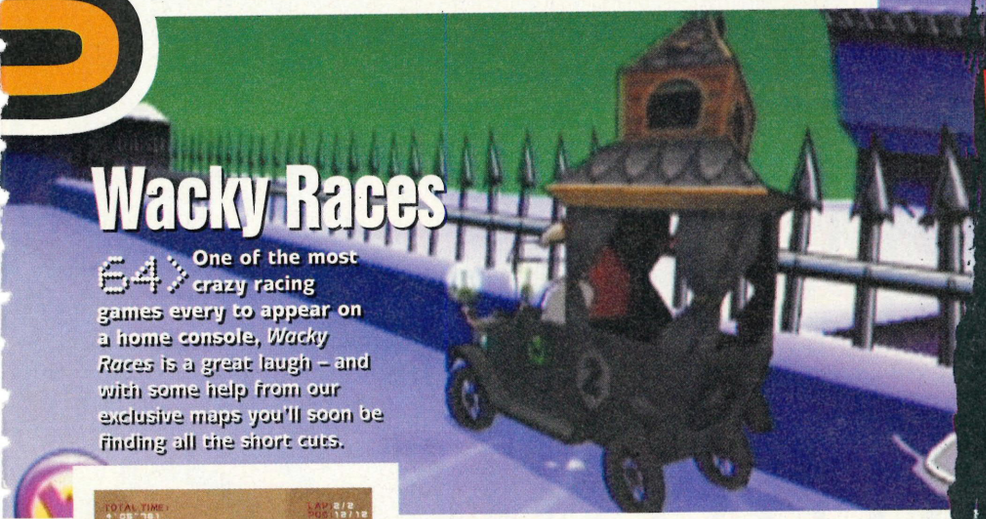
44 walkthrough



64 walkthrough







Wacky Races

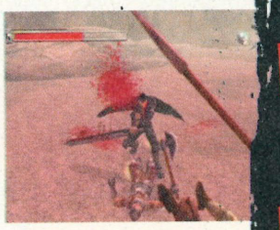
64% One of the most crazy racing games every to appear on a home console, *Wacky Races* is a great laugh – and with some help from our exclusive maps you'll soon be finding all the short cuts.



Sword Of The Berserk: Guts' Rage

88% **Hacking and slashing with lots of blood – what more do you need to know?** Oh... yeah... we've got a complete walkthrough to this beastly game!





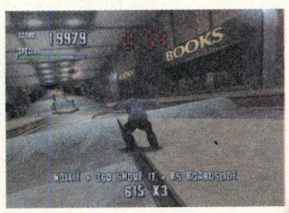
4Wheel Thunder

76% **More racing mayhem – this time with some mean looking 4x4 machines.** We stir up the dirt as we show you the winning line!

Tony Hawk's Skateboarding

98% **Tony's skateboarding antics have never looked as good as they do on the Dreamcast**. This is an easy game to play, but a tough game to master – so pay attention to our guide!







Wetrix+

110% **Learn all the essential strategies for success in this watery puzzler.**



PAGE 6 Chu Chu Rocket!

Need A Hint?	7	Stage B3	17
Puzzle Mode	8	Stage C3	18
Stage Challenge Mode	16	Stage D3	18
Stage A1	16	Stage E3	18
Stage B1	16	Stage A4	18
Stage C1	16	Stage B4	18
Stage D1	16	Stage C4	18
Stage E1	16	Stage D4	19
Stage A2	16	Stage E4	19
Stage B2	17	Stage A5	19
Stage C2	17	Stage B5	19
Stage D2	17	Stage C5	19
Stage E2	17	Stage D5	19
Stage A3	17	Final Stage	19

PAGE 22 Tomb Raider IV

Level 29: Menkaure's Pyramid	22	Level 33: Khufu's Queens Pyramids	31
Level 30: Inside Menkaure's Pyramid	24	Level 34: Inside the Great Pyramid	33
Level 31: The Mastabas	26	Level 35: Temple of Horus	35
Level 32: The Great Pyramid	28	Every Secret Revealed	36

PAGE 44 Resident Evil Code: Veronica

Claire's Adventure	44	Chris's Adventure	58
Steve's Adventure	49	T-Veronica Alexia – The Final Battle	63

PAGE 64 Wacky Races

It's Those Wacky Racers	65	Area 2: Wild Frontier	69
Drat And Double-Drat	65	Boss Track: The Red Max	71
Area 1: Snowfall Peaks	66	Area 3: Wild Frontier	72
Boss Track: Professor Pat Pending	68	Boss Track: Dick Dastardly	75

PAGE 76 4Wheel Thunder

Indoor Courses	76	Outdoor Courses	80

PAGE 88 Sword Of The Berserk: Guts' Rage

The Story	89	The Action	90
The Cast	90	Battle Arena Mode	96
Armed To The Teeth	90	Puck's Game	97

PAGE 98 Tony Hawk's Skateboarding

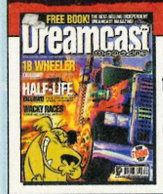
The Basics	99	Level 5	103
Level 1	99	Level 6	104
Level 2	100	Level 7	105
Level 3	101	Level 8	106
Level 4	102	Level 9	108

PAGE 110 Wetrix+

Basic Strategy	110	Advanced Skills	113

Chu Chu Rocket!

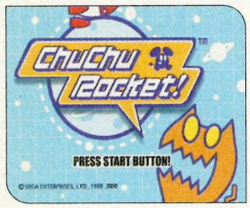
essential information > Dreamcast magazine says



"Gather your friends and get ready to experience the ultimate party puzzler!"

essential information > Dreamcast solutions

Chu Chu Rocket!



Publisher	Sega
Developer	Sonic Team
Origin	Japan
Price	£34.99
Genre	Adventure



four players



vibration pack



modem



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

All aboard the Chu Chu Rocket! You'll love those meeses to pieces... especially if you've got our complete solution to every level in the game!

TAKE OUR ADVICE...

If you're really struggling to keep those Chu Chus under control, try using these essential tips – you'll be a Chu Chu Master in no time!

- No matter what mode you're playing, make sure you're one step ahead of the Chu Chus – if you can't keep up, you'll never be a winner!
- Remember to replace any disappearing arrows in Party or Stage Challenge mode, especially if they're ones you desperately need!



- In Puzzle mode, don't be afraid to start the Chu Chus going – you won't get penalised if they die and at least you'll have an idea of which route they take.
- Try to work backwards through a puzzle solution from the rocket to the Chu Chus; that way you can steer them around obstacles and enemies.
- If you're really raking in the Chu Chus against other players, use the L and R buttons to taunt them – rubbing it in is definitely the right thing to do!



U ROCKET!

NEED A HINT?

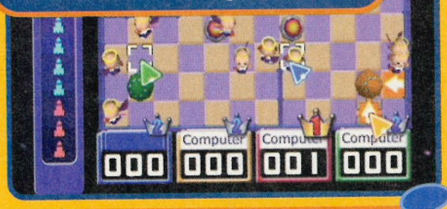
Sonic Adventure Chaos

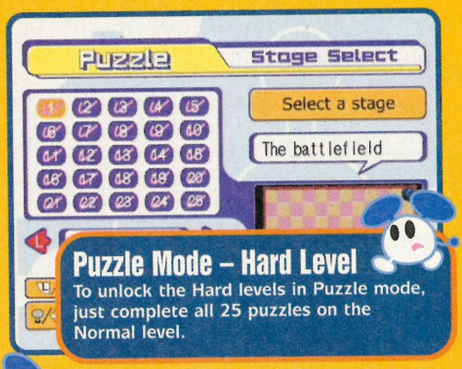
If you manage to complete all 25 levels in Stage Challenge mode, you'll be able to access the Character option on the Options screen – just choose the first '?' and the Chu Chus will turn into Chao!



NiGHTS Nightopians

If you manage to complete all 25 Mania levels in Puzzle mode, you'll be able to access the Character option on the Options screen – just choose the second '?' and the Chu Chus will turn into Nightopians!



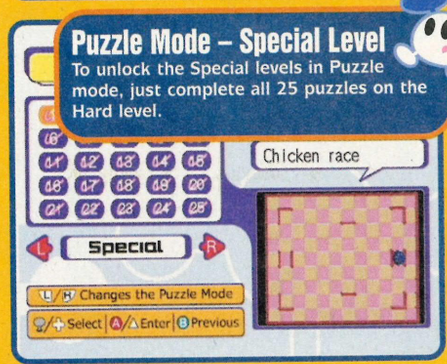


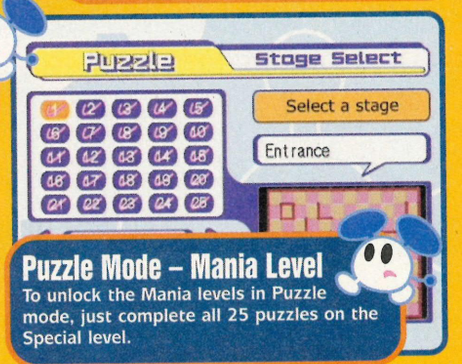
Puzzle Mode – Hard Level

To unlock the Hard levels in Puzzle mode, just complete all 25 puzzles on the Normal level.

Puzzle Mode – Special Level

To unlock the Special levels in Puzzle mode, just complete all 25 puzzles on the Hard level.





Puzzle Mode – Mania Level

To unlock the Mania levels in Puzzle mode, just complete all 25 puzzles on the Special level.

CONTROLS

Help guide those Chu Chus to safety with these essential controls!

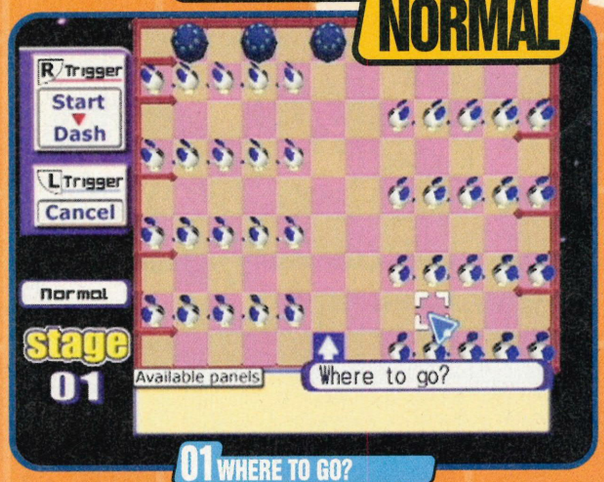
- Move cursor around
- Place down arrow
- Place right arrow
- Place left arrow
- Place up arrow
- Restart level/Winning taunt
- Speed up/Losing taunt
- Pause/Unpause
- Move cursor about

continued

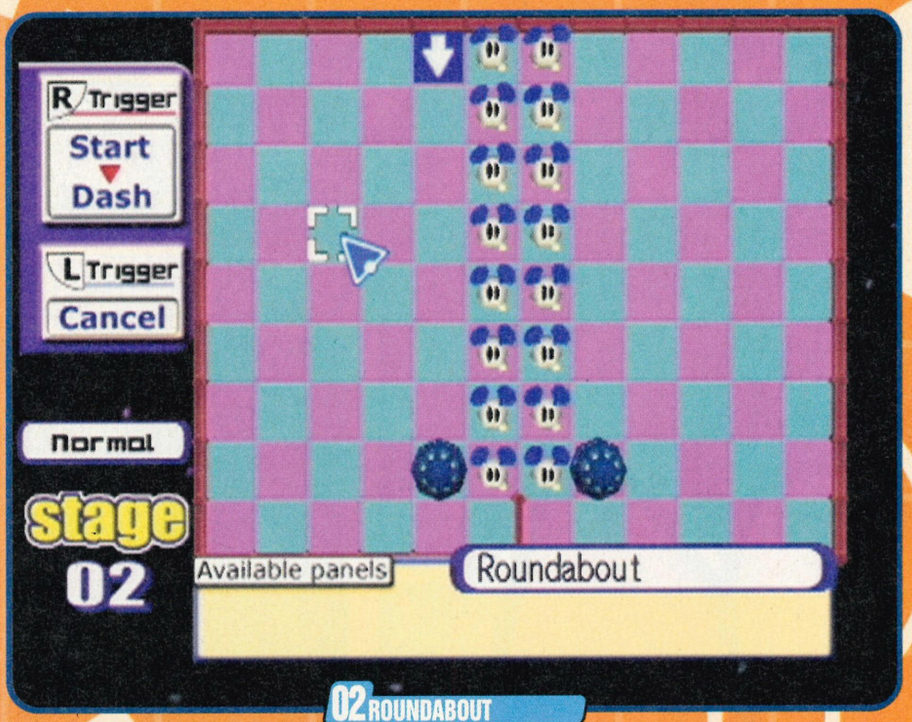
walkthrough

PUZZLE MODE NORMAL

continued>



01 WHERE TO GO?



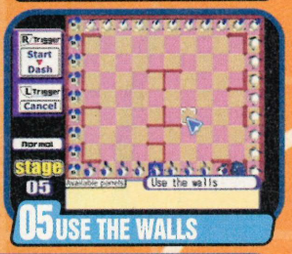
02 ROUNDABOUT



03 ZIGZAG



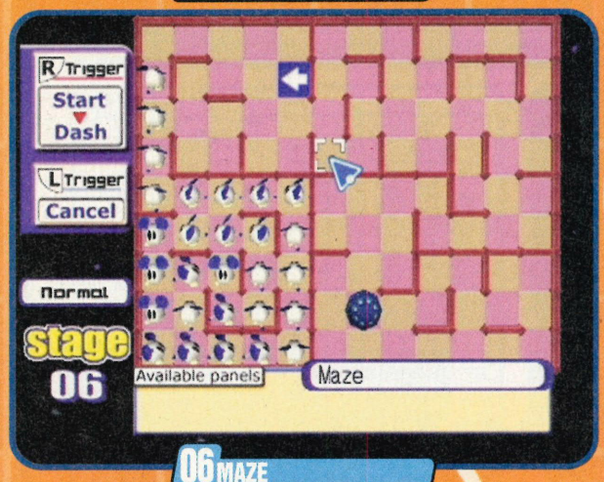
04 SEGA BUS



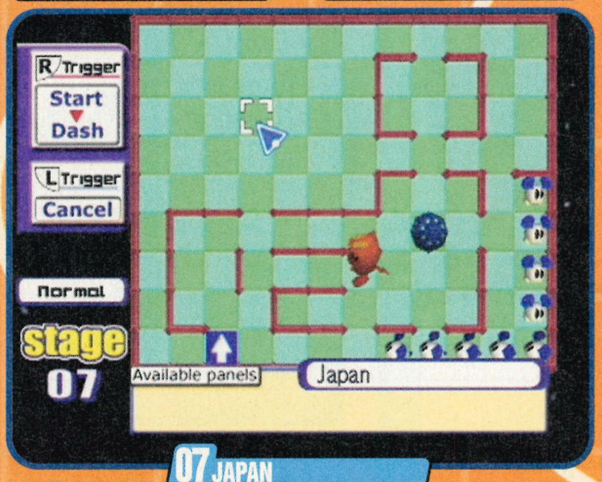
05 USE THE WALLS



08 LOTS OF MICE



06 MAZE



07 JAPAN



09 NO WAY OUT



10 HEAD-ON CRASH



11 HERE AND THERE



U ROCKET!



13 DREAM CATCH!



14 READY, GO!



15 TWO ON ONE



16 LONG JOURNEY

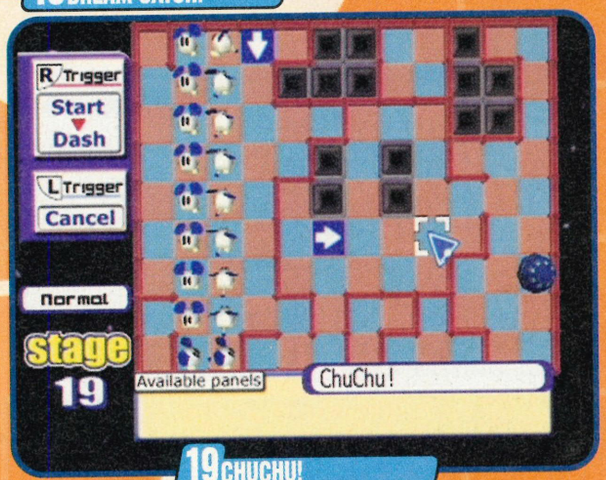


17 GO! GO! TWELVE!



18 STAY AWAY!





19 CHUCHU!



22 CAT PATROL



20 WHICH ONE?



21 CAT!



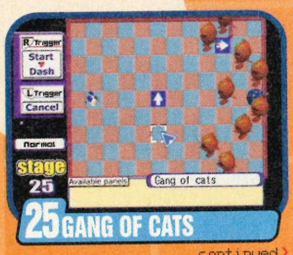
12 ROUND AND ROUND



23 RUN AWAY!



24 CATCH UP



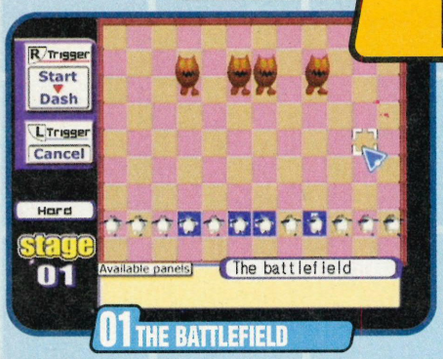
25 GANG OF CATS

continued >

walkthrough

PUZZLE MODE HARD

continued



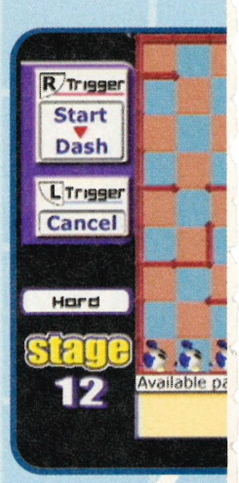
01 THE BATTLEFIELD



02 SENTRIES



03 SHARP TURNS





04 FROM BEHIND



05 LOOPY



08 MICE CRACKERS



09 GO AROUND



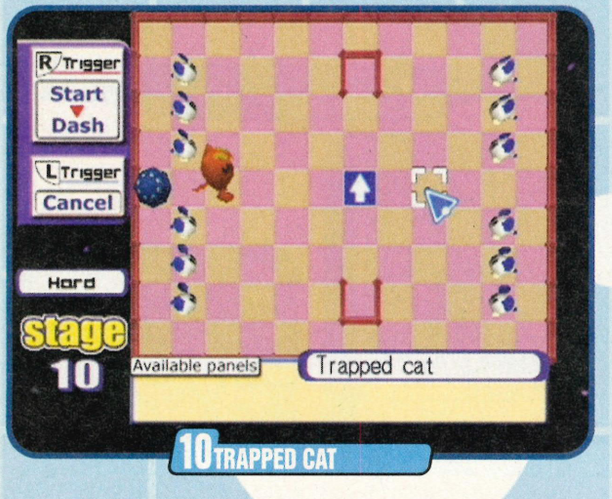
06 STAIRWAY



07 BLOCKADE



11 GET IN LINE



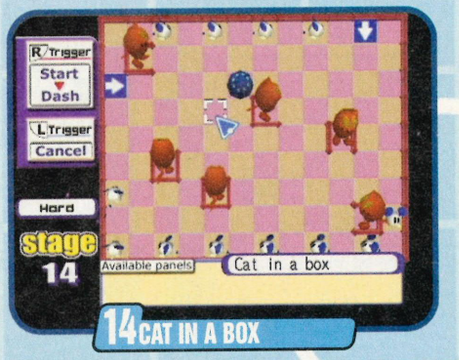
10 TRAPPED CAT



12 OUT FOR A WALK



13 DELAY TACTIC



14 CAT IN A BOX



15 RUNAROUND



16 PRISONERS

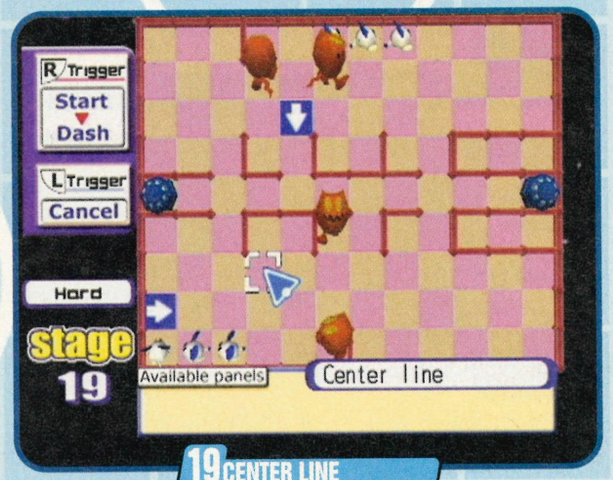


17 DROP IN





18 ESCAPE ROUTE



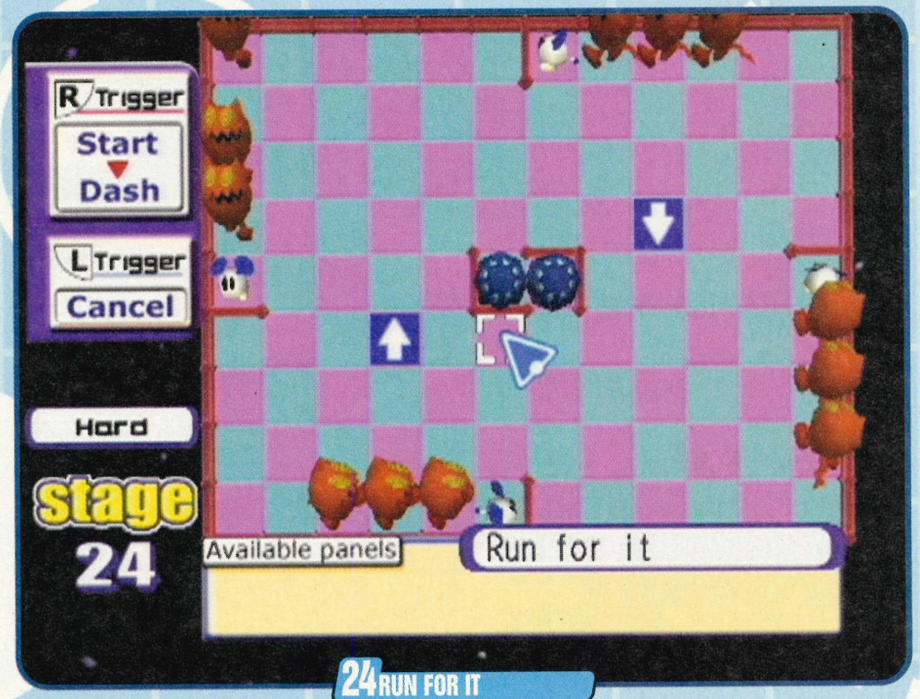
19 CENTER LINE



20 THE "ZONE"



21 WE'RE GONNA GET IN!



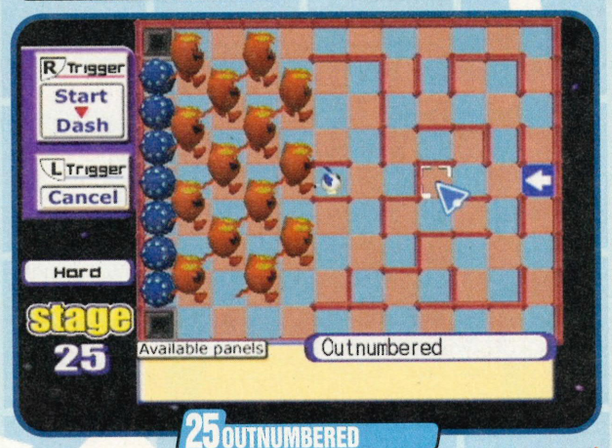
24 RUN FOR IT



22 LAUNCH PAD



23 THE TOUR



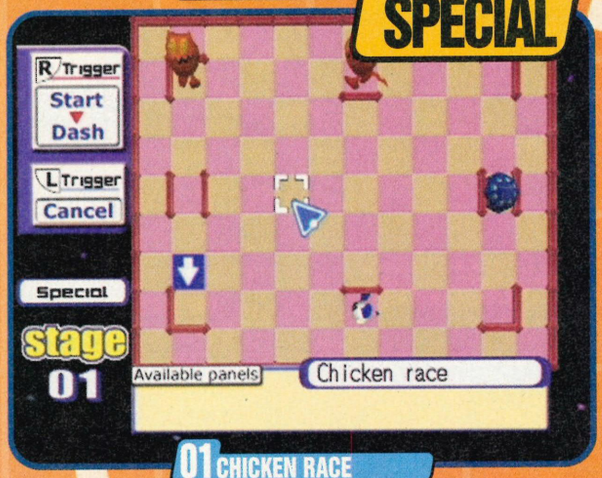
25 OUTNUMBERED

continued >

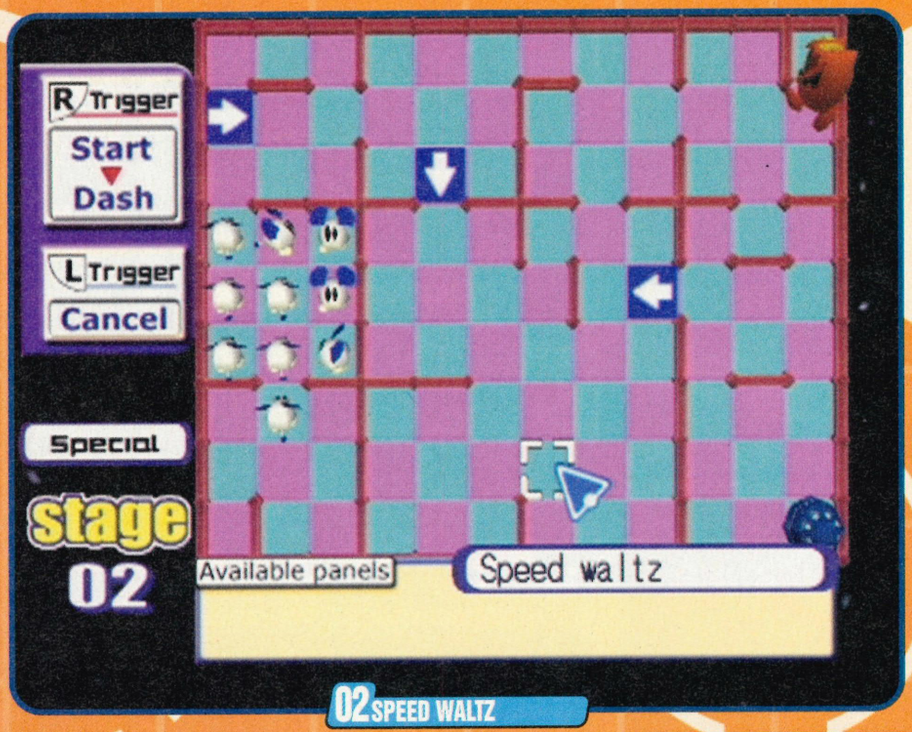
walkthrough

PUZZLE MODE SPECIAL

continued>



01 CHICKEN RACE



02 SPEED WALTZ



03 REFLECTIONS



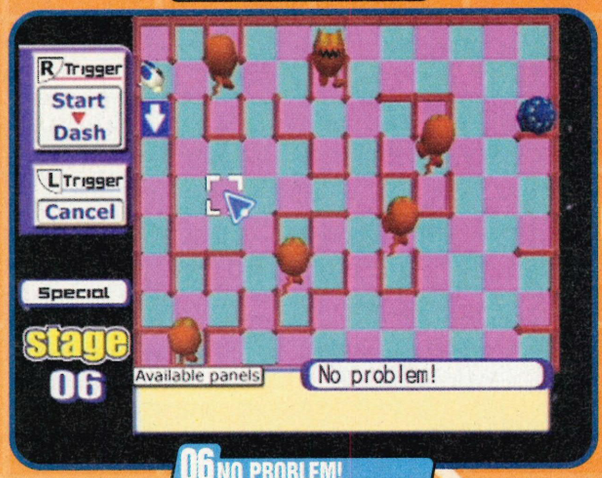
04 SEGA SONIC



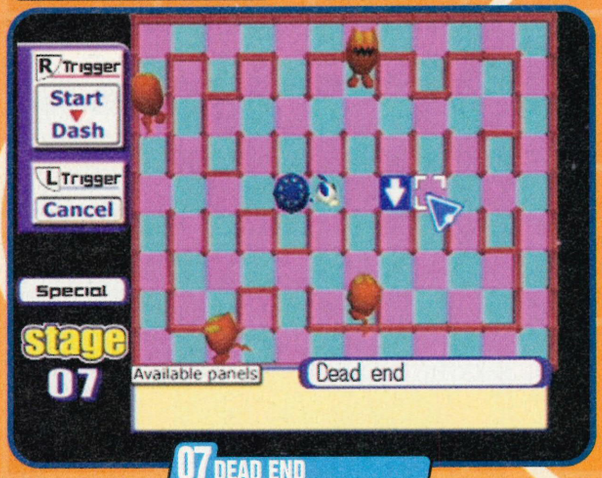
05 AROUND THE WORLD



08 PUZZLE BOX



06 NO PROBLEM!



07 DEAD END



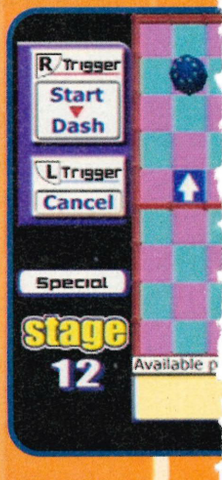
09 LUCKY 210

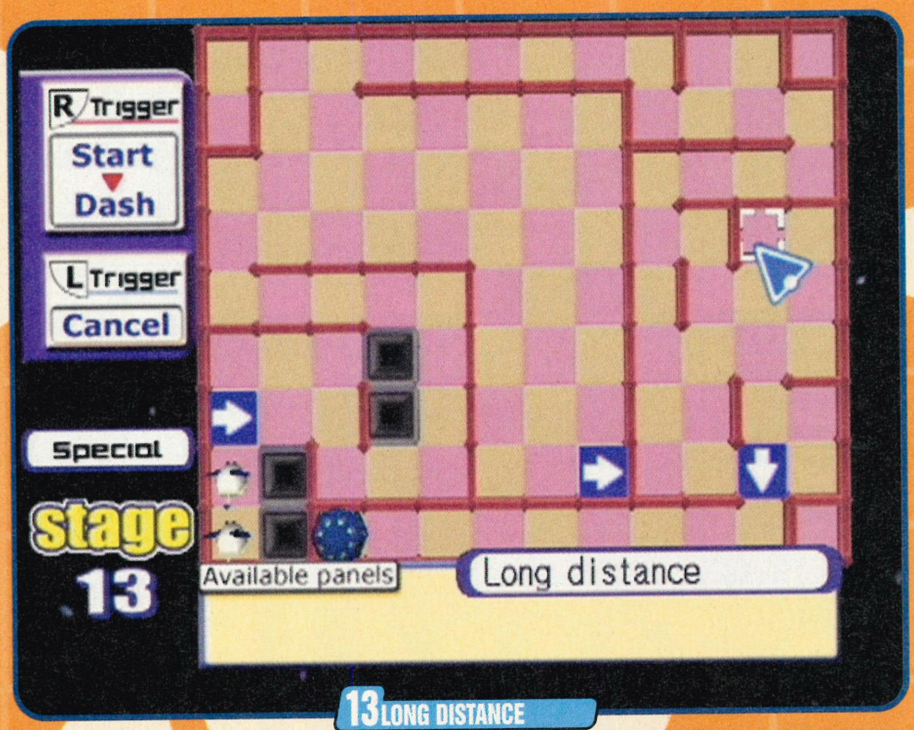


10 THRASHED APARTMENT

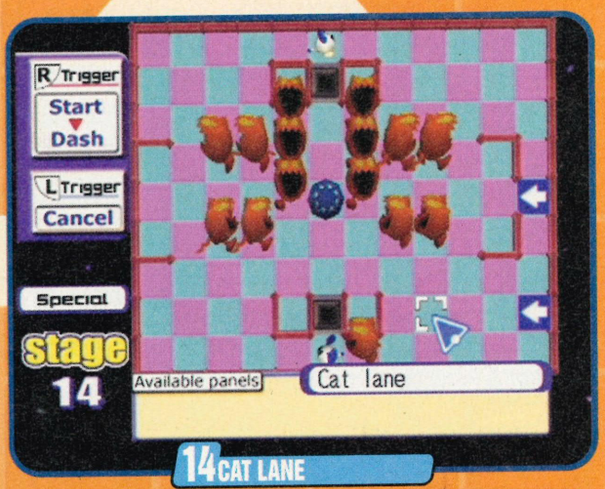


11 RED SPIRAL





13 LONG DISTANCE



14 CAT LANE



15 GUILLOTINE



16 QUICK TURN

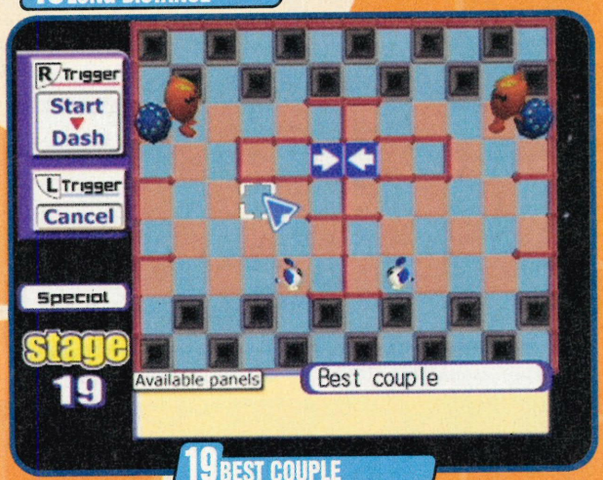


17 THREE POINT STAR



18 THE GANG RETURNS





19 BEST COUPLE



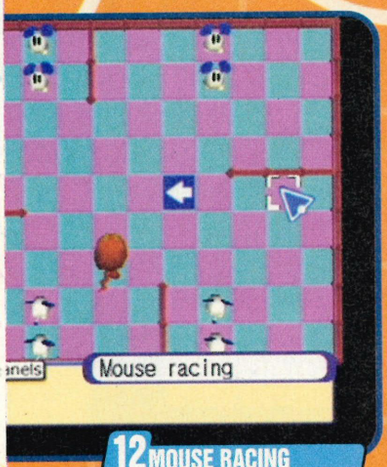
22 OUCH!



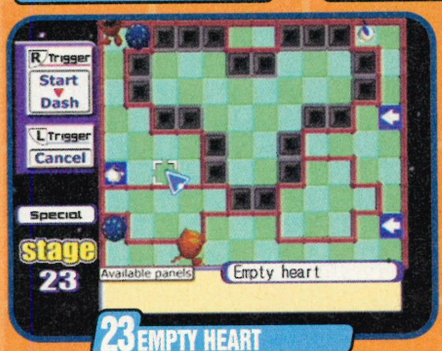
20 THE ZOO



21 WHICH IS FASTER?



12 MOUSE RACING



23 EMPTY HEART



24 ROCKET FACTORY





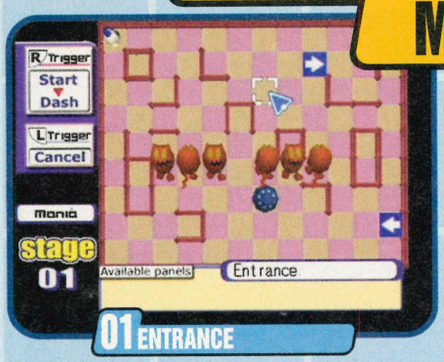
25 HAUNTED HOUSE

continued >

walkthrough

PUZZLE MODE MANIA

continued>



01 ENTRANCE

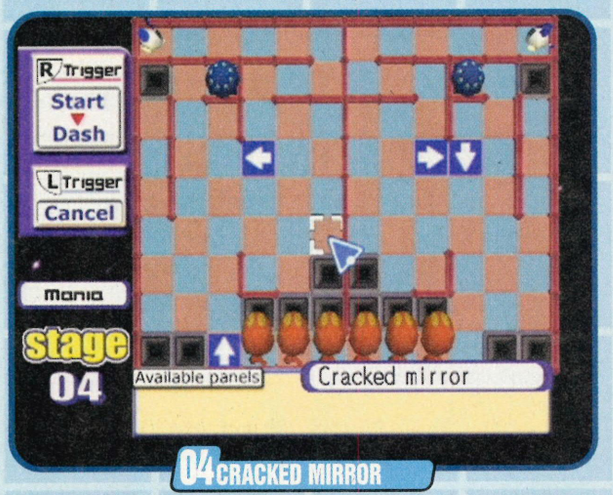


02 MICROWAVE



03 IN THE DARK





04 CRACKED MIRROR



05 THE GAUNTLET



08 ASTEROID BELT



09 SQUARE DANCE



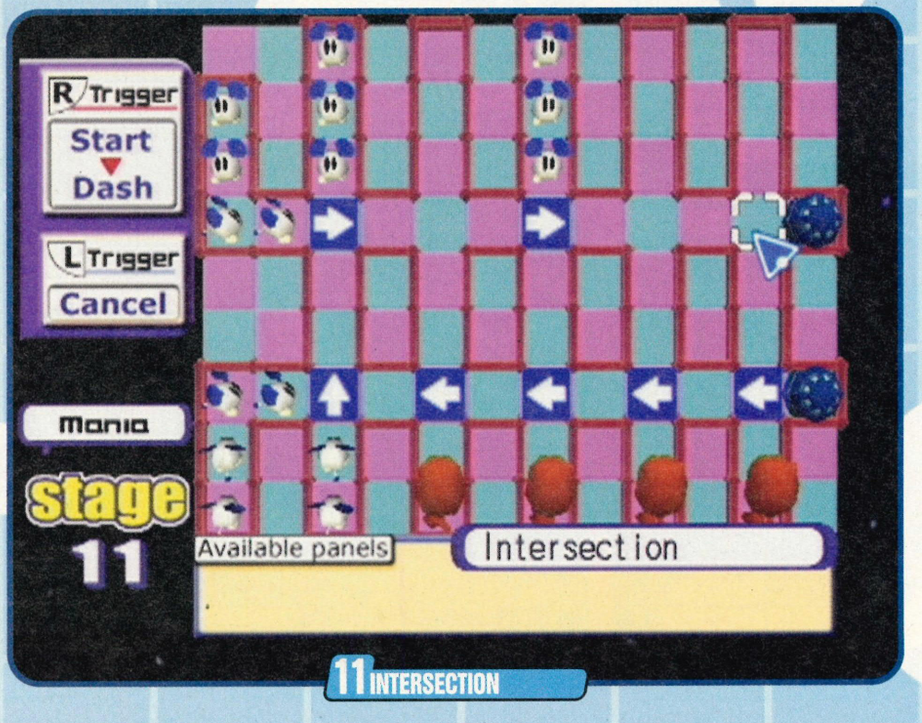
06 TENEMENTS



07 ANOTHER MAZE

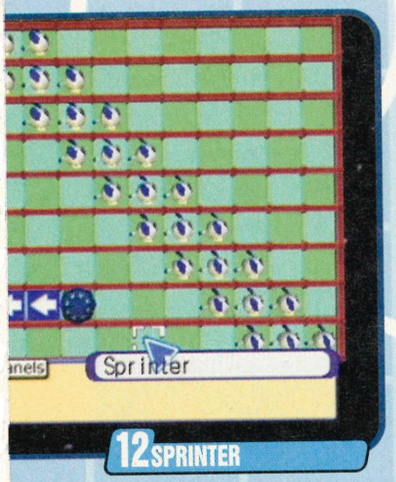


10 TURN RIGHT!



11 INTERSECTION

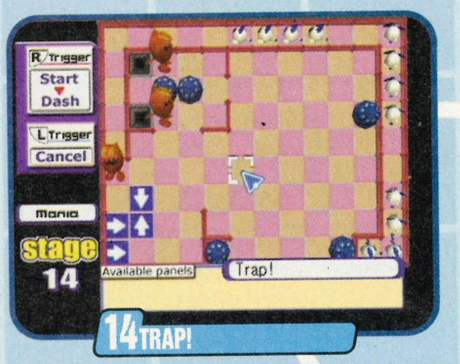
U ROCKET!



12 SPRINTER



13 GRID SYSTEM



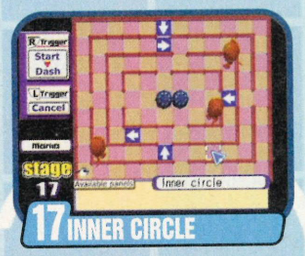
14 TRAP!



15 CRAZY BEAT



16 EMPTY



17 INNER CIRCLE



19 ROUTE 94





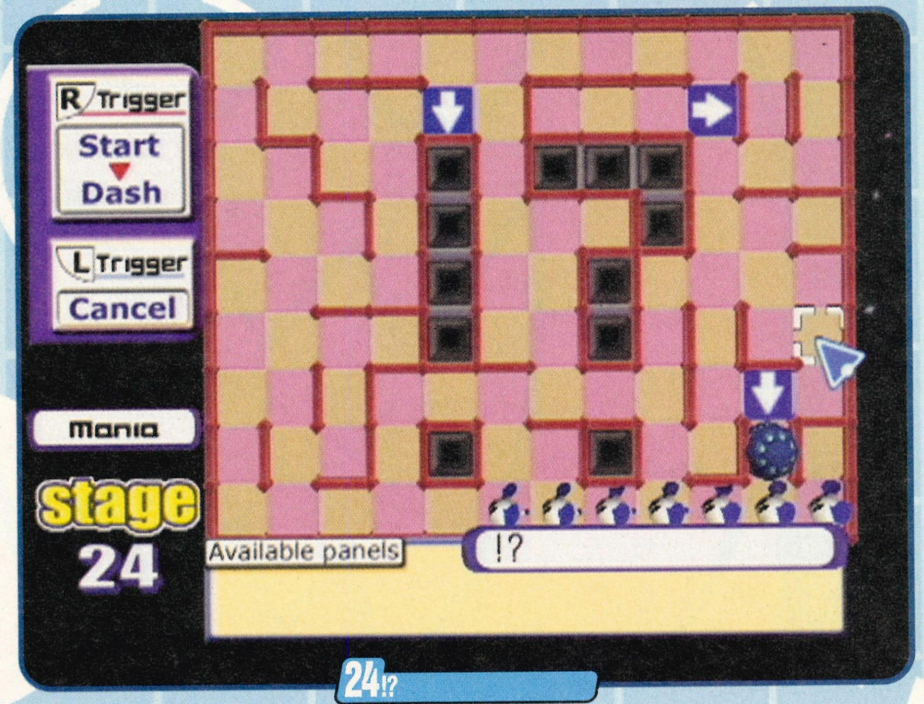
18 CAT'S DEN!



20 LOVE?



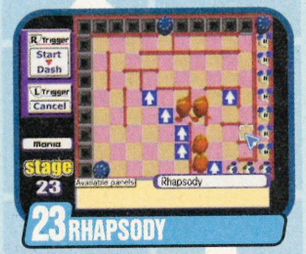
21 CAT BALLAD



24 !?



22 GET TOGETHER!



23 RHAPSODY



25 PANIC!

continued ›

walkthrough

continued>

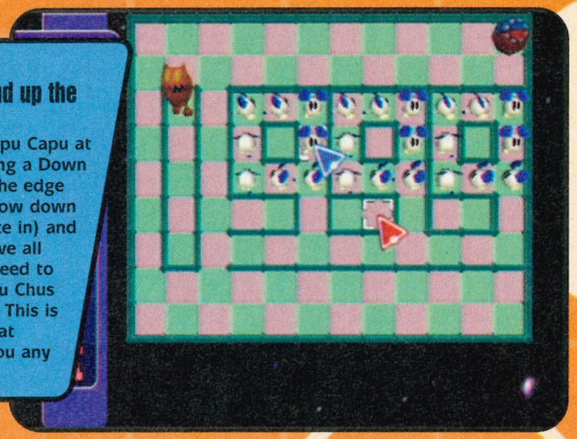
Stage A1
Aim: Round up the Chu Chus

As long as you avoid the hole in the bottom right-hand corner of the level, you should be okay. Don't give the Chu Chus a chance to get trapped in this area – if they do, just send them back with a well-placed Up arrow. This is an easy stage, so don't mess it up...



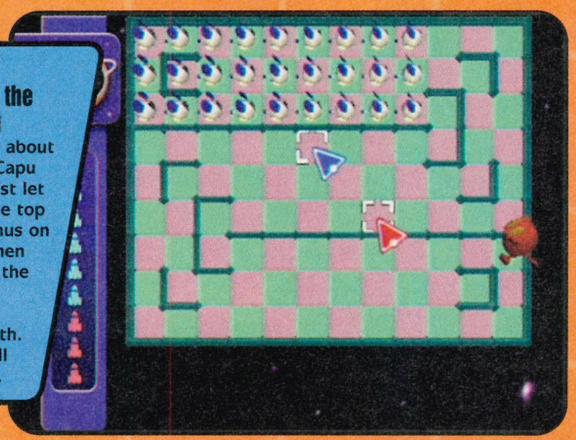
Stage B1
Aim: Round up the Chu Chus

Keep the Capu Capu at bay by placing a Down arrow near the edge of the third row down (just one space in) and you should have all the time you need to guide those Chu Chus into the rocket. This is another level that shouldn't give you any real hassles.



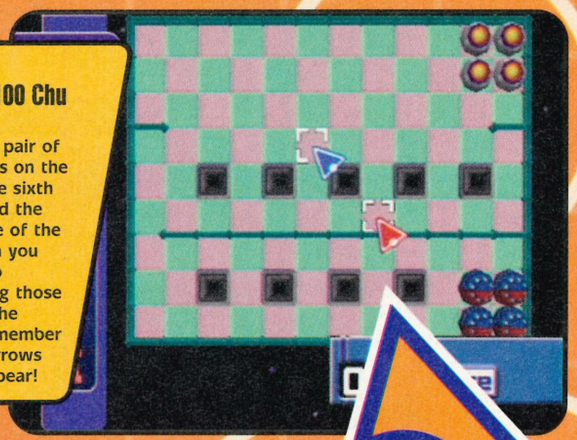
Stage C1
Aim: Feed the Capu Capu

Don't worry about moving the Capu Capu yet – just let him eat up the top row of Chu Chus on his own and then move him into the lower rows by putting some arrows in his path. Be quick or you'll run out of time...



Stage D1
Aim: Get 100 Chu Chus

If you put a pair of Down arrows on the far left of the sixth row down and the second square of the third row then you should have no troubles guiding those Chu Chus into the rockets. Just remember to replace the arrows when they disappear!



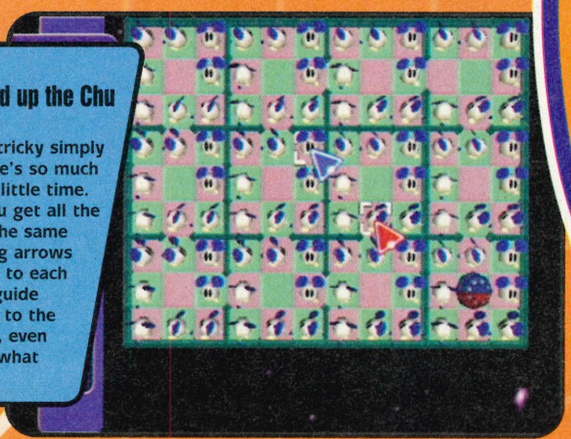
Stage E1
Aim: Have the most points

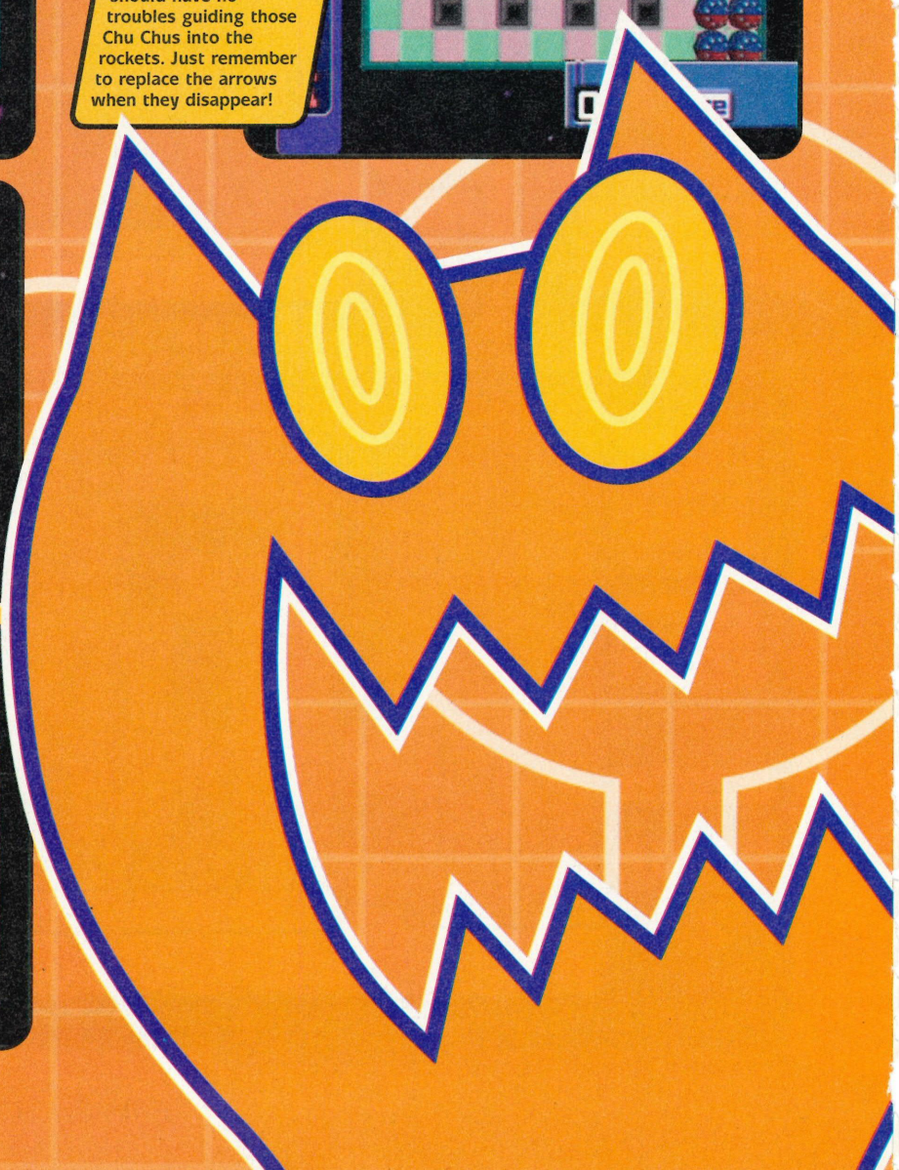
If you want to have more points than the other team at the end of the round, just place Right arrows on the left-hand side of the hatches – this will guide any nasty Capu Capus straight towards their rockets. Ha!



Stage A2
Aim: Round up the Chu Chus

This can be tricky simply because there's so much to do and so little time. Make sure you get all the Chu Chus on the same path by putting arrows in the entrance to each chamber, then guide them all quickly to the rocket. Not easy, even when you know what you're doing...





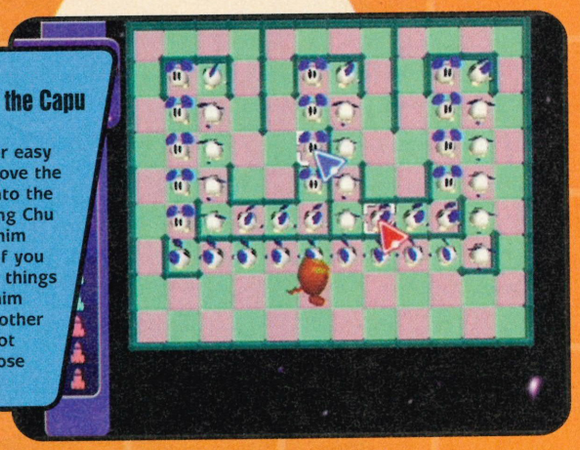
Stage B2
Aim: Round up the Chu Chus

Firstly, place a Down arrow on the second square of the third row and an Up arrow on the last-but-one square of the seventh row to move the Chu Chus. Now trap the Capu Capus with Right arrows on the fifth square of the second and third rows before moving the Chu Chus over to the rocket. Be quick!



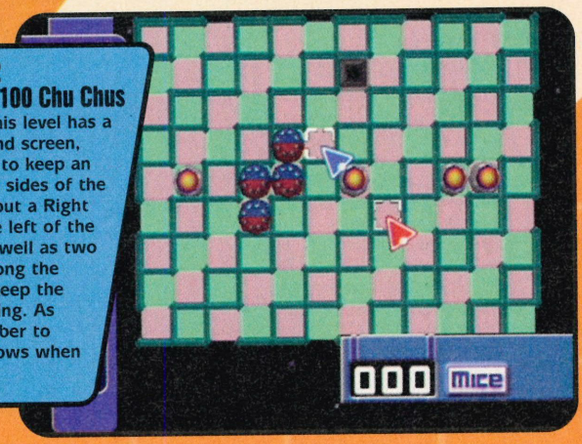
Stage C2
Aim: Feed the Capu Capu

Ahh, another easy one – just move the Capu Capu into the flow of moving Chu Chus and let him chomp away. If you want to speed things up a bit, turn him around with another arrow so he's not chasing after those blasted mice!



Stage D2
Aim: Get 100 Chu Chus

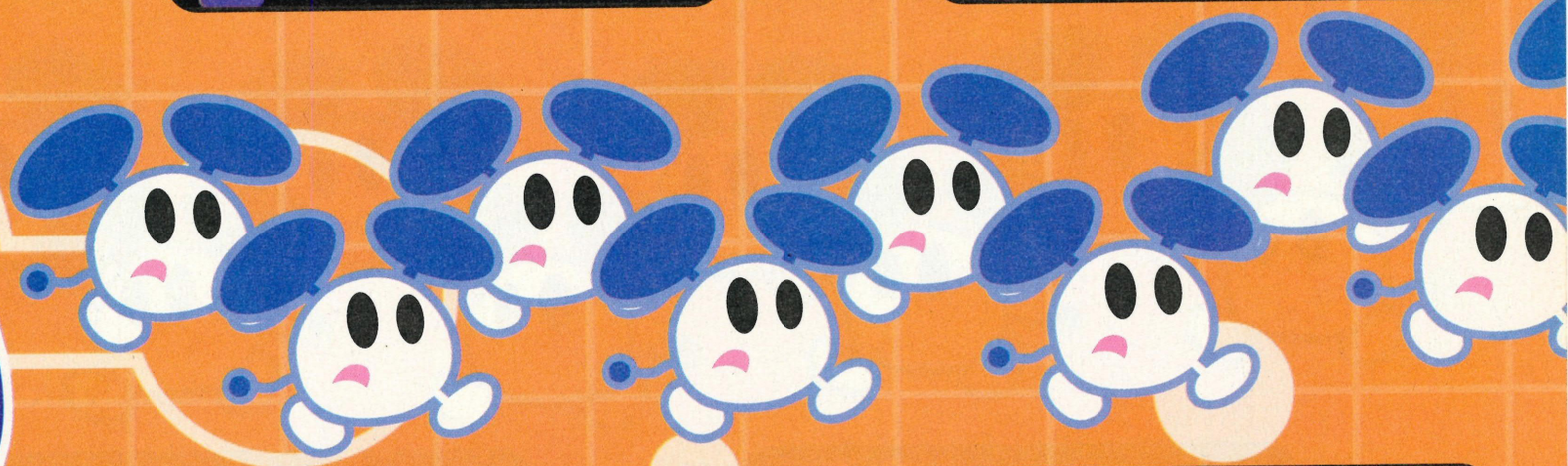
Because this level has a wrap-around screen, you'll need to keep an eye on both sides of the stage. Just put a Right arrow on the left of the fifth row, as well as two Up arrows along the sixth row to keep the Chu Chus coming. As before, remember to replace the arrows when they vanish.



Stage E2
Aim: Have the most points

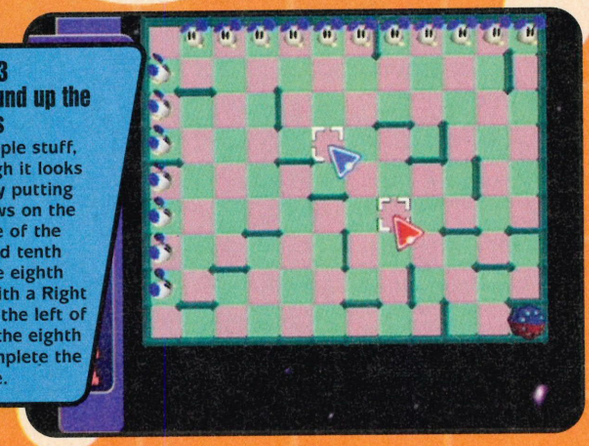
Once again, try to keep directing those Capu Capus towards the other team's rocket to blow them up. Things can get a bit hectic here but as long as you stay one step ahead of the opponents, you'll do just fine.





Stage A3
Aim: Round up the Chu Chus

Pretty simple stuff, even though it looks difficult. By putting Down arrows on the ninth square of the sixth row and tenth square of the eighth row, along with a Right arrow just to the left of the Down on the eighth row, you'll complete the level in no time.



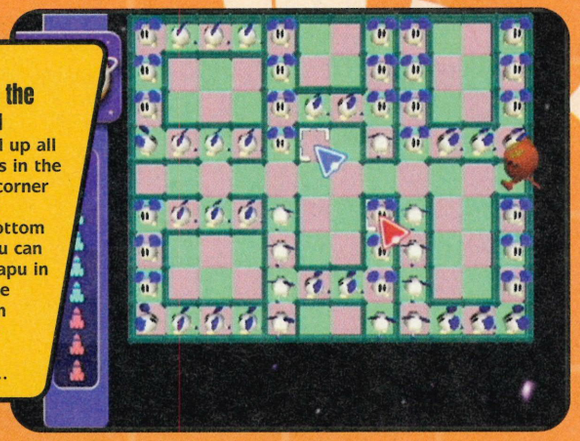
Stage B3
Aim: Round up the Chu Chus

Make sure you get the Capu Capus out of the way with some well-placed Up arrows, then put a Down arrow on the ninth square of the first row and another Up on the fifth square of the sixth row. See, it's easy!



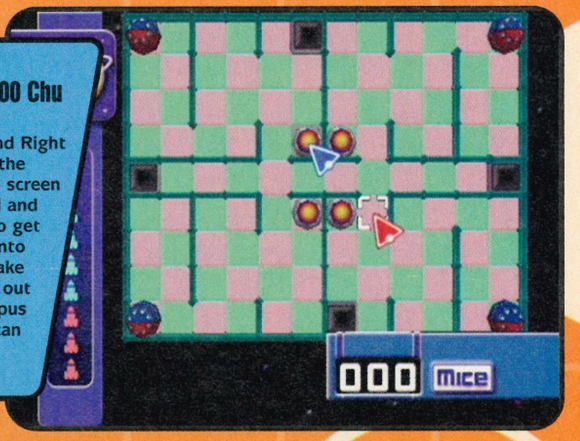
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Stage C3
Aim: Feed the Capu Capu

If you round up all the Chu Chus in the bottom left corner of the screen (where the bottom 'C' is) then you can send a Capu Capu in to clean up. Use Right and Down arrows to move them into the correct position...



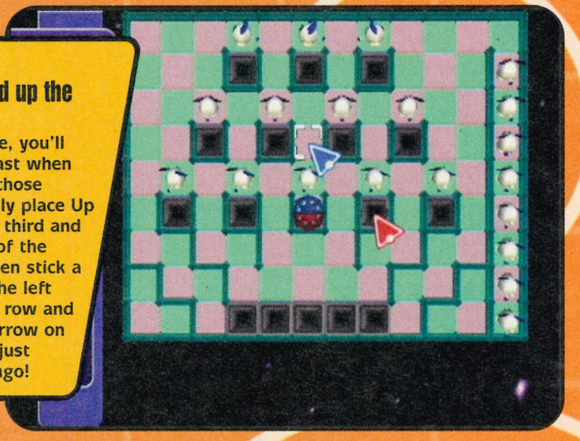
Stage D3
Aim: Get 100 Chu Chus

Place Left and Right arrows near the middle of the screen on the second and seventh row to get the Chu Chus into your rocket. Make sure you watch out for the Capu Capus though as they can be a bit of a problem here...



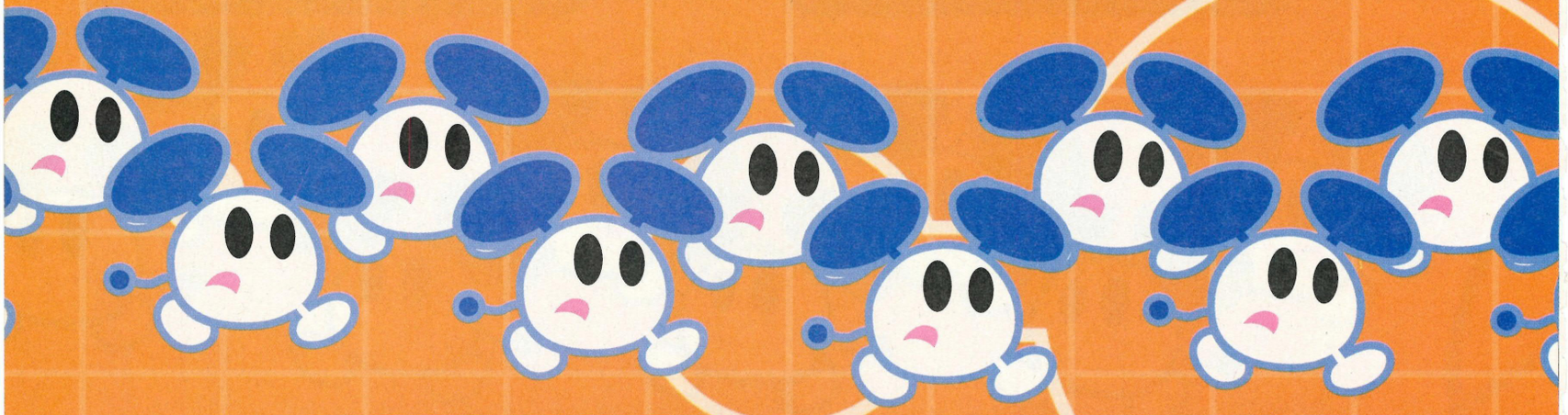
Stage E3
Aim: Have the most points

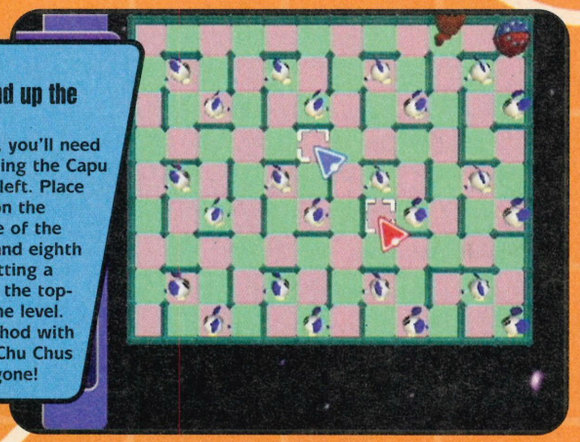
Starting to get a bit more difficult now, isn't it? Make sure you keep your eyes open for the Capu Capus so you can be the first to lay arrows down in front of them – you'll need to keep feeding them into your opponent's rocket to come out of this as the winner!



Stage A4
Aim: Round up the Chu Chus

On this stage, you'll need to be fast when laying down those arrows. Quickly place Up arrows on the third and ninth squares of the bottom row, then stick a Left arrow on the left end of the third row and finally a Down arrow on the sixth square just along from it. Bingo!





Stage B4
Aim: Round up the Chu Chus

To win here, you'll need to keep stalling the Capu Capu on the left. Place Left arrows on the second square of the second, fifth and eighth row before putting a Down arrow in the top-left corner of the level. Repeat this method with each column of Chu Chus until they're all gone!



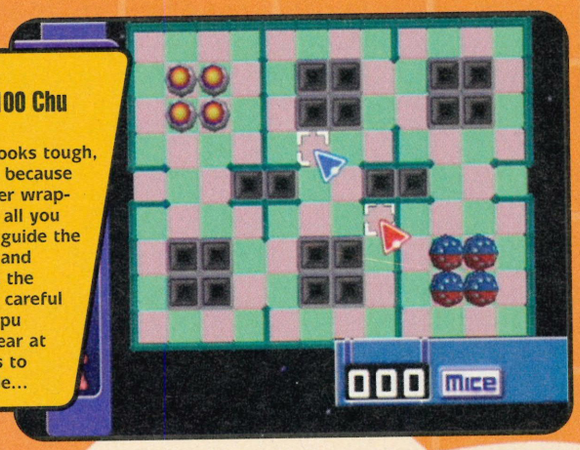
Stage C4
Aim: Feed the Capu Capu

You'll have to make sure that the Capu Capu doesn't fall into any of the holes here. Move him with a Left arrow, then a Down and a Right and finally another Down. Now just turn him around into the flow of Chu Chus for a lunch-fest!

U ROCKET!

Stage D4
Aim: Get 100 Chu Chus

This stage looks tough, but it isn't – because this is another wrap-around level, all you have to do is guide the Chu Chus left and down to reach the rocket. Just be careful to avoid the Capu Capus that appear at regular intervals to cause you trouble...



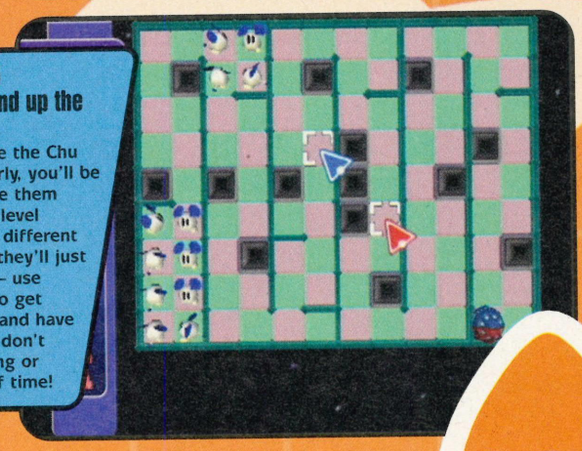
Stage E4
Aim: Have the most points

Another one where you'll just need to direct those bothersome Capu Capus into your opponent's rocket. Make sure your arrows are in front of theirs so that everything follows your instructions... it's very important!



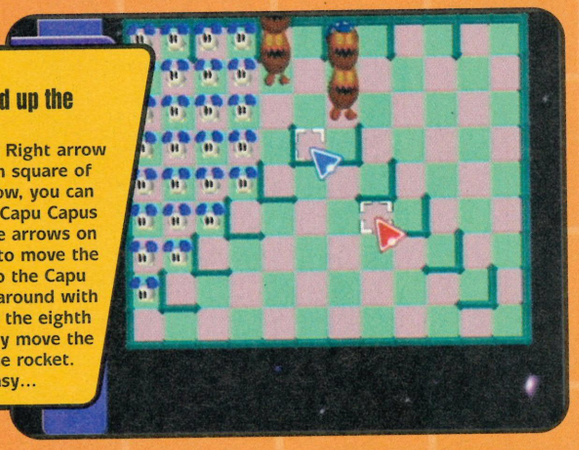
Stage A5
Aim: Round up the Chu Chus

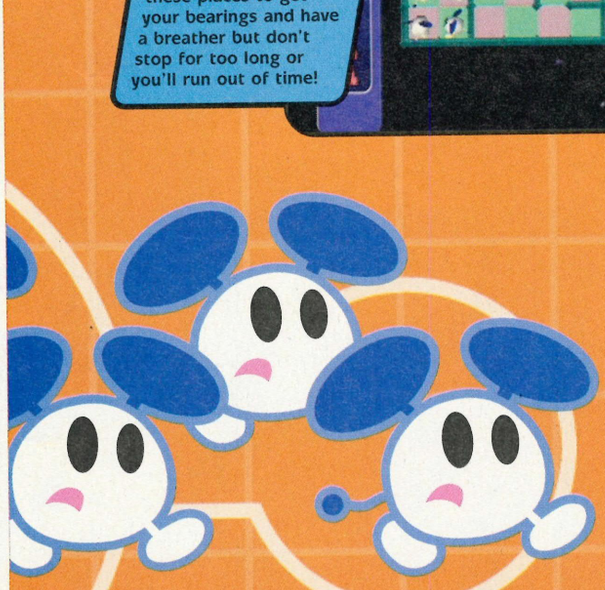
If you guide the Chu Chus properly, you'll be able to move them through the level between the different areas where they'll just run in circles – use these places to get your bearings and have a breather but don't stop for too long or you'll run out of time!

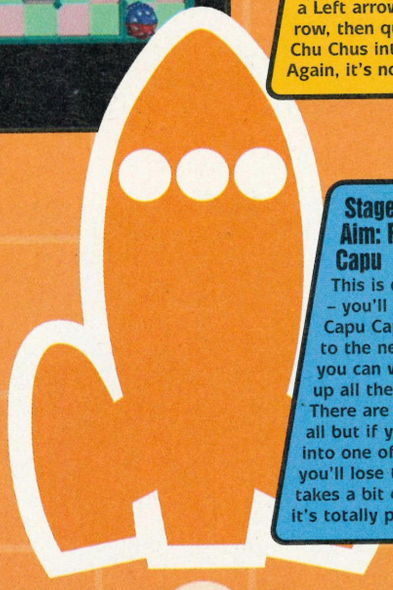


Stage B5
Aim: Round up the Chu Chus

By placing a Right arrow on the eighth square of the second row, you can divert all the Capu Capus and then place arrows on the third row to move the Chu Chus. Keep the Capu Capus looping around with a Left arrow on the eighth row, then quickly move the Chu Chus into the rocket. Again, it's not easy...

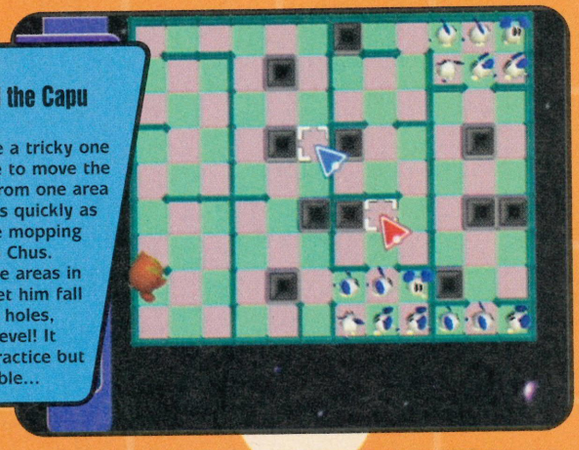






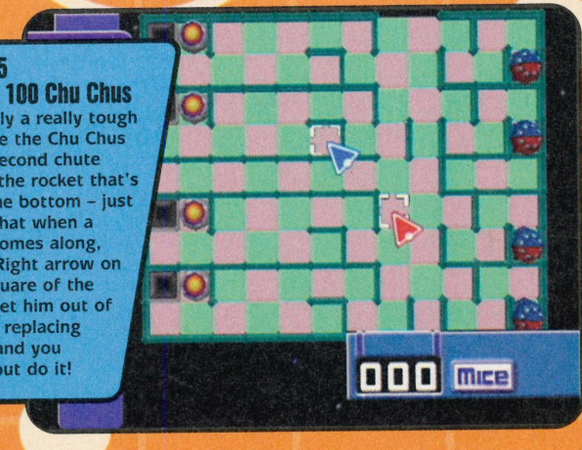
Stage C5
Aim: Feed the Capu Capu

This is quite a tricky one – you'll have to move the Capu Capu from one area to the next as quickly as you can while mopping up all the Chu Chus. There are three areas in all but if you let him fall into one of the holes, you'll lose the level! It takes a bit of practice but it's totally possible...



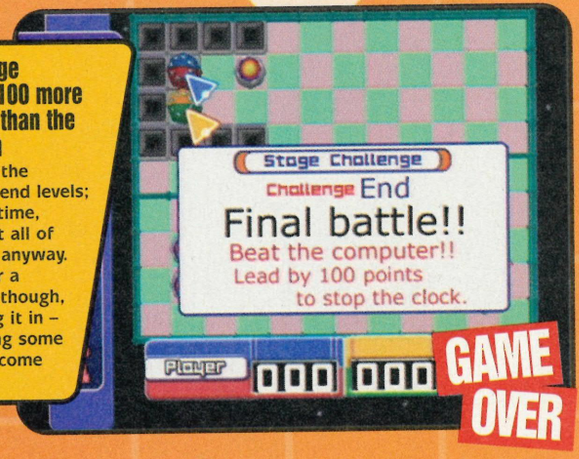
Stage D5
Aim: Get 100 Chu Chus

Ooh, finally a really tough level. Move the Chu Chus from the second chute down into the rocket that's one from the bottom – just make sure that when a Capu Capu comes along, you place a Right arrow on the eighth square of the fifth row to get him out of the way. Keep replacing those arrows and you should just about do it!



Final Stage
Aim: Get 100 more Chu Chus than the other team

Not exactly the toughest of end levels; most of the time, you'll just get all of the Chu Chus anyway. If you wait for a Mouse Mania, though, you'll be raking it in – just keep placing some easy arrows to come out on top!





TAKE A GOOD LOOK. THE NEXT TIME YOU SEE IT YOU'LL BE DOING 600 MPH.

STAR WARS™
EPISODE I
RACER™





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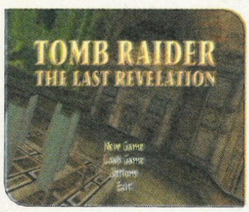
Tom The Last



essential information

Dreamcast solutions

Tomb Raider: The Last Revelation



Publisher	Eidos Interactive
Developer	Core Design
Origin	UK
Price	£39.99
Genre	Adventure



one player



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

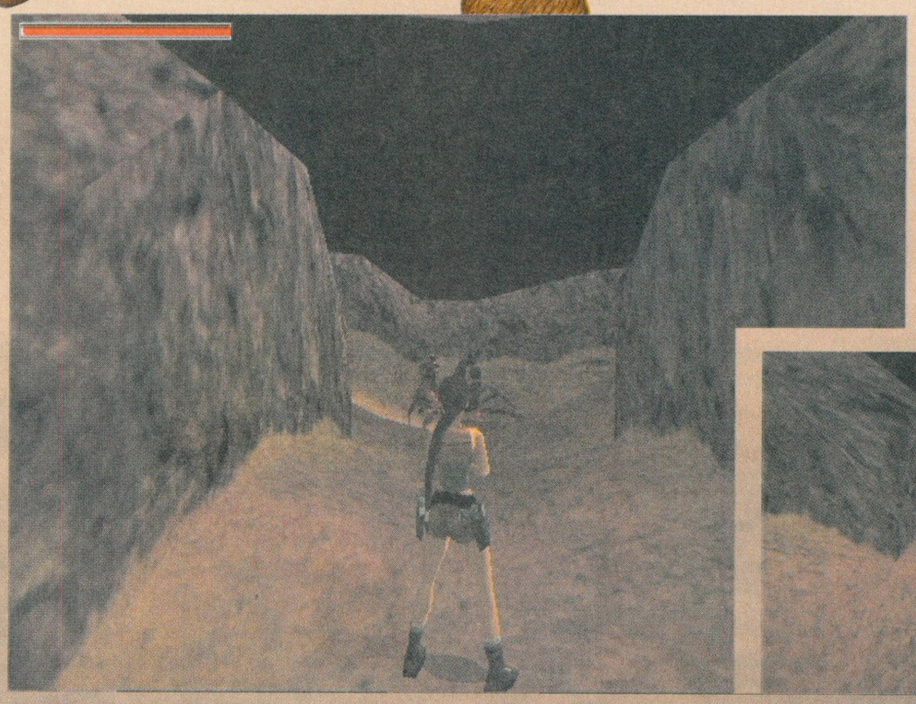
LEVEL 29

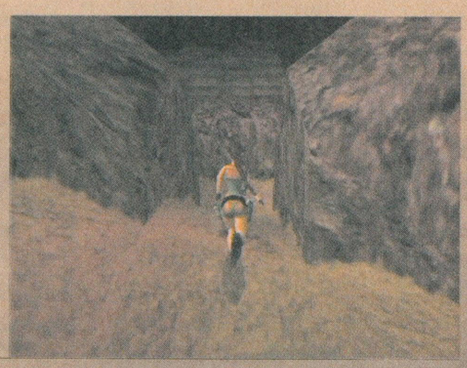
Menkaure's Pyramid

Climb up the left blocks and look up to see a closed hatch. The handle is on its far edge, but you need to be facing the other way (north) to jump straight up and pull it open. Climb up through the hole, ready to face a giant scorpion – blast it with a Revolver before it can sting and poison you. Head to the crossroads to see another scorpion attacking the guard on the left – when it's killed him, shoot it. Grab the Revolver ammo the guard left. Return to the crossroads and head left for a Large Medikit. Once back at the crossroads, head left again.

From the left edge of the pit, jump diagonally left to the next flat ledge. Head around the corner, ready to blast another scorpion. Run-jump over the right side of the left pit to grab the far side. Pull up and quickly shoot the scorpion and flying beetle. Go right to find a pit. Walk to the edge and turn right, then run-jump to grab the ledge. Climb up to start sliding, then quickly jump to land on the flat. Jump left to the main path and shoot the flying beetle.

Save your game before entering the right door. Inside, a scorpion is attacking a guard. If you're quick enough,





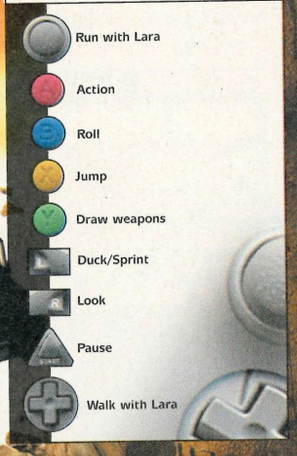
b Raider: Revelation

Get your guns at the ready – it's your last chance to help Lara get out of Egypt alive! Are you ready for the final part of our epic solution to her latest adventure? You'd better be!

PART 2

CONTROLS

You can make Lara do whatever your heart desires with these controls...



essential information

Dreamcast magazine says



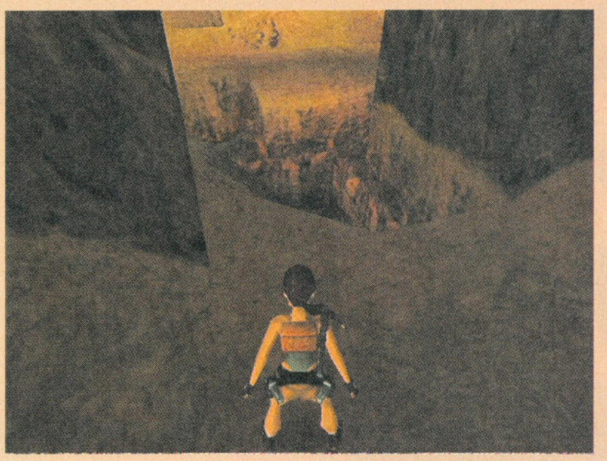
"£40 for a girl in a tight top? That's cheap by our standards..."

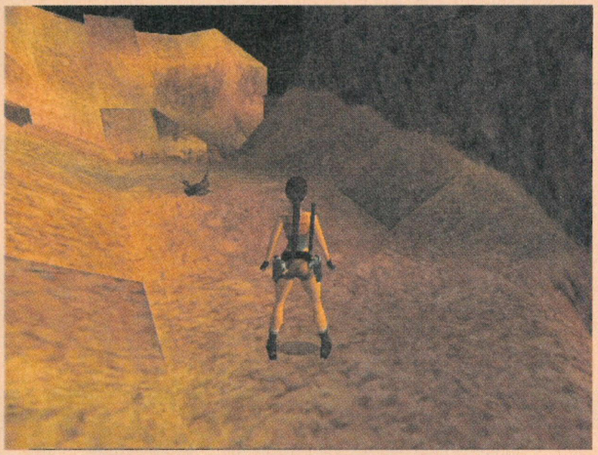
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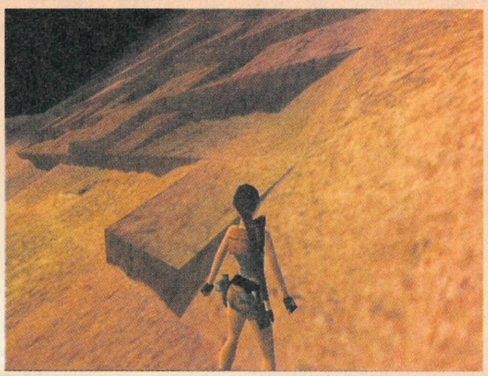
you can run in and blast the scorpion to kill it before the guard dies. In this case, he'll hand you the Guards Keys and the Armoury Key (the latter opens a Secret on Level 32). If not, you'll just get the Guards Keys. From the corners, collect Shells, Small Medikit x2, and Wideshot Shells. Then exit back outside.

Head back to the left and walk along the right side of the pit. Jump up to grab the sloping edge, then climb left around the corner and as far as you can before dropping down on the other side of the pit. Now jump onto the raised pyramid tile nearby and walk diagonally left to the next. Climb up to the right, then jump diagonally left to the next. Walk left and shoot the flying beetle. Walk to the far left corner of the long ledge, then hop back to do a running jump. You'll slide down to the next ledge – be ready to shoot another flying beetle. Head forward to the end of this ledge, then right to the next tile. Climb up to the next, then sidestep right to climb the next two ledges. Walk to the far right corner and shoot another beetle, then run-jump to land on the ledge by the gates. Use the Guards Keys on the lock, then enter to reach Inside Menkaure's Pyramid (Level 30).









toptip

Lara says>

> When red-robed Arabs start twirling their tridents, I can't shoot them so don't waste my ammo. To stop them twirling, simply put away my guns, then immediately draw them again and shoot – that'll trick 'em!

LEVEL 30

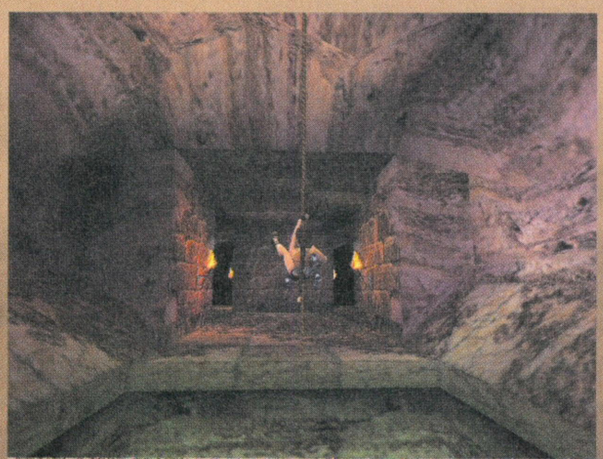
Inside Menkaure's Pyramid

Head down the slope and shoot a bat. Time your runs past the two swinging blades, then shoot more bats. Head round to the top of the stairs and look up above the blades to spot a star. Use the Laser-Sighted Revolver (or Crossbow) to shoot it (to open a hatch further on). Head downstairs and use the Grenade Gun to blow up the mummies, then shoot the bat. Collect the Revolver ammo from the far left, then jump into the 'skip'.

Drop through the hole to the passage. Head down to a chamber with a rope over a spike pit. Run-jump to the rope and swing over. Grenade or avoid the mummies (and bat) as you proceed to the right. Use the two ropes to swing over the spike pit. Head up the passage and flick the switch to open a hatch. Swing back via the ropes and head round to the right and another pit. Use the ropes to swing over it. Follow the passage and climb up through the opened hatch.

Keep jumping sideways to avoid the firebolts of the Egyptian guardian as you shoot him. When he's dead, use the Crowbar to pull the Western Shaft Key from the large star on the far wall, opening a passage by the stairs near the start of the level. Head all the way back there to enter it. Slide down and walk along the next passage – as soon as you hear

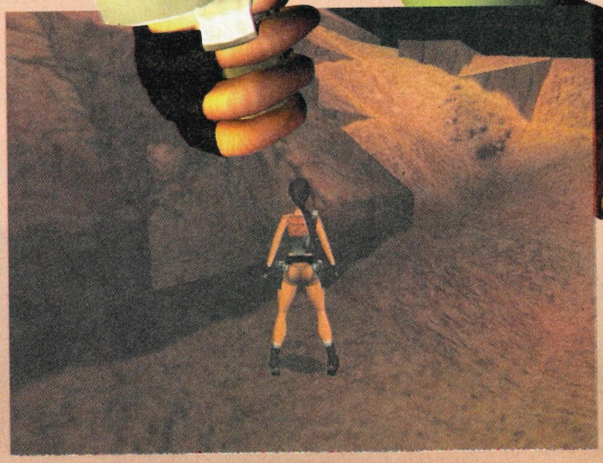












toptip

Lara says:

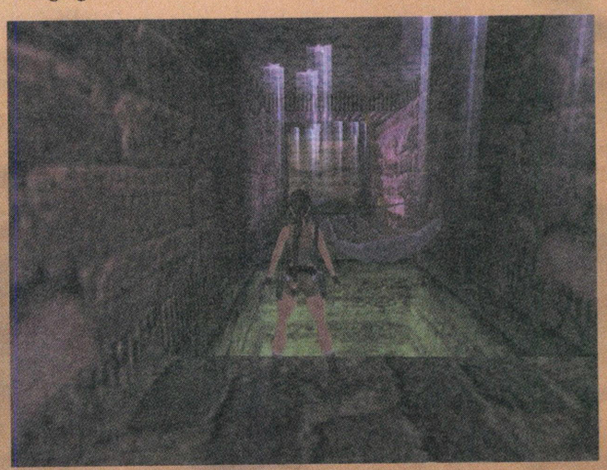
> Look around for a torch to light from a flame – it'll save my flares. The only problem is that I can't climb while holding it (or grab from jumps). However, I can jump and press Y to throw it over low walls and blocks.

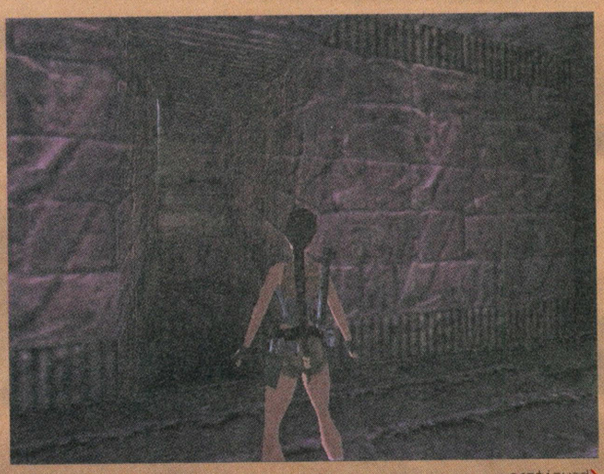
a click, duck to avoid the passing blades! You're then safe to continue around to the end of the passage.

Jump to pull open the hatch and climb out, ready to shoot two giant scorpions on the right. Head that way and left between the pyramids to see a small switch in the left alcove. Press it to open the top of the other pyramid. Head back to the left, shooting a scorpion, then left towards the pit. You need to climb the pyramid on its left. Climb up the first two flat ledges, then run-jump right to the next. Turn left to climb up the next two ledges, then jump diagonally left to the raised tile at the top. Turn around and then hang-drop to the ladder to climb down to the bottom.

Follow the passage to a pit and run-jump over it. For the next pit, jump to grab the monkey bars and climb to the far side. The next pit has a swinging blade – time a running jump along the left or right side to grab the far side. Repeat the process for the next pit. Ignore the left passage for now and continue past another pit. Follow the passage to a chain and pull it to open a gate elsewhere.

Return past the last pit and jump up to grab the monkey bars. Climb right into the passage you ignored earlier (it has no floor) to reach the room with the opened gate. Save your position before entering it – the next bit could be deadly. You'll slide down towards a spike pit:





continued>

walkthrough

continued>

jump near the edge to clear it. You'll slide down another slope – jump to the far slope and grab the edge of the hole to avoid losing energy as you drop in. Head up the path to return to the Sphinx Complex.

Climb out (of the hole you dug before) and head round to the right. Cross the pit to reach the metal gates. Use the Guards Keys to unlock them and enter The Mastabas (Level 31)

LEVEL 31

The Mastabas

Head round to the left and shoot the dog. Head behind the lorry, shooting another dog. to collect the Jerrycan between the petrol pumps. The door is locked, so head back past the truck and into the left alley to find a door on the left. Kick it open and enter. Collect the Revolver ammo, then pull open the floor hatch. Drop in and shoot the dog, following the passage to a junction.

Head left and follow the passage to a small room. Shoot the two dogs, then collect the Small Medikit and Crossbow ammo. Now use your Laser-Sighted Revolver (or Crossbow) to shoot the gems in the three wall-mounted wolf-heads' mouths. This opens the far door, releasing some mummies. Either blow them up or avoid them as you enter the opened passage to collect the Small Waterskin (Empty). Head back to the junction and left.

Follow the long passage, shooting a couple of dogs, to find a ceiling hole at the end. Climb up to emerge outside and shoot the bats. Go through the short passage to find yourself between two pits. Head right and shoot the dog before taking a running jump over the pit to the far (east) side. Shoot the 'Danger' sign (pah!) and enter the door, killing the dog and bats. Open the floor hatch and drop in.

This section's similar to the previous tunnels. Head right at the junction, shooting two

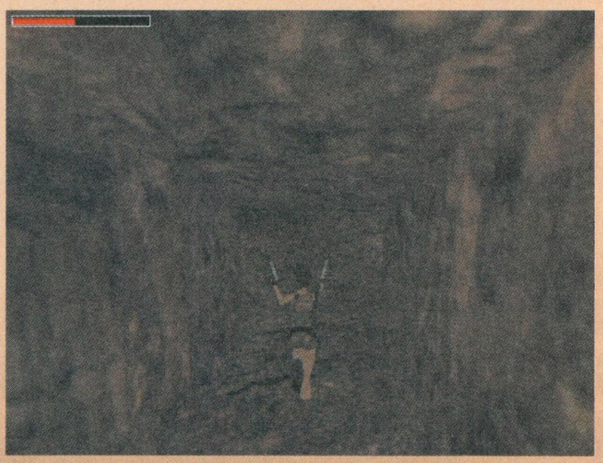




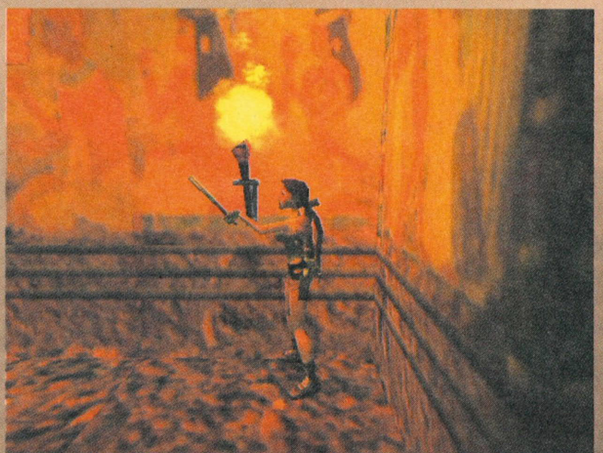
toptip

Lara says>

> To make sure I'm lined up accurately for jumps to ropes etc, hold the L (Look) button: if the rope (or ledge) is directly behind the middle of my head, you know you've got it right.







dogs, to reach another room with wolf-heads on the walls. Use the Laser Sight to shoot the gems in their mouths, as before, to open the far door, releasing a mummy and bats. Collect the Bag Of Sand from the opened passage, then return to the junction and head right. At the next junction, head left and shoot the dog. At the end you'll find a Large Medikit and Revolver ammo. Return to the junction and head left, shooting another dog.

Climb out of the hole at the end and shoot some more bats. Open the door and shoot the barrier. On your left is another pit. Run-jump from the left edge to the small corner ledge on the right. Do another running jump to the next path (north). Head right and shoot two (small) scorpions before opening the floor hatch.

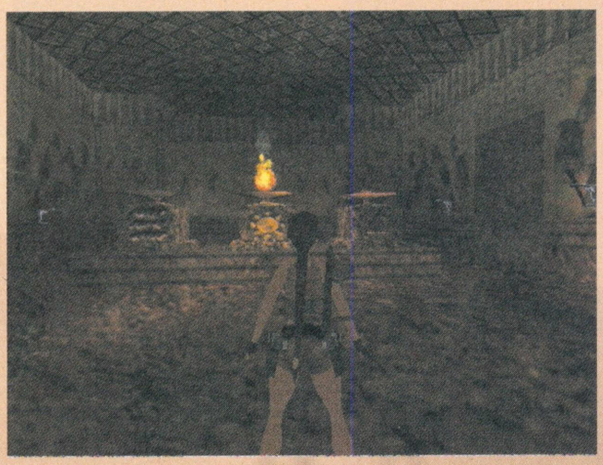
Drop into the passage and turn left at the junction. Shoot the two dogs, then the bats in the room. Use the Laser Sight to shoot the gems in the wolf-heads, as before, to open the door. Enter and shoot the bats. Go past the three scales to find some shallow water. Use the Small Waterskin here to fill it. Then use it on the scale with the water symbol (left one as you enter room). Use the Jerrycan on the middle scale, and the Bag Of Sand on the right one. Now head back to the junction and straight over. Shoot the dog and collect the torch at the end. Return to the scales room and light the torch on one of the flames, then use it to light the middle scale.

A door opens on the left, so enter it. Blast the mummies and use the Crowbar to pull the Northern Shaft Key from the far wall. Then use the Laser Sight to shoot the gems in the two wolf-heads. Return to the scales room to enter the opened opposite door. Shoot more gems in wolf-heads, then shoot the dogs as you enter the far doorway. Follow the passage to a junction: head left for a Large Medikit. Shoot the dogs on the way back to the junction and go left to climb up out.

Shoot the scorpions as you head out through the short passage to find a pit on the left. Walk along the left ledge and run-jump left to the path there. Turn around and run-jump (from the left edge) to grab the far (south) ledge. Open the right door and shoot the bats. Then open the floor hatch and drop in. Follow the passage, shooting a scorpion, to the junction. Head left to shoot a scorpion and collect Revolver ammo. Return to the junction and go left, shooting scorpion, to climb out at the end.

Shoot the dog and Danger barrier and enter the opposite door. Shoot the bats and open the floor hatch to drop in. Head right at the junction to collect a Small Medikit, then head back past the junction, shooting a dog. Continue to the room, blasting dogs and bats. Use the Laser Sight to shoot the gems in the wolf-heads.

Enter the opened door to a room with three monkey statues. Use the Crowbar on the switch in front of the right statue to open the right door (the others release real monkeys). Enter and blast/avoid mummies, then use the Crowbar to prise the Southern Shaft Key from the far wall. Return to the statues room to find the opposite door is open. Enter and use



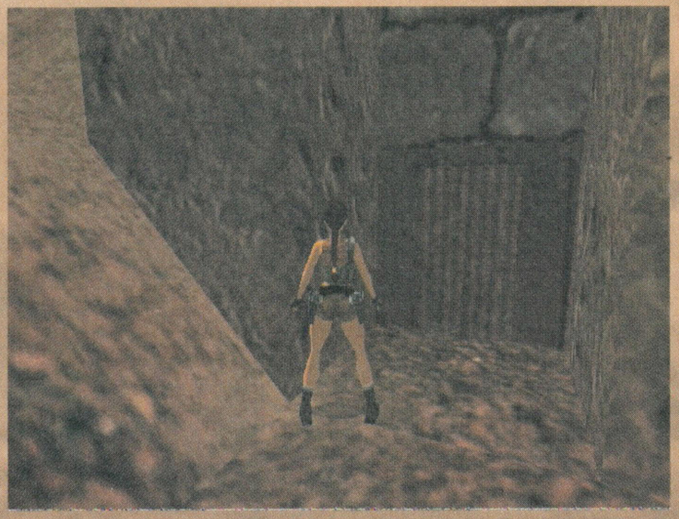
toptip

Lara says>

> Those horrible flame-thrower guns will give me a roasting if I get too close. If I sneak around the back of them, I can destroy them by aiming (with Laser Sight) at the fuel tank. However, the two on the roof in City Of The Dead can be blown up by shooting the barrel that is near them.



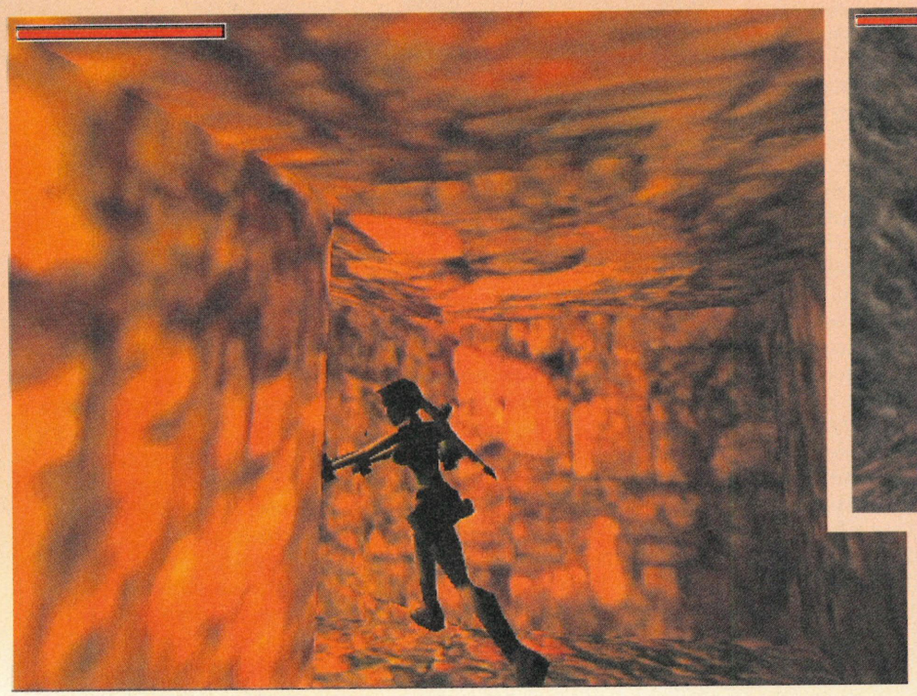


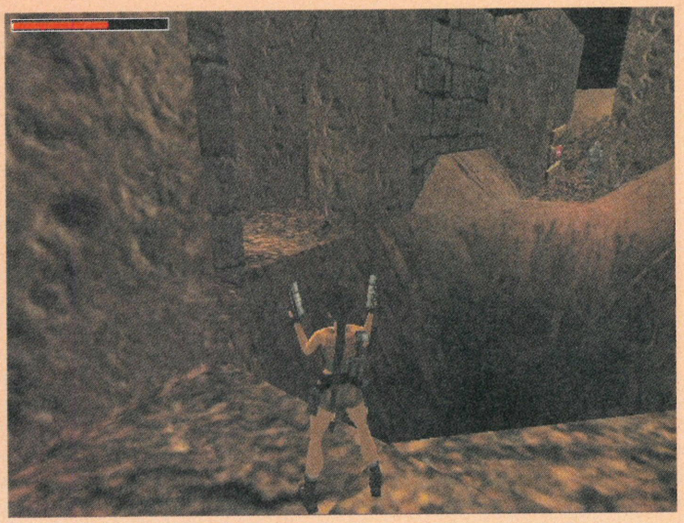


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the Laser Sight to shoot the gems in the wolf-heads. Follow the far passage and slide down the slope. Climb the steps and head up to The Great Pyramid (Level 32).

LEVEL 32

The Great Pyramid

Follow the passage round and climb out at the end. Collect the Small Medikit and Shells before heading through the doorway and shooting the barrier. Be ready to shoot a guard on the right as you exit. Head left to the pit and run-jump to the path on the left. Turn round to shoot the two guards. Open the door and shoot another guard, then the flying beetle. Open the floor hatch, but don't drop in! It's a long way to the bottom, so hang-drop to the ladder to climb down. Collect the Secret Grenade Gun from the end of the passage, then climb back up the ladder.

Turn left to see another passage and blast the barrier. Kick open the opposite door and kill another guard. Don't bother with the floor hatch here – it's just a deadly drop. Open the far door and head outside. Round to the left is another Danger barrier: shoot it and enter the door. Blast the two flying beetles and collect Grenade ammo and Uzi Clips from the corners. Open the floor hatch for a Large Medikit.



Exit the room and approach the huge pyramid to see a short cut scene – it's going to be a long way up. Head out onto the ledge to run-jump over the chasm. Slide down to the ledge on the left. Run-jump to grab the far ledge. Walk onto the next tile (it's not a slope) and climb up to the right, ready to shoot a flying beetle. Walk onto the next flat ledge, then climb up to another. Turn right and run-jump to the next flat ledge, but immediately walk backwards a couple of steps

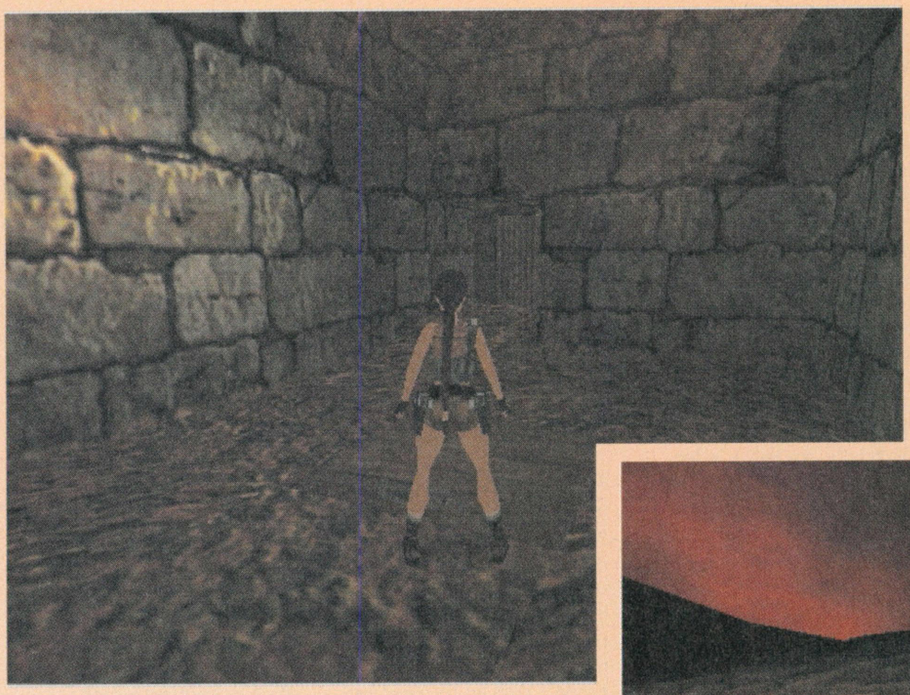
toptip

Lara says>

> To kill crocs and other aquatic enemies, get me to dry land quickly so I can get my guns out.

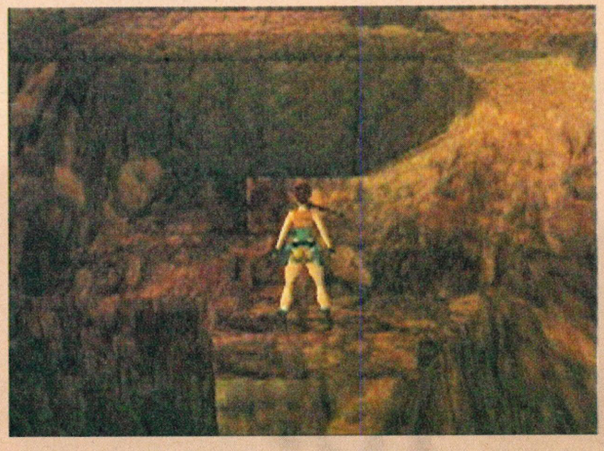












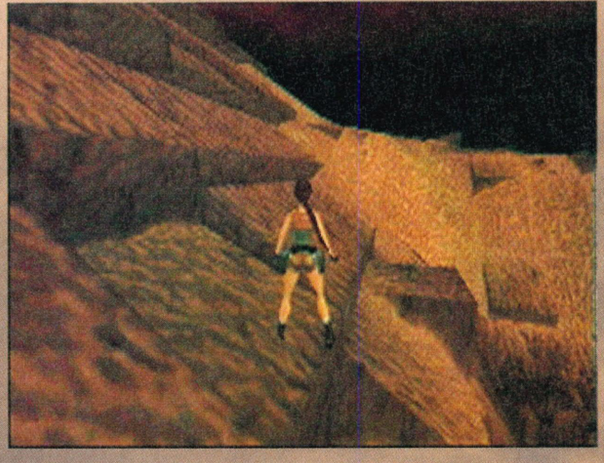
to avoid the falling block! Stand-jump to the flat tile, then to the next, stepping back to avoid another falling block. Climb up to the left, then turn right and stand-jump to the flat tile, then to the next. Stand-jump again to slide down to a ledge – don't move until the falling block has passed! Drop to the flat ledge just below. Run-jump across the chasm to grab the opposite ledge.

toptip

Lara says>

> Make sure I put the correct amount of water in the vases to balance each set of scales in the Temple Of Horus. The amount in litres is indicated by the number of marks on the side wall. If I get it wrong, a vicious creature will be released from the cage.

Pull up and turn left to shoot the flying beetle, then run-jump to the sloping ledge there. Turn left and walk to the right corner. Run-jump back towards the pyramid, grabbing the low ledge. Climb onto the next ledge and walk to the right – but not onto the slope or you'll fall! Stand-jump to the ledge with the Large Medikit. Turn around and jump diagonally right to the next flat tile, then







nued>

walkthrough

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immediately stand-jump to the next to avoid the falling block. Stand-jump diagonally again to the next tile. Turn left to stand-jump to the tile, ready to blast another flying beetle. Walk up onto the next tile and climb to the ledge.

Turn right and stand-jump to the tile. Do another standing jump to the next tile, but quickly backflip to avoid the falling block. Stand-jump to the tile again, then turn left to climb up via the next tile to the ledge. Walk left and shoot the two flying beetles, then turn right to climb up to the longer ledge. Walk as far left as you can, then do a running jump to slide down to a ledge. Turn left (west) and run-jump to the next ledge, ready to shoot a flying beetle.

Don't bother climbing up the right ledges. Instead stand-jump (west) across to the next tile. Stand-jump again to slide down to the tile just below.



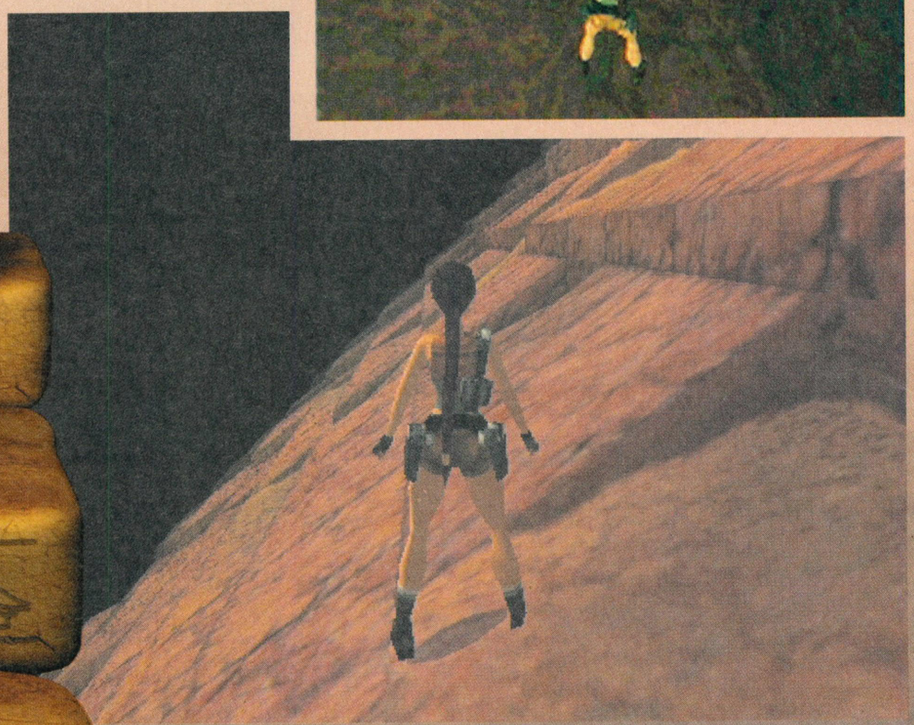
Stand-jump diagonally up (northwest) to the next flat ledge. Walk left to the edge and stand-jump (west) to slide to the next tile. Stand-jump diagonally up (northwest) again to the next ledge. Climb up to the next tile, shooting a flying beetle. Climb up the next two ledges, then stand-jump diagonally left (northwest), up to the next flat tile. Turn left to stand-jump across (west) to the next tile, then quickly stand-jump forward to avoid the falling block. Now walk to the edge and do a running jump (west) to slide all the way down to Khufu's Queens Pyramids (Level 33).

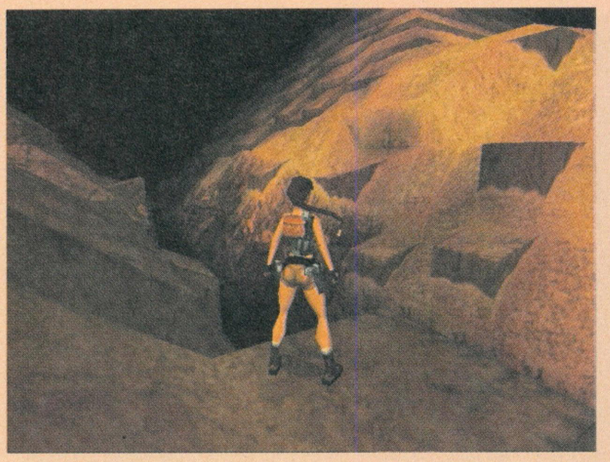
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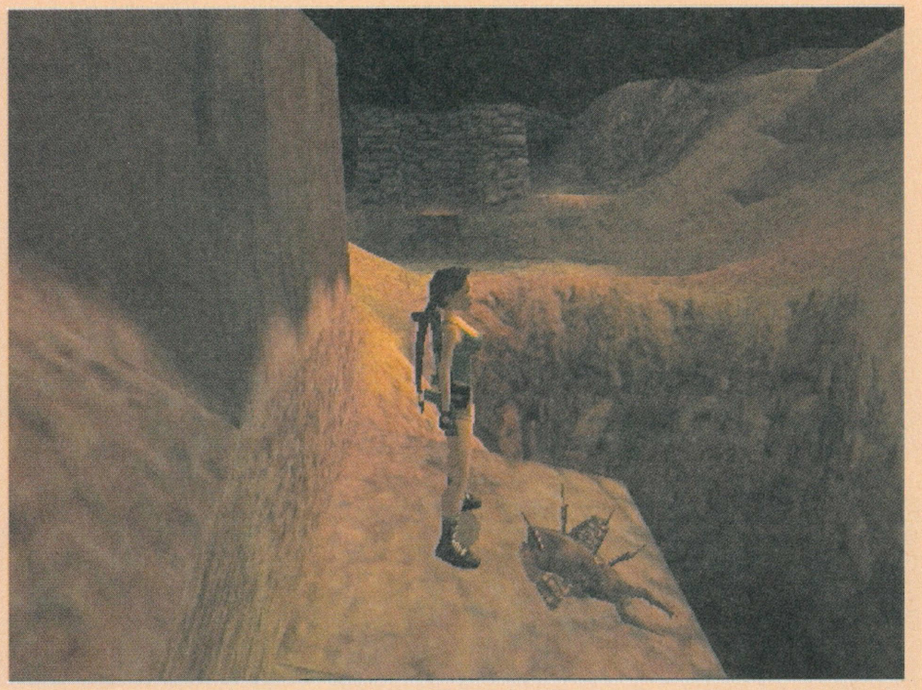
Lara says>

> When I reach the three hieroglyphic switches underneath the Sphinx, press them in the correct order (right, left, middle) first. Otherwise a gate will open to a maze of traps – and I certainly don't want to go there!









LEVEL 33

Khufu's Queens Pyramids

Follow the path to see a man fighting a giant scorpion – shoot to kill both of them. Head left, down to the door.

toptip

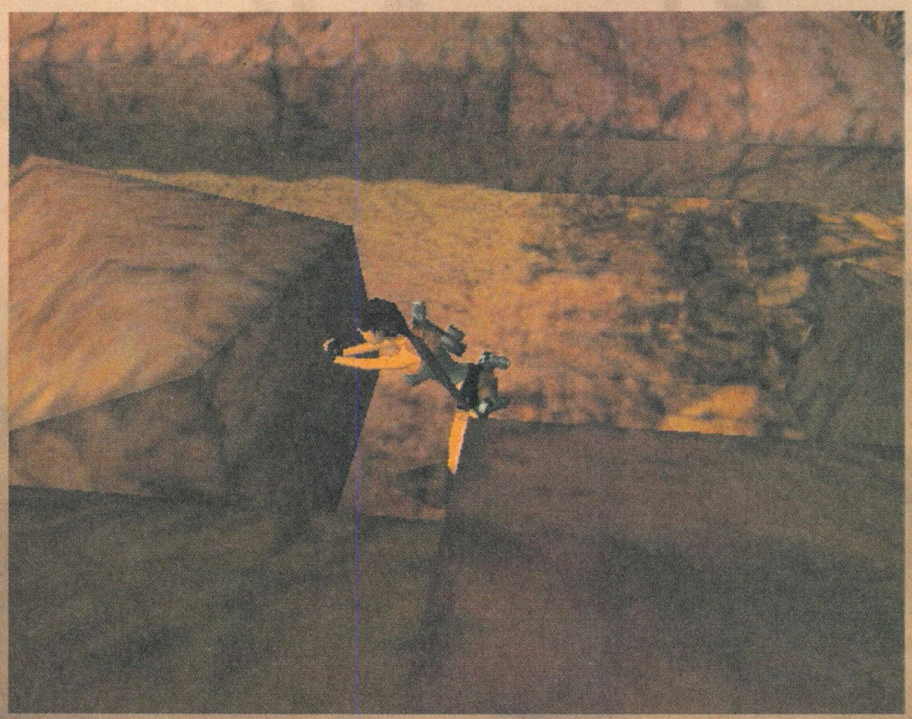
Lara says:

> To get the greatest distance from rope swings, climb down to the bottom of the rope (when it stops moving enough to do so), then aim and hold A to swing. Give me two or three swings to build up my momentum, then at the end of the forward swing, press jump.

Enter and shoot the right crate for a Small Medikit. Head through the open gate and shoot the right crates for Revolver ammo, Crossbow ammo, and Grenade ammo. Blast open the left crates for Wideshot Shells, Uzi Clips, and Grenade ammo.

Exit back outside and round to the left to see another door down to the left. Enter to find a locked gate. You need the Armoury Key (from the guard you saved in Level 29) to open this and enter the Secret area. Shoot the crates for a Crossbow, Grenade Gun, Revolver, Shotgun, Uzi, Shells, and Crossbow Ammo.

Head back outside, ready to blast a giant scorpion. Head north to the pit and walk around the left side to stand-jump to the flat ledge. Do a running-jump around to the path on the left. Quickly blast the scorpion, then turn around and run-jump over the chasm to grab the opposite ledge. Stand-jump right to the next ledge, ready to blast a flying beetle. Climb up onto the next ledge, then run-jump left to land on another – but don't try to grab or you won't reach it! Then stand-jump slightly left to the next ledge. Turn left to run-jump back across the pit, aiming slightly right to grab the ledge (just to the right of the missing tile). Turn right and run-jump to the ledge, ready to shoot the flying beetle and giant scorpion – tip: keep away from the edge! Follow the path around to the left for a Small Medikit. Then push the



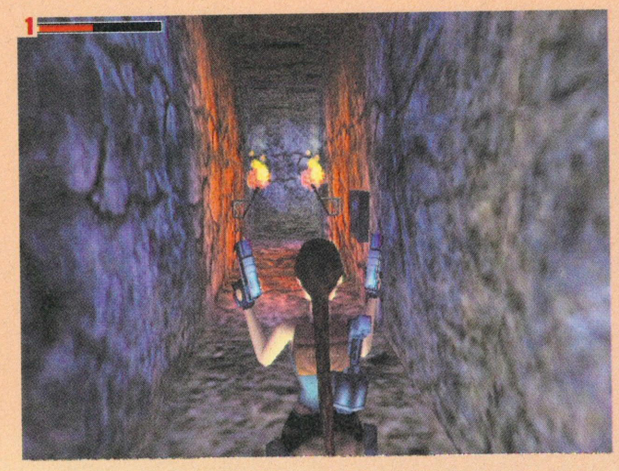




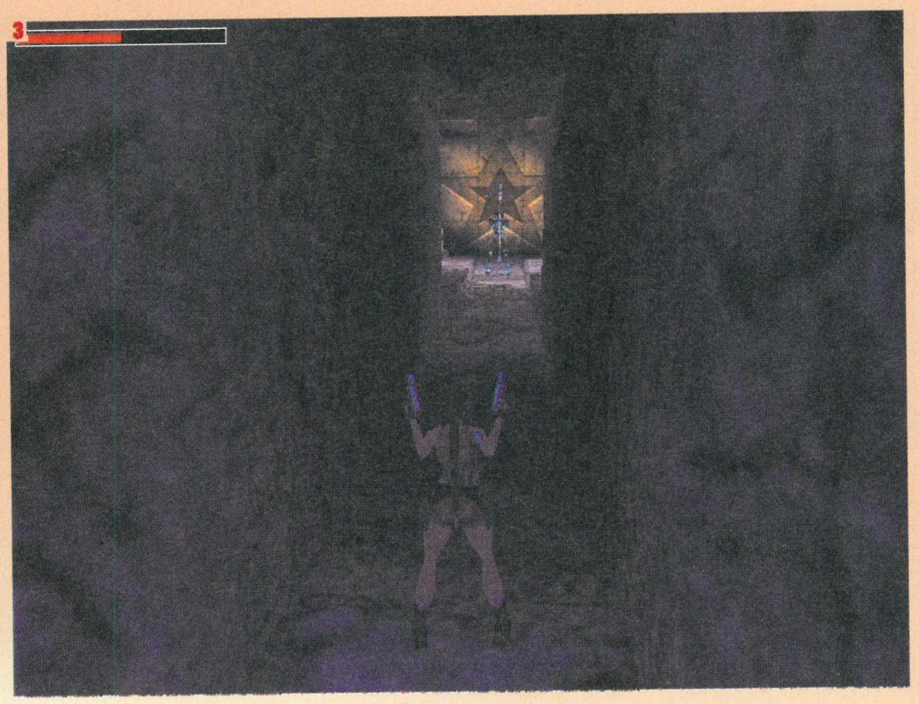
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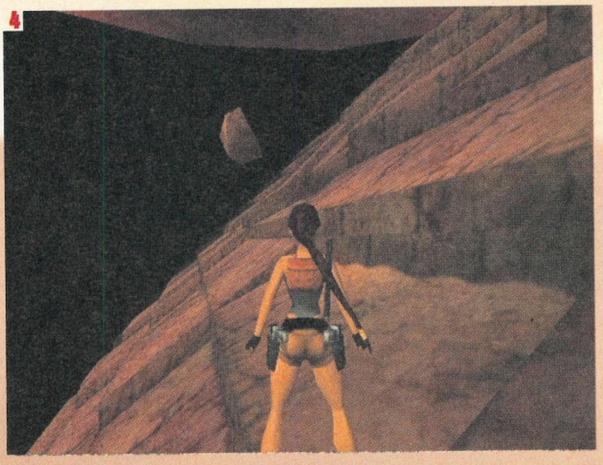
walkthrough

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[1] At least there's a bit of light around here... [2] Hey, what's your star-sign, baby? [3] Ooh, looks like something exciting at the end of the tunnel. [4] Watch out for those falling rocks Lara – they're bound to give you a headache!

oddly shaped block to the end of the path, to open a passage just to the left. Enter it and open the floor hatch. Hang-drop to the ladder and climb down.

Head through the gate to the labyrinth. Head right at the junction and shoot the (small) scorpion past the falling wall. Reach into the first hole on the left wall for a Small Medikit. However, don't touch the second hole or beetles will pour out. Corner left and shoot another scorpion. Head right at the junction and corner left to a passage with torches. Ignore both wall holes and corner left to shoot a scorpion. Head right at the junction and shoot the scorpion. Corner left and ignore the wall holes. Go right at the junction to finally reach the star room.

Jump sideways while blasting the Egyptian guardian (and scorpion). When he's dead, use the Crowbar to prise the Eastern Shaft Key from the star. You now have to head back through the labyrinth. Looking out for scorpions, go straight on at the first junction, right at the next, left (grab Shells from first hole), left, right, then straight

toptip

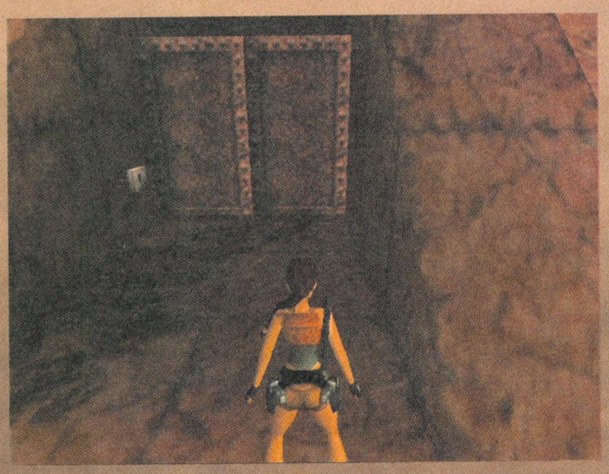
Lara says>

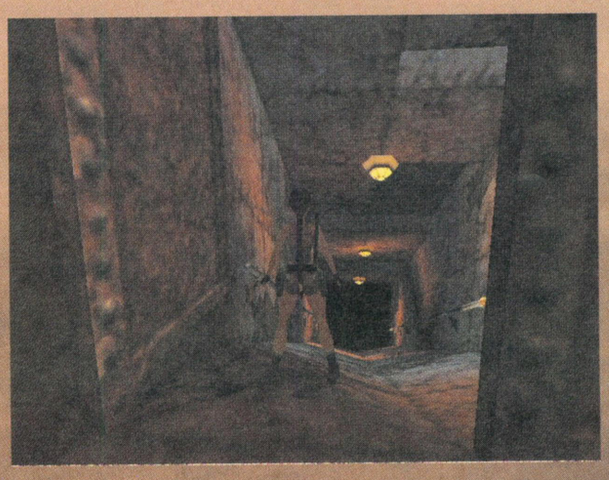
> Watch out for falling blocks when climbing the pyramids – be prepared to jump forward or back to avoid them.

toptip

Lara says>

> When I'm attacked by a homing fireball, I'll need to find and release a blue fireball to keep it at bay. In the meantime, keep me moving and changing direction so that it can't set me alight. I burn easily, you know.







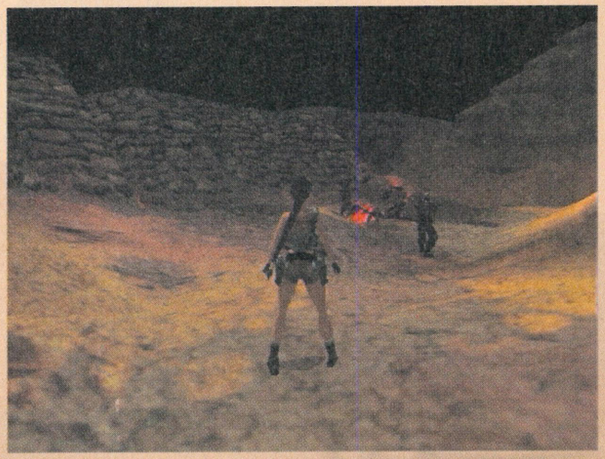


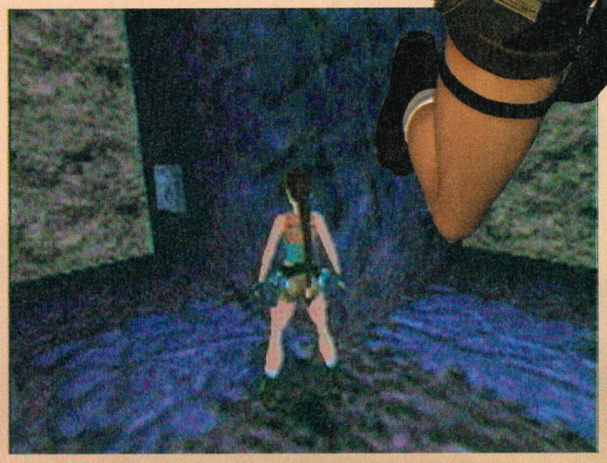
toptip

Lara says>

> If I get stung by a scorpion or other poisonous enemy, my energy bar will flash yellow and slowly drain away – and my vision goes a bit wonky. Please use a Medikit quickly to stop this happening.







toptip

Lara says>

> When backflipping from a pole into a room with a low ceiling, position me so my head is just above the floor – much higher and I'll hit my head on the ceiling (ouch!) and fall down the hole, possibly to my death.

over the last junction, through the open gate. Climb back up the ladder.

Head back round to the pit and run-jump to the opposite ledge below the pyramid. Run-jump left to the ledge. Stand-jump to the next, ready to shoot a flying beetle. Turn right to climb up, then walk right to climb up to the next tile. Stand-jump diagonally left (northeast), then repeat to the next ledge (stay put to avoid falling block). Walk to the end and do yet another standing jump (northeast). Head left along it, ready to shoot two flying beetles. Then climb up to the gates and use the Guards Keys to open them. Enter to reach Inside The Great Pyramid (Level 34).





LEVEL 34

Inside The Great Pyramid

Proceed down the path carefully to reach a pit. Drop to the lower left side and run-jump across it. Get your gun ready to blast a couple of Arabs (including a red one). Once they're dead, head right and follow the passage, shooting another guard. Head through the gate and shoot another red Arab.

Walk between the slopes and some pillars will start sliding from side to side. To bypass each one, hug either wall and walk as near to the pillar as possible, then stand-jump forward just as it moves out from that side. Be ready to shoot three dogs in the next room, as you head around the rear to enter the 'skip'. Collect the Small Medikit and the torch. Light the latter on a flame, then use it to light the other four torches on the wall. This opens a short passage in the west wall: enter it to collect Wideshot Shells and flick the switch, opening a door above the two slopes. Shoot a couple of dogs in the torches room, then return past the sliding pillars. Shoot the bat

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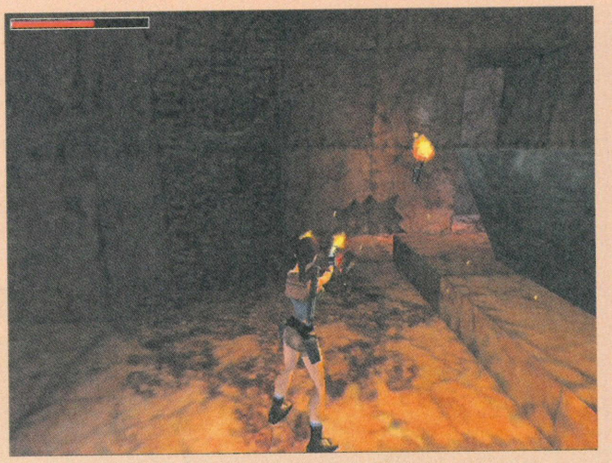
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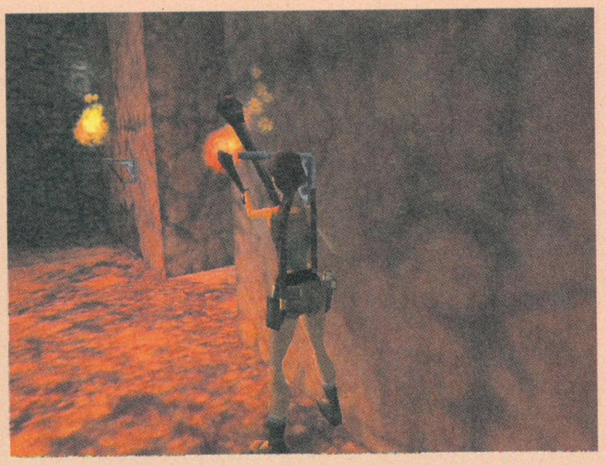
continued>

toptip

Lara says>

> To kill the golden knights, just keep shooting them in their chest gems – it's best just to blast away with the Uzi. Don't bother shooting them from behind, though, as you'll just waste valuable ammo.



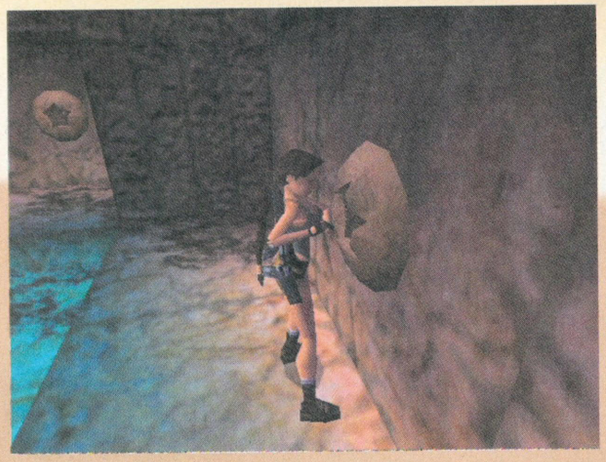


and head up either slope to enter the door.

After a short cut-scene, place your four Shaft Keys in the stars on the walls, causing the light beams to open a hole in the floor. Now flick the switch between the two stars on the far wall, to reopen the gate below the slopes. Shoot the two guards who arrive, then head back past the sliding pillars to find a light beam has destroyed the skip. Enter the opened short passage on the right. Collect the Large Medikit on the right, then flick the switch on the left to open a gate. Head back past the sliding pillars and through the gate. Follow the passage back round to the original slope, shooting any guards there. Head right down the slope to another pit (just past the narrow section). Stand-jump over it – don't run or you'll fly into the second pit. Shoot bats, then run-jump over the next pit to the far ledge.

Shoot a guard, then stand-jump over the pit. Drop down to the next platform for a Large Medikit, then stand-jump over the final pit to enter the room.

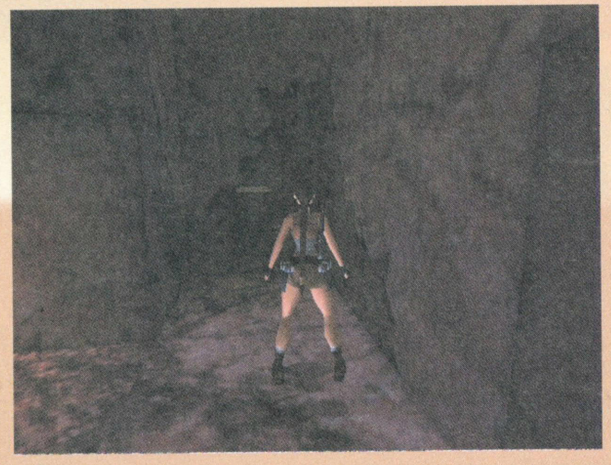
Shoot more bats, then grab the edge of the light-beam hole and climb down (all the walls are climbable) to enter the east passage just above the bottom. Drop

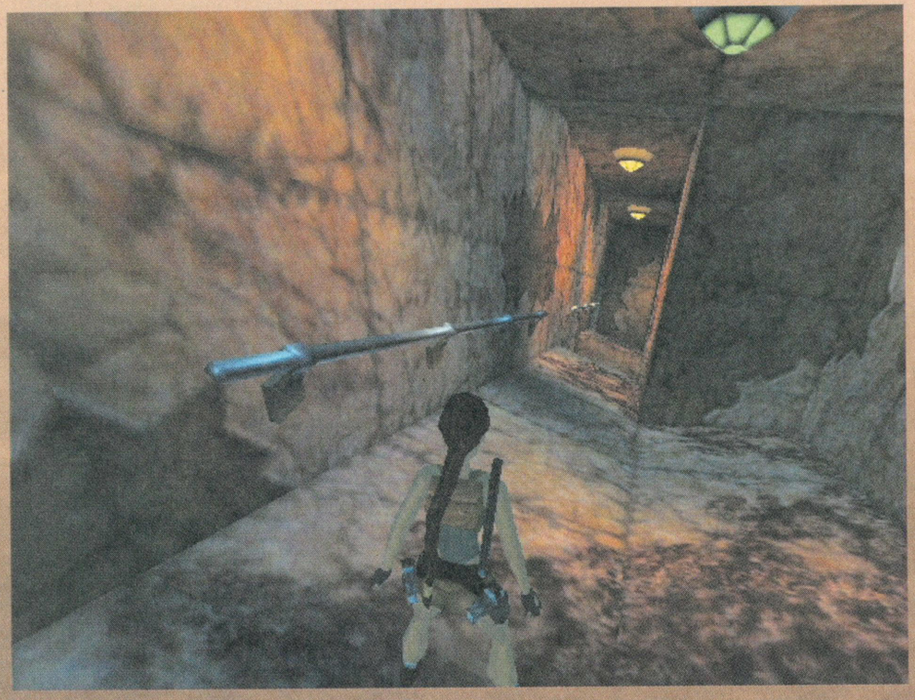


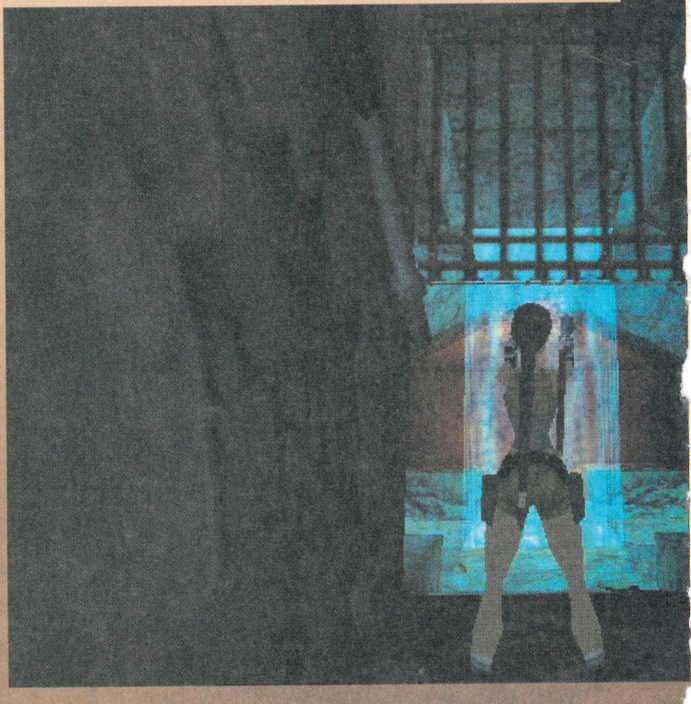
toptip

Lara says>

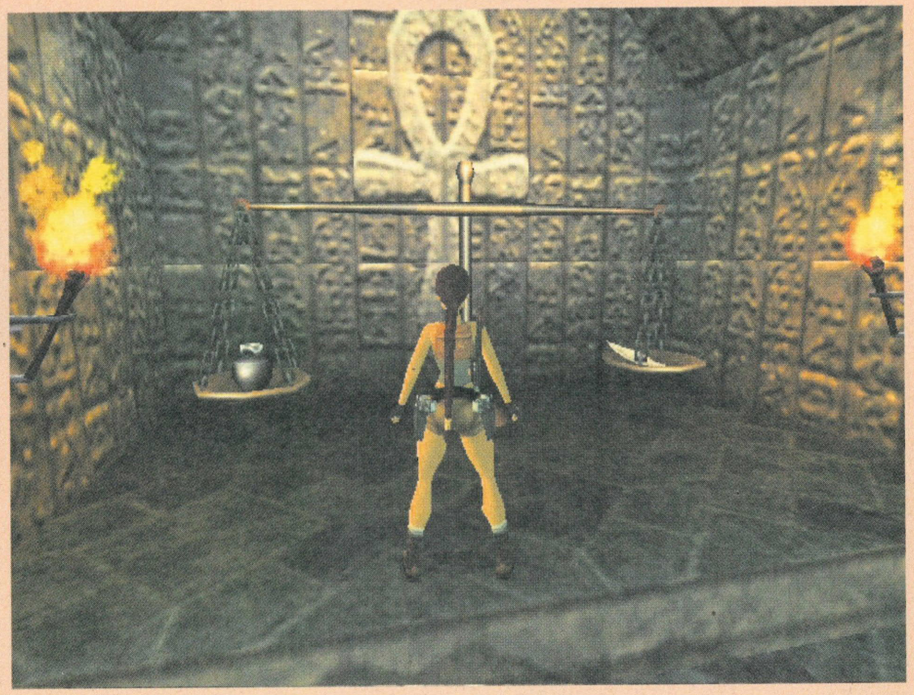
> Note that I can't drop from a high crawl-space forwards – you need to reverse me up to the edge (hey, no peeking up my shorts!) so that I can hang-drop down.











down to the next passage to enter the Temple Of Horus (Level 35).

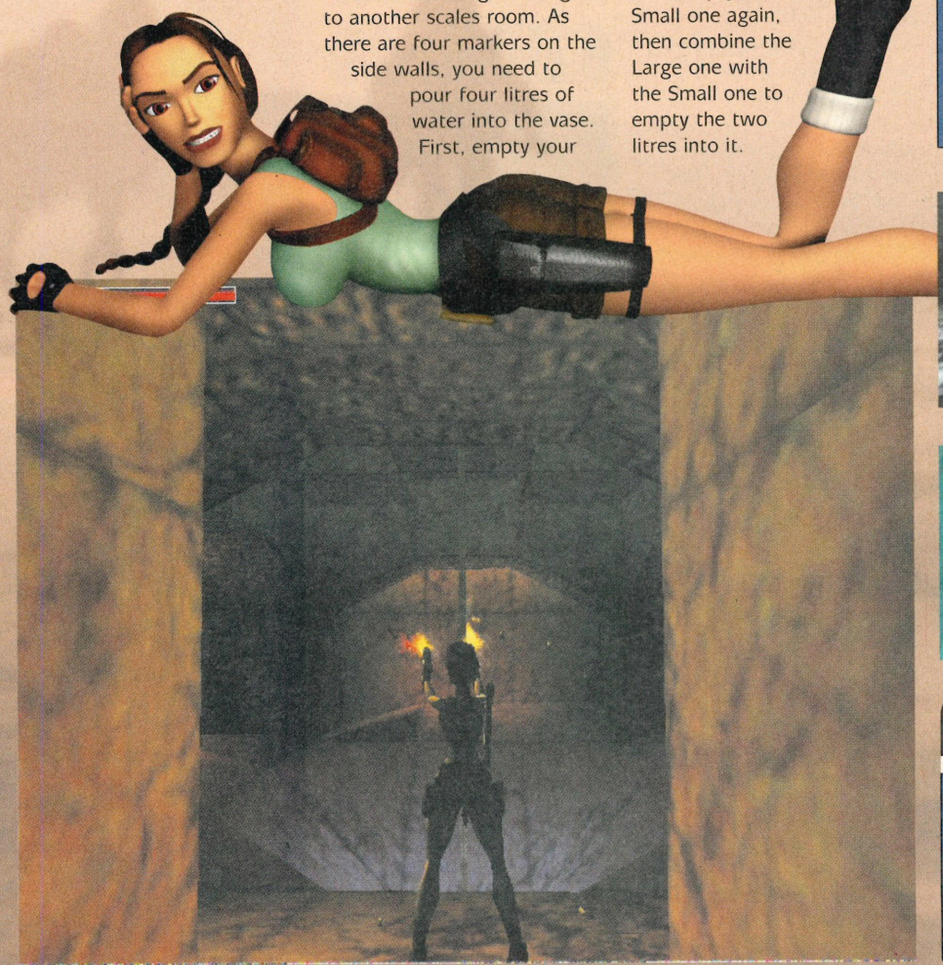
LEVEL 35

Temple Of Horus

Head round to the right and collect the Large Waterskin from by the steps. To balance the scales, you need to pour two litres of water (as indicated by the two markers on the side walls) into the left vase (get it wrong and the rear cage opens, releasing that vicious creature). So fill the Large Waterskin from either pool to get five litres, then combine it with the Small Waterskin, leaving two litres in the large one. Use the latter on the scales vase (make sure you're standing right next to it or the water may pour onto the floor) to balance them and open the floor grating.

Drop through to the passage and follow it to a torch-lit room, shooting bats. Jump to grab the pole and time your slide down past the blades. When you reach the bottom, shoot those pesky bats. Head through and right to another scales room. As there are four markers on the side walls, you need to pour four litres of water into the vase. First, empty your Small Waterskin on the floor. Fill the large one and combine it with the Small one. Empty the Small one again, then combine the Large one with the Small one to empty the two litres into it.

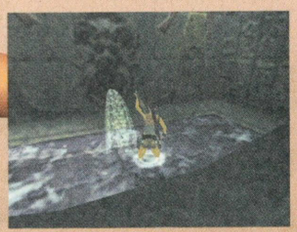




toptip

Lara says>

> When doing a running-jump, you can hold Grab to lower my trajectory, which may avoid me hitting my head. However, the distance of the jump is slightly reduced, so beware.





toptip

Lara says>

> Sometimes I need to use the Laser Sight, with the Revolver or Crossbow, to aim at things, such as the gems that are in the mouths of the wolf heads in the Mastabas.

continued>

walkthrough

continued

EVERY SECRET REVEALED!

Here's a quick guide to the location of all 70 secrets. You don't get anything for collecting them all though.

L1 ANGKOR WAT

1. Golden Skull to left of main steps near start.
2. Skull in water below first jump.
3. In corner below run-jump-grab.
4. At bottom of large pool.
5. In far right corner by boars.
6. To right of room after boars.
7. Enter crawl-space, crawl into left tunnel.
8. Round to right of walkway in area after dash and roll.

L3 THE TOMB OF SETH

9. To right (north) of slope near dogs, climb into short passage.
10. Before using hole switch to raise sand, enter sand pit and short passage.
11. Swing via rope to blue passage. (Climb to top avoiding spiked roller.)
12. Before using Timeless Sands, climb ladder to left of Sphinx. Push lever to open door in side of Sphinx. (Note: Do this before using the Timeless Sands.)
13. Before using Timeless Sands, climb ladder to left of Sphinx. Jump onto Sphinx, climb to top of head to find small cave.

L4 BURIAL CHAMBERS

14. As you slide at the start, jump to grab ledge.
15. After collecting Hand Of Orion, jump to left side.
16. Head round left of room with sarcophagus, to avoid getting Amulet Of Horus. Enter next room (with pushable statue) and drop into far left corner to find alcove.
17. Climbing steps in cave, drop into right alcove.
18. Entering large rotating chamber for first time, jump left to alcove.

L5 VALLEY OF THE KINGS

19. At start, climb into the near left dark alcove.
20. At start, climb to entrance of near right dark alcove. Turn right to jump and grab high ledge, then climb up to ledge located above entrance.
21. Climb down the ladder





Refill the large one and combine it with the small one, leaving four litres in the large one. Use this on the vase to balance the scales.

Drop through the opened grating and head up to another pole room. Shoot the bats and jump to grab the pole, sliding down past the blades. Shoot the bats and head through to yet another scales room. This time you need one litre of water to balance the scales. Your Small Waterskin should already contain three litres, so combine it with the empty Large one. Refill the Small one and combine it with the Large one again, leaving one litre in the Small one. Use this on the scales vase to open the grating.

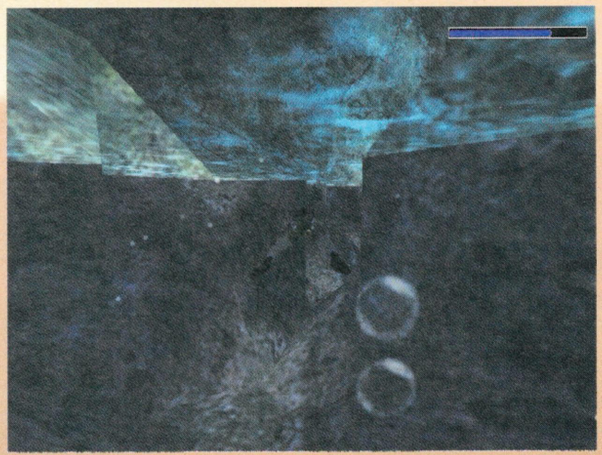
Drop through to the passage and head up to the beam of light. Stand-jump to grab the far side of its hole and climb down: continue past the opened pyramid and climb right to the block to see a cut scene. Turn right to walk to the left corner, then run-jump to land in the water below. Climb out onto the north side of the island. Place the four Holy Scriptures on the pedestals, then approach the light beam and watch the cut scene of the statue of Horus coming to life.

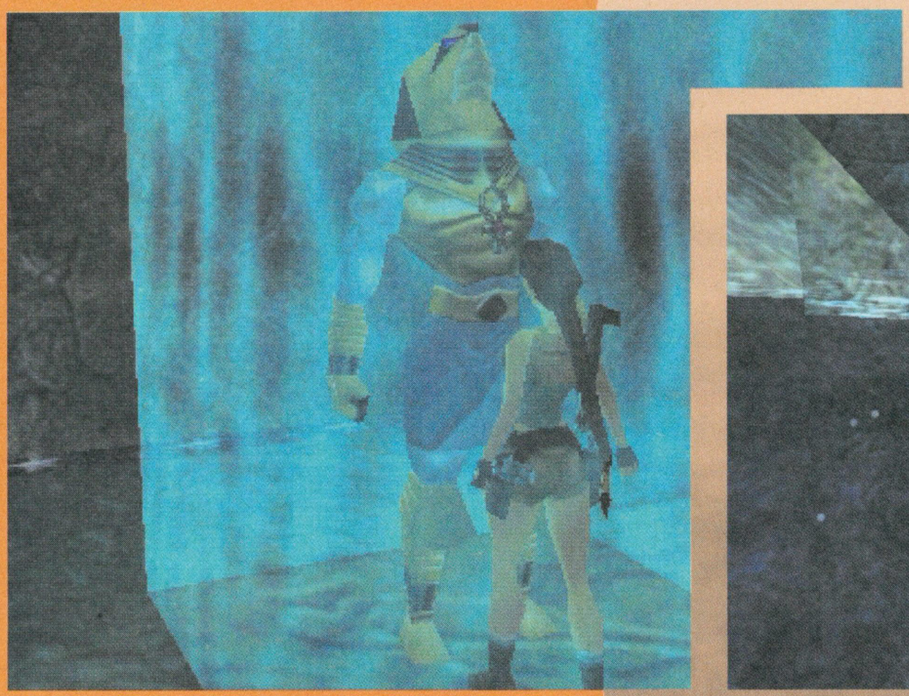
There's no point shooting at Horus, so quickly jump into the water to avoid his firebolts. Dive to the bottom

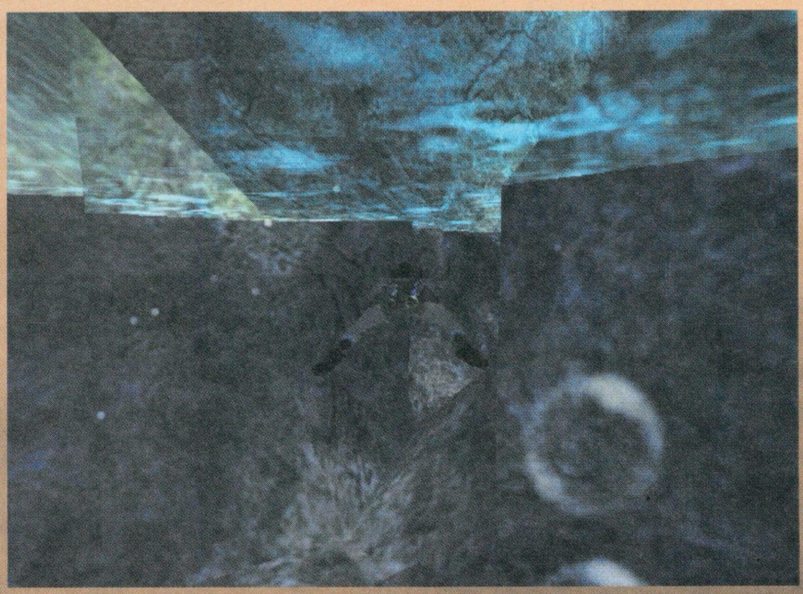
toptip

Lara says:

> I can't kill some enemies, such as beetles and skeletons, so just get me away from them as soon as possible. I'm too young to die.







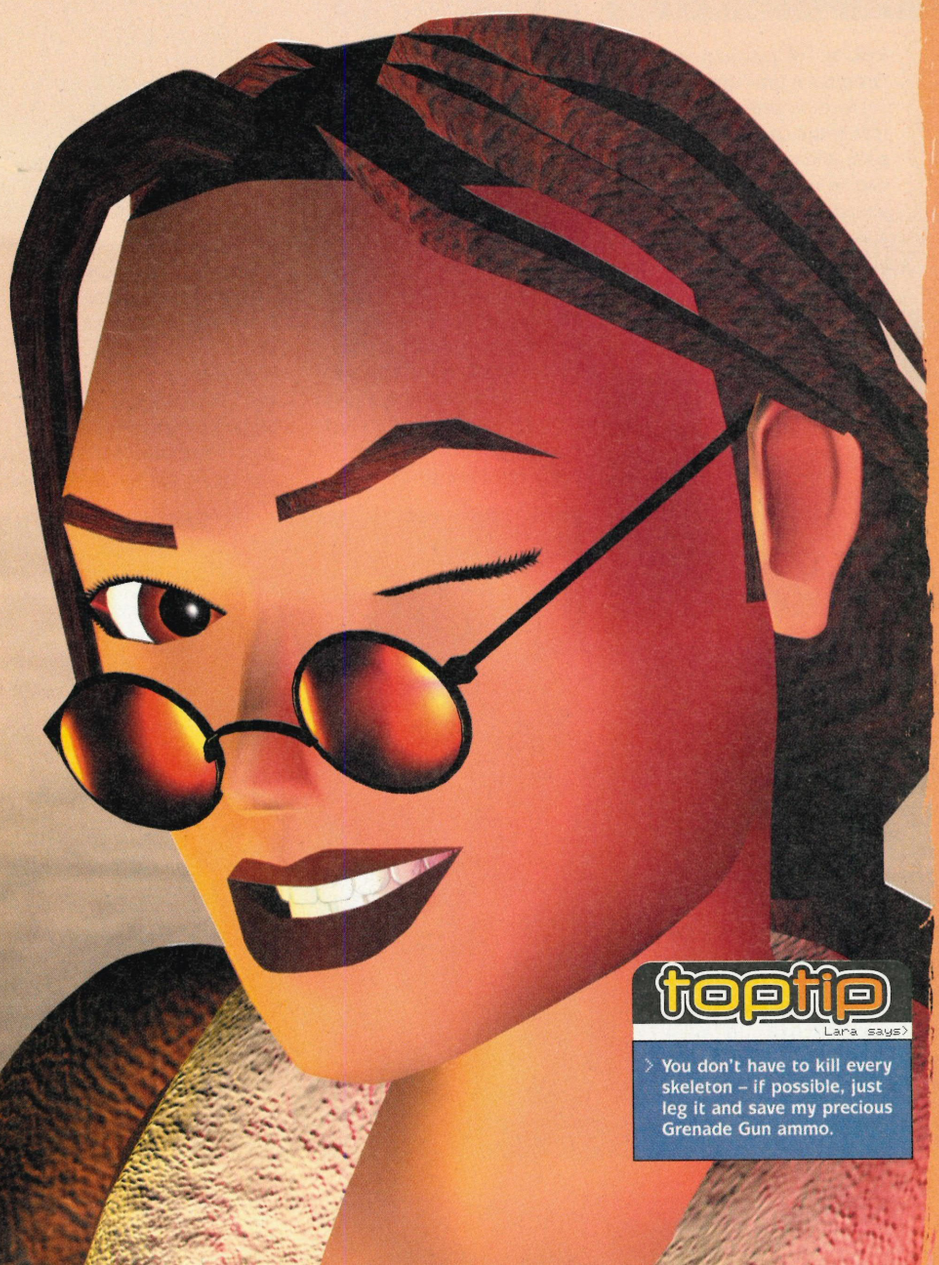






on the north side to find the Amulet Of Horus. Swim round to the southwest corner of the chamber to climb out onto the low outer ledge there. Jump left to the path and follow it up to enter a small room. Flick the switch to open the gate on the far side of the large chamber.

Drop back into the water and swim round to the northeast corner to climb out onto another low outer ledge. Jump left to the path and follow it up to enter the gate you just opened. Flick the switch to bring up the into pit by rock bridge with guard. Enter the dark tunnel.



toptip

Lara says>

> You don't have to kill every skeleton – if possible, just leg it and save my precious Grenade Gun ammo.

toptip

Lara says>

> Many creatures (eg scorpions, crocs) can't climb up, so get me onto high ground so I can shoot them from above, without the risk of nasty bites.

L6 KV5

22. After driving through the first wooden platform legs to knock the guard down, climb into the crawl-space to the right of the next archway.
23. Climb to walkway to right of locked gate. Head round to right to drop underneath walkway, then head back to left.
24. After passing third spiked ball, climb up ladder in right roof hole and backflip to ledge.
25. Climb down ladder in L-shaped pit and left under crawl-space. To enter it, you need to release A, then immediately hold A (to hang) and press R + Up before Lara puts her legs up again.

L7 TEMPLE OF KARNAK

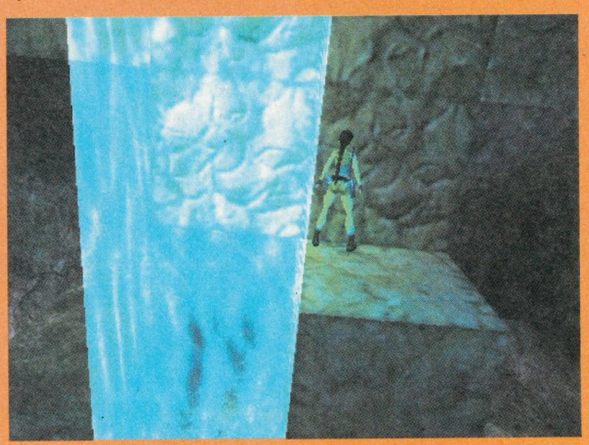
26. Head left from the monolith, through middle arch. Enter left crawl-space to reach hall. (Head round to urns, shoot them for pick-ups.)
27. Diving down in pool, enter underwater door, surface through ceiling hole.
28. From 27, swim further round and left through narrow gap to the underwater room.
29. In altar room (with two sets of monkey bars), climb into near left crawl-space.

L9 SACRED LAKE

30. After using Sun Talisman, enter south door. In water below pole, swim east to enter the underwater door.

L10 TOMB OF SEMERKHET

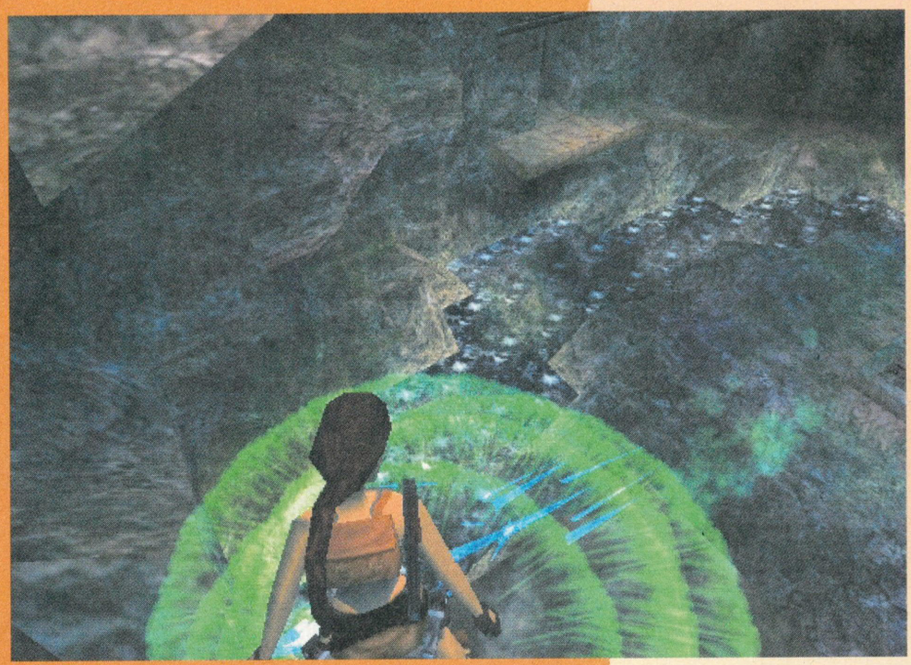
Note: For secrets 34–37, you must lost at the game of Senet.
31. From first ledge above Senet board, jump left to ledge and climb ladder to right passage.
32. After raising cage in fire holes room, jump to ledge and climb round ladders to right to crawl-space.



continued>

walkthrough

continued>



33. After losing at Senet, enter the left floor trapdoor and slide down slopes: jump from third slope to grab ledge.
34. From 33, slide down again and grab pole. Climb down to room with two ropes. Use first rope to swing to red ledge and push open secret doors.
35. In the chamber with three ropes, swing straight from the third to far ledge.
36. When you reach high pole after three ropes, collect torch from hole by dropped hatch. Throw torch to floor and climb down. Light torch on flame by three ropes, then light two wall torches to open trapdoor. Drop down and backflip past blade trap, but beware beetles!
37. After jumping across from dropped hatch (by torch hole), climb up through hole and pull switch to raise cage. Climb up via latter through hole.

L11 GUARDIAN OF SEMERKHET

38. In passage leading to bull, use monkey bars to climb to crawl-space leading to pit with fires.
39. Past bull, continue round to dark room. Collect torch from hole and head back round to flame to light it. Head back to hole room and light both torches to open door to secret passage.
40. After luring the bull to hit all three eye panels, take the right-hand passage. Climb ladder and head left to small room.

L12 DESERT RAILROAD

41. Hang-drop from the rear of the last carriage to grab and pull into doorway.
42. Use Crowbar to open the broken panel in third carriage.
43. Use Crowbar to open panel in first carriage.

L13 ALEXANDRIA

44. After meeting Jean, exit to balcony and jump left to ledge, shooting guards. Turn right and jump to grab roof, then climb right to drop and pull switch. Open door, shoot guard, and enter secret alcove.

L15 CATACOMBS

45. In the large chamber with two ropes, swing south from the second to grab ledge.
46. After collecting first Trident, head back down to floor and round to tall room. Floor will rise, lifting you to secret alcove.
47. In the passage leading to the second Trident, lock by the pyramid seal. Drop back into the water and surface on the southwest low ledge again. Head up the path and run-jump from the end to land on the ground ahead. Head to the corner and turn left (north) to run-jump and grab the platform. Pull up and run-jump to grab the next ledge. Jump up the slope to the path.





Climb the block and jump up the slope to find a Small Medikit on the left. Head round to the south of this high ledge and walk to the right corner. Run-jump just a little to the right to grab the next ledge. For the next jump you have to take care not to hit your head on the jagged ceiling. Hop back from the edge, as normal, but walk an extra step back. Then do a run-jump-grab to land on the ledge behind the jagged ceiling. Follow the path round and turn right (west) to run-jump and grab

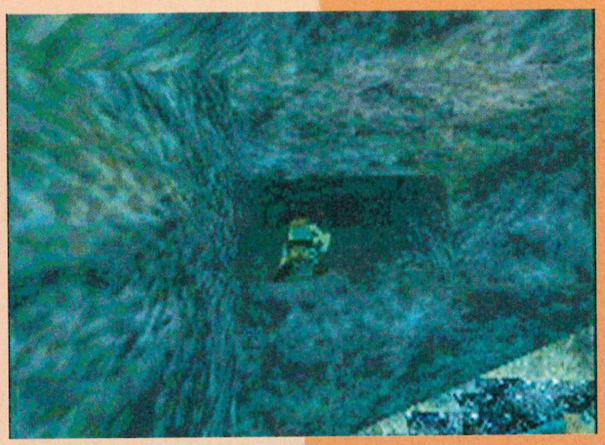
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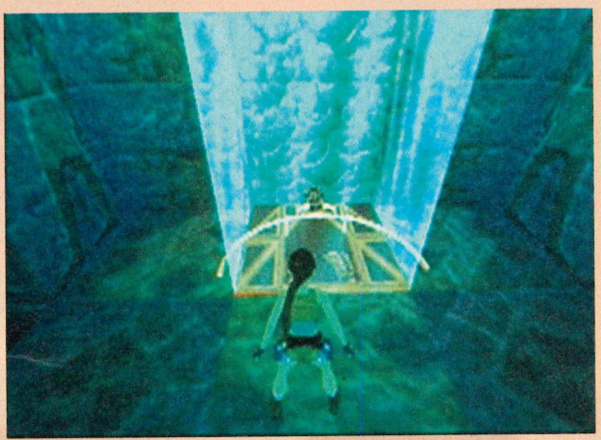
Lara says>

> If I'm attacked by a swarm of mosquitoes, just get keep me running around to shake them off. The last thing a girl needs is flies in her hair.











the crawl-space. Pull up into it and crawl through to hang-drop down.

Follow the path and run-jump from the end to grab the high ledge, next to the light beam. Run-jump north to grab the climbable wall, then climb right into the beam (where you can't be shot) and up onto the ledge where you first came in. Turn left and grab the wall to climb left and up through the beam to see a cut scene of Lara using the Amulet Of Horus to lock the pyramid, sealing Horus in.

toptip

Lara says>

> I can blow up skeletons and mummies with the Grenade Gun, but sometimes it's best just to avoid them and save precious ammo.



L16 TEMPLE OF POSEIDON

49. Taking the north passage from the big pit, drop into the pit, turn around, and enter the left crawl-space. (Note: You must do this before flooding the pit.) destroy all five bone piles (including the one back by the pole) to open a secret door.

48. From 47, walk across the floor until the view changes. Climb down the pole and jump into the left area to find the opened door on the right.

L17 LOST LIBRARY

50. Where you get the first Golden Star, drop below the left large cog.

51. After defeating Horseman, head through wide passage and round to the end to find a sloped block. Use Crossbow with Laser Sight to shoot switch above it in order to open nearby gate.

52. Sliding down to large chamber with large lion statues, jump to grab ladder. Climb up and jump right to ledge.

L18 HALL OF DEMETRIUS

53. On ledge where you met Von Croy, push lantern towards bookcase to open it and enter to return to Coastal Ruins.

L20 CLEOPATRA'S PALACES

54. Head north from steps by Pharos Knot slot, using Scarab to bypass spikes.

L21 CITY OF THE DEAD

55. After crossing iced pool to flick switch, enter opened door. In next room, enter right passage and use Crowbar to open door.

56. Ride the bike left from the roof guns to reach a large pit. Head up left side of slope to jump from highest point, then steer slightly right to land on lowest edge. Climb up by stone statue. Jump to grab right slope, then pull up and hold jump button to leap via other slopes to grab high ledge. Pull up and drop down other side.

L22 CHAMBERS OF TULUN

57. After pushing lever up above mosque, swing via rope to east ledge, killing flying beetles.

58. Climb ledge above wide passage (leading to Trenches). Enter tunnel, then crawl-space, and follow it to drop into secret room

L23 CITADEL GATE

59. On the rope, turn around and swing towards the right bell (in the northeast corner) to land on

continued>

walkthrough

continued>



its block. Hang from the edge and drop to grab the crawl-space and enter it.

L25 STREET BAZAAR

60. After crossing bridge and climbing left around ladders, turn around and stand-jump to non-sloping roof ledge, then go round to right.

L26 CITADEL

61. Before hang-dropping to grab the series of crevices, jump over the water to the staircase. Grab the monkey bars at the top and climb over to drop and grab the crawl-space on the right.
62. Right at the end, you can hang-drop from one of the deadly pits to grab a crawl-space.

L27 SPHINX COMPLEX

63. After collecting the Metal Blade, pull left shelf unit away from the wall, then second unit left to reveal secret Shotgun.

L28 UNDERNEATH THE SPHINX

64. In the room with the three crawl-spaces, enter the middle one and crawl right to drop through crumbling platform.

L29 MENKAURE'S PYRAMID

65. After climbing the pyramid to the entrance, you can continue climbing up to the right in order to get a Revolver.

L30 INSIDE MENKAURE'S PYRAMID

66. Near the end, when you slide down towards the spike pit, go down the right side and jump to a flat triangular ledge. Jump into the pit where you will find an Uzi.

L31 THE MASTABAS

67. At the start, enter the building ahead of you. Open the floor hatch and climb down ladder to collect Large Medikit.

L32 THE GREAT PYRAMID

68. Open the first floor hatch and climb down ladder to collect a Grenade Gun.

L33 KHUFU'S QUEENS PYRAMID

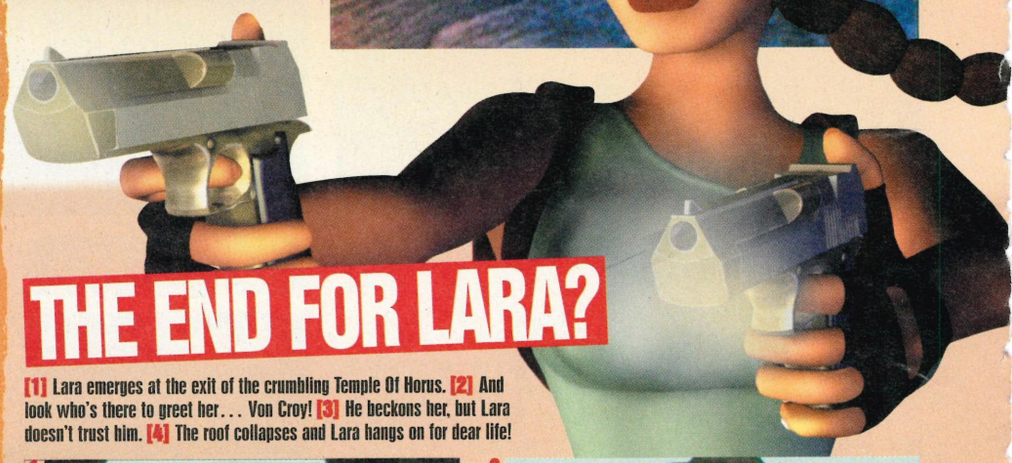
69. Enter second door on left. You need Armoury Key (from rescuing guard in Level 29) to open gate.

L34 INSIDE THE GREAT PYRAMID

70. Down the sloping path at the start, jump over the third pit. Turn around and stand-jump to land on ledge with alcove containing Crossbow.

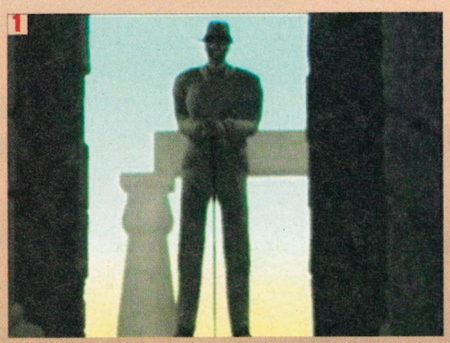
Save your game and exit through the gate. Time your standing jumps past three sliding pillars, as before. Head to the left side of the next ledge to avoid the pillar falling in the middle. Run-jump from the top to grab the far ledge. Pull up and immediately run forward a bit to avoid the falling pillar. Run-jump from the top to grab the crevice, then climb right to pull up. Head round to the right and run-jump from the top to grab the next ledge. Climb left to pull up in the middle and immediately run forward to exit and complete the game.



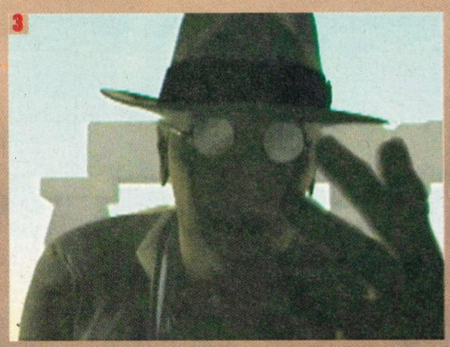


THE END FOR LARA?

[1] Lara emerges at the exit of the crumbling Temple Of Horus. [2] And look who's there to greet her... Von Croy! [3] He beckons her, but Lara doesn't trust him. [4] The roof collapses and Lara hangs on for dear life!





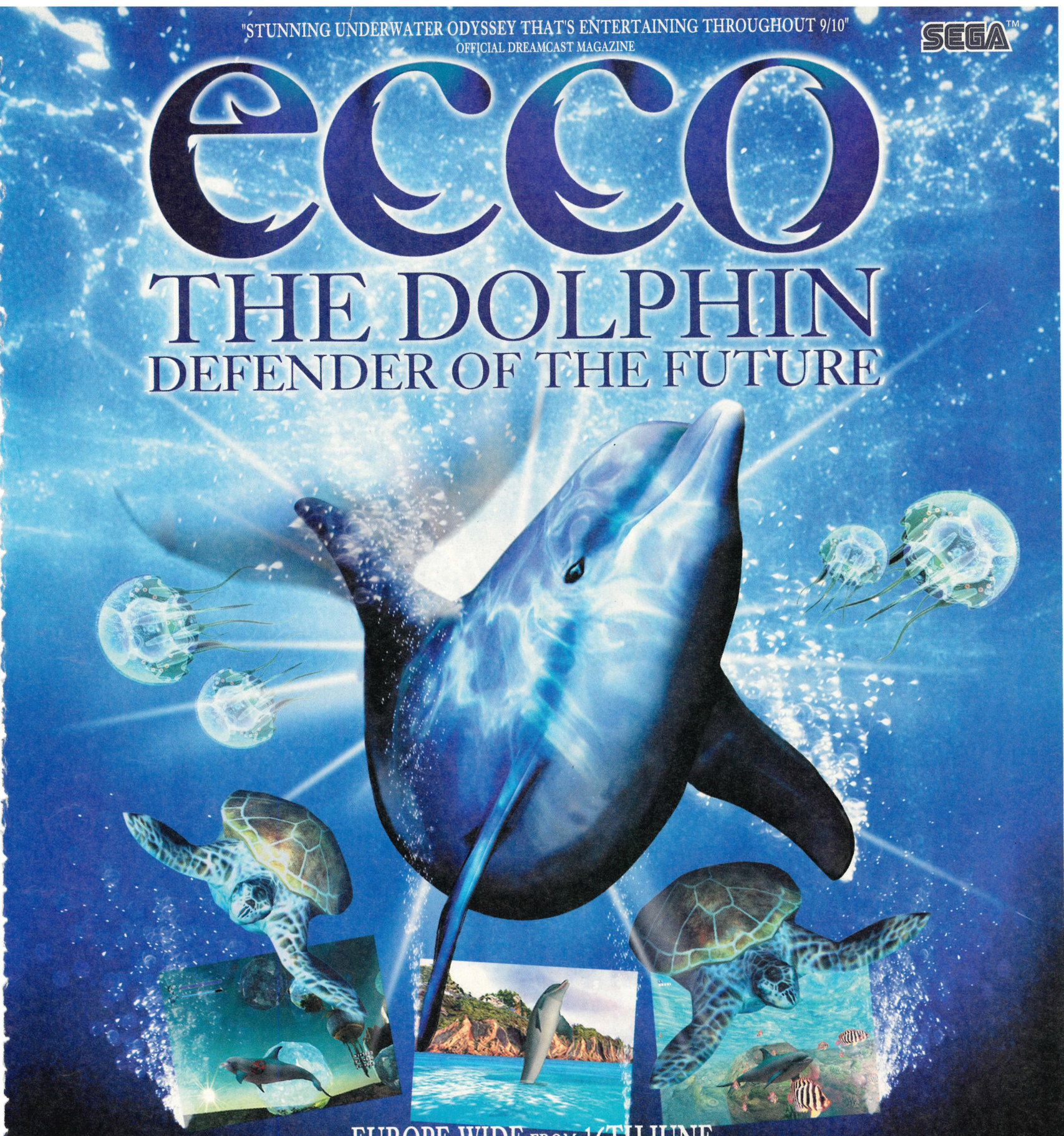




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"Best Dreamcast footie game so far." OFFICIAL DREAMCAST MAGAZINE

SEGA

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Silicon Dreams

walkthrough

RESIDE

Resident Evil C

Won't they ever learn? Those Umbrella scientists have done it again and unleashed a wave of zombie terror... and only you can stop it! Do you have what it takes to make it off the island alive?

essential information

Resident Evil Code: Veronica



Publisher	Eidos Interactive
Developer	Capcom
Origin	Japan
Genre	Adventure


one player


vibration pack



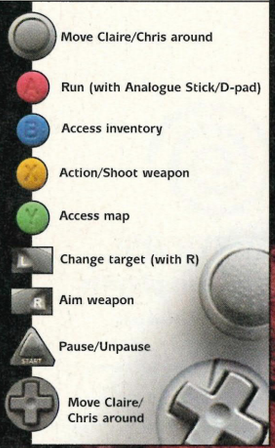
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

More controls than you can shake a zombified stick at!



Claire's Adventure

As soon as you wind up in the jail cells, enter your inventory and use the Lighter to illuminate the face of Roderigo the jailer on the other side of the bars. He'll open the cell door for you before passing out in the chair opposite.

Grab the Green Herb from the dark corner of your cell behind you, then leave the cell again and collect the Handgun Bullets. Although you might want to grab the Combat Knife as well, it's pretty useless – you're better off leaving it alone.

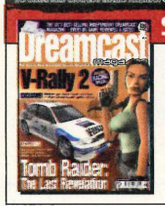
Go through the door and pick up the Ink Ribbon from next to the typewriter (don't bother saving right now as you haven't really done anything!) before climbing the steps at the end of the passage.

Wander round the corner and you'll find yourself outside in a graveyard – of course, we all know what they put in graveyards. Sure enough, a horde of zombies appear when you walk forwards; run around them all and head for the door directly ahead of you.

After dodging the hail of gunfire from above and meeting Steve, you'll be in possession of your first weapon... a Handgun! Grab some more Bullets from the dead body next to where the

essential information

Dreamcast magazine says



"A tense and nail-biting adventure... what more do you want, blood?"

ode: Veronica

Handgun was before going through the small door on the right.

Walk forwards and climb up onto the wooden walkway, making a U-Turn to collect the Green Herb at the end. Head through the door into the building and kill the three zombies inside – now grab some Bullets, another Green Herb and the Prison Map (it's on the wall in the kitchen area) before going through the next door.

In the dormitory, pick up the Prisoner's Diary from the bunk bed then walk to the end of the room and turn right – there are some Bullets on a shelf ahead and a zombie tapping on the window behind you. Can you guess what's going to happen next?

Yep, that's right; when you go for the Bullets, the zombie bursts through the window next to you. Turn and blast the zombie (as well as his two friends coming from the direction of the showers) and then collect the MP-100 Pistols from amongst the carnage. These are great guns but you shouldn't use them unless you have to! The first chance you get, dump them in a Storage Box and leave them there; when you get to play as Chris you'll be able to collect them early on, giving yourself that extra boost of firepower!

Enter the shower area and collect some more Bullets from the end stall, then retrace your steps back outside – don't worry about the monster under the building as it won't come for you... yet. Run around the outside of the building and head through the door at the end of the path next to the locked gate.

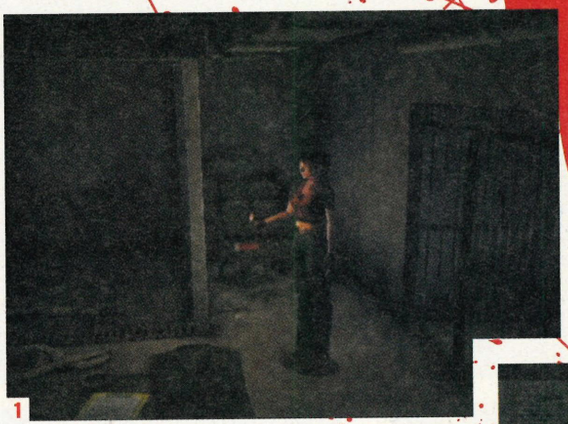
Kill the zombies in your way to get through the cage area to the door at the far end – don't worry about the zombies banging on the cages as they can't break out of them... at least, not until you least expect it! Take note of the shutter next to the cage; you can't open it yet because there's no power but you'll have to come back here a little later. Now head through the door down the narrow passage.

Inside the Security Room, head through the detection barrier. You'll need to dump all your metallic items (like guns, knives and even that Lighter you're carrying) in the Security Box – if you don't, an alarm will go off and you won't be able to proceed.

Head for the end of the passage, past the next detection barrier. Ignore the Flame and BOW Grenade Rounds for now; if you pick them up, you'll only have to drop them in the Security Box to get back through the passage again. Pick up the First Aid Spray and the 3-D Scanner Manual, then go through the door to the side of the detection barrier.

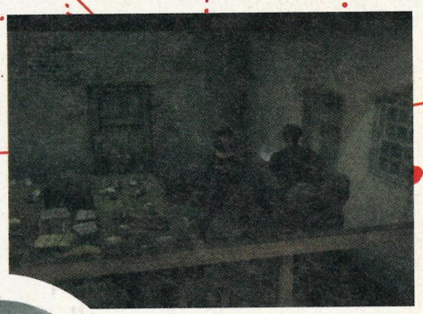
Grab the fax in front of you, then walk around the corner towards the tapping noise to meet Steve again. Once he storms out of the room in a huff, collect the Ink Ribbon from beside the typewriter and search the computer desk to find a metallic Hawk Emblem. Before you leave the room again, hit the switch on the wall near the door to activate the power to the locked shutter you passed earlier.

Back in the area with the detection barriers, head over to the 3-D Scanner and turn it on. Place the metallic Hawk Emblem in the machine to have it scanned – in order to take it to the large double


1




2





[1] This is just the beginning... it gets much worse from here! [2] Argh! Zombies! You've got no gun so you'd better leg it! [3] Shoot the barrels and you'll save yourself a whole load of ammunition.

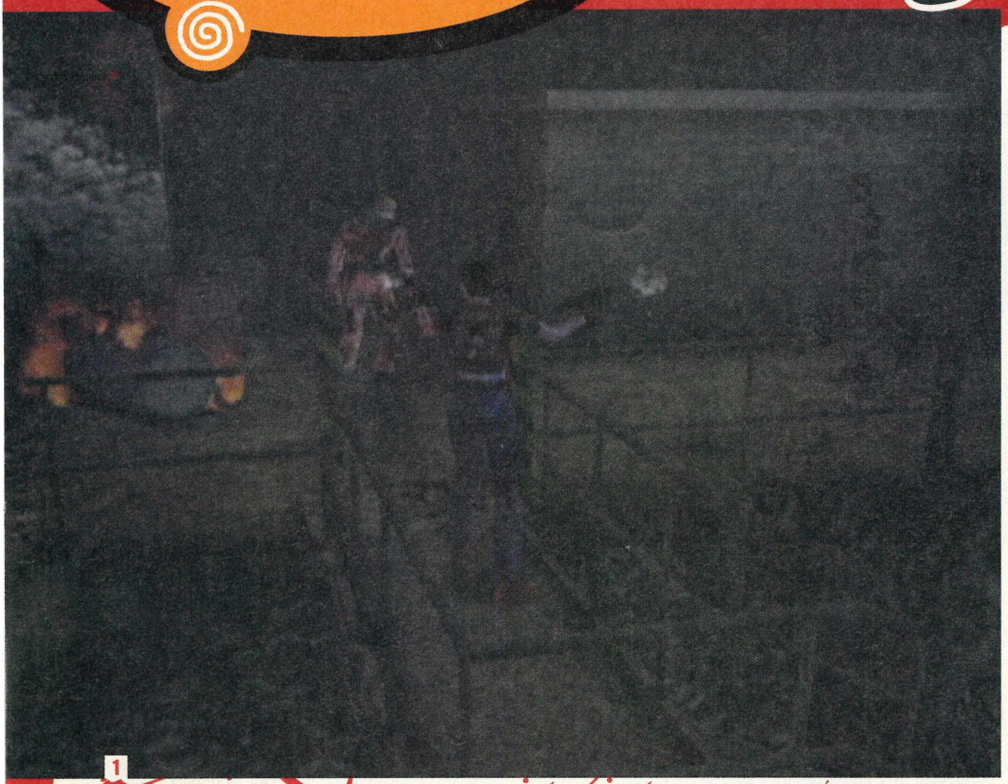

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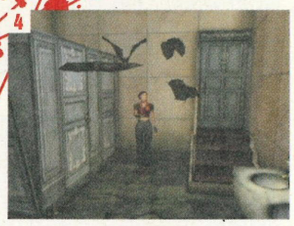
walkthrough







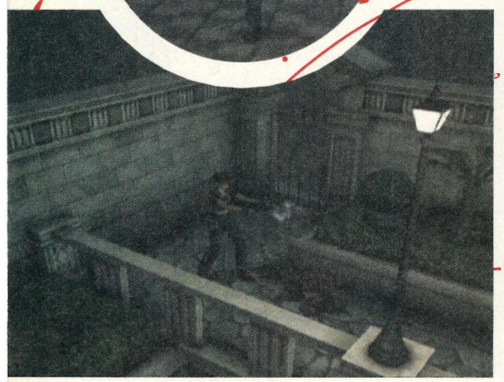








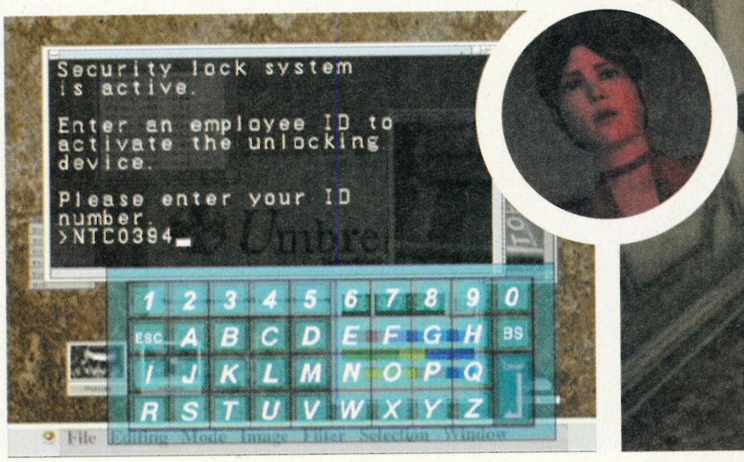
[1] Having two guns can make life much easier when it comes to the crunch! [2] Shove this box over to put out the flames. [3] Save Steve quickly or he'll suffocate and then the game will be over! [4] Bats are a real pain – scare them away with your Lighter to save ammo.

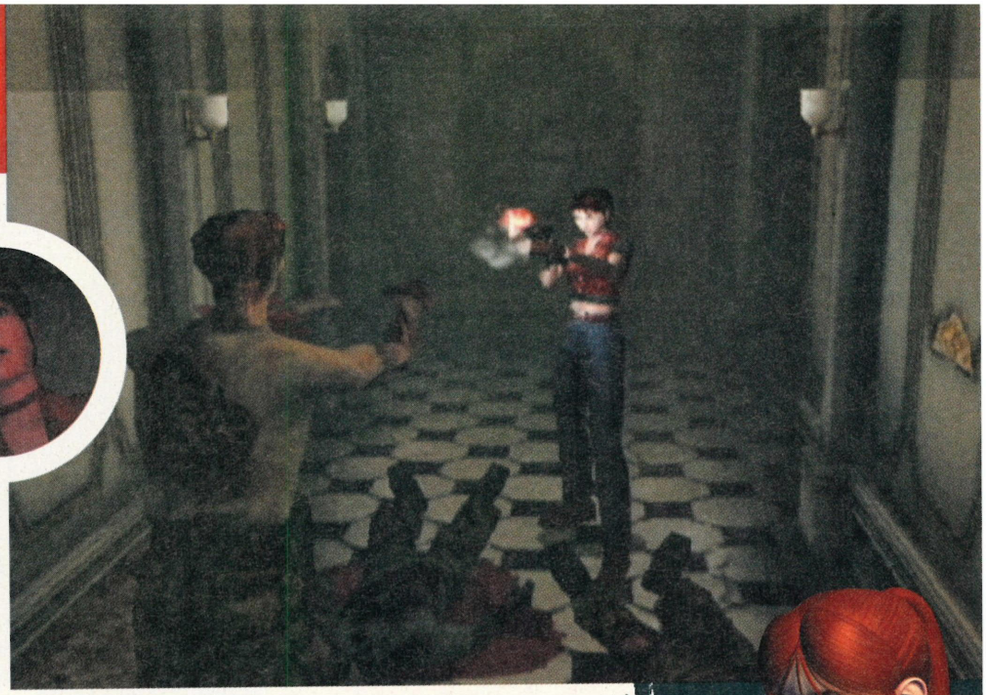




doors (it acts as a key to unlock them), you're going to need something non-metallic that won't set the alarms off...

- Return to the shutter that you passed earlier (make sure you collect your weapons on the way out) and get ready. As soon as you hit the switch to open the shutter, the zombies in the cages behind you will attack! Kill them and the two zombies behind the shutter (blow up the barrels inside for added damage) before collecting the Fire Extinguisher and the Small Key from inside the cage with the Guillotine in.
- Head back towards the graveyard – on your way, watch out for the two rabid dogs that attack and then use the Small Key on the locked gate to save you having to run all the way around the long building again. Back at the graveyard, kill (or dodge) the zombies and then use the Fire Extinguisher to put out the flames, allowing you to grab the briefcase that lies among them.
- Enter your inventory and look at the briefcase. If you rotate it so that the handle faces you, you'll notice a small red button on the side. Hit the Action button to press it and open the briefcase – inside, you'll find the TG-01 that can be used to duplicate the metallic Hawk Emblem.
- Return to where the 3-D Scanner is and place the TG-01 on the engraving plinth on the right – after a few seconds, you'll have a perfect non-metallic copy of the Hawk Emblem. As soon as you have it though, zombies will burst into the corridor outside! As you'll have needed to dump your weapons to get into this area, run quickly past the undead monsters before grabbing your stuff again and returning to the place where you first met Steve.
- Use the Hawk Emblem on the large double doors to unlock them, then pass through to reach a partially destroyed bridge. Drop down to the lower walkway on the left, running along it and up the steps at the end to cross the bridge. Head back to the jeep to collect some Bullets, then push the box towards the flames and climb up onto it – walk across the other boxes and drop off the other side to reach some stairs.
- Climb the stairs to the top to reach the Military Training Facility. Kill the zombies and go through the door on the right, taking out the dogs and collecting the Crossbow Bolts from on top of the barrel before going through the door. Grab the Red Herb (combining it with a Green Herb if you've got one) and then run down to the end of the corridor.
- Enter the door on the left of the shutter and kill all the zombies inside. Search the two open lockers and the dead body near the other door to find more Crossbow Bolts, then exit through the door at the far end.
- Two more zombies to kill here – one stands at the bottom of the steps and the other is in the steam room near where you entered. Pop a cap in both their asses, then head down to the main pool





room. Drop into the water and turn the valve on the wall to drain the pool slightly; now pick up the Cupboard Key that has been revealed and head back to the main corridor outside.

Search the phone booths to find some Crossbow Bolts, then enter the door opposite. Take out the zombie lying on the floor quickly before dealing with his two wandering friends – now press the blue button to make a photocopy of the Training Facility Map. Collect it and grab some more Crossbow Bolts from the table, then use the Cupboard Key on the cupboard in the small office to get some Explosive Bolt Powder (combine this with the regular Crossbow Bolts to create some Explosive Bolts). Now head back to the corridor outside.

Go up the stairs near where you came in and enter the door at the far end of the passage. Collect the Crossbow from the table (combining it with all those Crossbow Bolts you've got to save inventory space) and read the memo, then check out the window behind you for a gruesome cut-scene. Ooh, nasty.

Once the alarm goes off and you leave the room, Claire will leg it back downstairs. Leave through the door you entered by and return to the stairs that lead up from the Prison area. Run right and climb the stone steps at the end to reach the Palace – have the MP-100 Pistols ready (just this once, mind) because there are three nasty dogs for you to take care of. Collect the Navy Proof from the floor near the rubble, then climb the stairs and go through the door into the Palace Foyer.

First things first – let's save the game. Head up the stairs on the right and take the small steps at the top to find a door hidden in the corner. Enter and dump all the stuff you don't need in the Storage Box (like those pesky Ink Ribbons or the MP-100 Pistols) then use the Ink Ribbon next to the typewriter to save the game before dumping those as well.

Walk over to the table and pick up the Secretary's Notes, then push the cabinet near the door with the shield on it to find an ID Card underneath. Leave the room and go back downstairs, walking around the desk opposite the door to find a computer terminal. You can use this to unlock some of the doors in the Palace, but you'll need a password – fortunately, it's written on the back of that ID Card you picked up. Enter your inventory and look at the card, turning it over to see the code 'NTC0394'; enter this into the terminal to unlock the doors.

Head through the blue doors on the left of where you came in to reach the bathroom. Kill all the bats (or just fend them off with your Lighter) and pick up the Bullets in the open cubicle. Now collect the briefcase at the end of the room before turning around and returning to the main foyer.

Quickly go to the room upstairs where you saved the game and dump the briefcase, before heading back downstairs. Go through the door on your left (the one you just unlocked) and kill the group of zombies inside. Collect the Bullets from the alcove and then run to the end of the corridor and enter the door – watch out for another zombie hiding on the right though!

Pick up some more Bullets and then press the glowing blue switch on the wall ahead to activate the film projector. Once you've watched the spooky children kill that poor dragonfly, the cabinet on the left will move – go through and pick up the Ship's Wheel on the floor. DON'T touch the Golden Lugers on the wall! If you do, you'll need to put them back very quickly...

Leave and head back to the main foyer. Try to exit through the double doors and you'll hear Steve calling for help! Return to the Display Room where you've just been to see that Steve has tried to take the Golden Lugers and is paying the price for his thieving! Quickly look at the control panel on the wall and hit switches C and E (the ones beneath the pictures of guns) – this deactivates the trap and frees Steve. Once he runs off with those Lugers, follow him back to the foyer.

Here, you'll meet Alfred Ashford, the camp English commander of the Umbrella island base. Once he's tried to kill you and run away, go back through the double doors to get outside again. Walk down the steps and head right, passing through the arch at the end to reach the jetty.

Run around to the left at the bottom of the steps to find some Bullets and a map of the Dock area. Dash to the end of the jetty and pick up the Crossbow Bolts, then use the Ship's Wheel on the pedestal to the right in order to call up the submarine from beneath the waters. Climb down the ladder into the sub and pick up the Side Pack to increase your inventory space before pulling the lever on the wall.

Climb the ladder to leave the sub, then run down the steps and follow the passage to the door at the end. Kill the three zombies and grab the Bullets from the sofa before going through the door near the aquarium. Kill all the bats and press the button near the flashing screen on the left to bring in the platform – you can place the Navy Proof here to complete one-third of this puzzle. Now head back to the room where the aquarium is.

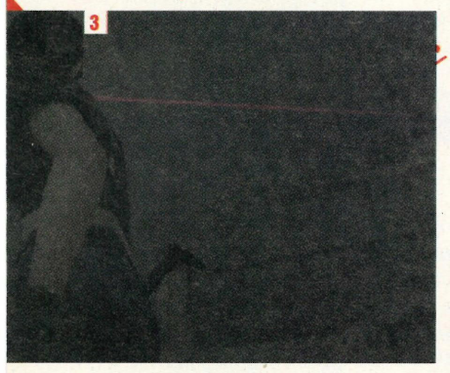
Run around the desk and go through the shutter at the end of the narrow passage. Cross the bridge and pass through another shutter, then head right and use the lift to reach the upper walkway. Use the lever on the control panel to move the crane downstairs – position it over the large box in front of the lit control cabinet to pick it up, allowing you to reach the switch.

continued

walkthrough

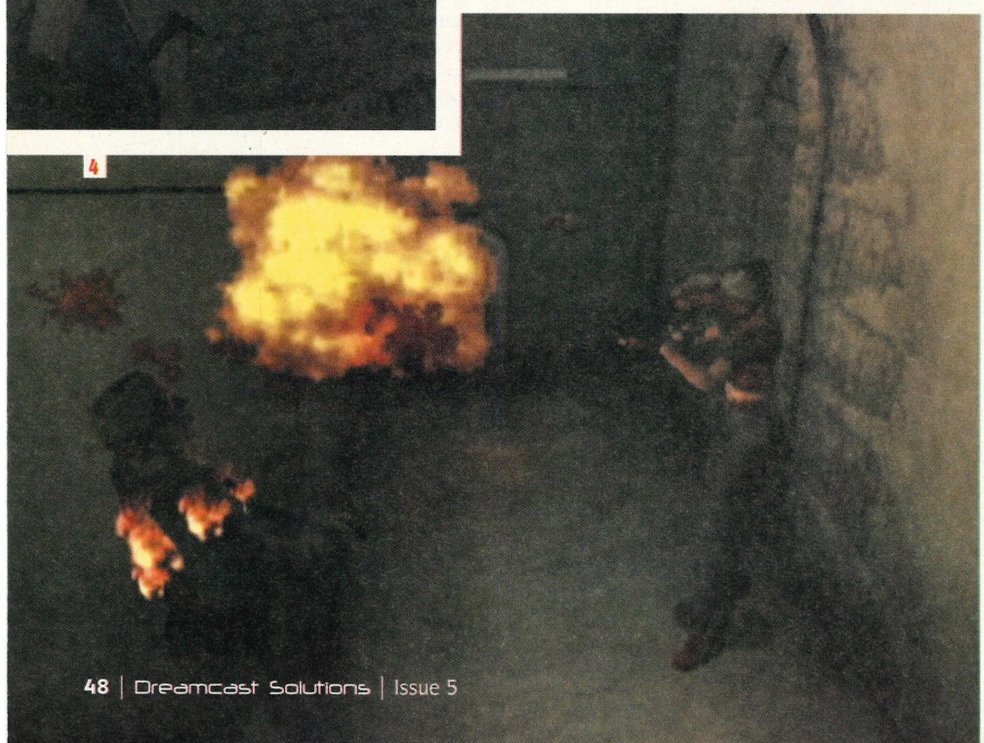








[1] Alfred's a real crack-shot with that Sniper Rifle of his – don't get in the way! **[2]** Keep well clear of the giant worm; you don't have to try and kill it just yet! **[3]** Argh! The light! It burns, it burns! **[4]** Use the heavy artillery on the bigger monsters – not on zombies!



Go back down to the lower level and hit the switch you revealed to bring up the lift... with a hoard of zombies on board! Run away quickly and pick them off from a distance before boarding the lift and collecting the Crossbow Bolts and the Biohazard ID Card. Now retrace your steps all the way through the sub and past the Palace to return to the Military Training Facility.

Dodge the giant worm that keeps trying to pop up and eat you (don't take him on or you'll end up becoming worm food) and enter the doors of the facility. Run to the end of the passage and use the Biohazard ID Card on the slot beside the shutter to open it. Go through the door at the end and run through the arch to meet Alfred again – just avoid his shots and dash up the stairs nearby to make him run away again.

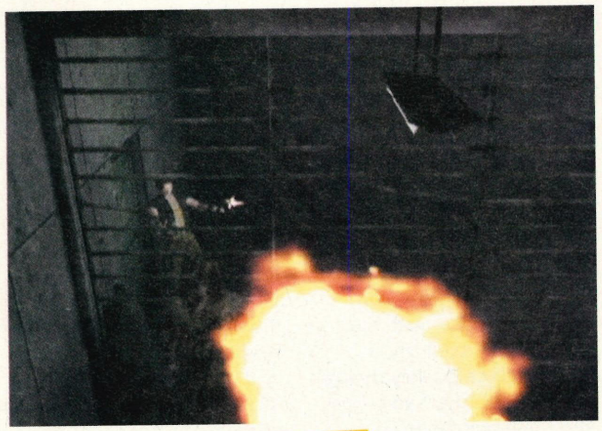
Follow him through the door on the right, grabbing the two boxes of Bullets as you go. Enter the door on the right to find a typewriter – save the game, pick up the Hemostatic Pills on the sofa and collect some First-Aid Sprays just in case... you're probably going to need them in a minute!

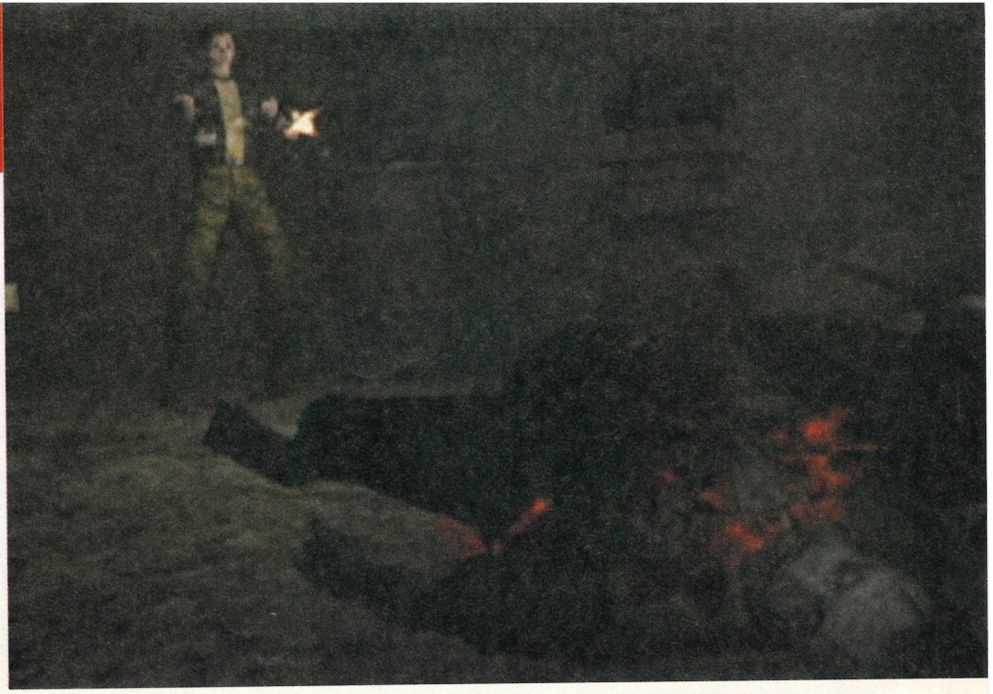
Leave again and go through the door near the drinks machine to watch Alfred lock the doors behind you. It's a trap! Continue through the door and head left to find some Sub-Machine Guns – you can trade these with Steve when you meet him again. Now run right, towards the stairs... just when you think things can't get any worse, they suddenly do!

The Bandersnatch that bursts into the room is one of the nastiest monsters we've EVER seen! To get rid of it quickly, use the Explosive Crossbow Bolts – two shots should send him crashing to the ground. If you haven't got any, you're going to have to just cross your fingers and pray that you make it through alive!

Once you've killed the Bandersnatch, head down the stairs and through the door that has now opened. Inside, you'll be confronted by yet another Bandersnatch! Don't worry too much though, because luckily Steve arrives and manages to save the day. After he's swapped the Golden Lugers for your Sub-Machine Guns, you'll take control of Steve briefly once Claire grabs the ammunition for him.







STEVE'S ADVENTURE

Blast all of the zombies with your Sub-Machine Guns and head through the door next to the metal gate. Go down the steps and kill all the zombies, blasting the barrels to take care of most of them in one explosive go. Climb the steps opposite and enter the doorway, running across the gangway to start another cut-scene. Soon afterwards, you'll take control of Claire again.

Follow Steve through the wooden door around the corner and run across the balcony to where he is. It'll give way and Claire will end up trapped under some debris – another cut-scene will begin that reveals more about why Steve is actually on the island. When it ends, collect the Bullets from on top of the barrel on the right, then head through the small door next to the jeep.

Kill all the zombies here and collect some more Bullets, then go through the door ahead. Collect the Eagle Shield from the wall (you can also save the game here if you wish) and then head back to where Steve is. Go through the double doors opposite the jeep and kill the two dogs, collect the Crossbow Bolts and go through the door on the right to return to the area outside the Military Training Facility.

Avoid the worm again and go back inside through the doors. Run to the end of the hall and use the Biohazard ID Card to open the shutter again, then run to the door at the end. Go through to where Alfred tried to shoot you and take out all the dogs before climbing the stairs to the balcony – use the Eagle Shield on the plinth to open a secret compartment and reveal an Emergency Card for you to pick up.

Return to the garage where Steve was waiting (he's gone now) and go through the small door to find the lift. Take it up to the second floor, then use the Emergency Card on the slot next to the shutter to open it. Climb the steps onto the raised platform and examine the screen to find out about a new form of T-Virus monster – the Albinoids. Grab the Grenade Rounds from underneath the chair and then go over to the control panel at the far end of the room.

Collect the Army Proof from the desktop and use the control panel to activate a security camera inside the lab where you saw the scientist get killed some time ago. Move the camera right and hit X to zoom in on the picture hanging on the wall. You'll find the code '1126' written on the bottom of it – remember this number and then switch off the camera. Kill the zombies that have appeared behind you before leaving through the door on the left.

Run back down the stairs and head for the corner of the courtyard near the flames – you'll find a ladder behind a small fence. Use it to climb down into a small passage near the ventilation room; run to the end and use the Emergency Card to open the gate, then return to the courtyard via the ladder.

Go through the door beyond the arch to re-enter the Military Training Facility. Run to the end of the hall and open the shutter near the entrance with your Biohazard ID Card before climbing the stairs and entering the door on the left. Input the code '1126' into the keypad by the window to gain access to the laboratory.

Pick up the painting you spotted with the security camera to accidentally release some Albinoids into the room. As soon as you can, leg it out of the lab and down the steps outside to reach the main hall again – you've only got a limited period to do this, so be quick about it! Leave the facility via the front entrance and go through the door on the left, returning to the garage where Steve was.

Enter the small door near the jeep, ignore the lift and go through the door at the end of the passage. Place the painting on the right-hand wall to duplicate the scene in the central painting – this makes the back wall drop, revealing a secret section of the room. Collect the Gold Key from the table, then use the typewriter behind you to save the game... it's about time you did, isn't it?

Return to the lift outside and ride it to the basement – run back over the walkway (check the stone face for a stash of Bullets) and pass through the ventilation room that you visited as Steve earlier to reach another familiar room. Open the gate on the left with the Emergency Card and pick up the Grenade Launcher, then grab the Grenade Rounds from the shelf in the far corner and combine these with the Grenade Launcher to save inventory space.

Head back to the lift and go to the second floor; from here, go through the door in the Control Room and cross the balcony to where Alfred originally trapped you in with the Bandersnatches. Open the shutter with the Biohazard ID Card (you'll be able to dump this now) and then enter the room on the right. Grab the Hemostatic Pills from the Storage Box and then run back outside.

Go down the steps and run back to the main entrance of the Military Training Facility. Avoid the worm and run right, returning to the stairs leading down to the Prison. From here, head all the way back to the cells where you started the game – you'll see a cut-scene where Claire gives the guard the Hemostatic Pills and her Lighter. In return, you'll get some Lockpicks; handy for opening those locked briefcases you've been finding around the place...

Make your way back out of the Prison area and head for the Palace – watch out for the two Bandersnatches that leap over the railings when you reach the top of the Prison stairs. Re-enter the Palace Foyer and kill the zombies, then go through the door on the far left; run to the end of the corridor and use the Gold Key to unlock the double doors on the right.

Inside, you'll find the Ashford picture gallery. In order to solve this puzzle, you'll need to work out the lineage of the Ashford family tree – by pressing the switches beneath each painting in the correct order, you'll get a vital item. Get it wrong and the alarms will go off, meaning you'll have to start all over again. The correct sequence to press the buttons is:

1. **Lady Veronica Ashford** (The only woman)
2. **Lord Stanley Ashford** (The man holding twins)
3. **Lord Thomas Ashford** (Red-haired man on his own)
4. **Lord Arthur Ashford** (With a plate in the background)
5. **Lord Edward Ashford** (Holding a book)
6. **Lord Alexander Ashford** (Next to a candle)

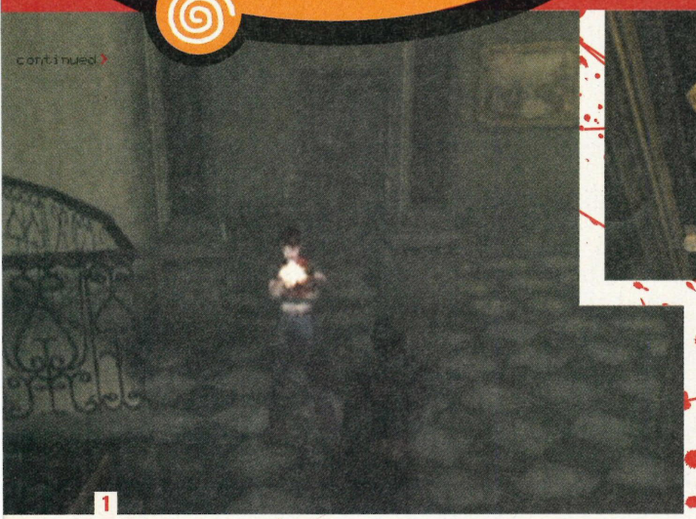
Once all six buttons have been pressed, hit the switch beneath the big painting of Alfred Ashford at the back of the room to complete the puzzle.

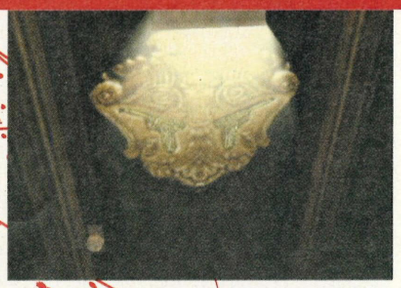
After the wall rotates to reveal a painting of Alexia Ashford (Alfred's sister, who you'll meet pretty soon) collect the vase and enter your inventory. Look into the end of the vase and press the Action button to acquire the Red Ant figurine. Now leave the gallery and make your way back to the foyer.

continued>

walkthrough

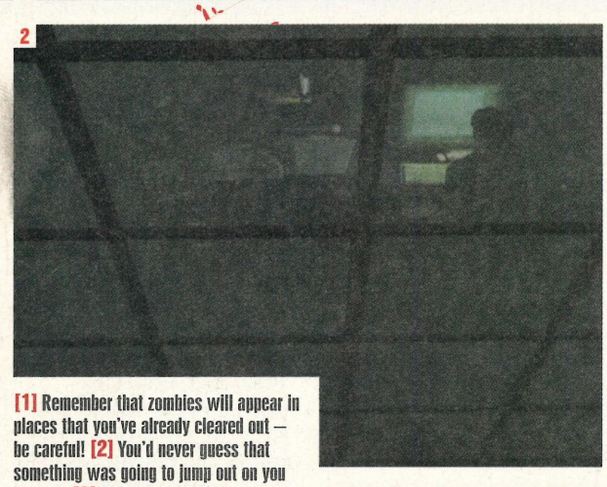
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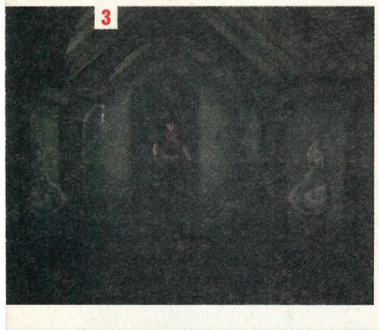
1



2

[1] Remember that zombies will appear in places that you've already cleared out – be careful! [2] You'd never guess that something was going to jump out on you here... [3] Nothing down this corridor... yet. [4] This is Alexia... or is it? You'll find out the answer soon enough!





3

Go upstairs – be careful of the two zombies waiting there for you! – and enter the room on the right. Dump any unwanted items in the Storage Box and grab the Gold Lugers; place these in the shield on the right-hand door to unlock it.

Pass through the door to enter Alfred's study; you'll see a wooden cabinet on the right and a desk at the far end of the room. Pick up the Bullets on the table and then head for the desk... from that camera angle, you can just tell that something bad is going to happen, can't you?

Check out the computer on the right-hand side of the desk – turn it on to watch those weird twins pulling the dragonfly to pieces again before it powers up. You'll see that the cabinet on the right has lit up and the computer has asked you for a password; if you wanted to, you could now work out the button-pushing puzzle before you. Of course, you could just enter the code '1971' into the computer instead and skip the whole puzzle thing...

When the cabinet moves to one side, quickly arm your Explosive Crossbow Bolts and step around the desk. Not surprisingly, a Bandersnatch crashes through the window to get you – just blast him twice with your Crossbow to send him to the mat. Now run through the new opening behind where the cabinet was and enter the door around the corner.

Run through the long annex to the far end and climb the stairs. Be ready for another two Bandersnatches here – there's one behind you and another just ahead, hiding behind the stone wall. Slaughter them both and climb another set of stairs to reach the entrance to the Private Residence; take a deep breath and then run inside.

Kill all the bats with your Handgun and then head left to find a small door. Be prepared – there's a Bandersnatch waiting for you on the other side! Kill him with some well-placed Explosive Bolts and then collect the Bullets and Crossbow Bolts before going back out into the foyer.

Run up the stairs to the very top landing, collecting the Bullets from the table (as well as the First Aid Spray if you fancy it). Go through the door at the end and watch the cut-scene that unfolds – this woman is Alexia Ashford, Alfred's sister. When they leave, turn left and go through the door behind you into Alfred's bedroom.

Look at the open music box on the left-hand side of the room and close the lid to open the bed up behind you. Collect the Silver Key from the duvet and then place the Red Ant figurine on the lid of the music box to open it up again. Don't collect the Music Press yet though – just leave the room and make your way quickly back to the Palace Foyer.

When you leave the upstairs room in the Palace and arrive back in the foyer, run across the landing and unlock the door at the end with the Silver Key. Don't go inside yet – there's no need to at the moment. Instead, run downstairs and enter the door in the corner before unlocking the double doors in front of you with the Silver Key. Discard the key to save inventory space.

Arm your Explosive Bolts and enter the room, then

4







blow away the two Bandersnatches inside before they get a chance to smack you about a bit. Collect the Bullets from the chair and then collect the Eagle Shield from the floor in the middle of the room. Now leave here and run all the way back to the Prison area on the other side of the destroyed bridge.

When you go through the heavy double doors, enter the door on the left. Take the shortcut through the gate to avoid having to run around the building and then go through the next gate to reach the cage area. Kill the zombies here and then go into the cage, using the Eagle Shield on the door at the end behind the guillotine. Quickly arm your Grenade Launcher – you'll need to fire off one round to blow away the pair of zombies waiting on the other side!

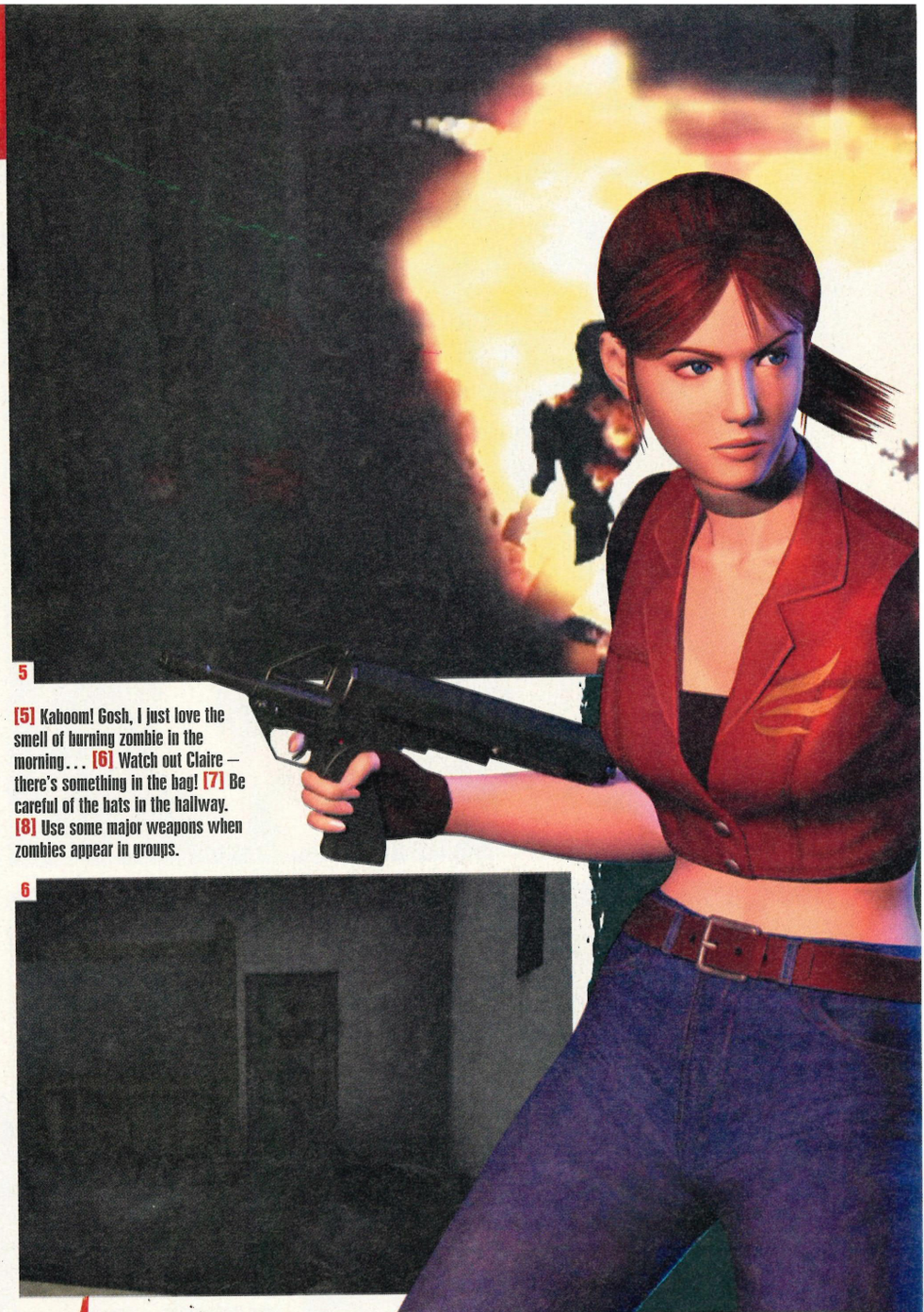
Pass through the gate and be ready for the two zombies waiting on the other side – when they get close, blast the barrel to blow them sky high. Turn right and dash down the passage and enter the chain-link gate at the far end.

Grab the Bullets from the barrel in front of you, then walk over and climb up on the crate to the right. Drop down on the other side of it, turn around and push it back towards the fence – this unblocks the door that leads back into the room with the 3-D Scanner in it. Now you can finally go in and collect those Flame and BOW Grenade Rounds that you ignored earlier...

Retrace your steps and dump any unnecessary items in the Storage Box, then head back to the junction beyond the chain-link gate. Take a right at the corner and go through the door at the side to enter the Medical Facility.

Pick up the Bullets from the cabinet on the left (as well as the First Aid Spray in the next cabinet if you need it) then leave through the door at the far end of the room. Kill all the zombies here and collect the Briefcase in the corner – use the Lockpick to open it (by entering the inventory, looking at the case and rotating it so that you can see the lock) to receive the M93R Handgun Parts. Combine these with the Handgun to turn it into a semi-automatic!

Return to the main room – remember that body bag that moved as you left? Well, there was something inside trying to get out! Arm your Grenade Launcher and walk over to the central cubicle to meet a rather powerful zombie doctor! Blast him and



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[5] Kaboom! Gosh, I just love the smell of burning zombie in the morning... [6] Watch out Claire – there's something in the bag! [7] Be careful of the bats in the hallway. [8] Use some major weapons when zombies appear in groups.

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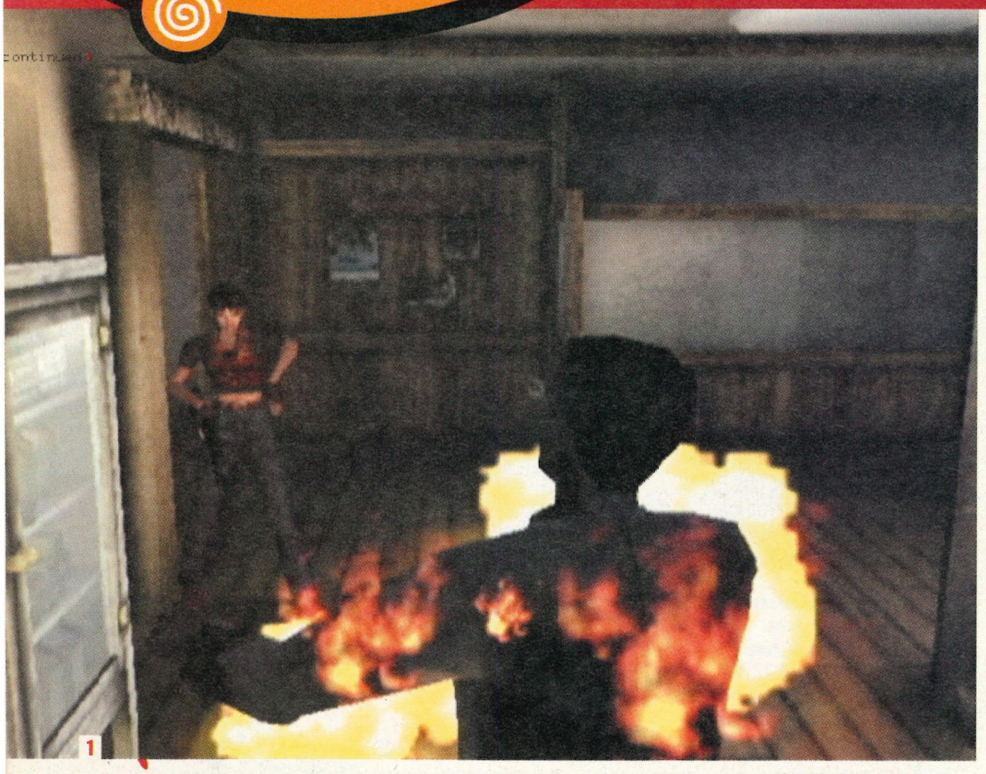


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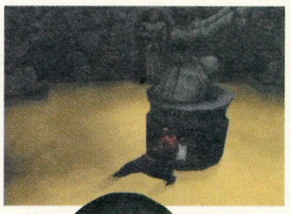
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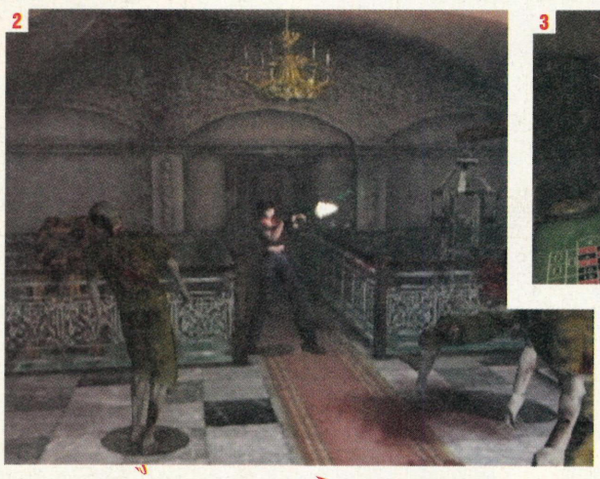
walkthrough



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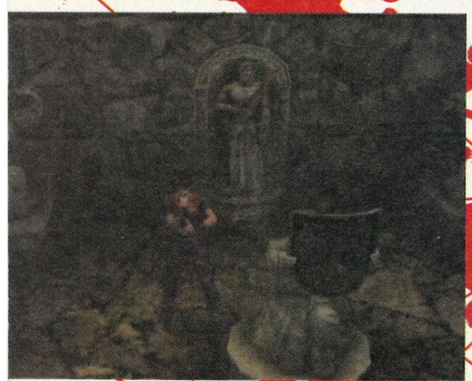


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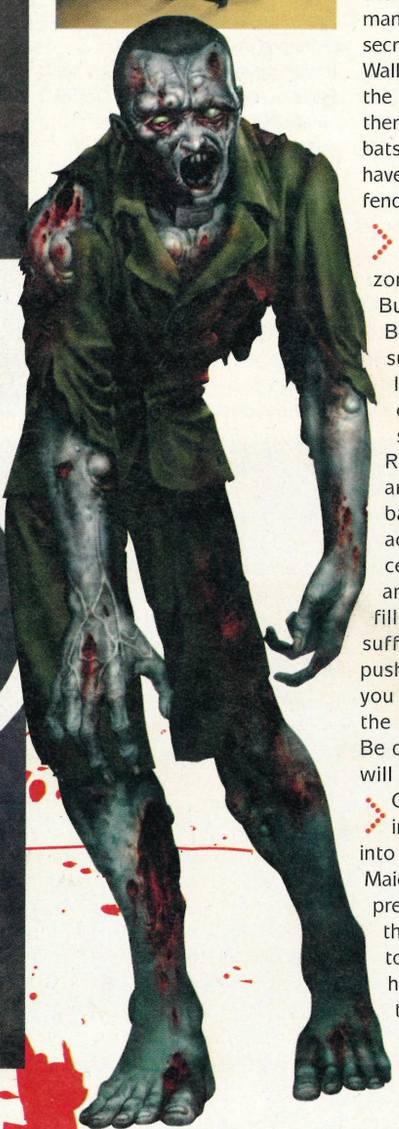
[1] Be careful of the zombie doctor – he's a bit more powerful than your average nasty fellow! [2] You want some of this? Do you? Well, come on then – have some! [3] Don't panic about the shutters; nothing's going to jump through them... honest.











the patient he was munching on, then search his burning corpse to find a Glass Eye.

Go through the gap on the left to find a small office area – place the Glass Eye in the anatomically correct mannequin to open up a secret staircase behind you. Walk down it and run through the corridor at the bottom; there are some rather nasty bats about and this time you haven't got your Lighter to fend them off with!

Through the door at the end, kill some more zombies and grab some Bullets and Crossbow Bolts from the surrounding area. Head left down another flight of steps to reach a statue room – pull the Rusted Sword from the arms of the figure at the back of the room to activate a trap! The central statue will rise and the room will slowly fill with gas; before you suffocate, you've got to push the long lever behind you all the way around to the right to shut off the gas. Be quick or your adventure will end here!

Once the gas dies down, insert the Rusted Sword into the slot in the Iron Maiden that appears. Be prepared – when you do this, a zombie will jump out to surprise you! Blow his head off and then collect the Piano Roll from inside the Iron Maiden. Now run back upstairs, out of the











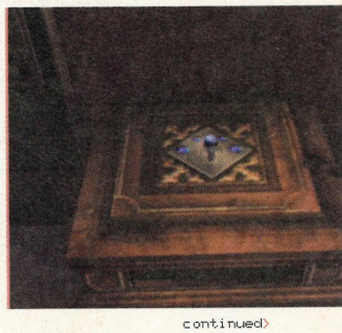












Medical Facility and all the way back to the Palace Foyer.

Head upstairs and run left along the balcony to the door you unlocked earlier. Go inside to find the Casino – there's no time for gambling though, so don't try it. Collect the Bullets from the table and then walk over to the piano by the window; use the Piano Roll on it to start the music and open up a secret compartment in the base of one of the Slot Machines. Search it to find the Blue Ant Figurine; pick it up and then leave the Casino.

Run across the balcony to the save room at the end, then make your way back through to the Private Residence. Kill all the zombies in the wooden passage and watch out for two more Bandersnatches before you manage to reach the front door. Once inside, run back upstairs (taking care of any zombies in your way) and go to Alfred's bedroom – pick up the Music Press from inside the music box and then go back out into the corridor.

Kill all the zombies in the passageway and run over to the door at the end – this is Alexia's bedroom. Go inside and place the Blue Ant Figurine on the music box to open the lid; now put the Music Press inside it to lower the bed behind you and reveal a secret ladder. Climb up onto the bed and use the ladder to reach the Playroom above.

Get off the roundabout and wander around the room until you find a Silver Dragonfly – if you examine this in your inventory and pull off the wings (just like the freaky twins in the film clip you keep seeing) you can turn it into a key. Put the key into the slot in the large painting of an ant on the opposite side of the room to activate the roundabout.

Use the newly-formed ladder on the side of the roundabout to climb up onto the hidden platform above. Push the box to the right and jump onto it to find a Confession Letter on top of the cabinet – now collect the Air Force Proof, as well as some Newspaper Clippings on the left, before climbing back down into the Playroom again.

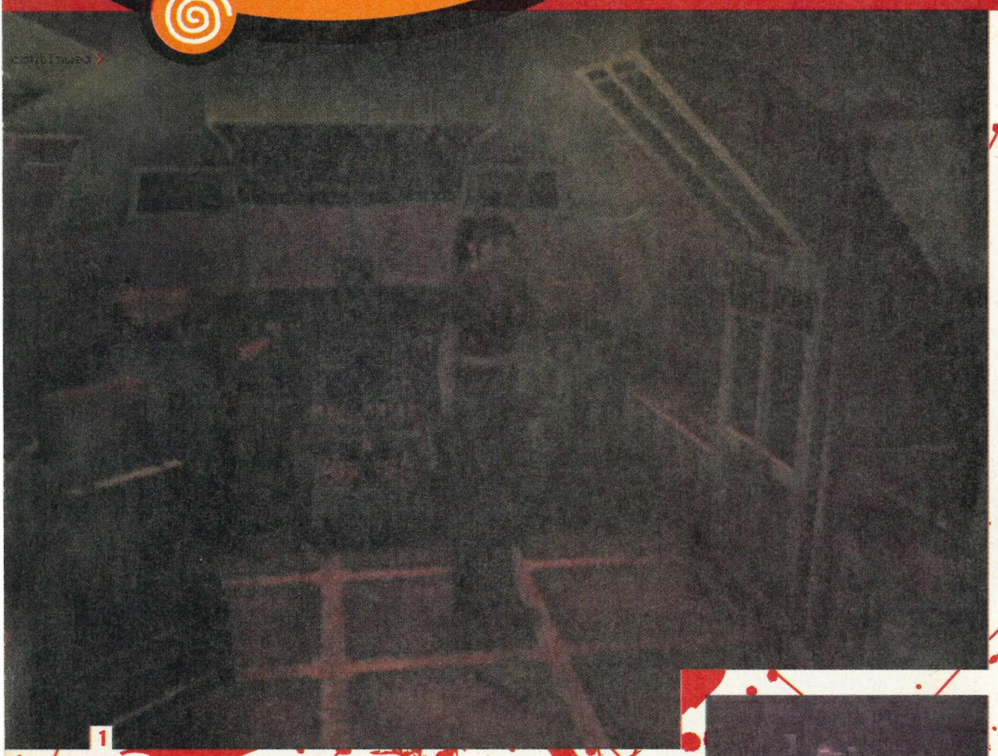
Return to Alexia's bedroom via the ladder at the bottom of the roundabout. When you try to leave the room, you'll meet Alexia Ashford face-to-face! Once she tries to shoot you and Steve rushes in to make the save, follow her through the secret doorway into Alfred's bedroom.

Examine the blonde wig hanging on the side of the music box to watch another slightly more revealing cut-scene... Alfred and Alexia are the same person! Why is it that the English bad guys in games always have to be some kind of weirdo? Anyway, after he runs away, the island's self-destruct alarm will go off; it's time for you to finally get off this monstrous island!

continued>

walkthrough

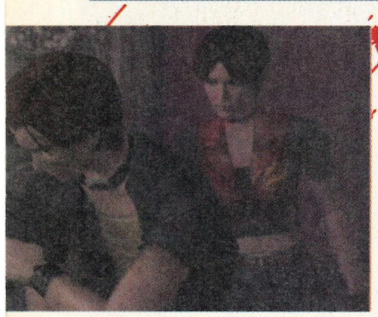
RESIDEN



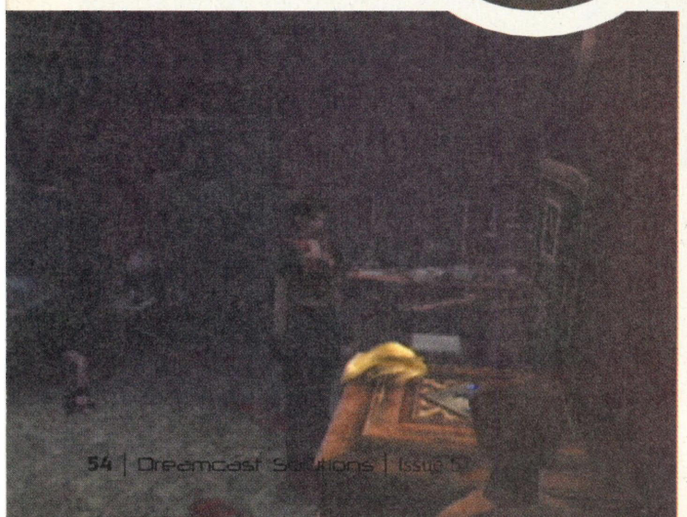


[1] You might have made it to the plane but the adventure is far from over... [2] Good job Steve's around to help out, eh? [3] Alfred's one messed-up fella – he thinks he's him AND his sister. Weirdo!









Run back out of the Private Residence and return to the Palace – don't worry about zombies, as you won't encounter any on your journey. As you pass through the save room on the top floor of the Palace, dump any unnecessary items in the Storage Box and grab the Army Proof, all your Grenades Rounds and as many Explosive Bolts as you've got. You're going to need them! Now save the game with the typewriter before heading back out into the foyer.

Go through the front door of the Palace and down the stairs to meet Steve outside. When he stops talking, run right and head for the submarine – there'll be another cut-scene and you'll end up in the underground lab. Run down the passage, through the door and blast some zombies before running past the aquarium through another door. Dash over to the lift where you inserted the Navy Proof and place the other two proofs in their slots, then hit the button to activate the lift.

After you've entered the plane, you'll realise that you can't leave until the bridge is raised – grab the lever behind Steve's chair and then head back out onto the gangway. Return to the room with the aquarium and run around the desk to find another door; go through it and cross the bridge to reach the shutter on the other side.

Dash ahead and use the lift in the corner to reach the upper balcony. Ignore the crane controls this time and head for the door at the far end of the room – go through to find the controls for the bridge. Use the lever you grabbed from the plane to raise the bridge, then cross it and pass through the door on the other side.

Run to the far corner of the room to find a group of dead zombies – pick up the Airport Key from amongst the carnage, then retrace your steps back across the bridge to the crane room. Use the lift to return to the lower level, then use the Airport Key on the gate behind you; go



through the door behind it and grab the Green Herbs, Bullets and Grenade Rounds before saving the game with the typewriter.

Turn around to face the elevator door – there are two crates underneath that prevent it from closing properly. Push the right-hand crate under the door until it can go no further, then move around and push the left-hand crate across to the far right of the door. Now shove that into the elevator as well so that the door can close; face the door and press X to enter the lift and ride it back up to the awaiting plane.

It's the five-minute countdown! Honestly, no *Resident Evil* game is complete without the obligatory five-minute countdown... anyway, once you've seen Alfred/Alexia show you the 'full extent of his revenge' (oo-er) you'll find yourself back outside the Military Training Facility. Make a U-turn and run through the small door before heading back towards the Palace – it's time to meet your doom!







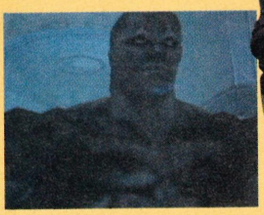


Head back to the submarine and take the long path back to the plane where Steve is waiting. Jump aboard and watch as you take off to escape this miserable death-trap! Of course, things are never that easy... you'll see Alfred come after you in his Harrier and then, to make things worse, something attacks the plane! You'd better go and check what's happened – save the game with the typewriter, then head out into the cargo bay via the large door at the back of the cockpit. Make sure you've got plenty of Explosive Bolts (at least ten), Grenade Rounds and Green Herbs... it's going to be one hell of a fight!

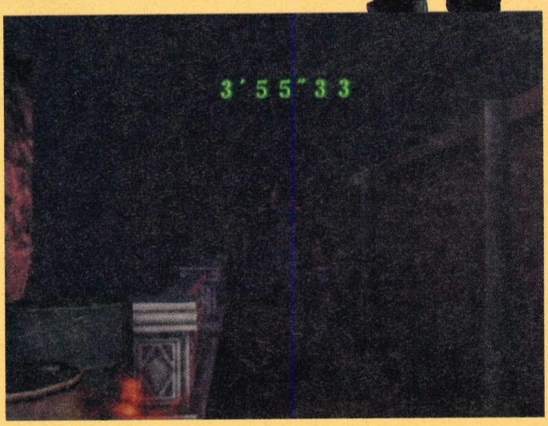
T-078 Tyrant

All things said, the Tyrant's pretty easy to beat – all he does is walk slowly towards you. In order to beat him, just stand there and fire Explosive Crossbow Bolts at him; after four or five shots, he'll drop to his knees before standing up again. Pump another load of Bolts into his chest to make him drop again, then wait for him to stand once more before finishing him off. Once he's down for good (you hope) continue running back towards the Palace.







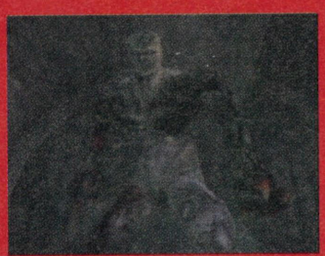


T-078 Tyrant... Again!

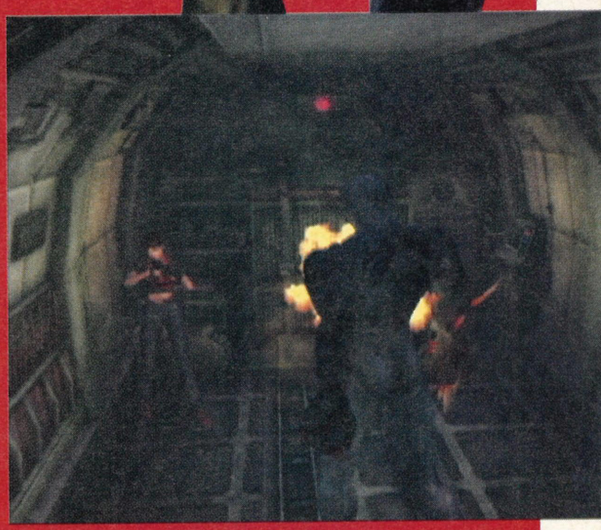
This guy just won't give up! He's feeling a bit more frisky during this fight and considering the cramped nature of your surroundings, this isn't going to be easy! There's only one way to kill him here – shooting him with your Explosive Bolts and Grenade Rounds will only slow him down. Nope, in order to finish him off for good you're going to have to force him off the back of the plane. See that control panel on your left that turned blue just before the battle? Quickly press the button to launch a crate from the front of the plane – it'll smash into the Tyrant and nearly push him out of the cargo door!

After he pushes the crate back to the front of the plane, you'll have to distract him long enough for the mechanism to recharge – don't press the button when it's red or you'll just waste precious time. Fire your Explosive Bolts at the Tyrant to make him bleed, but keep clear of his dashing attacks; if he catches you more than twice, you're dead meat. Keep running around him so he can't get a decent run at you and wait for the noise that signals the mechanism is recharged. If you can hurt him enough so he bleeds all over the floor, you'll only need to launch two more crates at him before he'll finally be thrown out into the wide blue yonder – just don't let him trap you near the back of the plane or it'll be you that goes for a long drop to the earth below!









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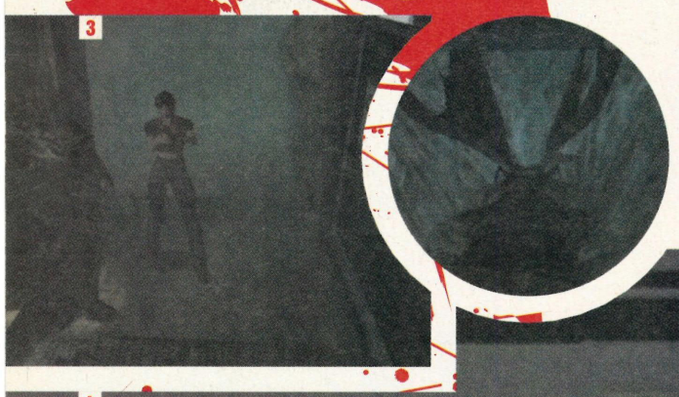
walkthrough

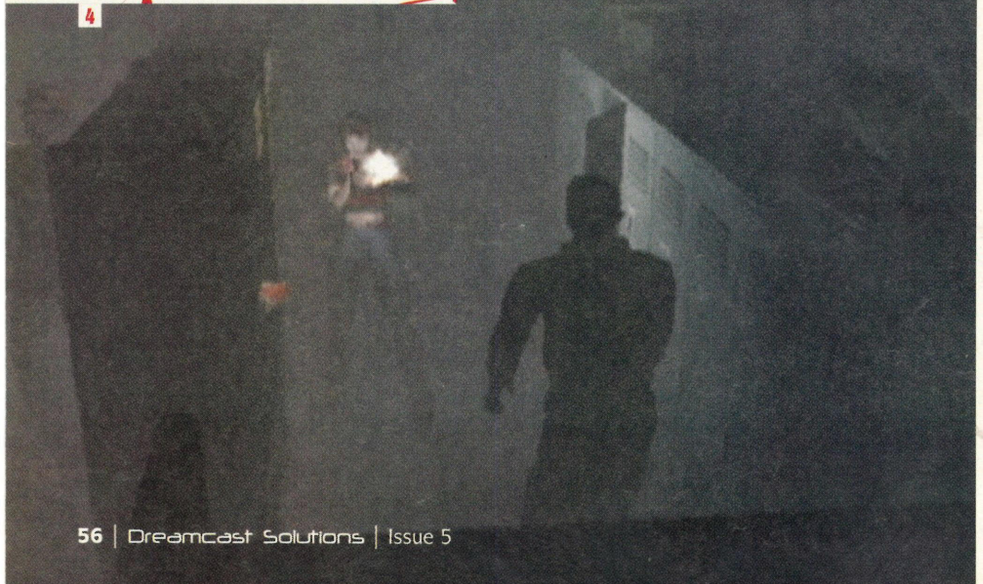












[1] These moths are especially nasty – try to stay away from them! [2] Ignore this caged zombie; no matter how much he bangs, he can't get out! [3] Ooh, we don't like the dark. Can somebody turn on the lights please? [4] Oi! This is a women-only changing room... get out of it!

Once the Tyrant is finally dead, head back to the cockpit to see Steve. Your problems are just beginning though – Alfred's back and he's set your plane on autopilot! Pretty soon you'll find yourself over the Antarctic; as you'd expect, Umbrella has got yet ANOTHER zombie-filled base in the middle of nowhere. After your rather bumpy landing, you'll have to change discs – swap to Disc 2 quickly so that we can carry on the adventure!

When you can finally take control of Claire again beneath the crashed plane, run along the balcony to the right and climb down the ladder to the level below. Ignore the double doors for the moment and continue along the balcony, nipping through the small door near the top of the stairs.

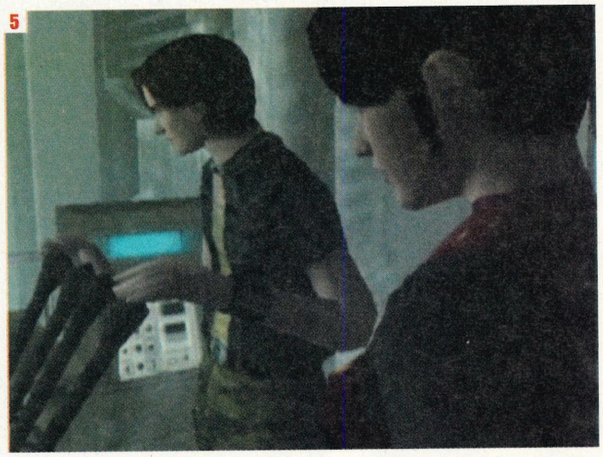
This is the dormitory – naturally, it's pretty dark and dingy. Walk around the bunk beds and head for the twinkling object in the corner; pick up the Explosive Bolt Powder from the table and then search the locker on the right for some Bullets and a First Aid Spray. Now, can you guess what's going to happen next?

Well, there's a surprise – as soon as you try to leave the room, a whole bunch of zombies spring to life and try to eat you. Blow them all away with your Handgun (watch out as there are quite a few of them) and then search the rest of the room to find some more Bullets and a map of the Antarctic Transport Terminal; that's where you are, it would appear. Now leave the room and turn right to head down the stairs.

Ooh, look at the mess here. We'd say that some pretty big bugs must have done this... ignore it all for now though and run ahead to find a door. Go inside and grab the Crossbow Bolts (combine with the Explosive Bolt Power for some more Explosive Bolts), the Green Herb and the Ink Ribbon. Dump any unnecessary items in the Storage Box and then save the game before going back out into the corridor.

Walk right to meet a rather nasty group of poisonous moths – shoot them all quickly, but watch out for them laying eggs on your back. If they do, move around and wait for them to hatch, then press the X button like mad to brush them off. If you manage to get poisoned, use the everlasting Blue Herbs in the corner of the passage to cure yourself. Now walk through the double doors on the right-hand side.

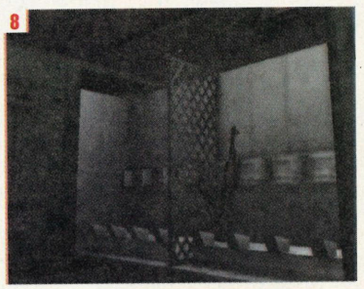
Kill all the zombies in this room, then run around to the right and past the small flight of stairs next to the wall. Ignore the first set of doors and continue round to find another set marked 'Weapon' – go inside and make mincemeat out of all the zombies in this room. Collect the Mining Room Key from the bottom of the conveyor belt, then dash around through the gap in the fence to find a dead body.


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[5] Whatever you do, Steve, don't crash that digger into the... wall. Oops. [6] Steve saves the day yet again. He's a bit hot with those Machine Guns of his! [7] Blast these zombies and then run past... you haven't got time to stop! [8] Ahh, the Assault Rifle. You're better off leaving it for Chris in the box...

Search the body to find the Detonator – immediately turn left and place it in the block of C4 stuck to the door of the cabinet behind you. Now head back towards the door, stopping briefly to open the gun drawers on the left; you'll find a rather nifty Assault Rifle inside. DON'T USE IT! This is another of those weapons that you'll have to dump in the Storage Box for Chris to find later on...

As you leave the Weapon room, run across to the other set of double doors marked 'BOW'. Go inside and get your Grenade Launcher ready – there are two massive spiders inside waiting to eat you alive! Blow them apart and collect the Bullets from the crate just inside the door, then cross to the other side of the room and grab the Bar Code Sticker from the box opposite. Watch out for the third spider beneath the grating; you can't kill him but he can poison you!

Return to the main room and run into the alcove opposite the small flight of steps. Put the Bar Code Sticker on the crate sitting on the conveyor belt, then go up the steps behind you and open the door with the Mining Room Key. Enter and run left towards the door in the corner overlooking the deep pit.

Inside, get ready for some hungry dogs – kill all three of them, then work your way around the room until you find a metal enclosure. Enter it through the gap in the far end, then move towards the glowing control panel at the front; pull the switch on it to start the generator above. Now get back onto the main path and find another small alcove just around the corner. Pull the lever here to restore power to the Antarctic Complex – so far, so good. Before you leave though, grab the Bullets from the shelf on one side of the room and as many of the Green Herbs lying around as you might need.

Head back to the deep pit and climb the large steps in the corner to find a gas pipe. Examine it to see the shut-off valve – if you don't do this, you won't know what shape it is (don't worry, it'll make sense soon). Now go back to the conveyor belt area and go over to the crate that you put the Bar Code Sticker on. Press the glowing button on the right-hand wall to start the conveyor belt above, then pull the lever next to the crate to send that one on its way as well. Now follow the second crate around and head back to the BOW room.

Immediately after you enter, turn left and grab the Gas Mask from the Emergency Hatch in the wall. Go back outside and run back to the moth-filled hallway – when you arrive, kill the moths and take a left at the junction to re-enter the study.

At the back of the room is a bookcase; push it and you'll discover a secret passageway. Head for the lockers at the end (watch out for the rat!) and read the note inside before you push the secret switch. Go inside the chamber to see a rather nasty monster below you; don't worry, he can't escape... yet. Grab the Plant Pot, enter the inventory and examine it – if you turn it upside down, you'll find the Machine Room Key stuck to the bottom.

Leave the secret passage and go back to the hallway outside, then climb the stairs to reach the balcony at the top. Run along and enter the double doors at the bottom of the ladder – on the next balcony (overlooking the crate room), run left and open the door at the end with the Machine Room Key.

Go inside, but don't approach the control panel ahead – instead, run left and enter the door in the corner. Cross the walkway and grab the Valve Handle before going back into the Machine Room to meet Steve. Once he causes a major gas leak, it's up to you to fix it – go back around the balcony and through the door on the other side, entering a small room.

Ignore the zombie in the cage; he can't get out. Run past into another small area where a Metal Cutting Machine waits – use the Valve Handle on it to shape the end into a cylinder (see, we told you that the shape was important!). Now run back to the room where the crashed plane is and go down the stairs into the moth-filled hall.

Kill more moths and head left, passing through the double doors at the end. Blast all the zombies (where did they come from?) and climb the small steps on the left, entering the door at the top – don't forget to put on the Gas Mask when it asks you, or you'll suffocate!

Turn right and climb up the large steps to the plateau at the top. Run past the digging machine and jump the next flight of stairs to find a shut-off valve for the gas – use the Valve Handle on it to stop the leak and save the day... again. Of course, something happens to stop you from celebrating; Alfred's back! After Steve saves you for the third time in this adventure, run down to the edge of the pit and pick up Alfred's Sniper Rifle – this will come in handy very soon...

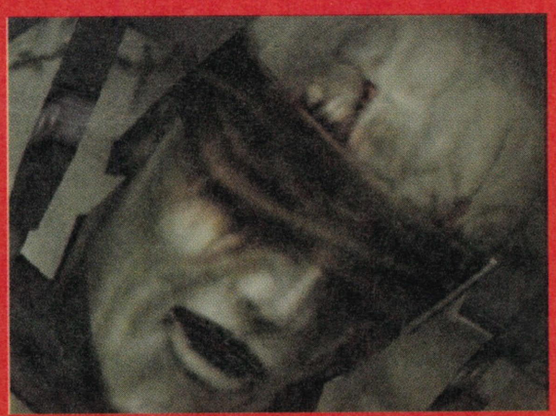
Sit back and watch the cut-scene that unfolds – you'll need this break to prepare for what's coming next! As soon as you're on the roof of the Antarctic Base, head down the stairs near Steve; it's time to put down Alfred's little pet for good!

Nosferatu

Considering he's the last boss of Claire's adventure, Nosferatu is a bit of a pushover. As long as you keep your distance, you'll be fine – but then, keeping away from him means that you won't be able to see where you're aiming with your weapons because of the blinding snow! Keep at least half the distance of the roof away from him and use the Sniper Rifle to aim at the throbbing heart in his chest; make sure you hit it because there isn't very much ammo!

If you do run out of Sniper Rifle ammo before he goes down (and you probably will) switch to your Explosive Crossbow Bolts and pummel him into submission. You should have around 20 bolts left so finishing him off shouldn't be too tough – just make sure you've got some Green Herbs so you can heal yourself if he manages to hit you!

With Nosferatu dead, Claire can finally escape with Steve. Jumping in the snowmobile, they ride off into the sunset... or do they? As you'll see from what occurs afterwards, things are far from over. Is Alfred dead? Does Alexia really exist? And what was that tentacle that destroyed Claire's ride to freedom? Well, you'll soon find out...

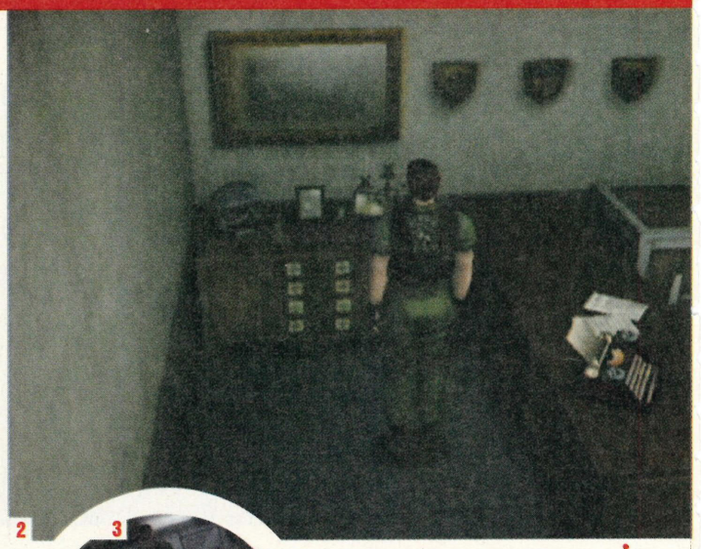


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walkthrough

RESIDEN









[1] Don't forget to come back for the Machine Guns when you've got the Lighter. **[2]** These drawers hide something nice for later on... **[3]** Spiders! We hate spiders! Whip out your Assault Rifle and blow them to pieces!

Chris's Adventure

Chris only has one reason for being on the island – to rescue his sister! You begin the adventure beneath the main Umbrella base in a narrow passageway... just as you start to move, the whole entrance caves in and traps you!

Move down the passage until you bump into an injured Roderigo, who informs you that Claire should have already escaped. Just then, that giant worm that Claire avoided outside the Training Facility pops up and eats him whole! No! Go to the end of the tunnel and search the Storage Box for that Assault Rifle that Claire left behind, then head through the door on the right to try and get Roderigo back!

Just before it dies, the worm will cough up Roderigo. Don't waste any tears – he's already close to death. He'll hand over Claire's Lighter before popping his clogs; now turn around and head back through the door towards where you started.

Just a short walk down the path, you'll find a statue on the wall – examine it and a shelf will appear with two rather nifty Machine Guns on... unfortunately though, there a grating in the way. Use your Lighter on the torch that the statue is holding and voila – the grating will move aside so you can get hold of them. Smart! Now go back to where you killed the giant worm and follow the rocky cavern to the small lift set in the wall at the far end, picking up the Bullets as you go. Go up in the lift where you're done.

Seem familiar? That's right – you're back in the garage where Steve had to kill his zombified father earlier on. Kill the zombies that greet you, then head for the double doors directly opposite the lift. Once outside, run around the back of the tank and hit the button (just like Alfred did earlier) to bring up the secret lift. Grab the Bullets, then take this down to the Aircraft Hanger.

Run down the hallway and grab the Green and Blue Herbs as well as the Shells. Enter the first doorway along to find a Save Room; grab the Bullets and the Acid Rounds, as well as the Green Herb if you need it. Save the game (things get a little rough from here) and then check out the drawers in the corner of the room. There's a Luger Replica stored in the gold drawer at the bottom that can be collected to unlock Steve in the special First-Person Mode later on – just open the red, then green and finally blue drawers in order to unlock it, then place the Luger in the Storage Box.

Leave the room, turn right and run to the doors at the end – these lead into the main hanger, but they're locked right now. Pick up the Battery, then get your Rifle ready and head back down the corridor; when the two large (and rather poisonous) spiders appear, blow them apart before running back to the lift. If you get poisoned, there's an everlasting Blue Herb in the Save Room you've just come out of.

Return to the garage and place the Battery in the cargo lift on the right; use it to reach the ledge above and grab the Chemical Storage Key from the shelf on the left, then exit through the door just along the balcony. Run along the passage until Chris spots the video screen in the room ahead. Alexia's alive! Even worse, it looks like an old friend is back in town with some nasty plans in mind for Chris... if you've played the original *Resident Evil*, you'll have an idea who it might be!

Giant Worm

Taking care of the giant worm shouldn't be too tough – you can shoot him anywhere to do him damage and he's not exactly big in the attack department. Keep moving around, watching the ground to see where he's going to pop up next; when he appears, just point that Rifle and blast away until he goes underground again. Watch out for when he pops up for just a second and save your ammo for when he fully emerges. If he hits you, you'll fall over – thankfully, you can use the Green Herb in the corner opposite where you entered to refresh yourself until the worm finally goes down.

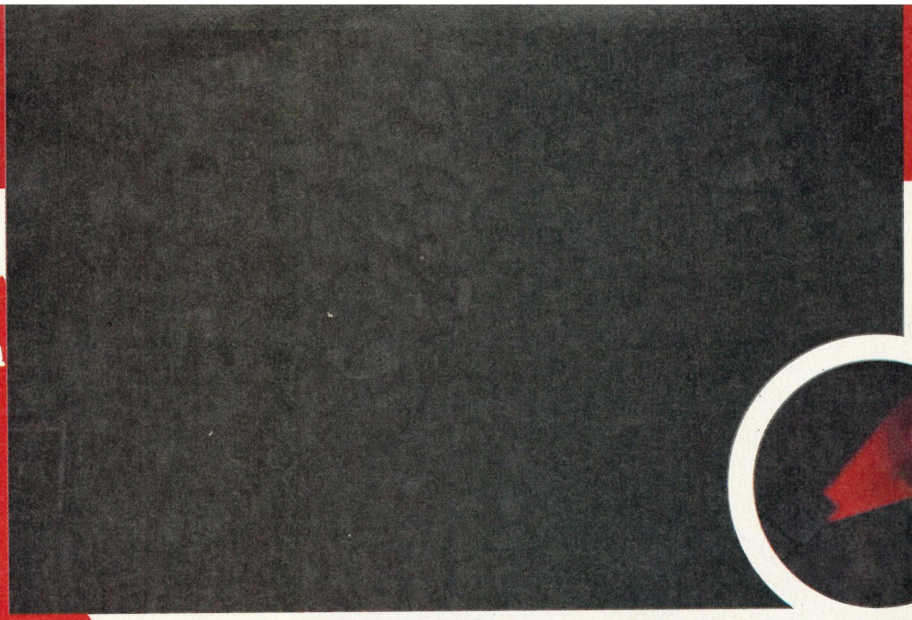




















Leave through the door on the left to watch that ever-so-useful Eagle Shield fall into the river below! Oh well... you'll get it back later... if you survive, that is! Run across the balcony to the door opposite and go inside, killing all the zombies here (watch out for the one with a C4 pack strapped to him!) and collect the Sidepack to increase your inventory size.

Go back the way you came and take the lift on the other side of the balcony down to the basement – walk past the statue on the wall and turn left to go down some metal steps to the bottom. Grab the shotgun off the wall (this makes the stairs rise... don't worry about it for now) and then exit through the door on the left.

Ignore the Incubation Tubes – they're perfectly safe – and run upstairs to the upper balcony. Examine the control panel at the far end and hit the button to lower one of the tubes; there's more ammo for your Assault Rifle on top of it. Pick this up, then go through the double doors next to the control panel.

You'll have been here before as well – enter the door on the right and move through the various sliding doors until you reach the destroyed lab area. Go over to the Chemical Storage Fridge on the other side of the table, then open it with the key you picked up earlier. When you're asked to set the temperature, set it to 12.8C (it's the same date – 12/8 – as when the Training Facility was founded... but then, you already knew that didn't you?) to make the Clement E inside turn blue rather than yellow. Turn around and leave the lab again.

When you get back to the electrical room, run over to the lift and pick up the shiny Door Knob sitting on the floor. Make sure you've got that Shotgun handy though... because you're about to meet the Hunters! There are two of them and they can be pretty nasty – just wait until they get quite close and then blast them square in the face! Once they're dead, retrace your steps back to the lift by running through the Incubation Tube room and hanging the Shotgun back up on the wall to lower the stairs again.

Take the lift up to the second floor and go through to the room where you picked up the Sidepack on the other side of the balcony. Run around the corner to find another small door – pass through it and use the Door Knob on the door to the left. Through here, you'll be on another balcony above the garage area; run left and grab the Tank Replica before going all the way to the lift again... watch out for those Hunter Spotters!

Go to the first floor and go right to the door at the end of the passage. Inside, place the Tank Replica on the Training Facility model to make the painting behind you move. There's a lever here, protected by three laser beams – to shut them down, you'll need three proofs... the ones Claire left at the Airport. Aargh!

Take the Turntable Key from in front of the laser beams, then return to the lift and take it down to the basement again. Go down the steps on the left and take that Shotgun again (reload it if you have to) before re-entering the Incubation Tube room. You'll meet that long-lost acquaintance face-to-face this time... but before he can kill you, a Bandersnatch escapes! Kill it with your Shotgun, then go through the double doors at the end of the upper balcony.

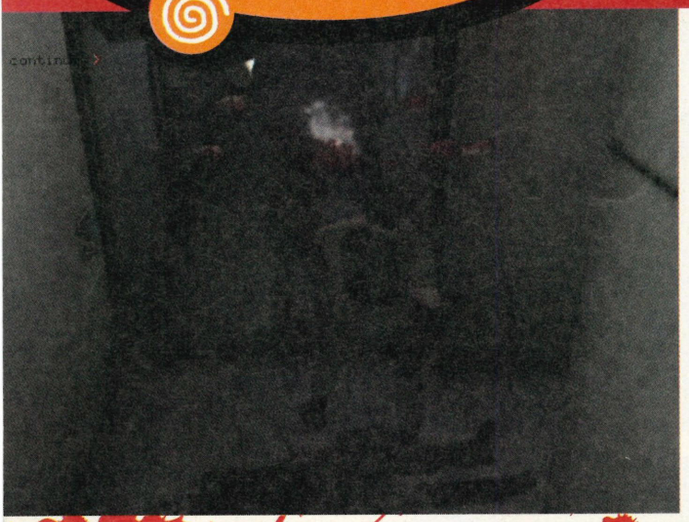
Use the Turntable Key on the lift where the two Hunters first attacked you, then dash through the hole in

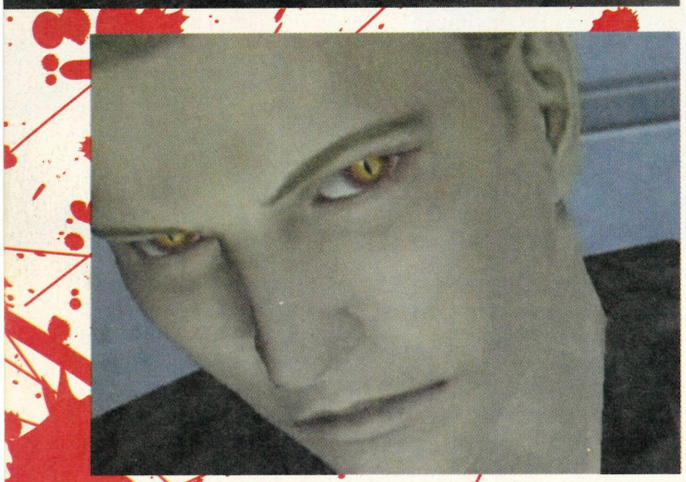


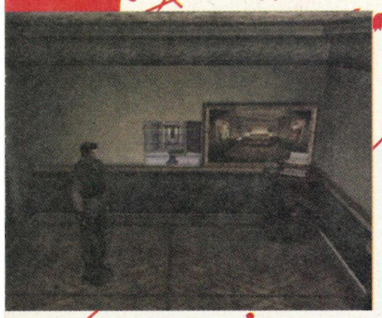
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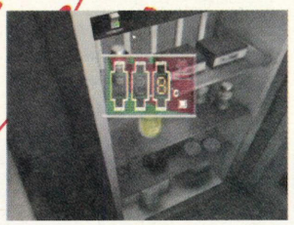
walkthrough

RESIDEN









the wall at the top to face more zombies in the foyer of the Training Facility. Blast them out of the way and work your way into the Copier room until you find another hole – go through and head for the door on the right. Pass through it and then follow the crumbling ledge around the fence until you reach the ladder in the floor.

Go down and activate the lever to turn the ventilation system back on, then run to the end and kill everything in sight before dropping down into the room... you DID open the gate while you were playing as Claire, didn't you? If not, you'll need to find that Emergency Card again...

Go right and enter the door in the alcove – watch out because there's a Hunter waiting on the other side for you. When it's dead, cross the room and go through the door opposite to find the workshop; head for the table around the corner and upgrade your Handgun before picking up the Clement A from the shelf on the right. Combine this with the Clement E to create a purple metal-dissolving solution. Great.

Run back through the Ventilation room, up the ladder and through the next door to get back to the Training Facility. Head for the foyer and go through the front doors to be faced with two more Hunters – blast them both before taking the main lift on the right down to the Airport area. At the bottom, dump all your unnecessary items; after all, you'll need three empty slots in your inventory to store those annoying proofs, won't you?

Through the shutter, blast the Hunter that attacks and then take the lift on the left up to the balcony. Go through the door at the end, cross the bridge to the next shutter and then check the flashing wall panel just inside the door – the power is off, so you'll need to re-activate it. To do this, you'll have to hit the buttons in the correct order:

Press the 3-litre button FOUR times
Press the 5-litre button ONCE
Press the 10-litre button ONCE
Press the 5-litre button ONCE
Press the 3-litre button ONCE to complete the puzzle.

When the power comes back, so will those zombies in the corner behind you – blast them all and then head back across the bridge outside to the control panel near the door.

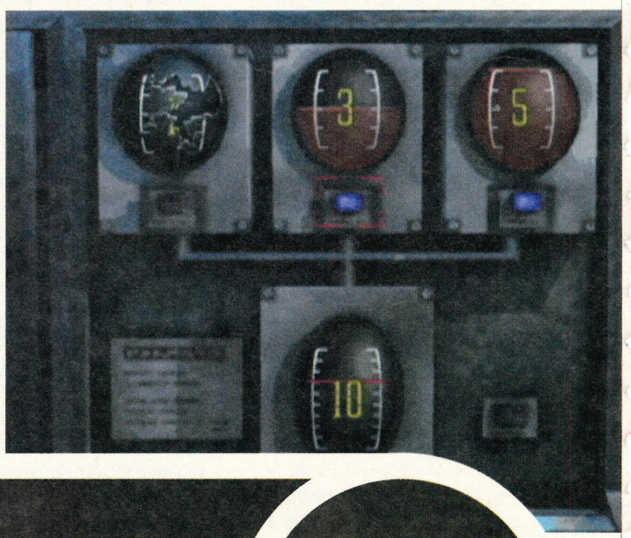
Throw the switch to lower the bridge again, then go back through the door and head down on the lift. Go through the shutter opposite where you entered and cross the bridge, blasting the Hunter that jumps down as you go. On the other side, enter the door and kill the three zombies inside before making a U-turn and opening the door to the right of the Aquarium.

Kill the Hunter and then press the switch near the flashing screen to shut off the power to the panel with the proofs on. Pick all three of them up, turn around and run ALL the way back to the Training Facility – past the Aquarium, across the bridge and back up on the main lift. Watch out for the two poisoned Hunters in the Facility courtyard!

Enter the Facility, run through the Copier room and back out onto the crumbling ledge. Head down the ladder into the Ventilation room, take a left and go through the door to reach the small lift again. Ride it up to the first floor and enter the Facility model room – place the three proofs in the panel and pull the lever to make the model move and reveal a hidden ladder. Make sure you save the game now before going down there though...

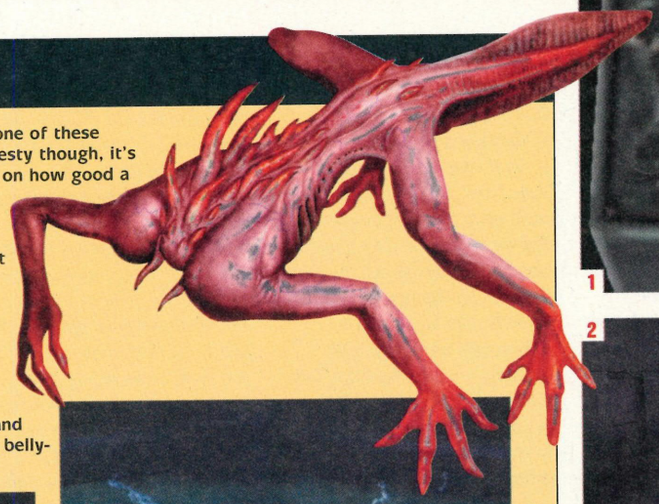
Kill the two massive spiders here (watch out for getting poisoned) and climb down the ladder at the end of the passage. Move out into the water room and be ready for a shock... quite literally!







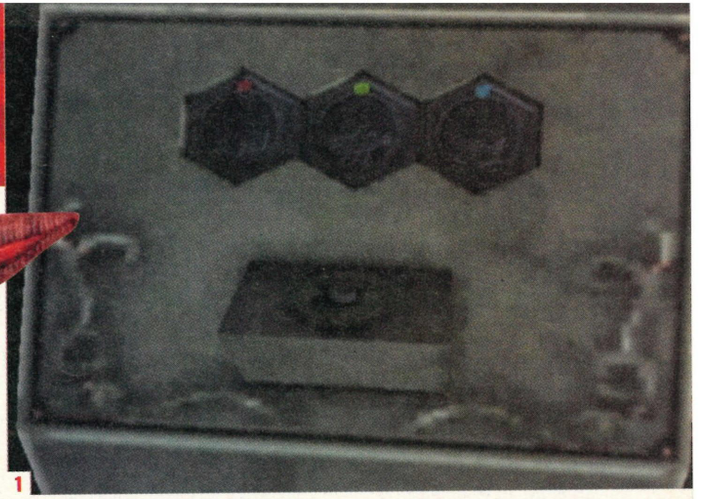
Adult Albinoid



> You knew you would have to face one of these sooner or later, didn't you? In all honesty though, it's not exactly difficult – it just depends on how good a shot you are. The Albinoid will NEVER leave the water, so you're pretty safe moving around the ledge on the outside of the pool. Wait for it to come near, then lay into it with some downward-pointing Shotgun blasts to put it out of commission pretty quickly. One thing though – under no circumstances should YOU get into the pool. You're bound to take some serious damage and you may even die here. Just play it safe and take pot shots at it until it's floating belly-up in the water.







1



2



3

[1] You'll need these proofs to shut down the laser grid... but turn the power off first! [2] Wait for the Hunters to get nice and close and then... BANG! [3] Watch out for the Hunter that jumps down when you run across the bridge for the second time...



When the Albinoid snuffs it, jump into the pool and grab the Eagle Shield from the middle before going back up the ladder again. Use the mixed Clement on the Eagle Shield to make it dissolve and leave you with a Gold Halberd... didn't Alfred use one of these to get into the Aircraft Hanger? That's right – and so can you!

Return to the Facility model room via the ladder and use the lift outside to go up to the second floor. Head left and go through the door, take the cargo lift down to the garage floor and then exit through the double doors on the left. Use the lift under the tank to go down into the passage below before following it to the end and using the Gold Halberd to open the hanger... watch out Antarctica, here comes Chris Redfield!

When you finally arrive at the Antarctic base, run left along the balcony and pass through the double doors. Blast the tentacles repeatedly to make them shrink back into the walls, then use the ladder to drop to the lower ledge. Ignore the double doors for the moment and head down the stairs at the end of the balcony to reach the narrow hallway at the bottom.

Run ahead – don't worry, there aren't any poisonous moths here now – and enter the study above where Nosferatu was. Use the Gold Halberd on the wall plaque to open the cupboard to the left; inside, grab the Puzzle Die before turning around and saving the game. Before you leave here, grab that Fire Extinguisher out of the Storage Box... we said you'd need it!

Go back upstairs and through the double doors at the base of the ladder. Check out the MASSIVE spider under the ice... scary. Anyway, head left along the balcony and go through the door at the side to enter the upper level of the valve room (where Claire sealed off the gas leak all that time ago). Because there's ice everywhere, you can step down and run over to where the Valve Handle still sits – in the gas pipe valve. Grab it, but be ready for the rather 'frosty' reception from a group of zombies that pop up... 'frosty'. Get it? Oh, we're so funny...

Head back through the door and out onto the ice with the spider underneath – now cross to the opposite balcony and climb up onto the ledge before going through the door on the left. Go through the first door along to enter the Tank room; press the glowing button to raise the barrel of Extinguisher liquid before refilling that Fire Extinguisher of yours. If you take the lift on the left down, you'll be able to put the flames out and then grab the Colt Magnum and a whole stash of bullets before going back up to the Tank room.

Return to the corridor outside and run to the end, jump into the lift and take it down to the bottom. Enter the door directly ahead and then go into the opening on the immediately left to find the Power room. Kill everything inside and then use the Valve Handle on the port in the corner before flicking the switch on the left – this restores power to the complex. Before you leave, you can dump your Shotgun in the Storage Box for Claire to use in a few minutes... now go back outside and follow the passage to the very end before going through the door there.

Ooh, talk about deja vu... the original *Resident Evil* anyone? First off, push the statue over to the cracked floor tile on the left so that it drops down and lets you reach the map inside. Now run through the curtain into the passage beyond and follow it to the Tiger statue at the end – remove the Blue Eye and collect the Brass Fitting (combine this with the Valve Handle to create a new four-sided Crank) and then replace the Blue Eye and remove the Red Eye for some Magnum Rounds. Make sure you replace the Red Eye before turning around and taking the lift behind you.

Out of the lift, grab the Dragonfly Wing from in front of the giant hive and then run right down the next passage. Go over to the control panel in the far right corner and activate it – when prompted, enter the following code:

AA, Crown, Heart, Spade

When the drawer opens, place the Puzzle Die inside and watch as Alfred falls out of the Incubation Tube behind you. Examine his hand to find a ring – by checking this in your inventory, you can extract the Blue Gem from it. Go back to the hive, use the lift to return to the upper floor and then work your way back through the complex to the Tank room where you refilled your Fire Extinguisher.

Use your newly-shaped Valve Handle to drain the water in the tank, then climb inside using the ladder and pick up the Crane Key. Mash the Hunter that jumps in to surprise you, then go back outside and follow the passage right to the large spider-filled ice sheet. Use the Crane Key in the booth on the right to bring up a rather frozen Nosferatu – as it turns out, he was Alfred and Alexia's father! When the giant spider finally attacks, blow him to pieces with some big weapons (although you don't have to kill it if you don't want to) and then grab the earring from beside Nosferatu's body; check it in the inventory to reveal the Green Gem.

Go back through the door towards the Tank room, take the lift down to the lower level and then, instead of going through the door ahead, take a left and run down the passage to the courtyard. Blow away another Hunter and grab the two Dragonfly Wings (one by the carrousel, the other in the water near the pedestal) before going through the double doors to find another rather weird flashback...

Run up the stairs and grab the Combat Knife, then go back down and check out the

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alcove behind the staircase to find... Claire! Use the Knife to free her and then see if she's okay – if she was badly poisoned during the fight with Nosferatu, you'll have take Chris ALL the way back to the Tank room and use the small lift to ride down, grabbing the Blood Bag from the shelf before returning to give it to her.

Once Claire is fine (or if she's fine already) and you're in control of her, grab all the items in the room and place them in the Storage Box. If you left the Shotgun here earlier, you can now take it and place it on the wall rack behind the bookcase to reveal more Grenade Rounds – take these, then pick the Shotgun up again and stick it back in the box for Chris to recover. Make sure you've got plenty of Green Herbs and/or First Aid Sprays... you'll need them in a minute!

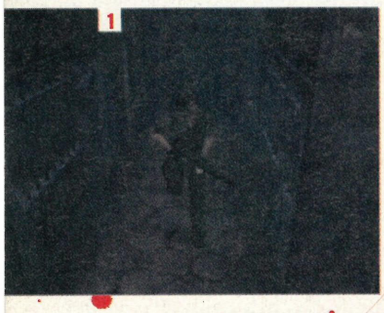
Go through the door on the left and follow the passage around, blowing away the tentacles that appear with your Grenade Launcher (charged with Flame Rounds, naturally). Enter the door at the end and run through the cell area, climbing the stairs on the left to find a rusty cannon – read the file placed underneath it, then turn the handle on the cannon to reveal a Glass Orb with an Emergency Card inside. Watch out! The stone slab above will come crashing down; if you're underneath it, you'll be squashed!

Quickly dash under the slab as it rises and pick up the Glass Orb... now comes the tricky part. You've got to step slightly under the slab and then step back again to set the trap off without killing yourself; as the slab rises again, dash underneath and enter your inventory to use the Glass Orb before it comes crashing down again. Claire will place the Orb on the floor and move aside, letting the slab crush it. So far – so good. Now you have to set the slab off again without getting killed, then quickly dash underneath again and grab the Emergency Card before the trap resets... if you miss, you're dead! Once you pick up the card though, the trap will lock and you'll be safe to walk out again.

Return to the cell area and enter the small door near where you entered – inside, use the Emergency Card on the control panel to unlock the steel gate on the left. Run inside to find Steve chained to the wall... we won't spoil what's going to happen next. As soon as you regain control of Claire, press Down and A to turn around quickly before legging it back towards the steel gate. There's no way to avoid being hit by the giant monster behind you – each swing of his axe will catch you in the back. Each time he hits you, enter your inventory and heal yourself up before you continue running for the exit. Eventually, you'll slide under the gate and make it safety... or so you think!

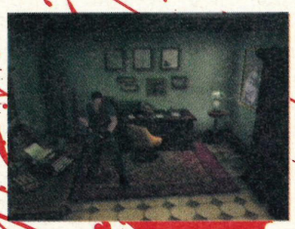
Back in control of Chris, things are starting to get a bit hairy. Wesker has shown up and is demanding that Alexia hands over the T-Veronica virus... even though it's in her body! Not surprisingly, she isn't impressed and transforms into one of the meanest monsters we've ever seen! After tossing Wesker about for a bit, it's your turn to fight her!

With Alexia out for the count, run over and grab that jewelled necklace that she dropped when she changed into a monster. Examine it like the other items of jewellery to find the Red Gem – you should now have a Red, Blue and Green Gem. Head up the stairs and place all three of them in the family portrait at the top; it'll move aside to reveal a secret doorway. Go inside and waste all the zombies, then quickly duck into the Lab area on the right.

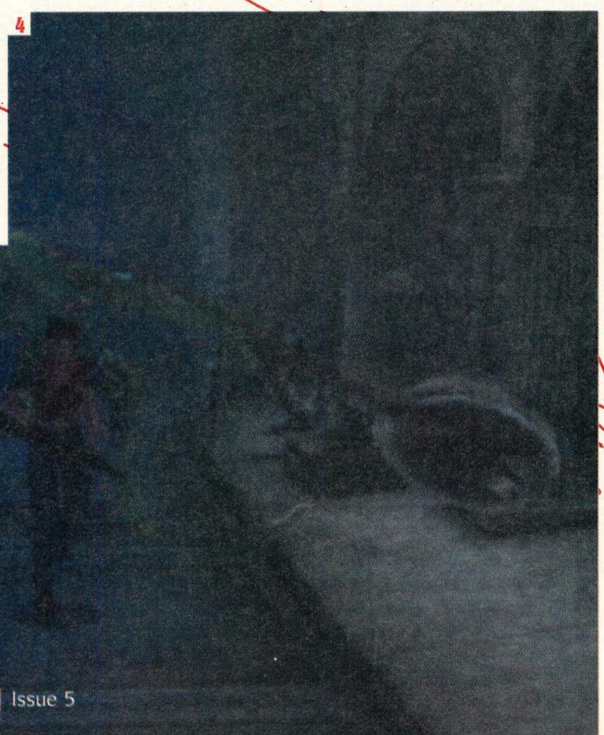




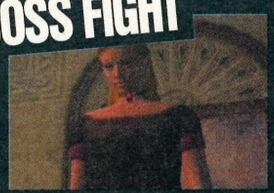




[1] The cells aren't the place for a pretty boy like you, Chris – just don't drop the soap... [2] Woah – talk about deja vu... I've been here before! [3] Hmm, I wonder what this button does... [4] Steve wasn't at his best first thing in the morning.



BOSS FIGHT

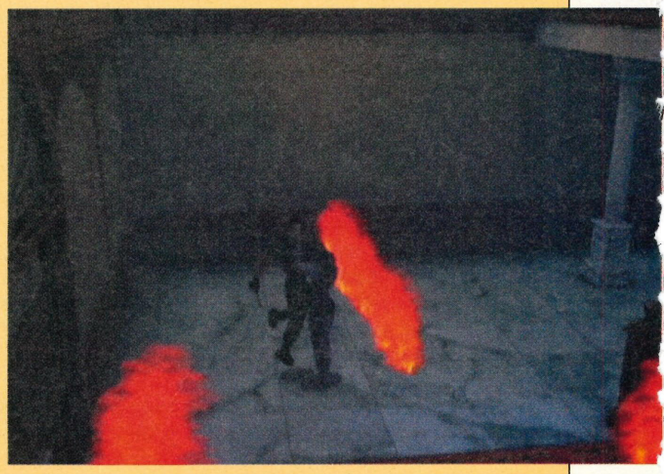




T-Veronica Alexia



Make sure you've got LOADS of ammo here, because you're going to need it. Keep your distance from Alexia and blast away while she strolls towards you – just be careful to avoid the blood she flicks at you, because it'll burst into flames once it hits the floor. Run around the room to stay away from her while you blast; if she manages to get her hands on you, you're history. Eventually (and it is a long 'eventually') she'll drop to the floor and the fires will die down... you've beaten her!



Go down on the small lift and then hit the glowing button on the console to open the glass capsule – now check inside to find the final Dragonfly Wing. Grab all the supplies in the room and then head back outside, turning left at the junction and going into Alfred's study. Search the drawers of the desk on the right-hand side to find the Mansion Key, then turn around and head back to the main foyer where you fought Alexia.

Use the Mansion Key on the doors to the right of the main entrance, then go through the front doors and return to the Power Room (run past the fountain, down the passage and take the door on the left, then through the door immediately inside this entrance). Throw the switch again to shut the power to the complex down, then retrace your steps back into the mansion.

Go through the double doors on the right, following the left-hand passage to reach the Tiger statue again. Remove both the Red and Blue Gems from the eye sockets (because the power is off, the statue won't move) and then go back to the main foyer and upstairs through the secret doorway. Kill the new swarm of zombies that have appeared and follow the passage round to the left, entering the door at the end of the passage to find a replica of Alfred's bedroom.

Examine the statue on the wall to find a secret doorway, then switch off the Music Box in Alexia's bedroom to close the lid. Place the Red Gem on the Music Box to open it up again, taking the Music Press from inside. Return to Alfred's bedroom and place the Blue Gem on the lid of the other Music Box, putting the Music Press inside to lower the roof of the bed down and reveal a ladder... hmm, haven't we done this before? Climb up onto the bed and use the ladder to access the secret meeting room.

Run around the shelves and out into the main room, checking the bucket of sand on the table. Inside is the stem of that Dragonfly Key that Claire found earlier – if you combine this with the four wings you've collected, you'll have the completed Dragonfly Key. Now head back downstairs, out of Alfred's bedroom and through into the Lab area again.

Head for the small flight of stairs in the far corner opposite the lift, unlocking the door at the top to reach the passage that Claire ran down earlier. Follow it along to the cells and approach the door on the right; once you've talked to Claire, she'll slip you the Emergency Folder. Check this in your inventory and open it up to find the Emergency Card... it's time to blow this popsicle stand!

Run down to the far end of the cells and climb the long flight of stairs up to the landing platform. Use the Dragonfly Key to unlock the door opposite the stairs, then go inside and slaughter the two zombies waiting for you. Climb up onto the platform and walk around to the control panel at the end – this is the Self-Destruct Activation Panel and it's here that you've got to make a choice. Once you activate the system, there's no turning back; have you got enough weapons and Green Herbs/First Aid Sprays to see you through to the end? If not, turn around and run ALL the way back to the Power room, grabbing anything you might need out of the Storage Box and saving the game before leaving.

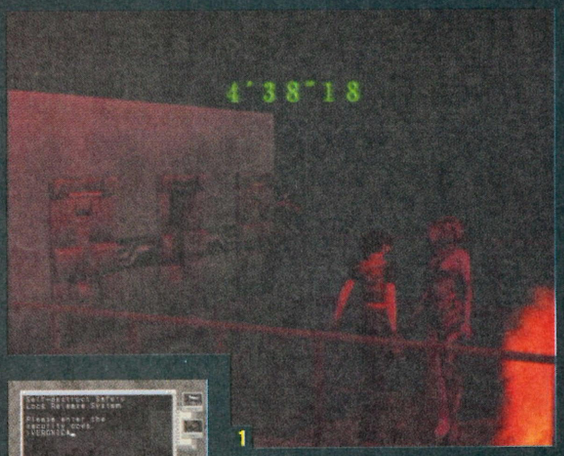
If you think you're ready for the last big fight of the game, whip out your Emergency Card and swipe it through the control panel. You'll be prompted for a passcode to de-activate the safety overrides... this is easy. Don't you know this by now? Well, if you're stuck then the code you want it... VERONICA. Duh. As soon as you enter it, the five-minute countdown (yay!) starts and you'll need to get moving – turn around and run back out to the landing pad for a nasty surprise...

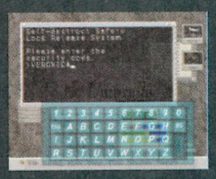
BOSS FIGHT T-Veronica Alexia – The Final Battle

Make sure you're armed with something substantial that ISN'T the Grenade Launcher – you need a long-distance weapon to start out with. As soon as Alexia starts approaching Claire and you regain control of Chris, aim and shoot one bullet at her; if you don't, Claire dies and the game is over! Once Alexia transforms into your worst nightmare, it's time for round two...

Get out your big weapons and keep blasting her belly as fast as you can – don't aim anywhere else or you'll be wasting ammo. Move around whenever you can to avoid the tentacles that she throws out at you, as well as avoiding the poison that gets spat towards you. Use the display on your VM to keep tabs on your health and then heal yourself up whenever you need to in order to stay alive. After taking a MASSIVE amount of damage, Alexia will get just a little bit angry... time to finish her off!

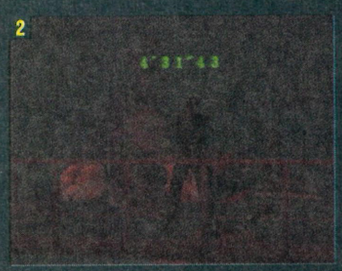
Remember that gorgeous-looking Linear Launcher that you unlocked right at the start of the fight? Well, it's now ready and able to give Alexia's mutated arse a right good kicking! Run over and grab it – don't forget to arm it in your inventory as well – then hold down the R button to bring up the sights. Alexia moves about like a giant wasp on acid (and let's face it, that's what she looks like) so you'll need to take careful aim when trying to get a shot off at her. Watch out for the acrid spit that she fires at you and try to keep a steady hand before blasting her – it only takes one direct hit to knock her out for good, so try to make it a good one!





1

2



[1] Blast Alexia before she can get her hands on Claire! [2] Keep shooting at her until she goes down... [3] ...and transforms into this! Don't forget – the clock is ticking! Blow her head off!

3





essential information >
Dreamcast solutions
Wacky Races



Publisher	Infogrames
Developer	In-house
Origin	UK
Price	£39.99
Genre	Racing


four player


vibration pack


racing controller



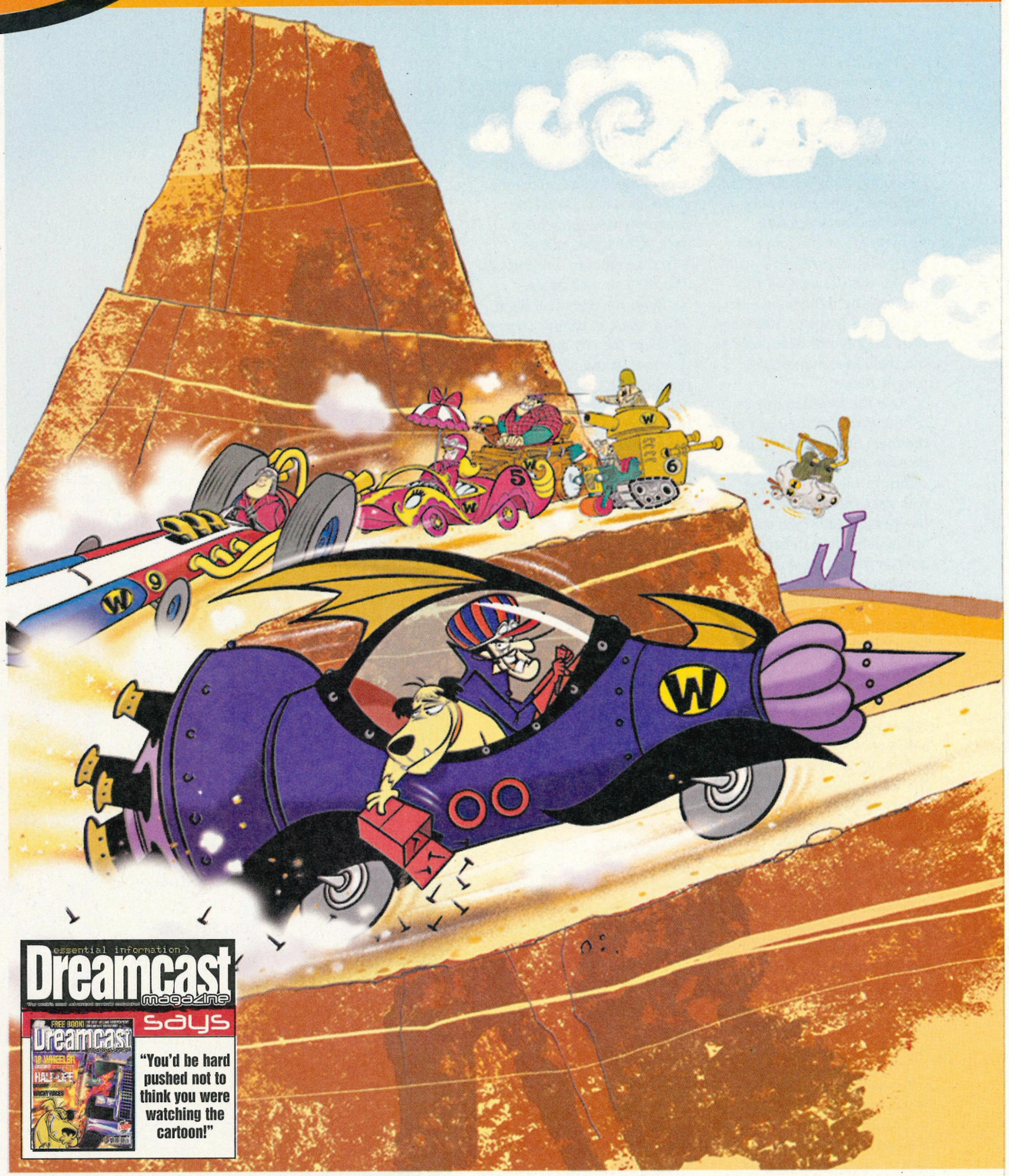
visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Every control you'll ever need to be become the wackiest racer ever!





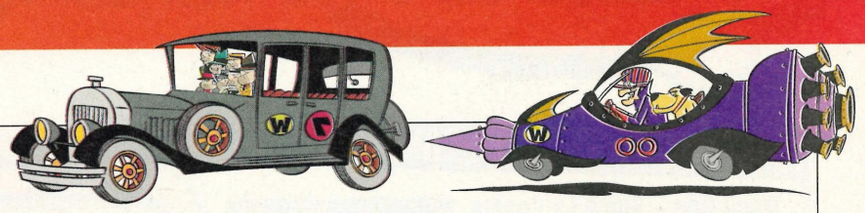
essential information >
Dreamcast magazine says

"You'd be hard pushed not to think you were watching the cartoon!"

Move aside Dastardly and Mutley – there's a wackier racer in town! We've got all the maps and tips you'll ever need for this cartoon driving extravaganza!

Wacky Races

IT'S THOSE WACKY RACERS!



Still trying to decide which of those wild and wacky racers is going to be the best one for you to use in your pursuit of victory? Well, worry no longer – take a gander at our parade of them and then pick your favourite!

Car No. 1 – The Boulder Mobile

Drivers: The Slag Brothers (Rock and Gravel)
Best Weapon: Pterodactyl Flight



Car No. 2 – The Creepy Coupe

Drivers: The Gruesome Twosome (Big and Little)
Best Weapon: Dragon Breath Power



Car No. 3 – The Convert-A-Car

Driver: Professor Pat Pending
Best Weapon: Bowling Ball





Car No. 4 – The Crimson Haybailer

Driver: The Red Max
Best Weapon: Splat-Attack Paintballs

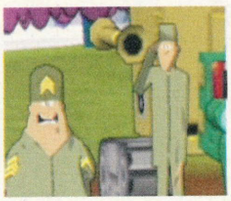


Car No. 5 – The Compact Pussycat

Driver: Penelope Pitstop
Best Weapon: Para Shield Power

Car No. 6 – The Army Surplus Special

Drivers: Sergeant Blast and Private Meekly
Best Weapon: Bazooka Boost Power



Car No. 7 – The Bullet Proof Bomb

Drivers: The Ant Hill Mob
Best Weapon: Concrete-A-Coat Gun



Car No. 8 – The Arkansas Chugga-Bug

Drivers: Luke and Blubber Bear
Best Weapon: Chugga Boom



Car No. 9 – The Turbo Terrific

Driver: Peter Perfect
Best Weapon: Super Rubber Power





Car No. 10 – The Buzz Wagon

Drivers: Rufus Ruffcut and Sawtooth
Best Weapon: Hover Wagon



Car No. 00 – The Mean Machine

Drivers: Dick Dastardly And Mutley
Best Weapon: Dastardly Shrinking Ray

DRAT AND DOUBLE-DRAT!

This ain't just your regular racing game, folks – there's much more to it that meets the eye. Here's a quick run-down of what's ahead of you as you strive to be the wackiest racer of them all!

Track Challenge

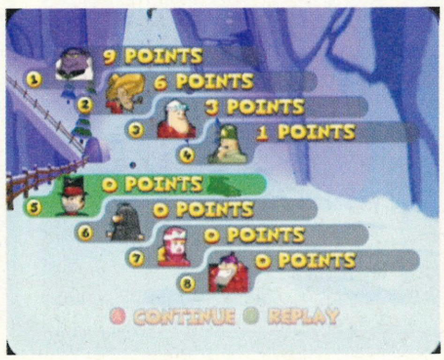
Pretty simple stuff to start you off – choose a track to try your hand at (although you'll need more Stars to unlock the later ones) and then race around, fighting off all the other racers for first place.

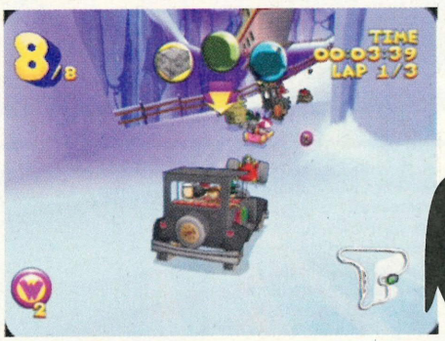
Wacky Cup Challenge

Only one Star up for grabs here but to win it, you'll have to race all five tracks in a row and come first overall. The better you do, the more points you'll accumulate so make sure you win those races!

Golden Mutley Challenge

Now comes the hard part – although this challenge is in the same vein as the Track Challenge (choose a track, race and come first), you need to collect 10 Golden Mutley trophies as well before finishing.





Battle Arena Challenge

Forget the racing now... this one's all about smashing your opponents to pieces! Swerve around the specially-enclosed tracks and use your weapons to blow the other cars away... just make sure you stay in one piece!

Team 00 Challenge

Finally, Dick Dastardly makes an appearance! It's a fast and furious one-lap sprint against all the other cars AND the Mean Machine – don't fall foul of Dick's devious tricks or you'll wind up finishing in last place!





continued>

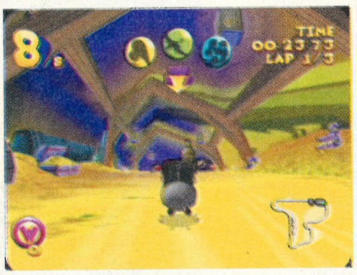
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AREA ONE: SNOWFALL PEAKS

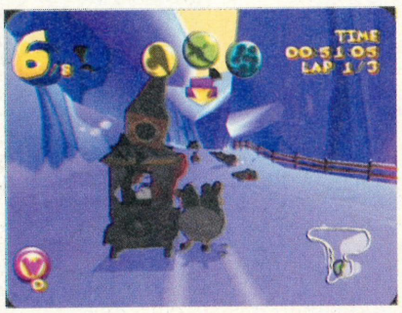
Track One – Snow La Coasta

>A reasonably easy course to start off with – use the tight corners to cut inside the opponents and try to block them off when passing through narrow areas like the ice bridge that's right near the end of the course.

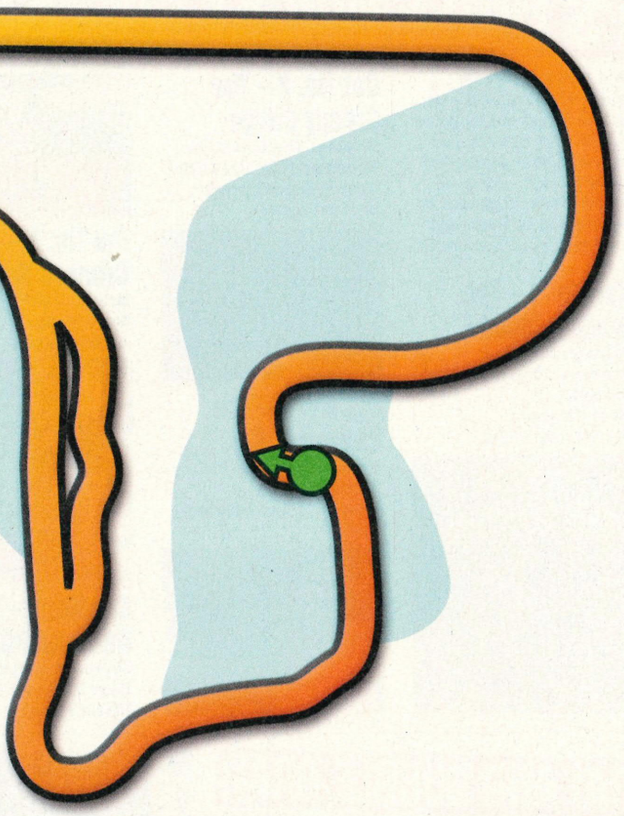












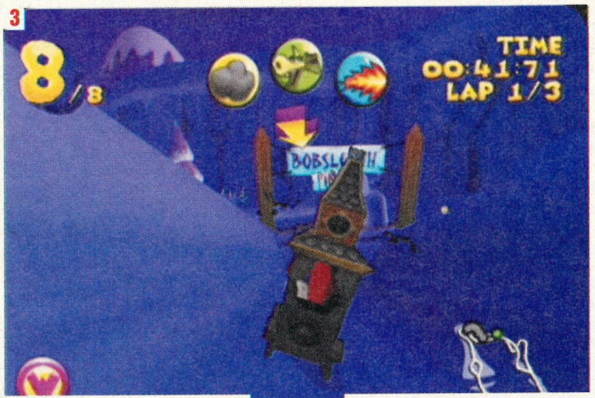
AREA ONE: SNOWFALL PEAKS

Track Two – Snow Hope Village

>Don't let the darkness get to you; you'll need to keep your wits about you! Be sure to steer left to avoid the first bobsled run and then swerve left at the end of the course for the quickest line to the finish.





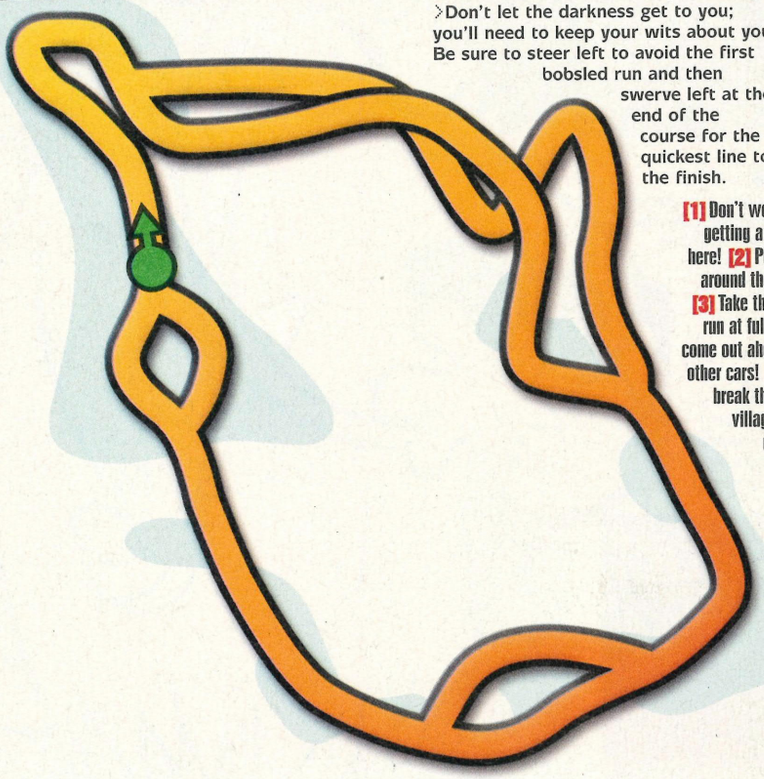


[1] Don't worry about getting a fast start here! [2] Powerslide around the corners. [3] Take the bobsled run at full speed to come out ahead of the other cars! [4] Try to break through the village area as quickly as you can!





[5] Go left at the end to save yourself some major seconds!

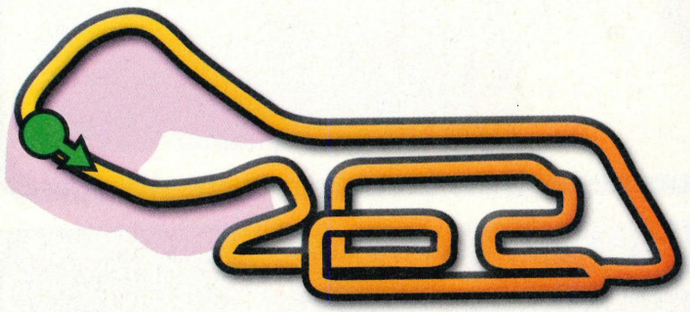


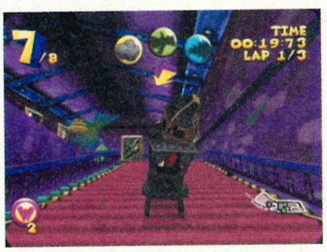
AREA ONE: SNOWFALL PEAKS

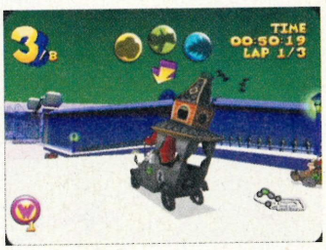
Track Three – Gruesome Towers

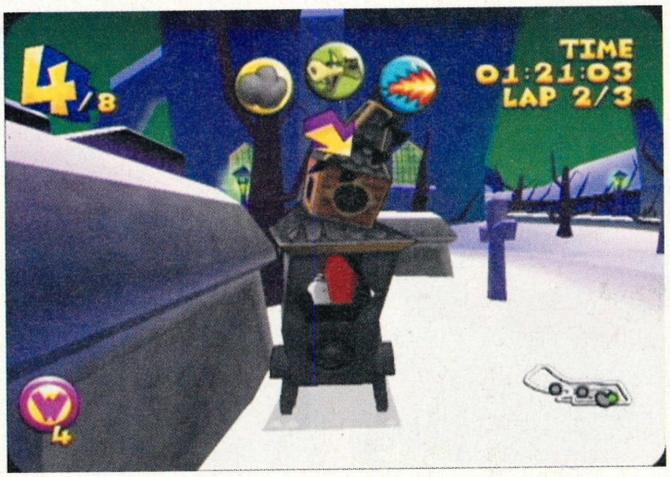
>Taking a drive through the home of the Gruesome Twosome can be a real pain unless you know the right route. Use the stairs to avoid the graveyard and cut those corners like a maniac!











AREA ONE: SNOWFALL PEAKS

Track Four – Glacier Lake

>Make sure you keep moving here or you're likely to sink like a stone. Right at the end of the course, get some speed up and then cut straight across the water to skip the entire last corner of the race!

1

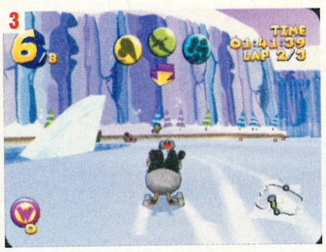


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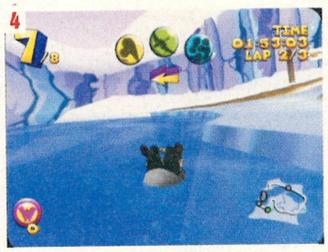


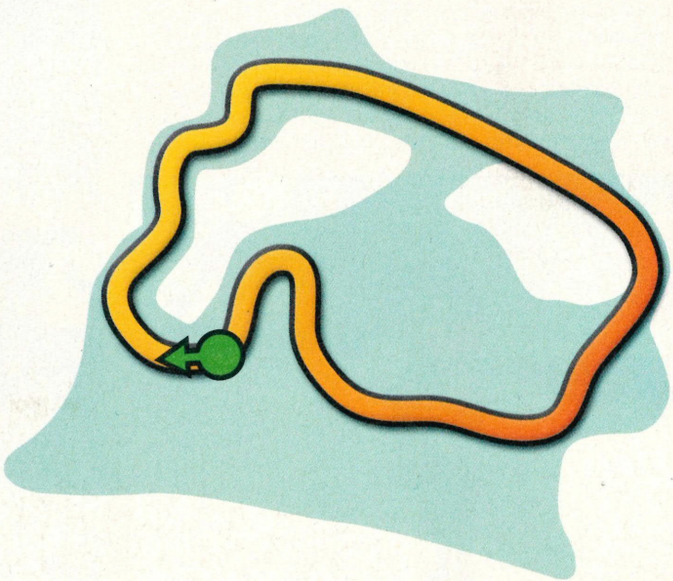
[1] Cut right at the start to beat the other cars. [2] Drop on your opponents from above! [3] The ice is quite slippery, so keep a tight grip on your steering. [4] Don't slow down when you're in the water!

3



4





continued>

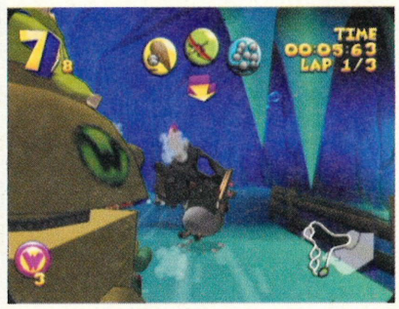
walkthrough

continued>

AREA ONE: SNOWFALL PEAKS

Track Five – Ice Caverns

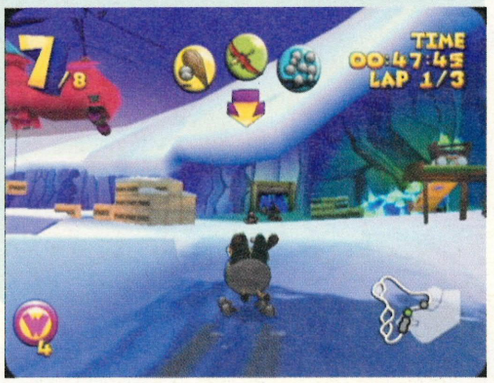
>A quick trip through the ice cold caves should wake you up! Always take the left-hand fork when the path splits halfway along and then be ready for the sharp corner coming out of the caves – don't hit the icicles!











BOSS TRACK – PROFESSOR PAT PENDING

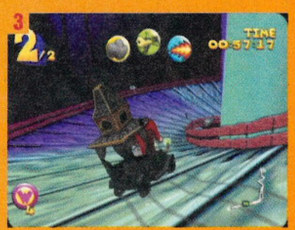
>Pat Pending in his Convert-A-Car is one of the first boss characters that you'll have the fortune to meet... of course, beating him isn't going to be as easy as you might think! There are a few short cuts on the course that you'll absolutely HAVE to take in order to come out on top – for example, you can cut across the sloping cliff at the first major chicane (near the observatory) and then take the right-hand fork at the split to get the jump on Pat. The one thing you're going to have to watch out for is the long spiral ramp at the end of the course – Pat changes his car into a Bowling Ball here and will literally race away! Try to keep ahead of him, but don't use any weapons because he's got a shield; you'll just end up getting hurt!



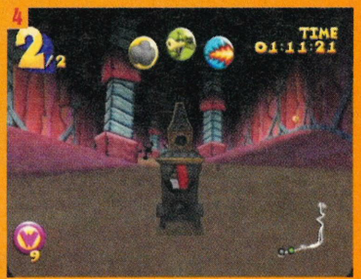








[1] Cut across the snow here to duck ahead of the Convert-A-Car! [2] Oh no! You're behind! It'll be tough to catch up now... [3] This ramp is mighty steep! [4] If you're not ahead by now, you might as well just give up and try all over again!

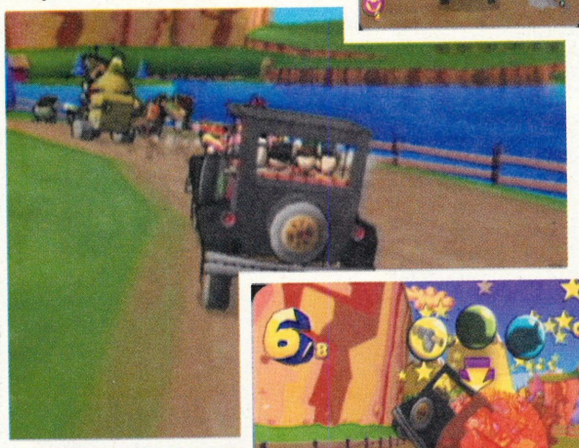


AREA TWO: REDWOOD FOREST

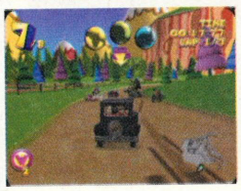
Track One – Lumberjack Lake

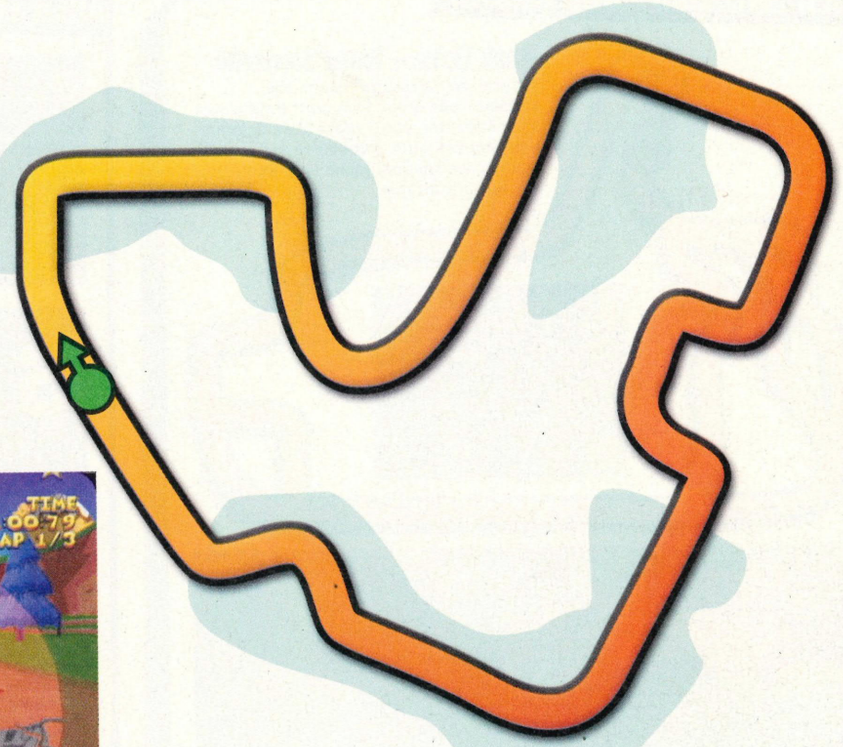
>This is an incredibly short course that you'll have to move fast on, or you'll never make it to the front of the pack. Cut quickly through the saw mill and be ready for the steep drop that follows it!





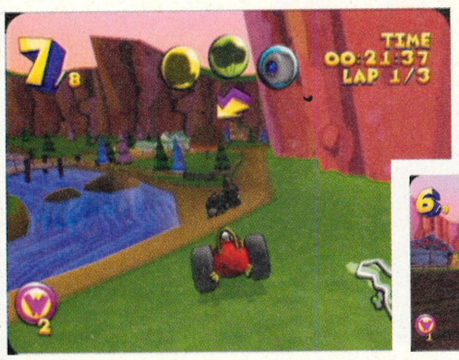






AREA TWO: REDWOOD FOREST





Track Two – Scarecrow Creek

>The farmland course is quite simple, especially when you consider that the course bends but the land doesn't. Just cut through the flower patches, fields and house areas, ignoring the actual track to get into first place!





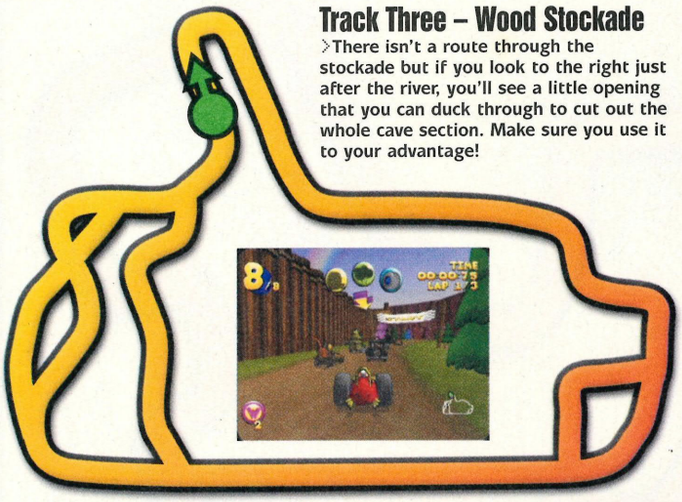
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AREA TWO: REDWOOD FOREST

Track Three – Wood Stockade

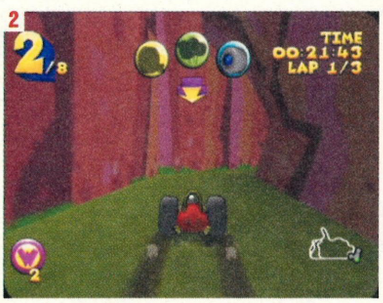
There isn't a route through the stockade but if you look to the right just after the river, you'll see a little opening that you can duck through to cut out the whole cave section. Make sure you use it to your advantage!



1

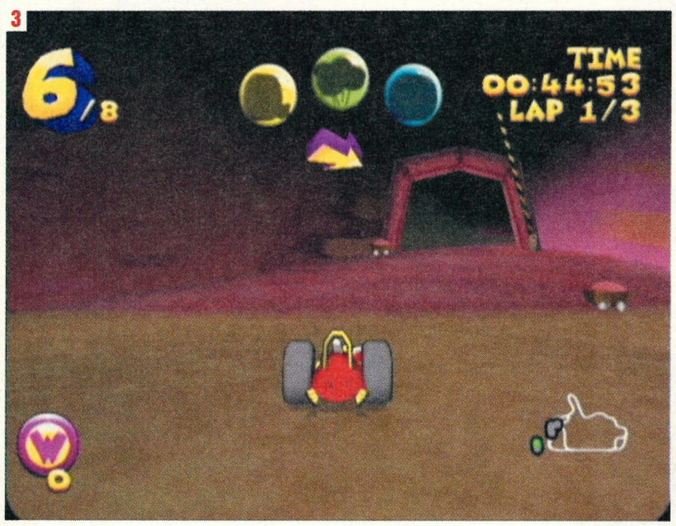


2



[1] Slide through the middle of the pack! [2] This short cut comes in handy... [3] Don't go through the mines, Peter – it's dangerous!

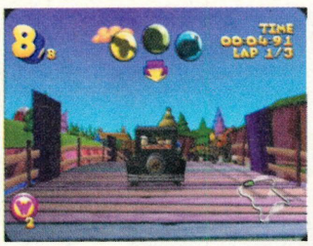
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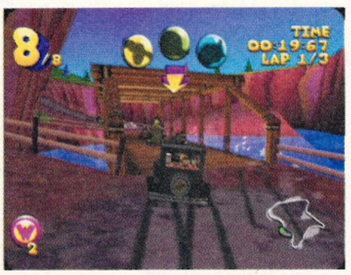


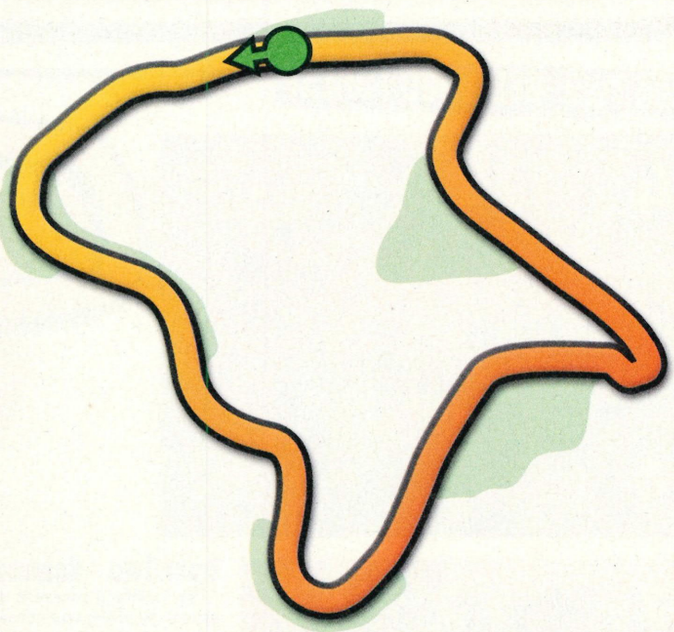
AREA TWO: REDWOOD FOREST

Track Four – Redwood Springs

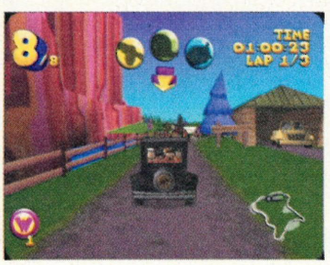
By taking a quick jaunt off the track and cutting across the dirt area of the springs, you can get into first place in no time here. Try to hold that position for the rest of the race... it's not too tough!







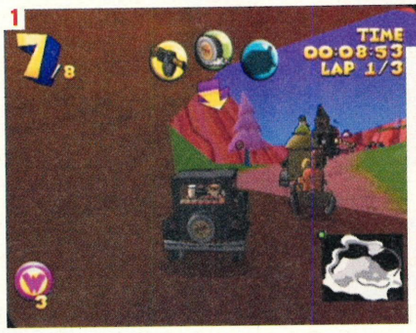


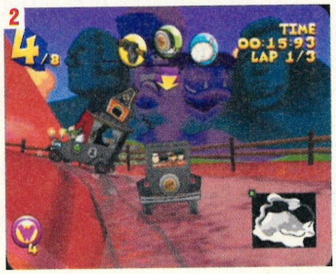


AREA TWO: REDWOOD FOREST







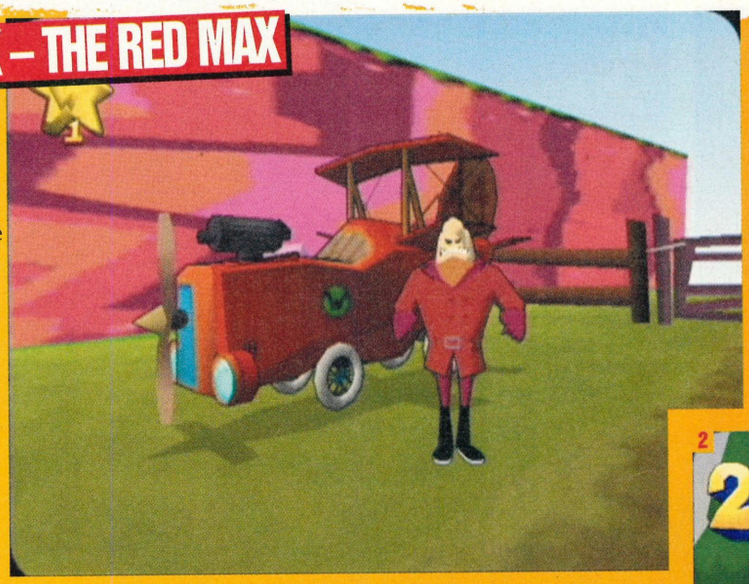


[1] Argh! Bright light! [2] Hey, I recognise those faces – it's Dick Dastardly!

Track Five – Rush More Rapids

›No matter what you do, ALWAYS take the short cut through the bear-filled cave halfway through the race. Not only will you miss a whole section of chicanes but you'll end up right at the front of the pack!

BOSS TRACK – THE RED MAX







›The Red Max races on a specially constructed section of the Wood Stockade level, so you'll have to remember where the short cuts are. Because his car is actually a plane, he flies constantly – this means that obstacles like the river are no problem to him! Keep hitting him with your array of weaponry to slow him down slightly (he starts quite a way ahead of you) and then take all the short cuts you can, like the narrow gully behind the large cliff on the left, to try and get in front of him. If you reach the forest area and he's still in front of you, you might as well give up and start again because you'll never catch him in time! This second boss race isn't easy, so make sure you use all your driving skills to the max... Red Max, that is!





[1] The Red Max starts quite a way ahead of you here [2] Be careful not to crash into the trees! [3] It's the end of the course and you're still losing!

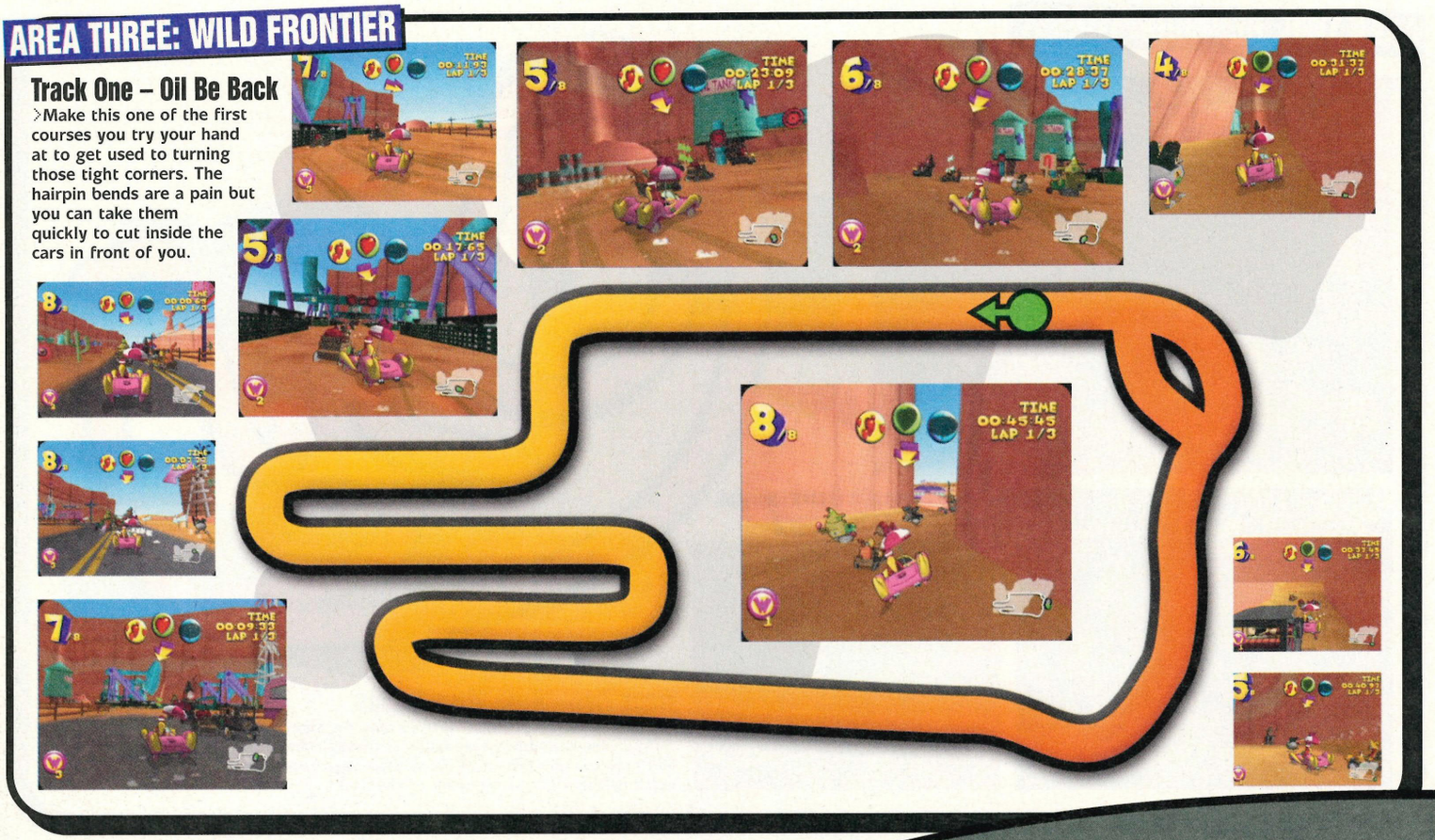
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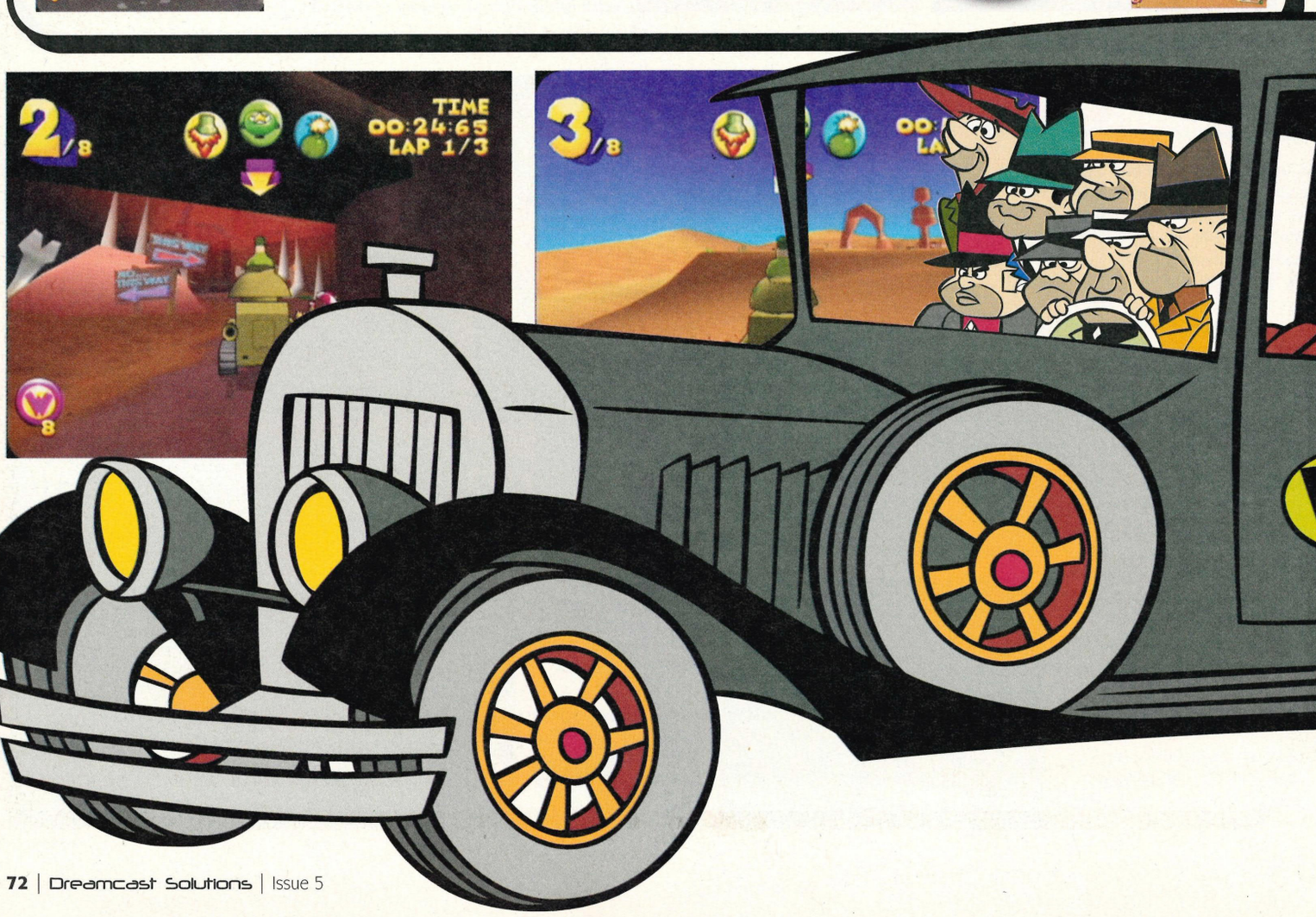
continued

AREA THREE: WILD FRONTIER

Track One – Oil Be Back

Make this one of the first courses you try your hand at to get used to turning those tight corners. The hairpin bends are a pain but you can take them quickly to cut inside the cars in front of you.





AREA THREE: WILD FRONTIER

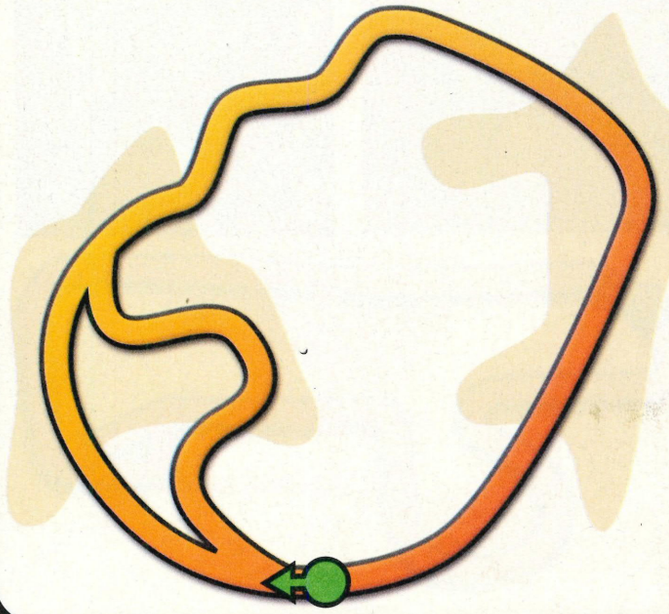
Track Two – Tombstone Pass

>This ghost town ain't tricky to complete once you know where you're going. Slip behind the wooden buildings on the left at the start and then hit the rock ramp to fly through the graveyard ahead of the pack!





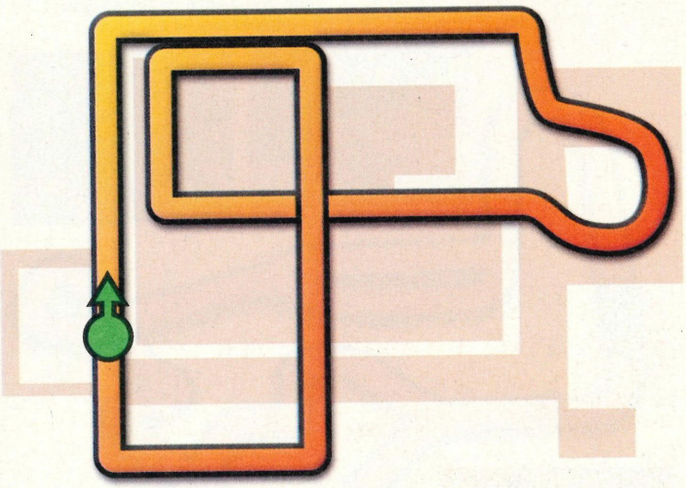
[1] There's a short cut on the left if you know where to look... [2] Don't crash into the gates or you'll lose it!



AREA THREE: WILD FRONTIER

Track Three – Los Angle Teaze Square

>One of the easiest courses in the entire game, you should have no problems coming first here. Always take the inside line on the majority of right-hand corners and be sure to clear the track jump cleanly!







continued>

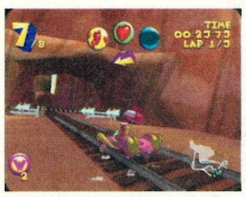
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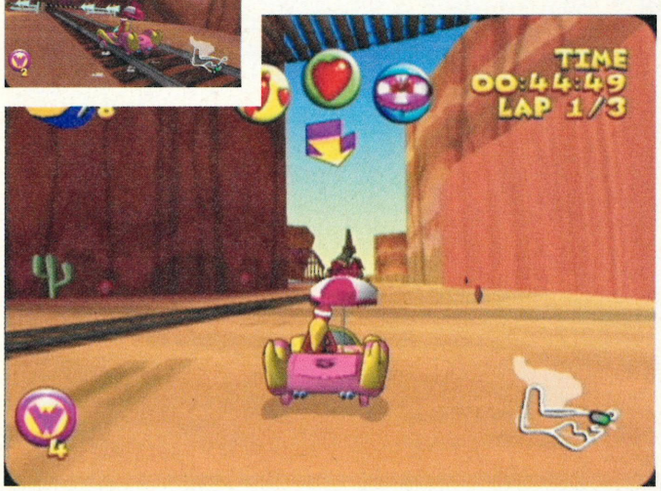
AREA THREE: WILD FRONTIER

Track Four – Railway Canyon

Don't be fooled by the open space – you can't cut through the train tunnels! Take the right-hand path just after the train (watch out for the small jump) and then use the iron bridge to cut off your opponents at the pass!





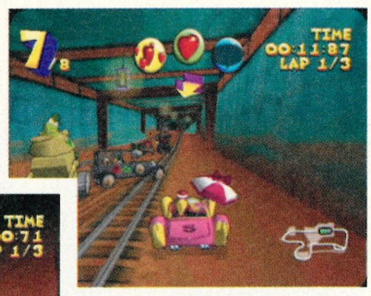




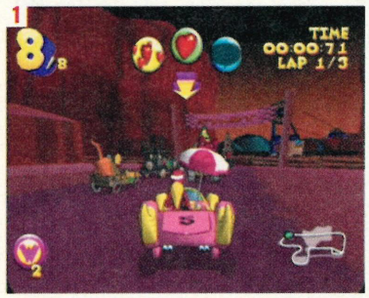
AREA THREE: WILD FRONTIER

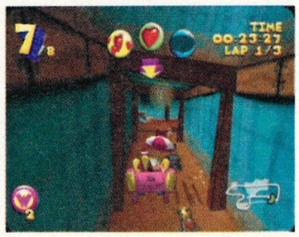
Track Five – Manic Mines

There are a few snide short cuts here that you can take when passing through the mines; for instance, if you take a sharp U-turn at the bottom of the slope you'll find a secret tunnel that'll save you seconds!



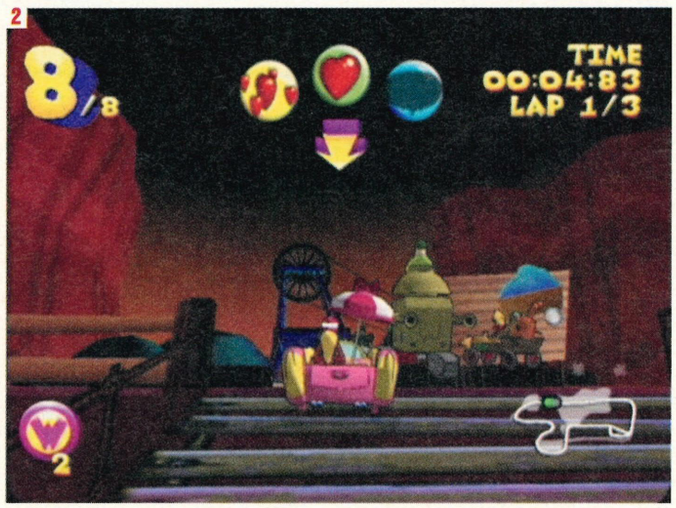
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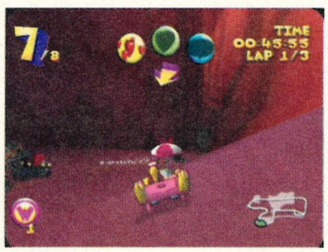




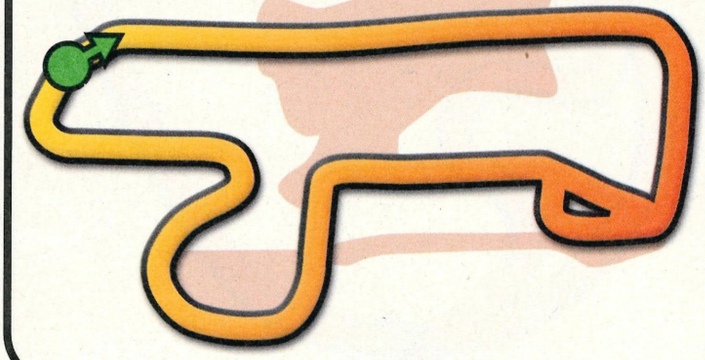
[1] Slip down the right-hand side for a quick start here! [2] Be careful coming over the ridge!

2

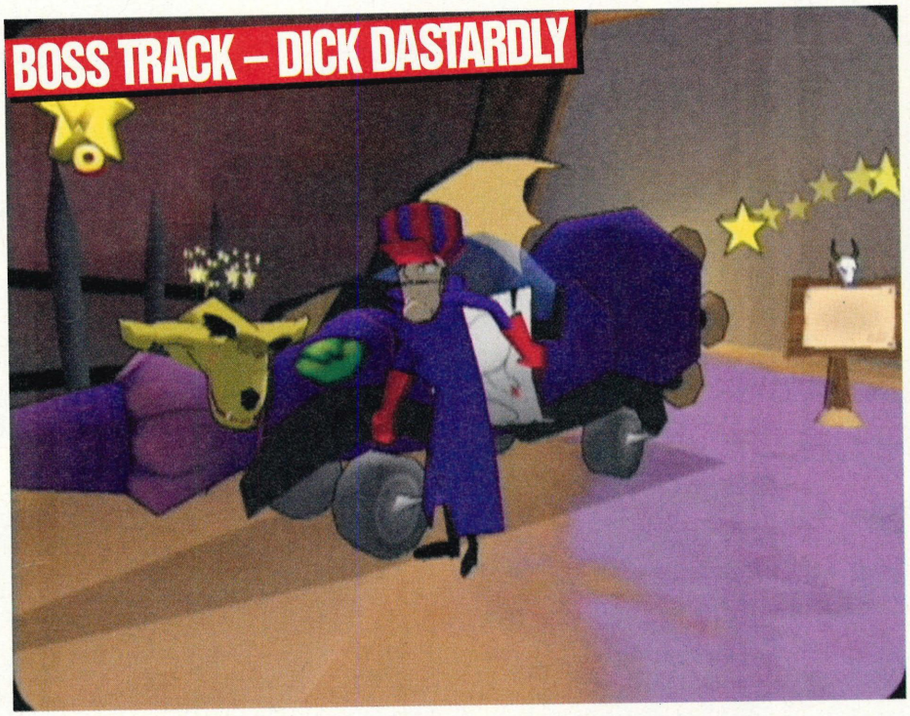


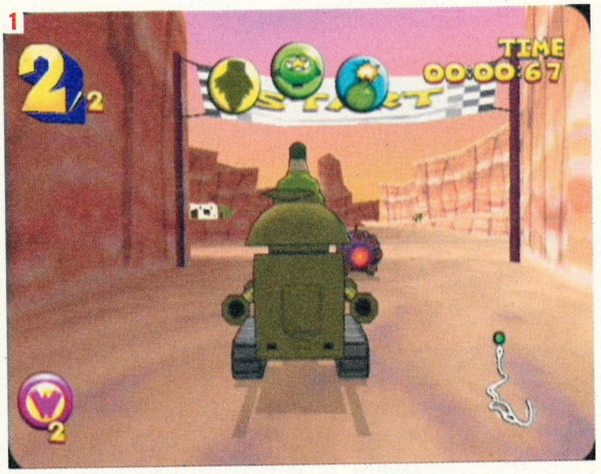




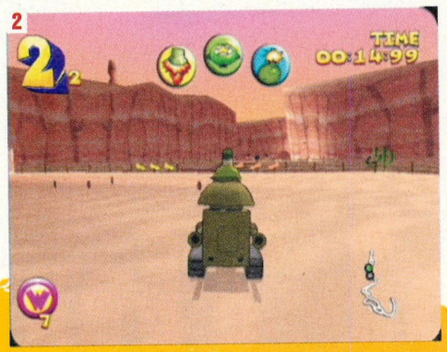


BOSS TRACK – DICK DASTARDLY





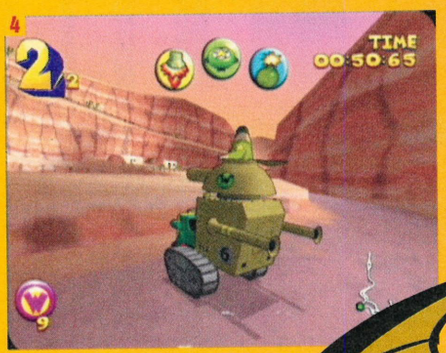
The hardest boss of the entire game (and the only one with three challenges that you'll have to beat), Dick Dastardly is one hell of a racer. To make matters worse, his desert racetrack is filled with obstacles and other nasty things that will slow you down and ruin your chances of winning! Take a few tries to work out the quickest route through the course (sticking to the right-hand side seems to work quite well) but watch out for anything that Dick might drop in your path like his Glue Trap that will stop you dead! Try to take the inside line on all the corners (mostly left-hand ones) and keep Dick in your sights – if he disappears, you've lost. It'll take a lot of practice to get through this one victorious... but believe us, it's quite possible!

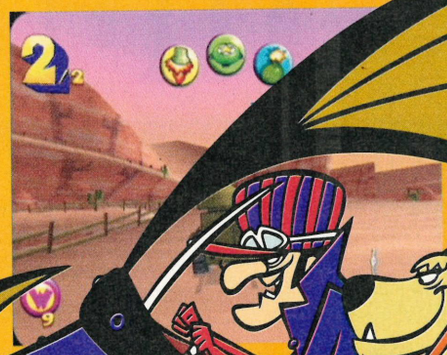


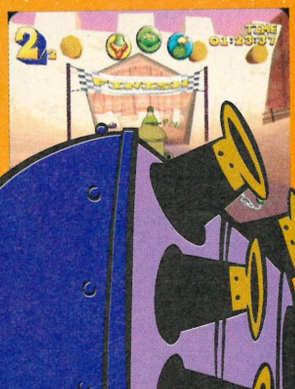




[1] You'll need to drive like a demon if you want to keep up with old Dick Dastardly! [2] Follow the arrows or you'll wind up getting lost! [3] Use those boosters to get moving quickly. [4] Try to keep your top speed up by going straight as often as you possibly can! [5] Keep well clear of those cactus plants!



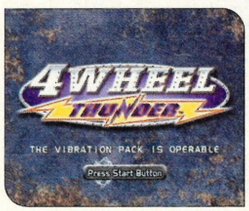




walkthrough

essential information >
Dreamcast Solutions

4Wheel Thunder



Publisher	Midway
Developer	Kalisto
Origin	France
Price	£39.99
Genre	Racing


one player


vibration pack


race controller



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

Arcade racing proving a little too hard for you? This exclusive player's guide should steer you to victory and a life of champagne breakfasts.

4 Wheel Thu

CONTROLS

Master the controls and you'll master the roads.





INDOOR CORSICA

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

The first indoor course is by far and away the easiest (and the shortest) of the lot, so you shouldn't have any trouble getting past the winning post in first position. However, there's one tricky spot towards the end of the course. Make sure you don't go too fast over the bumps or you won't be able get around the U-turn without slamming into the end wall first and losing valuable time. Otherwise, you can go flat out the whole way around it.

1


2


3

[1] Don't go too fast over the bumps. [2] Get the boosters and you'll fly! [3] Collect the money for upgrades.



nder

essential information

Dreamcast magazine says

"4Wheel Thunder offers all the high-speed thrills and spills you'd expect from such a game... and quite simply it's brilliant fun to play!"



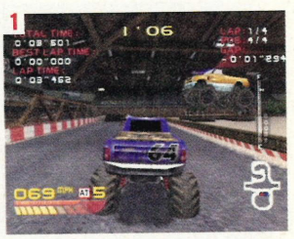
INDOOR CANADA

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM



This is a really tough course. First up, it's an incredibly windy course with some really nasty turns, especially in the tunnels. You're going to have to use your brakes and handbrakes to full effect to get around them without crashing into the walls. The windiness of the course isn't helped by the fact that there are lots of bumps which will send you flying if you go too fast over them, meaning that you won't be able to get around the corners very easily. Ultimately what this means is that you have to be economical with your boosters and not go too wild, as it will cost you in the long run.

[1] Hey look – it's a flying car! **[2]** You need all the boosters you can get indoors. **[3]** Make sure you use your brakes in the tunnels as the corners are real tight.





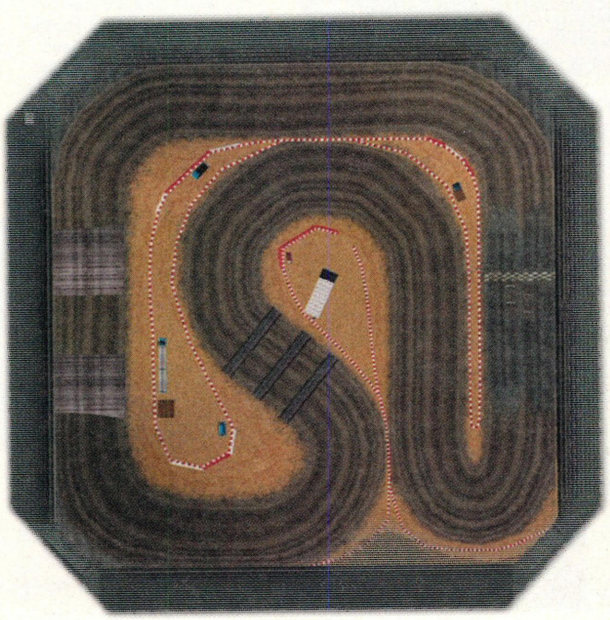
THE CARS
MONSTER TRUCKS

Although the slowest cars, the Monster Trucks are great fun to drive and their combination of good grip, heavy weight and average handling makes them the easiest cars to control and a good choice for beginners.

MONSTER TRUCK 1



WEIGHT	5800
GRIP	6.5
HANDLING	5
THRUST	7.5
SPEED	97.5



continued

walkthrough

continued>



INDOOR SCANDINAVIA

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

This is very similar to the Indoor Canada course in terms of layout and the best method to get around it. Once again it's very windy and if you're going too fast you won't be able to get round the corners in time, so just be wary of how much you use your boosters. However, there is more scope to use them on this course as there are at least a few short straights. It's definitely a toughie though.







[1] If you don't use your handbrake you'll be driving up the wall. **[2]** It's imperative that you use your boosters all around the indoor courses. **[3]** Get ready for take-off – it's a big jump!

toptip

> You need to be at least second in the rankings after the first half of the Championship to progress onto the second set of courses. The same applies to the third part of the Championship too.





[4] Don't let the spotlights blind you and drive you off the track. **[5]** The tunnels are very windy so get those brakes warmed up. **[6]** At least when you're under cover it's guaranteed not to rain, so rust isn't going to be a problem.

THE CARS MONSTER TRUCKS

MONSTER TRUCK 2



WEIGHT	6000
GRIP	6.5
HANDLING	5
THRUST	7
SPEED	100







THE CARS QUADS

The Quad cars are the fastest of the initial choice of vehicles and they have surprisingly good handling to go with their speed. Like the Buggies, they do get thrown around a fair bit but if you can cope with that, they give a great ride.

QUAD 1



WEIGHT	2500
GRIP	6.5
HANDLING	4.5
THRUST	6
SPEED	107.5

INDOOR FAR WEST



CHAMPIONSHIP PART 1: CORSICA INDOOR, FAR WEST DAYLIGHT, INDOOR CANADA, CANADA DAYLIGHT, CORSICA OUTDOOR
CHAMPIONSHIP PART 2: SCANDINAVIA DAYLIGHT, INDOOR FAR WEST, INDOOR SCANDINAVIA, JORDAN DAYLIGHT, GREECE SUNSET
CHAMPIONSHIP PART 3: ICELAND DAYLIGHT, FAR WEST NIGHT, INDOOR ICELAND, CORSICA RAIN, NORWAY DAYLIGHT
CHAMPIONSHIP PART 4: INDOOR ATLAS, ATLAS DAYLIGHT, NORWAY NIGHT, SCANDINAVIA STORM, ALPS CLOUDY, ICELAND SNOW, ATLAS SANDSTORM

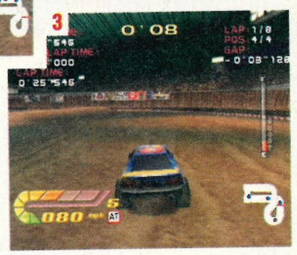
Yet another fast, frantic and extremely tough indoor course where you'll have to be at your handbrake turn best to finish first. It might be the shortest course in the game but man, is it a tough cookie to crack. There are two hairpin turns that must be mastered if you're to do well on this course, one of which is just after you go under the bridge and is an absolute killer. Nail this and you should be in with a shout.





1

2


3


[1] There's a really nasty hairpin up ahead so get that handbrake going. **[2]** Hang a left over the jump and you'll make the corner. **[3]** Now where on earth did everyone go?

THE CARS

QUADS

QUAD 2



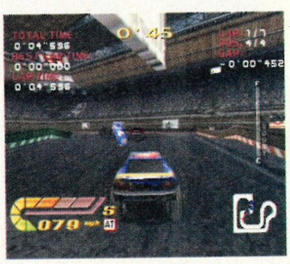
WEIGHT	3150
GRIP	6.5
HANDLING	5.5
THRUST	7
SPEED	107.5

INDOOR ICELAND



CHAMPIONSHIP PART 1: CORSICA INDOOR, FAR WEST DAYLIGHT, INDOOR CANADA, CANADA DAYLIGHT, CORSICA OUTDOOR
CHAMPIONSHIP PART 2: SCANDINAVIA DAYLIGHT, INDOOR FAR WEST, INDOOR SCANDINAVIA, JORDAN DAYLIGHT, GREECE SUNSET
CHAMPIONSHIP PART 3: ICELAND DAYLIGHT, FAR WEST NIGHT, INDOOR ICELAND, CORSICA RAIN, NORWAY DAYLIGHT
CHAMPIONSHIP PART 4: INDOOR ATLAS, ATLAS DAYLIGHT, NORWAY NIGHT, SCANDINAVIA STORM, ALPS CLOUDY, ICELAND SNOW, ATLAS SANDSTORM

This is another tremendously fun course to drive and is much easier than the previous mud-strewn courses, although there is a fair amount of snow and ice around. Nonetheless you can still put your foot down and use the boosters virtually all the way around. There's one tricky spot and if you're not careful it could cost you time. Just after the first set of jumps there's a really tight bend which is hard to get around as you're in mid-air. However, if you jump off the right-hand ramp you'll hit the tyres at the end which will push in the right direction.





[1] Stick to the right-hand side jump at this point. **[2]** This track is great fun to race around. **[3]** Don't let Willy the killer whale distract you too much. **[4]** You'll catch them all in the end... somehow.

1


2


3


4


continued>

walkthrough

continued>

THE CARS BUGGIES

As cool as the Buggies are, they're not the best cars to drive mainly because they're so light they get thrown all over the shop, making them really hard to control. The control isn't helped by the cars' virtually non-existent grip and mediocre handling.

BUGGY 1



WEIGHT	1200
GRIP	0.5
HANDLING	5
THRUST	6
SPEED	100

FAR WEST OUTDOOR



CHAMPIONSHIP PART 1: CORSICA INDOOR, FAR WEST DAYLIGHT, INDOOR CANADA, CANADA DAYLIGHT, CORSICA OUTDOOR

CHAMPIONSHIP PART 2: SCANDINAVIA DAYLIGHT, INDOOR FAR WEST, INDOOR SCANDINAVIA, JORDAN DAYLIGHT, GREECE SUNSET

CHAMPIONSHIP PART 3: ICELAND DAYLIGHT, **FAR WEST NIGHT**, INDOOR ICELAND, CORSICA RAIN, NORWAY DAYLIGHT

CHAMPIONSHIP PART 4: INDOOR ATLAS, ATLAS DAYLIGHT, NORWAY NIGHT, SCANDINAVIA STORM, ALPS CLOUDY, ICELAND SNOW, ATLAS SANDSTORM

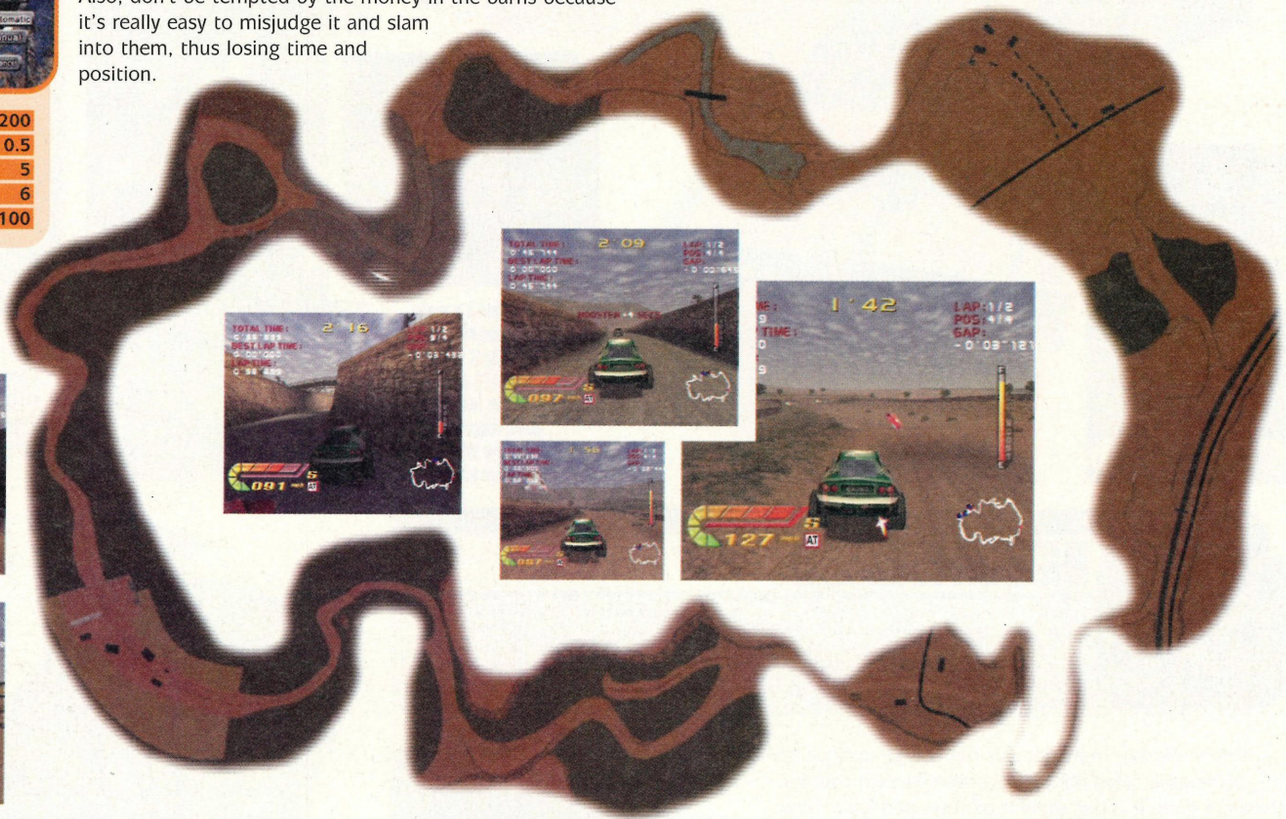




This is a really long course with very few short cuts so you have to be on your toes to keep up with the other cars. However, it's not as twisty as some of the later courses which makes it easier and also allows you to go full pelt with the boosters virtually the whole way round – if you pick them all up that is! At the start don't be fooled by the road as it's blocked at the end and veers off to the left instead – make a mistake here and you could be in for a hard chase the rest of the race. Also, don't be tempted by the money in the barns because it's really easy to misjudge it and slam into them, thus losing time and position.

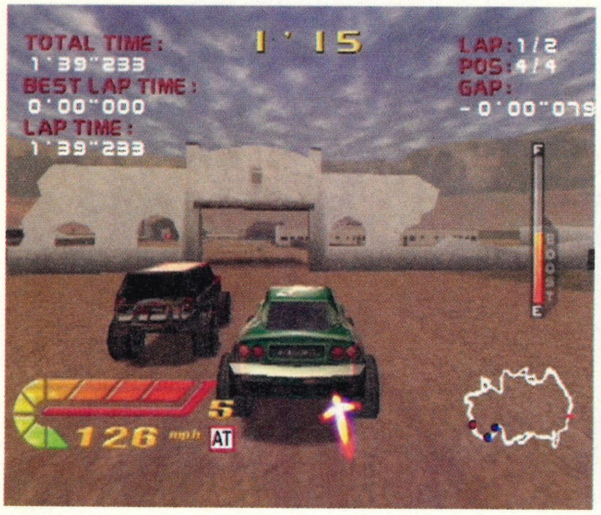
toptip

> Red boosters give you nine seconds of booster time, while blue boosters give you four seconds.











THE CARS BUGGIES

QUAD 2



WEIGHT	1350
GRIP	1
HANDLING	5.5
THRUST	5.5
SPEED	105

CANADA OUTDOOR



CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

THE CARS JEEPS

The Jeeps are probably the best cars for beginners as they have the best all-round performance, especially the all-important handling. They're also relatively fast and heavy enough to mean that you're not going to be thrown all over the place by the bumpy roads.

JEEP 1



WEIGHT	2050
GRIP	1.5
HANDLING	3.5
THRUST	5
SPEED	102.5

This is probably one of the most enjoyable courses in the game to drive around due to the fact that, like the Far West course, it isn't too twisty and has plenty of straights on which to put your foot down and make the most of the boosters. However, there are a couple of tricky points that you should look out for. The first is when you're in the tunnels. It's easy enough to bounce off the walls and lose time and when you approach the bridge, make sure you line it up properly. Even if you don't make it, you can go through the water on either side, which isn't noticeably slower. The point where it's easy to lose time is when you jump over the river before the church. If you don't line the jump up correctly it's really easy to hit the fence surrounding the church and bang, you've lost a position or two.



[1] The leafy lanes of Canada are ace fun to race around. Just sit back and enjoy!

1



2



[2] There are quite a few short cuts so go hunt them out. [3] The 4x4s are best for these outdoor tracks. [4] Collect all the boosters around the track and you'll easily finish first. [5] It's a long and windy road, but it's incredibly satisfying when you get to the end.

5



3



THE CARS JEEPS

JEEP 2



WEIGHT	1900
GRIP	4
HANDLING	7
THRUST	5
SPEED	100

4



continued>

continued>



CORSICA OUTDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM





When you reach this course things start to get a little trickier – there are more short cuts to take and more alternative routes too, so there are also more decisions to make. The courses start to get more twisty from hereon in meaning that you have to be a bit more restrained on when you use your boost. The first thing to point out is that the first short cut (on the left through the hill) on the course isn't actually much of a short cut, although there is more money to be collected this way. The course has quite a few deceptive turns so make sure you watch out for them as if you mis-time your braking, you'll lose valuable time.





THE CARS TOY CARS

The special animal cars of Milky, Pouchy and Pinky (accessed through the cheat) are great fun to drive and bring a sense of fun to the game – not that it's not fun anyway, of course. They all have very good speed, grip, handling and thrust, making them technically the best cars in the game

MILKY



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110

THE CARS TOY CARS

POUCHY



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110

SCANDINAVIA OUTDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM



This is the final outdoor course of the first half of the Championship and is probably the hardest in the first part of the Championship year, although it's still fun to drive, with one long straight in particular where you can really go for it. The difficult thing about this course is that there are lots of boulders scattered around which almost jump out at you if you're not ready for them. There's a straight near the end where this is noticeably bad and it's quite tricky to negotiate if you're going too fast. The area just before the bridge is quite tricky too as you can either go over it or to the right of it. If you don't make a decision fast you'll end up crashing somewhere in between the two. Again, there are quite a few short and sharp short cuts which, if you can find them (okay, just use the map and guess) can be time-saving and position-enhancing.





[1] The tree-covered Scandinavian track has a few nasty spots on it. **[2]** Watch that baby go! **[3]** You'll beat them if you boost. **[4]** Watch out for the rocks which seem to jump out.

toptip

Make sure that you pick up as many boosters as you can along the way, because they are absolutely vital if you're to finish high up in the rankings.



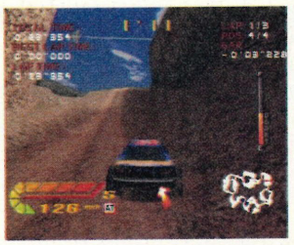


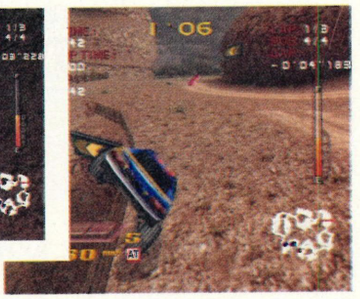




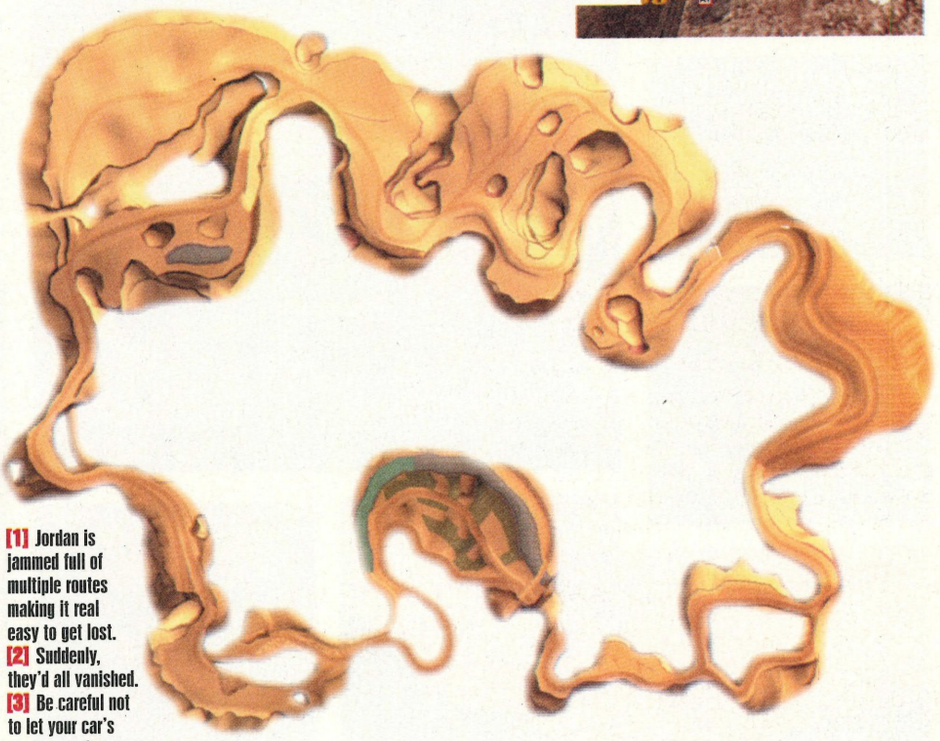
JORDAN OUTDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	**JORDAN DAYLIGHT**	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM





Set in the idyllic Jordan desert this is by far and away the hardest course in the game to master. The reason for this is that there are loads of different routes that can be taken (check out the map and you'll see what we mean!) so it's really easy to get lost and lose track of the other racers. One wrong turn and you could well be at least ten seconds behind – it happened to us more than once! The trick here is to stay with the other cars (if you can) and follow their route – it might not be the quickest route but at least you won't get lost and left behind choking on the dust! Otherwise, the course is very twisty with lots of rocks and palm trees to get in your way and slow you down. Don't be too trigger happy with the boost because it could get you into more trouble than it's worth! If you get to know your way around you'll also find a fair bit of money hidden around this course – just what the doctor ordered for those upgrades.



[1] Jordan is jammed full of multiple routes making it real easy to get lost. **[2]** Suddenly, they'd all vanished. **[3]** Be careful not to let your car's engine overheat.

1



2



3



THE CARS IUY CARS

PINKY



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110

THE CARS IUY CARS

SQUIZZY



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110



continued>

walkthrough

continued >



GREECE OUTDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

toptip

> Be careful how much you use the boosters on some of the courses as sometimes you will end up losing all control over your car if you're going too fast, especially when you go flying over bumps.













THE CARS TOY CARS



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110

This is probably the nastiest course of the lot as it's very dark and shaded due to the sunset casting shadows. It's especially bad in the tunnels where you can't really see where the track is. There are also a fair amount of obstacles in the way – rocks and arches – meaning that you have to careful how you drive and have to restrict how much you use the boosters. There aren't too many straights either so you have to be alert all the time and make decisions about which route to take around an obstacle.

THE CARS TOY CARS



WEIGHT	6000
GRIP	8
HANDLING	6
THRUST	9.5
SPEED	110







NORWAY OUTDOOR

CHAMPIONSHIP PART 1
CORSICA INDOOR
FAR WEST DAYLIGHT
INDOOR CANADA
CANADA DAYLIGHT
CORSICA OUTDOOR

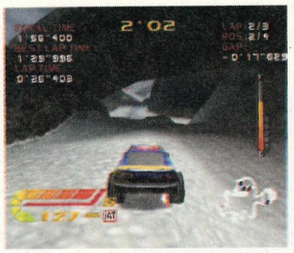
CHAMPIONSHIP PART 2
SCANDINAVIA DAYLIGHT
INDOOR FAR WEST
INDOOR SCANDINAVIA
JORDAN DAYLIGHT
GREECE SUNSET

CHAMPIONSHIP PART 3
ICELAND DAYLIGHT
FAR WEST NIGHT
INDOOR ICELAND
CORSICA RAIN
NORWAY DAYLIGHT

CHAMPIONSHIP PART 4
INDOOR ATLAS
ATLAS DAYLIGHT
NORWAY NIGHT
SCANDINAVIA STORM
ALPS CLOUDY
ICELAND SNOW
ATLAS SANDSTORM

Although one of the later courses, this is actually one of the most fun courses to drive and it isn't tremendously difficult to finish high up in the rankings. The snow makes for a fairly slippy, slidey ride but it isn't too hard to control even around the two or three really tight bends. There are also quite a few short cuts for this course which is always a bonus – hunt them out and you'll do just fine.















[1] As long as you watch out for the lava you'll be fine. **[2]** The crisp Icelandic air was totally refreshing and invigorating!











continued>

continued >



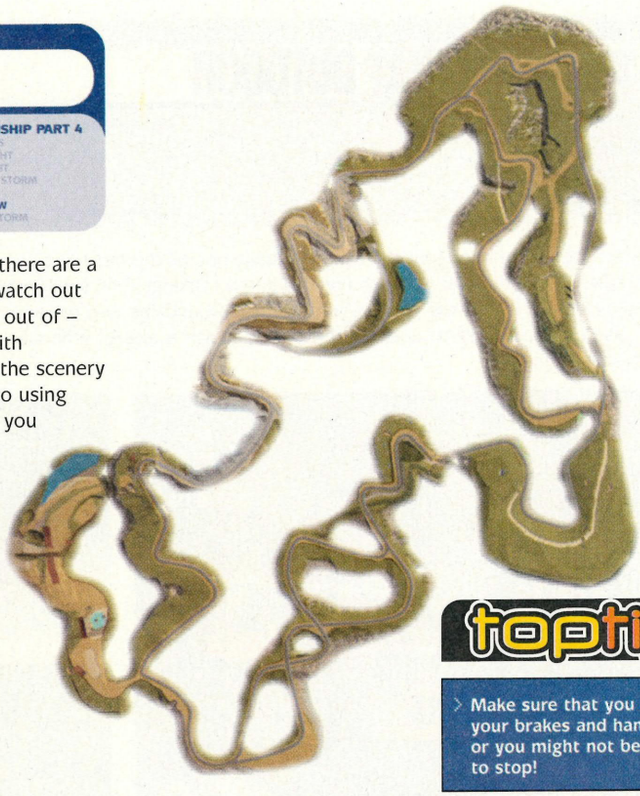
ICELAND OUTDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

It's fun in the snow don't you know! Well it is on this course. It's fairly windy and there are a large number of short cuts to take to help stay ahead. There are a few points to watch out for though. The first is when you're going through the tunnel which the lava is oozing out of – try and avoid it as it will slow you down. There are also quite a few areas scattered with obstacles which, if you don't move quickly enough, will get the better of you. Admire the scenery by all means (and there's loads going on) but keep your eyes on the road. In regards to using your boosters, try to be fairly liberal with them, using them in spurts, as this will give you greater control in the skiddy snow.

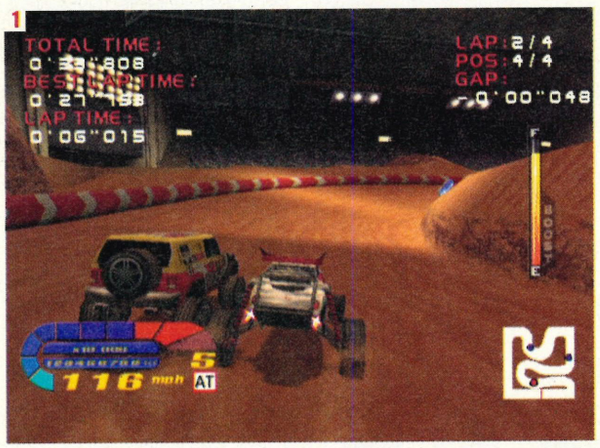






toptip

Make sure that you use your brakes and handbrake or you might not be able to stop!





ATLAS INDOOR

CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

[1] When you get to these courses it becomes a titanic battle with the computer cars. [2] Take the corner wide and then boost out of it for full speed.

As ever speed is of the essence in this indoor course, where you really can't afford to let off the gas at all... not if you want to win that is! Collect all the turbos and drive like a mean machine because, like the earlier indoor tracks, you're going to need them all if you're to do well on this course. It's not quite as testing as the Indoor Canada course but it still holds its own challenges.



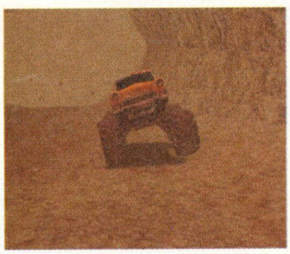


ATLAS OUTDOOR

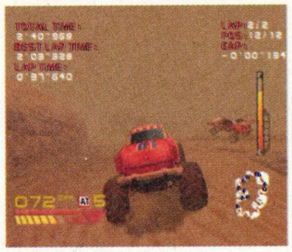
CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM

"The desert wastelands are not a place to travel lightly" said some famous Jedi in a galaxy far, far away. He could well have been talking about the treacherous desert track of Atlas. As you'd expect from one of the last courses in the game it's pretty difficult too, especially when the sand storm comes in which makes it pretty hard to make out where you're going, much like the Raining Corsica course. The twisty course doesn't help and it will take you a few laps to conquer it.















THE ALPS

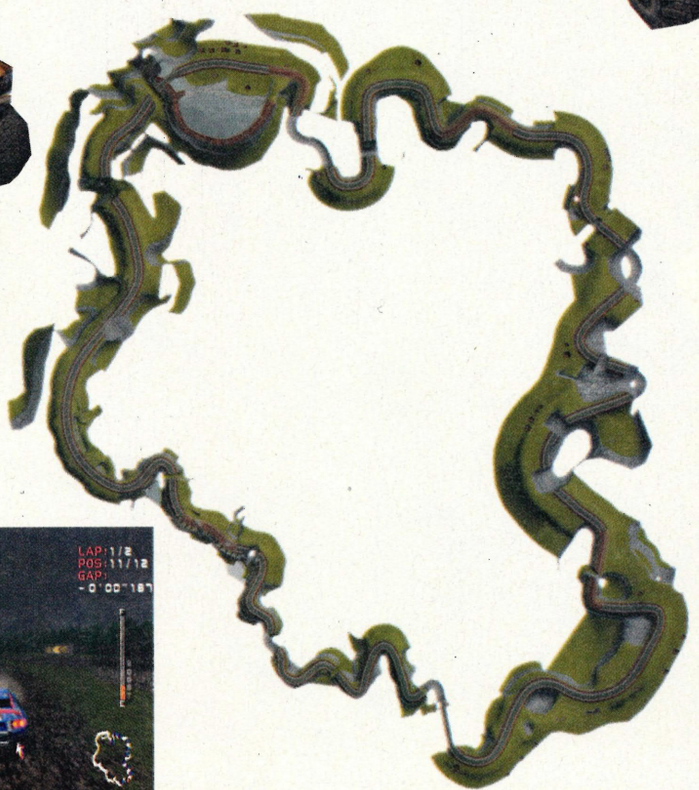
CHAMPIONSHIP PART 1	CHAMPIONSHIP PART 2	CHAMPIONSHIP PART 3	CHAMPIONSHIP PART 4
CORSICA INDOOR	SCANDINAVIA DAYLIGHT	ICELAND DAYLIGHT	INDOOR ATLAS
FAR WEST DAYLIGHT	INDOOR FAR WEST	FAR WEST NIGHT	ATLAS DAYLIGHT
INDOOR CANADA	INDOOR SCANDINAVIA	INDOOR ICELAND	NORWAY NIGHT
CANADA DAYLIGHT	JORDAN DAYLIGHT	CORSICA RAIN	SCANDINAVIA STORM
CORSICA OUTDOOR	GREECE SUNSET	NORWAY DAYLIGHT	ALPS CLOUDY
			ICELAND SNOW
			ATLAS SANDSTORM



The mountain course of the Alps is the final course in the game and unsurprisingly one of the toughest. The scenery of the Alps is quite stunning but don't let that over awe you as some of the cliff top corners are quite treacherous and you'll have to have to execute your hand-brake turns to perfection. It's the ultimate test of your driving skills and you need to on top of your game to get past the post in top spot - if you do you'll be a champion driver.



[1] The in car view offers an even faster perspective. **[2]** The cloud comes down thick and fast up in the mountainous Alps.







CHEATS

Suppress Interface Display

Press Start then the two triggers at the same time.

Suppress Interface Display While On Pause

Press Start and X+Y simultaneously.

Suppress Directional Arrows On Tracks

Hold the two triggers and the three buttons (X+Y+B) simultaneously then press A.

Access Special Midway Car

1 – On the Select Your Track menu press the two triggers plus Y plus A simultaneously.
2 – Then on the Select Your Car menu press the two triggers plus X plus A simultaneously.

walkthrough

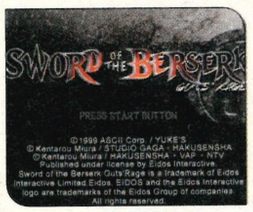
SWORD

Sword Of The

Having trouble with your hacking and slashing? Can't quite kill all those goddamn Mandragoran mutants? Not to worry – we're here to guide you through and make you a masterclass swordsman.

essential information >
Dreamcast solutions

Sword Of The Berserk: Guts' Rage



Publisher	Eidos Interactive
Developer	Yukes
Origin	Japan
Price	£39.99
Genre	Adventure


one player


vibration pack



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

Sort out the control system and you'll be laughing


Moves Gattsu


Attack 1 with Dragon Slayer


Hand Crossbow (unarmed), Attack 2 with Dragon Slayer


Jump


Slide/Block

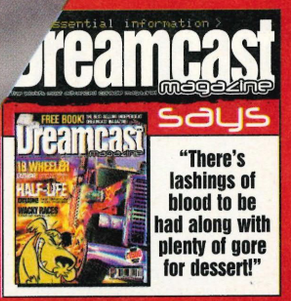

Draw/Replace sword


Equipment select

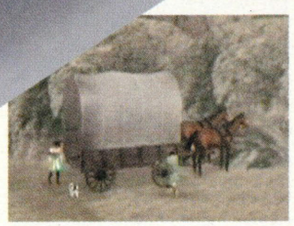
Pause/Skip FMV sequences

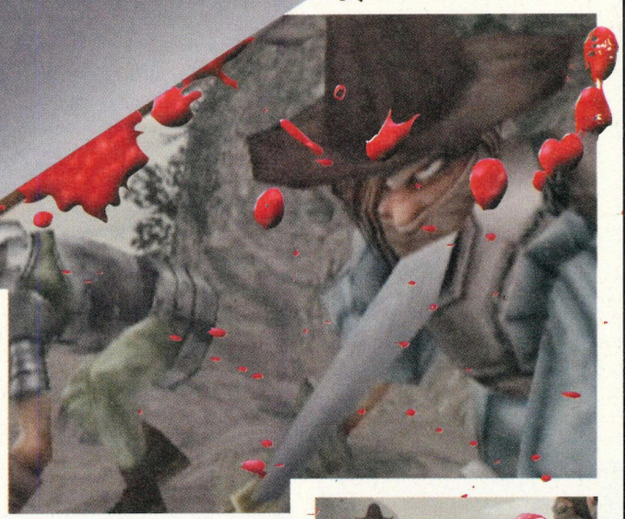

Moves Gattsu

Berserk: Guts' Rage



"There's lashings of blood to be had along with plenty of gore for dessert!"





The Story

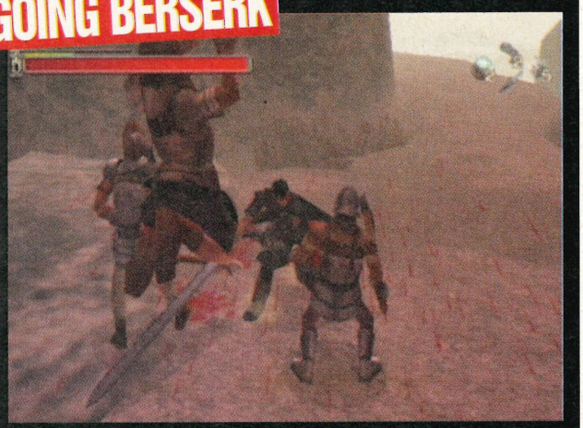
Gattsu and Casca are the only survivors of a group of mercenaries known as the Hawks, who were slaughtered by the warrior clan God Hand. As a result of the epic battle, Casca's mind has been scarred due to the carnage that she witnessed and even Gattsu's love cannot free her. Gattsu roams the realms searching for a cure for her, and for his destiny – revenge on the God Hand.

Now Gattsu and Casca have entered into a land plagued by years of war, famine and a deadly plague that even the armies dread. The threat is represented by the parasitic Mandragora plant which attaches itself to humans and animals before transforming them into hideous creatures known as the Mandragorans. Most of the land is now ravaged by these creatures and the ruler, Baron Balzac, searches for an antidote to the plague... or does he?



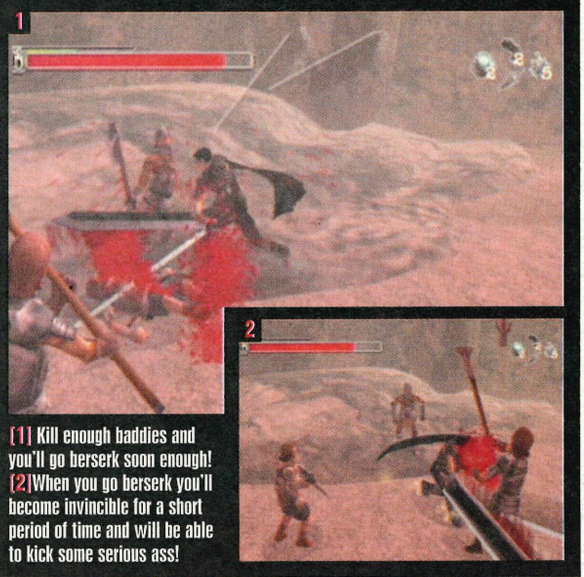


GOING BERSERK





Underneath your health bar is another bar that will gradually fill as you kill more and more enemies. When it is full it will activate Berserk mode, at which stage the screen will become tainted with red and you will become invincible. Your attacks will also be more damaging to opponents so make sure you make the most of it!



[1] Kill enough baddies and you'll go berserk soon enough! [2] When you go berserk you'll become invincible for a short period of time and will be able to kick some serious ass!

continued>

walkthrough

SWORD

continued>

THE CAST



Gattsu

Known as Guts to his friends, Gattsu is one of only two survivors from the attack by the God Hand, and now only seeks revenge. However, he has been branded with a mark left by the God Hand which serves as a tracking device as well as imparting his rage. Armed with the seven foot Dragon Slayer, he is a mighty force to be reckoned with.



Casca

Once the feared leader of the Hawks, Casca has now lapsed into a state of insanity. She travels with Guts as he searches for a cure for her.



Puck

Puck is an elfin fairy that follows Guts around, and though of no use in battle, he is quite amusing during the cut–scenes.

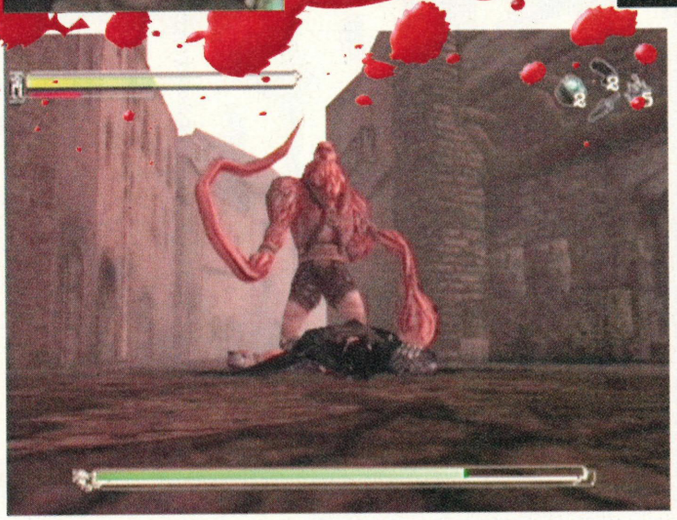


Rita

Rita is a travelling performer who Guts saves from a band of thieves in the opening scene of the game. She's pretty nifty with a knife and is a useful ally to Guts.

THE ACTION









The Meeting

After the opening FMV sequence has ended you must kill 20 thieves to clear the stage, at which point another cut–scene will introduce you to the characters and take you to the next stage of the game within the city.



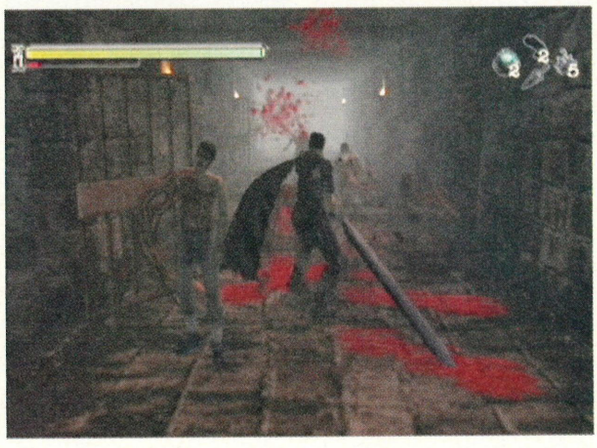
Job

Once in the city square you will face the first big boss of the game, the deformed Mandragoran beast Job. He's pretty easy to kill as long as you avoid his reach, but if he gets hold of you he will throw you to the floor which will inflict a lot of damage.

The Lab

Once you've defeated Job another lengthy cut–scene will ensue with Balzac, the ruler of the city, thanking you and taking you on what amounts to a guided tour of his palace. He will take you down to the labs and dungeons where the next stage of the game takes place. Here you must kill 20 of the Mandragoran mutants who are kept locked up away from prying eyes. Don't fight the enemies in the rooms –





OF THE BERSERK

Baron Balzac



Balzac is the fearful ruler of the realm that has been infested with the Mandragoran plague. Quite what his motives are remains a mystery, but he is not all that he seems to be.

Eriza



Eriza is a nun who looks after the victims of the Mandragora who live in a small village outside of the city. She is opposed to Balzac's atrocities towards these victims, but once again there is more to her than meets the eye.

Zoddo The Immortal

Zoddo is one the oldest servants of the God Hand and has taken a liking to the area infested by the Mandragora. He is a huge beast in the form of a Minotaur, but he only has one horn. He is a tough opponent and you must be at your best to defeat him.



bring them out into the corridor as you'll be able to swing your sword with more ease out there.

City Night

Once you've escaped the dungeons you hit the streets, where night has fallen. Follow the dog to the gate which will take you to the next stage, but before you can progress you must slay 20 of the soldiers that appear. While

1



ARMED TO THE TEETH

Gattsu is like a walking arsenal of weapons, making him extremely tough and certainly not one to mess with in a back alleyway. To succeed in the game you need to get to grips with your weapons, so here are some tips.

Dragon Slayer Sword

A + B – Gattsu's main weapon is this beast of a sword. At six foot long it's not the easiest thing to control and so a bit of practice is essential. Just be careful when you're in an enclosed area as you won't be able to swing it around and it could do you more damage than good.

Arm Cannon

R + Y – A fantastic weapon if you don't want to get too close to an assailant or a boss who only wants to kill you. It sends a large fireball and will kill or significantly injure any enemy foolish enough to get in the way.

Bombs

R + B – The Bombs are another fine weapon for long range combat. Throw them at an enemy and they'll stick on before exploding. Cool!

Throwing Knives

R + A – The Throwing Knives might not do as much damage as the other weapons but they are the only secondary weapon that is unlimited, thus making them a useful attack, especially against the weaker creatures.

Hand Crossbow

B – When Gattsu is not wielding his sword you can fire off arrows from a wrist mounted crossbow which have a similar effect to the Throwing Knives.

Fairy Dust

R + B – The fairy dust will return your health level to maximum, so use it wisely in battle.

[1] In the streets at night Puck will help guide you to safety. [2] Nothing is going to get in the way of a sword this big, not even the Baron's finest soldiers! [3] Be careful in the narrow passages as you can't get a full swing in. [4] Run along the streets to escape the hordes and you'll look just like Batman, the caped crusader.

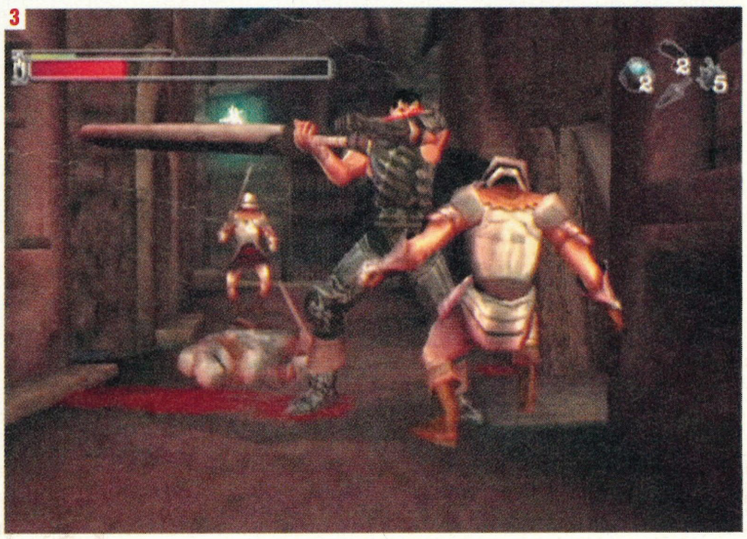
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2



3

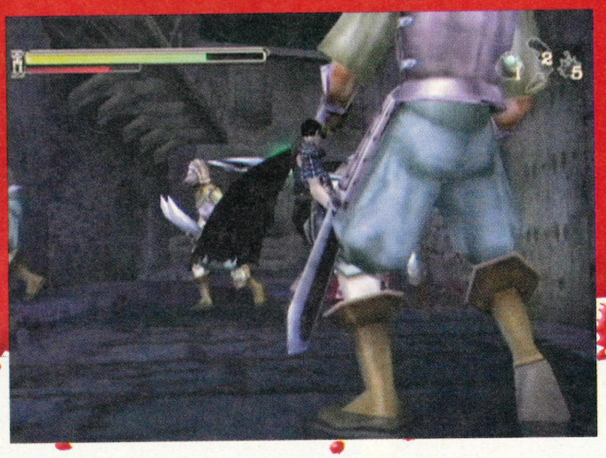


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walkthrough SWORD

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[1] It's dark and spooky down in the dungeons so be on your guard. [2] Be prepared for multiple attacks and use your special attacks to kill them all. [3] There's nothing more vile than a horde of skeletons armed to the teeth. [4] However many you kill there's always more! [5] It's not just skeletons that you'll meet but ghosts too.

walking around the streets, be careful not to get into a fight in an enclosed alley as you won't have room to swing your sword. Make sure you check the barrels for useful power-ups.

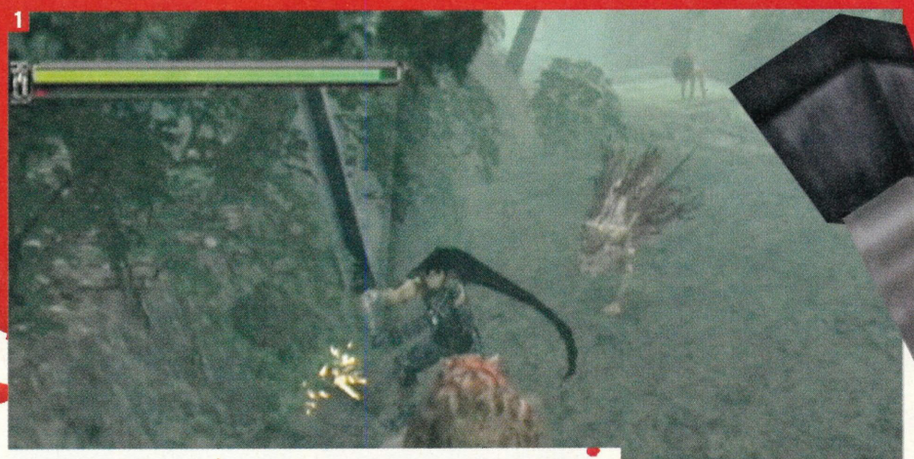
Resistance Hideout

After another cut-scene you will find yourself in the hideout of the resistance, where ghosts and skeletons will attack you. To pass the stage you must kill 25 skeletons, at which point the bridge will collapse. Now you will be faced with a long set of spiral stairs going down. Along the way you'll encounter yet more skeletons and other unsavoury beasts, of which you must kill a total of 16 in order to progress to the next stage.





OF THE BERSERK







[1] In the forest you'll meet some really vile looking creatures that want to taste your blood. **[2]** Hack and slash your way through the undergrowth and the creatures that live there. **[3]** Guts just knew that he shouldn't have fed his pet that radioactive dog food he found along the way. **[4]** It's a scene of carnage in Guts' wake.

The Forest

You'll now find yourself in the forest. Follow the path, killing as many of the Mandragoran mutants as you like. Use downward slices to kill the frogs and hack and slash away at the dog and bear-like creatures – you don't need to kill a certain number to progress. Continue until you reach a stone pillar, at which stage you must press Y when signalled on the screen or your path will be blocked by some boulders. If you do it in time then you'll progress onto another area. Continue through the forest killing the beasts until you reach a bridge, at which point you must press B to jump safely across to the other side. Here you will meet



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walkthrough SWORD

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a bunch of thieves as on the first level and you must kill 25 of them to continue. You'll now find yourself in the valley where there's a whole load of mutants waiting to get their teeth into you. Kill 16 of the hideous creatures and the stage will be completed.

The Mandragoran Village

Yet another cut-scene later, you'll find yourself in the Mandragoran village, an area full of mutants of all shapes and sizes. Here you must kill 36 of the monsters for the stage to be cleared. Make sure you check all the barrels for extra Bombs and Health Potion. After this you will meet the nun, Eriza.

The Church

With the stage cleared, a cut-scene will ensue and you will be led into the church dungeon by a nun. When the action restarts, fight your way through a load more mutants

[1] In the Mandragoran village you must kill over 30 of the hideously deformed creatures before you can progress. [2] These look more like giant marrows than beasts, but they still need cutting up all the same. [3] Watch out for these guys because if they catch you, they'll knock you for six! [4] Go berserk and you'll get through them all in no time. [5] Take some of that, you Mandragoran nasty!

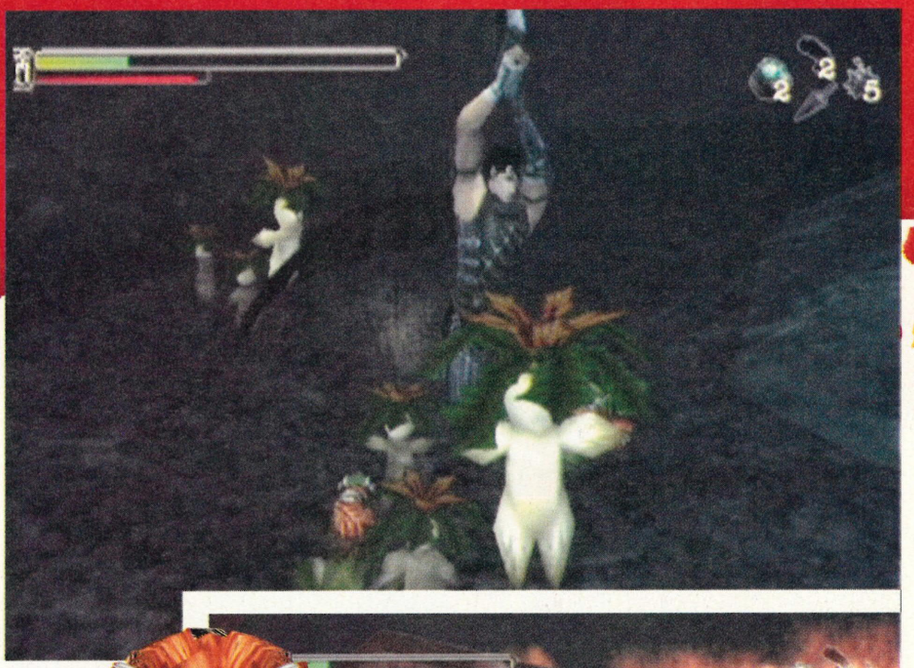




OF THE BERSERK











until you reach a wooden bridge. Press X when it's flashed on the screen. Continue along until you reach a large room. You'll now face the second boss of the game, the Mandragoran-Demon.

Before the action proper starts, you must press a sequence of buttons to avoid being mauled by Eriza. The sequence is X, Y, A. If you do this successfully, you'll take on the boss.

This is quite a tough boss to kill. Start by destroying the two heads on stalks that are either side of the main flower. Be careful as they will knock you off your feet, leaving you vulnerable to attack. The best way to kill them is to dive in and out until the heads are severed. With these out of the way you now concentrate on the 'heart' of the flower – it shouldn't take long to kill now. You can't kill it with arrows or knives so you'll have to use your sword.



Zoddo

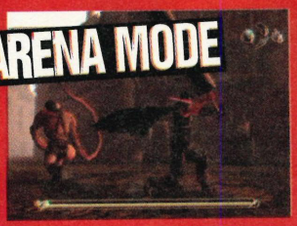
Once you have slaughtered the Mandragoran Demon the action continues outside of the church, where you will be faced by Zoddo the Immortal, a giant Minotaur type creature – he's also probably the toughest boss in the game. He will attack you with his horn, along with trying to pick you up and throw you about a bit and hit you with his tail. Beating him is tough and the best way to do it is to run around him avoiding his horn (run anti–clockwise) and his hand. Another good way to attack him is to keep on diving in and out, staying out of his reach –

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walkthrough

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BATTLE ARENA MODE

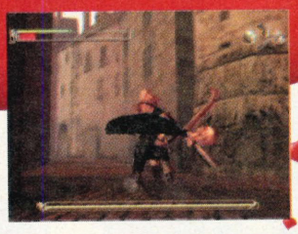


Once you've completed the game at the Normal level you will open up the Battle Arena mode located in the Prize Box. Here there are nine stages which you can select. These are, in essence, time trials as it's a battle against the clock to complete the mission.

Arena 1 – Job

TIME LIMIT – 2 MINUTES

In this stage you must defeat the game's first boss, Job. Use the same tactics as in the game and remember to use the Cannon to make sure that you kill him in time.



Arena 2 – Mandragoran–Demon

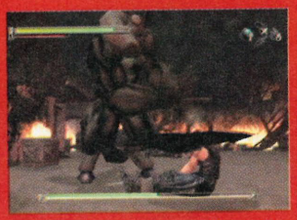
TIME LIMIT – 2.30 MINUTES

The arena is the same as in the first stage and the same rules apply. Use the tactics that you employed in the game.

Arena 3 – Zoddo

TIME LIMIT – 3.30 MINUTES

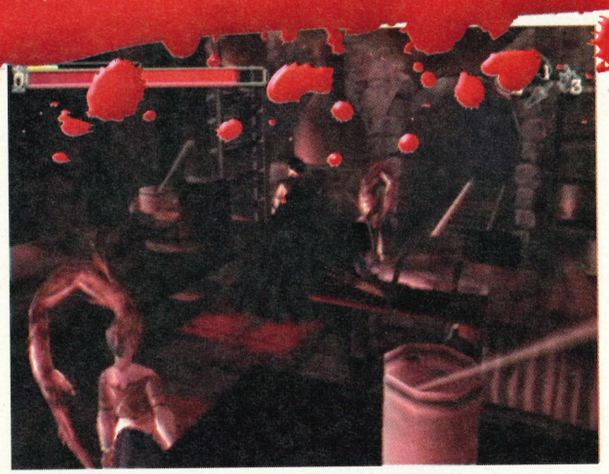
Zoddo might well be the hardest boss in the game, so to defeat him in just three and a half minutes means that you're going to have to be damn good to complete this stage. It's got to be all-out reckless attack here, or you won't do it in time. The best way to do it is to run around him anti-clockwise so that you avoid his horn which is on the left.

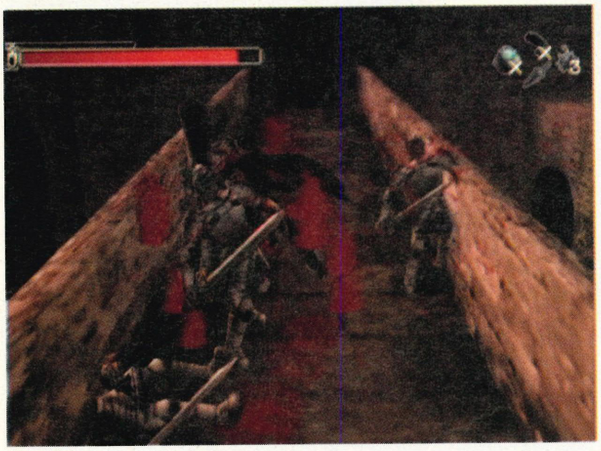


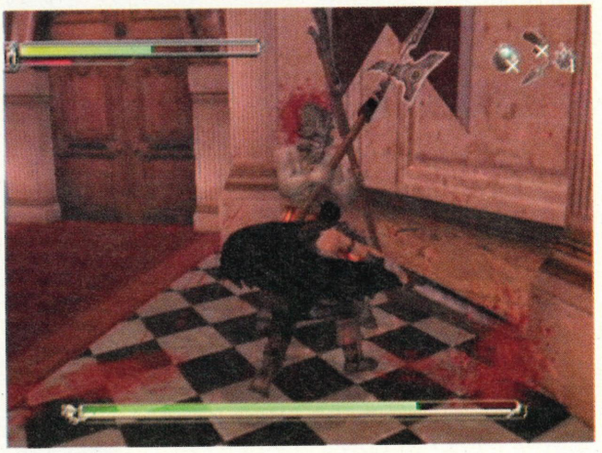
Arena 4 – Mandragoran–Balzac

TIME LIMIT – 3 MINUTES

Again, use the same technique that you used in the game to









it's best to do this when he roars, as this is when he is most vulnerable.

Burning City

Once you've defeated Zoddo you will find yourself back in the towns, where night has fallen. You'll have to defeat a whole bunch of Mandragorans instead of Balzac's soldiers _ and there's a lot of them! Go through the courtyard and as you leave you'll be prompted to press Y to avoid some falling rocks. If you're successful you jump into a passage, but if not your path will be blocked and you'll have to go a different way. Assuming you were successful you will find yourself at the top of some stairs – go down them to the bottom and continue along. As you continue, a dog will jump out at you, at which stage press B. If you do it in time you'll continue along the same path but be ready for more button pressing because as you pass a staircase on your right, you'll have to press A as an Impaler makes a dash at you. With that defeated, continue along your route until you reach a large courtyard full of Mandragorans –you must kill 23 of them to progress to the next stage.

The Castle

This is one of the longest levels in the game and is full of enemies of all shapes and sizes. Once you've breached the castle walls you will be attacked by a group of archers and some other soldiers. Follow the paths around the battlements, killing everything in sight, until you reach a corridor. Here you must kill 33 enemies before making a dash for the exit to get to the next area of the level. This will take you into a throne chamber where you will be confronted by Balzac. After a cut-scene where Balzac swallows some potion, he turns into a demon. He's a tough boss and extremely quick. The best way to defeat him is by going in for the kill quick and hard – remember, the best form of defence is attack. When he counter-attacks with his dual blast, stand with your back to the wall so that the blast hits the wall and not you.

defeat this boss – just make sure that you keep an eye on the clock.

Arena 5 – Mandragoran

TIME LIMIT – 3.30 MINUTES

Out of the nine stages, this is probably the hardest due to an incredibly tight time limit. Attack him as you would in the game, throwing knives at his face as well as hacking with your sword. However, when his pattern of attack changes, use the two bombs in your Arm Cannon to shoot him in the face. If done correctly, he should die instantly.

Arena 6 – Demon–Balzac

TIME TIME – 2.30 MINUTES

This is a relatively easy stage to complete. Just stand in-between the heads and hack and slash away until he keels over.

Arena 7 – Team Attack A

TIME LIMIT – 2 MINUTES

Based in the first stage of the game, you must kill a group of thieves within the time limit. The number of thieves that must be slain depends on the difficulty level that you have the game set on.

Arena 8 – Team Attack B

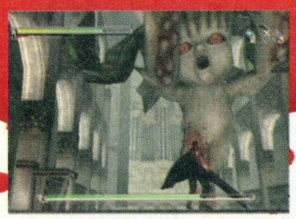
TIME LIMIT – 2 MINUTES

Based in the Mandragoran town, you must defeat a group (size depends on difficulty level) of Mandragoran mutants.

Arena 9 – Team Attack C

TIME LIMIT – 2 MINUTES

Based in the town square where you fight Yobu in the game, this stage is like Arenas 7 and 8 only this time, the opponents are a group of Balzac's guards.

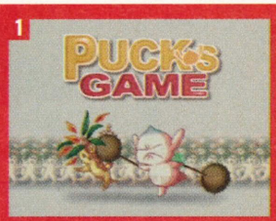




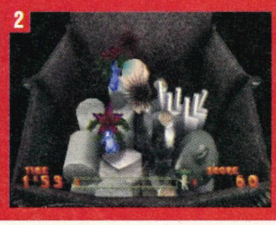


PUCK'S GAME

Once you've completed the game in Easy mode you will be able to take part in Puck's Game, where you get to take on the Mandragoran plants as Puck. It's only a little mini-game but it's quite a laugh.







[1] Puck's Game offers a lighter side to the proceedings. [2] Hit as many Mandragorans as possible.





Giant Tentacle Corridor

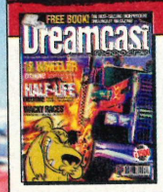
With Balzac defeated you now enter one of the coolest levels of the game. Here you have to run through the corridors of the castle as fast as possible, jumping and dodging obstacles, especially the plants that will try and grab hold of you with their tentacles in a bid to prevent your escape. It is quite hard and even the slightest hesitation can signal defeat for you. Start running as soon as the FMV finishes and try not to jump too much as it will slow you down. You might need to attempt it a few times, but once you know the route it should prove easier. Remember that the corners of the corridors are safe areas, as the tentacle doesn't start until you're running down the corridors.

The Final Battle

After another FMV sequence it will be time for the final confrontation of the game against a giant Mandragoran Tree. Be warned though – it's really tough if you don't know the weak spot. The battle takes place on a bridge in the Great Hall with the Mandragoran Tree floating around within sword range. The Tree's main attack is to drop down on top of you – jump to avoid its limbs from hitting you. After a while it will use several new attacks, including firing balls from its mouth which you must dodge. Make sure you're constantly chopping away at the main trunk of the tree. Use your Arm Cannon and Bombs, as they're a good way of taking energy off. With the Mandragoran Tree defeated, things turn nasty as a Demon Balzac appears with loads of animal heads. The main head (that of Balzac) is the most dangerous so watch out for it. Also beware the yellow head under Balzac, which will try and suck you in to your death. The best to defeat him is to place yourself between his main head and one of his secondary ones, because he will not be able to hit you with his powerful attack. Now hack and slash away at him until he is weak enough for you to turn your attention to his main head. Once you've severed that, he will be dead and you will have succeeded in your mission. Now just sit back, relax and enjoy the final FMV sequence – it's heart-warming!

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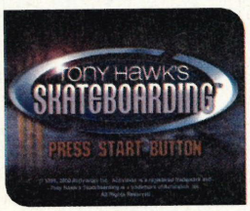
essential information >
Dreamcast magazine says



"We can't emphasise how great this game really is!"

essential information >
Dreamcast solutions

Tony Hawk's Skateboarding



Publisher	Crave
Developer	Treyarch
Origin	US
Price	£39.99
Genre	Sports



two players



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Tony Hawk's Skateboarding

Time to ollie up, grab some phat air and pull off those rad tricks – with our complete guide to every tape and gap, you'll never fall off your board again!







Tony Hawk's Skateboarding

LEVEL 01

SETTING: Warehouse

LOCATION: Woodland Hills

Tape 1 Smash Five Boxes

Box 1

Turn your board to the right as soon as the level begins. You'll have to smash it quickly before you can head down either ramp into the main warehouse.

Box 2

Drop down the left-hand ramp and whizz past the rail then ollie up onto the small outcrop using the ramp to get the boxes ahead.

Box 3

Skate into the pipe and stick to the wall then transfer out towards the back wall – you'll land on top of the boxes as you come down.

Box 4

Skate round and ollie up onto the small ledge near the Kicker ramp to find another box for you to smash.

Box 5

Hit the ramp in the far left corner of the level then turn around and race for the ramp ahead. Ollie up and turn slightly right to find the box.

Tape 2 Collect SKATE

S

Clear the gap between the Kicker ramps to collect the S hanging above them.

K

Race up the ramp and Ollie up to the right of Box 2 – the letter is placed high above the ramp.

A

It's sitting in plain view above a small structure placed just behind the pipe.

T

You'll have to get some speed up and clear the pipe because the T is hanging high above it.

E

Ollie up over the ramp in the front-left corner near Box 5 and you'll see the E sitting right in front of you.

Tape 3 Hidden Tape

From the starting room, skate down the right-hand ramp and race around the side of the pipe to aim for the ramp behind it. Ollie off the ramp to get some speed up and then turn around and head straight for the pipe – direct yourself at the overhead passage, fly off the pipe and through the glass above to collect the tape hiding there!

Tape 4/5 Hi-Score/Pro-Score

Once you've learnt the mechanics of the game and practiced a few of your character's special tricks, getting the basic Hi-Score is easy; stick to the pipe and perform a nice variety of tricks to pass the 5,000 points score very quickly.

While the Pro-Score is a little more tricky, it's not exactly impossible – go for some of the fancy Gap points like Over The Pipe or Transitional Grind and keep adding plenty of rotations to those tricks to make the points up.









[1] Don't underestimate the Grind... [2] Make good use of the gaps around each level for points. [3] Cor! Just look at the air on that move! [4] Hold down the button on Grab Tricks for a higher score... just remember to land properly!

THE BASICS

If you want to make it in the world of Tony Hawk, you'll need to learn the lingo. Get familiar with these terms and then go out there and skate!

Ollie
A basic jump; kicking the back of the board as you jump brings to board up with you.

Nollie
Similar to an Ollie only the board spins 360 beneath you before you land.

Fastplant
A high jump where holding the front of the board allows you to land upon higher ledges.

Handplant
Usually performed on the lip of a pipe, the skater performs a one-handed handstand while balancing the board on his raised feet. A difficult move!

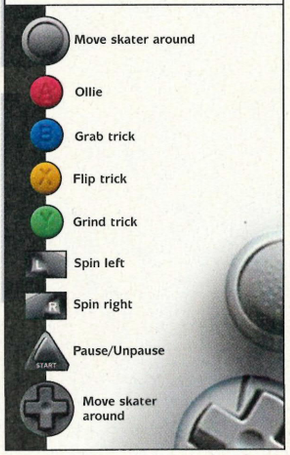
Grind
Riding the board along a rail or a ledge, only using momentum and not the wheels.

Transfer
Leaping from one main skating section to another (eg from a pipe to the main floor).

Getting Air
To make a high leap from a ramp or ledge.

CONTROLS

Flip, Grind and Ollie with these controls!



THE SKATERS

Tony Hawk

Arguably the most influential skateboarder of all time, Tony has forgotten more tricks than most people learn in a lifetime!

Ollie
Speed
Air
Balance



Special Tricks

360 Flip To Mute	Down, Right, X	1500
540 Board Varial	Left, Left, X	2000
Kickflip McTwist	Right, Right, B	4000
The 900	Right, Down, B	8000

GAP BONUSES

BIG RAIL
Ride the full length of the long rail in the middle of the room and drop off the end.

OVER THE PIPE
Get plenty of speed up and go for a huge jump to clear the width of the pipe in one leap.

SECRET ROOM
Go for Over The Pipe but aim for where the Hidden Tape was and clear both the pipe and the secret passage without touching the floor!

KICKER GAP
Clear the gap between the two small Kicker ramps on the left-hand side.

TRANSFER
Leap out of the pipe and down towards the floor or clear the ramp where Box 2 is in one go.

TRANSITIONAL GRIND
Gain speed in the pipe and then jump out towards the starting ramps and land a Grind on the ramp lip below.

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walkthrough

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Tony Hawk's Skateboarding

LEVEL 02
SETTING: School
LOCATION: Miami

Tape 1 Grind Five Lunch Tables

Table 1

As soon as you drop off the starting ramp, turn around to spot the table sitting in the courtyard ahead of you.

Table 2

Head down the path to the poolside area and turn right immediately after the ramp at the bottom. The next table is in the corner.

Table 3

Follow the wall on the right and go down the pipe section to the main playground. There's a table on the left-hand side as soon as you leave the pipe.

Table 4

Once you've hit Table 3, hang a hard right and head to the opposite corner of the playground to Grind on the penultimate table.

Table 5

Finally, skate straight across the ditch and the last table is sitting on the other side of the playground near the start.

infoburst

Extra information>

> You'll only have two minutes on each attempt at a level so concentrate on getting one tape at a time rather than all at once. If you can get two or three in one try then all the better!

Tape 2 Collect SKATE

S

Once you've dropped off the starting ramp, turn left and Grind your way down the handrail next to the steps. You'll collect the S on the way down.

K

Turn slightly left at the bottom and aim for the Kicker ramps ahead, jumping over the gap to grab the K hanging above.

A

Head off to the right and look for the graffiti wall in front of you. Follow the hazard-marked peak just before it and you will see the A on the left.

T

Turn left again and head down the pipe towards the pool area. Use an Ollie or two and get some height, flying up on the left and collecting the T.

E

Make another left as you enter the poolside area and grind along the short rail between the two pools to get the final letter here.

infoburst

Extra information>

> You'll only have two minutes on each attempt at a level so concentrate on getting one tape at a time rather than all at once. If you can get two or three in one try then all the better!

Tape 3 Hidden Tape

An easy tape to find. Turn left at the bottom of the starting slope and use the steep ramp to climb up onto the roof of the gym. Aim for the block to the left of the open sky-light and use the ramps nearby to jump on top of it. Now Grind down the long plank that lies on the left and then skate along the length of the metal slope – ollie off the end and grab that Hidden Tape!

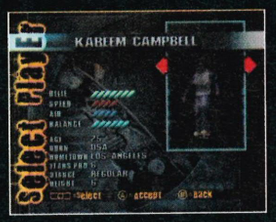
Tape 4/5 Hi-Score/Pro-Score

Make sure you land a good trick from the starting slope and then turn around immediately and head down the ramp to the pool area at the bottom. You can stick to the larger of the two pools and go mental on your best tricks here – add plenty of spins to everything and really rack up the points here. Try not to fall over too; although you'll have a little bit of room for error, you can't afford to trip more than twice if you're intending to get the Pro-Score.

THE SKATERS

Kareem Campbell

This young skater has developed a smooth metropolitan style based on the mastery of real street settings.



Ollie
Speed
Air
Balance

Special Tricks

Casper Slide	Up, Down, Y	Varies
Kickflip Underflip	Left, Right, X	1500
Frontflip	Down, Up, B	4000



GAP BONUSES

GIMME GAP
Jump off the end of the starting slope and land a Grind on the planter below to get the bonus.

HANDICAP RAMP RAIL
Grind down the entire length of the rail where the S is and drop off the end.

PLANTER GAP
Ollie onto a planter and jump over the gaps between to the next one.

GARBAGE OLLIE
Head down the back alley behind the gym and cleanly jump one of the dumpsters.

DUMPSTER RAIL GAP
Grind the rail leading over the dumpsters at the entrance to the alley and then ollie over the gap to grind down the opposite rail that is on the other side.

'DITCH SLAP'
Cross the width of the ditch in the main playground in one leap by using the small ramps on either side.

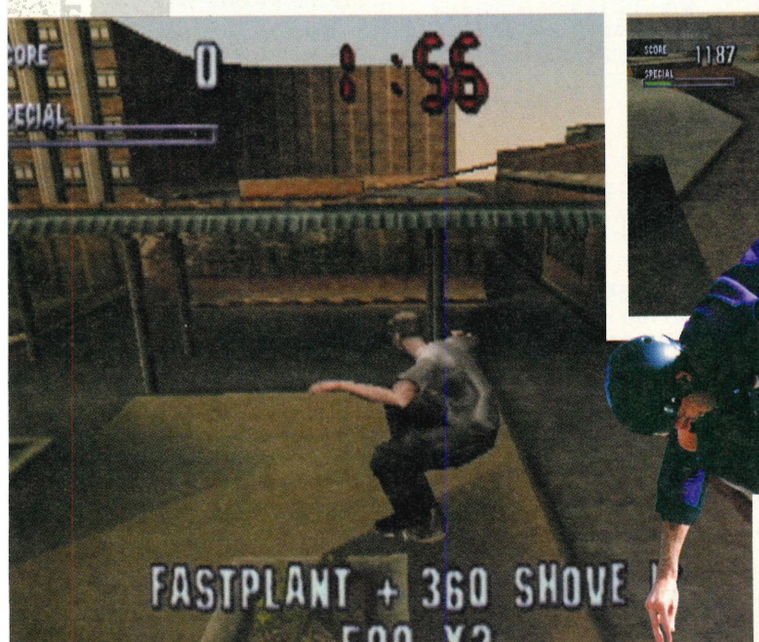
KICKER GAP
Jump the gap between the Kicker ramps in the main playground.

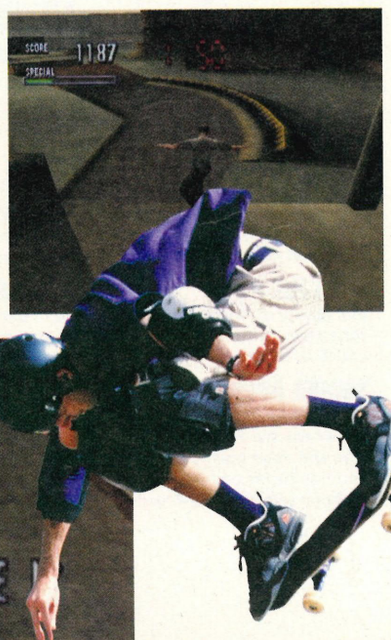
OVER A FOOTBRIDGE
Use the ramp at the end of the ditch to get some speed up and then turn around and drop into the ditch, hitting the slope to clear the bridge in one go.

PLAYGROUND RAIL
You can grind along the top of the graffiti wall in the main playground by hitting the sloped boxes at either end at speed and using an Ollie to land on the top.

FUNBOX 2 RAIL
At either end of the Playground rail are sloped boxes – if you can hit these with enough speed and get enough air, you can land a Grind on the rail of the ramp ahead to get yourself a gap.

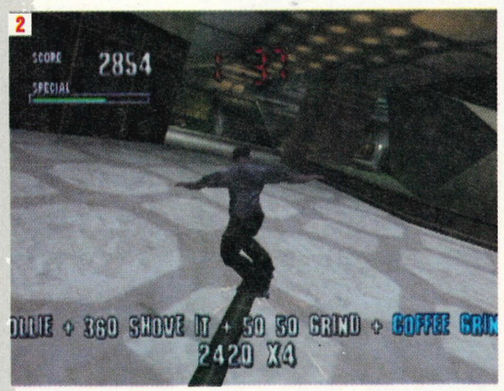
'ROOF 2 ROOF'
Use the ramps on the top of the gym to ollie up and transfer over to the rooftop of the building opposite.

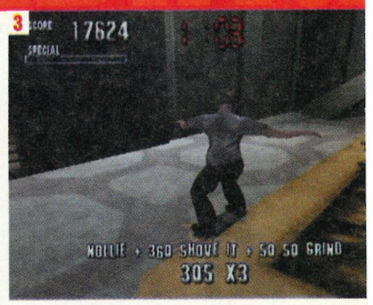


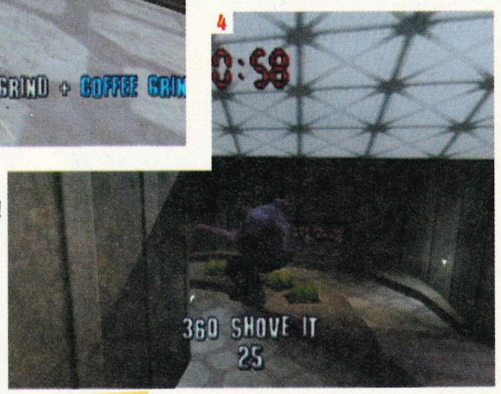


AWK'S SKATEBOARDING









[1] The Mall has some of the craziest gaps in the whole game! **[2]** It's called the Coffee Grind because the rail is outside a coffee shop... honest. **[3]** Grind it baby, yeah! **[4]** The more air you can get on the jumps, the more time you'll have to pull off some amazing tricks!

Tony Hawk's Skateboarding

LEVEL 03

SETTING: Shopping Mall
LOCATION: New York

Tape 1 Smash Five Mall Directories

Directory 1

Ride to the bottom of the parking area and smash through the glass into the mall before climbing the escalator to find the directory at the top.

Directory 2

Try to take the double 'Fountain Gap' jump route – you'll crash straight through the second directory at the top. Otherwise, climb the second escalator and turn around to find it.

Directory 3

Drop down to the floor where the pond is and stick to the left-hand side where you'll find the next directory sitting outside a pizza shop.

infoburst
Extra information

> **Learn your favourite places for super combo tricks and big moves so that if you're lacking in points, you can make up some of the distance easily.**

Directory 4

Jump down the next escalator and clear the small ramp around the corner. Now ollie up onto the short ledge ahead and crash through the directory there.

Directory 5

The last directory lies in the outside area – skate straight between the trees and over the pond before smashing it to claim the tape.

Tape 2 Collect SKATE

S

Skate down the ramp that leads to the main mall area and then grind down the last handrail on the left to get the letter, before smashing through the glass.

K

Ignore the escalator and ride to the right – the K is sitting on the edge of the bushes near the fire escape.

A

Drop down to the lowest level near the lifts and grind along the left-hand rail over the pond to collect the A along the way.

T

Jump down the third escalator and turn left, jumping up onto the ledge where the fourth directory is and grinding the lower rail for the T.

E

Now race through into the open section and hit the ramp over the small pond, hitting an Ollie to jump high and complete the set of letters.

Tape 3 Hidden Tape

Ignore the Fountain Gap and stick to the floor level, skating right and heading for the ledge ahead. Race down the right-hand path after the fountain and use the small ramp there to clear the car before hitting the next ramp with a huge Ollie and leaping slightly to the left. Grind as you fall to land on the railings high above the pond – to get the tape, you need to keep your balance all the way along and jump off the end without falling off!

Tape 4/5 Hi-Score/Pro-Score

Perform some nice tricks with lots of spins as you head down to the mall, then make sure you go for the Fountain Gap/Flying Leap combo jumps. When you land, go into the lift area and use the various wall ramps there to really concentrate on getting the big stunts. Just hit all the special tricks that you can to reach those top scores!

THE SKATERS

Rune Glifberg

Originally from Denmark, Rune is skilled on all terrain and comfortably dominates wherever he chooses to ride.



Ollie
Speed
Air
Balance

Special Tricks

Front-Back Kickflip	Up, Down, X	1575
Christ Air	Left, Right, B	2100
Kickflip McTwist	Right, Right, B	4000

GAP BONUSES

FOUNTAIN GAP
Climb the first escalator and jump onto the flagtop behind the directory. Ollie over the small gap and race down the narrow slope, hitting another Ollie and landing in the small gap in the fountain structure ahead.

FOUNTAIN GAP
Once inside the fountain, leap out of the other side and land on the strange-shaped sculpture in order to get another bonus.

PLANTER GAP
Ollie onto the small seat blocks below the first escalator and jump over the gaps between them.

THE FLYING LEAP
After you complete the Fountain Gap leaps and reach the top level (or climb the second escalator) go full pelt at the barrier ahead and Ollie over it, flying over and down to the floor below.

COFFEE GRIND
Grind all the way along the massive rail that runs past the fountain that is outside the coffee shop.

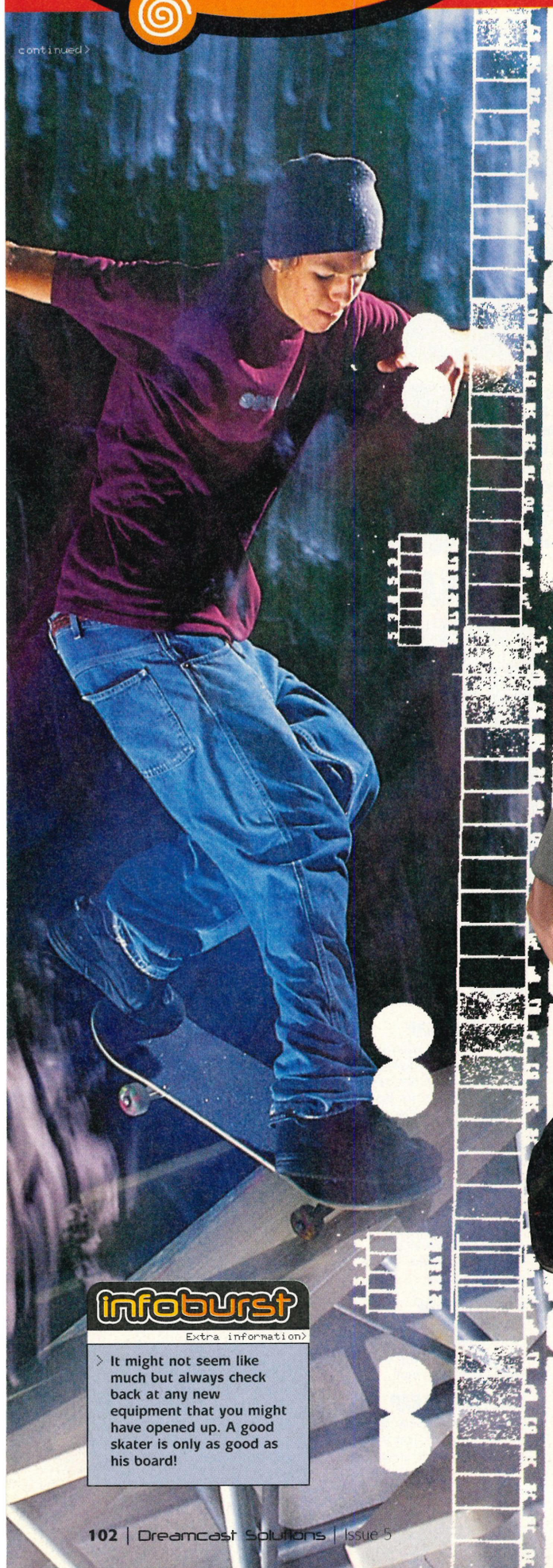
GOING UP GAP/ GOING DOWN GAP
Enter the lift area and run up the ramps by either lift, using them to jump over the gap and land on the opposite ramp. The left ramp gives the Up bonus while the right one offers the Down bonus.

OVER A 16 STAIR SET
Skate to the left of the second escalator and hit a huge Ollie over the flight of stairs there – you have to clear them all to get the bonus.

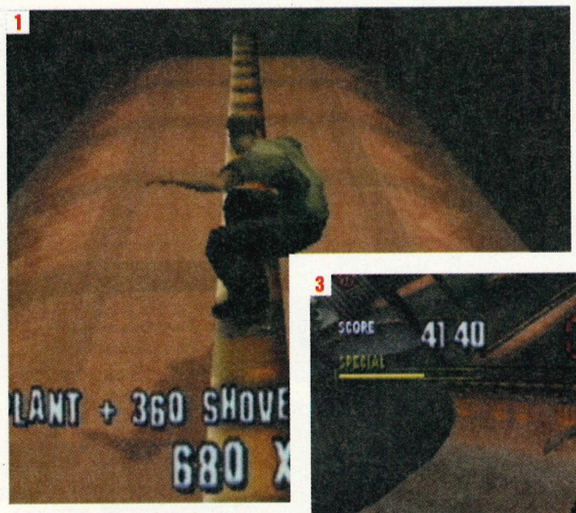
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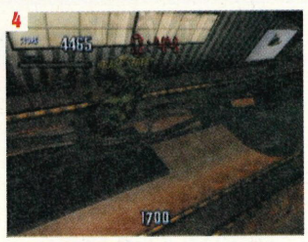


[1] Get yourself off to a good start on this rail. [2] Ooh, an HP Transfer. Now you're just showing off! [3] Lots of phat air! [4] Check out the board, dudes!





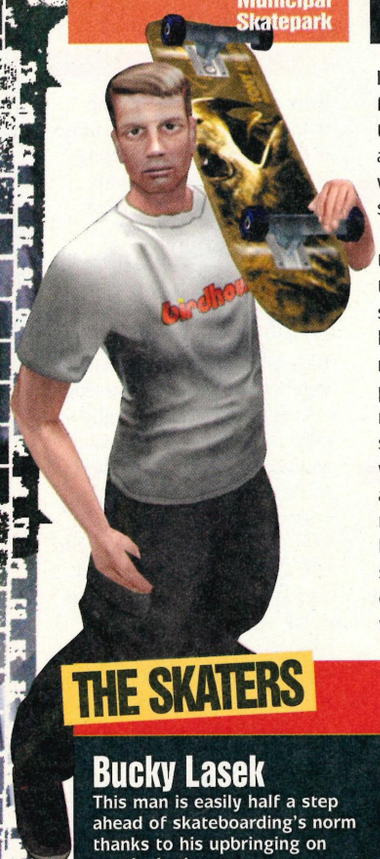




Tony Hawk's Skateboarding

LEVEL 04

SETTING: Windy City Slam
LOCATION: Chicago Municipal Skatepark



It might take a few turns at first but this is the ideal place to perfect your special tricks and favourite combos while winning a gold medal at the same time.

To be assured of winning the tournament, you'll want to stick to the main pipe sitting at the back of the level to pull off some big moves and make up enough points. The gold medal is reserved for those who can score over 10,000 points while making as few mistakes as possible. There's more room for error here than in later tournaments but you still can't really afford to fall over more than twice if you want to win with ease.

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Extra information>

> If you're using a pipe or ramp and need to recover from a fall to get some speed, use a Handplant. Don't overdo it though!

THE SKATERS

Bucky Lasek

This man is easily half a step ahead of skateboarding's norm thanks to his upbringing on rough skating structures.

Ollie
Speed
Air
Balance



Special Tricks

Varial Heelflip Judo	Down, Up, X	1500
Fingerflip Airwalk	Left, Right, B	2000
Kickflip McTwist	Right, Right, B	4000

GAP BONUSES

OVER THE BOX
Clear the sloped box to the left of the rail just outside of the pipe.

OVER THE RAFTERS
A tricky gap – get some speed up and transfer into the pipe via the outside ramp, leaping high with an Ollie to clear the metal girders above.

POOL HIP
Drop into the grey pool on the right and speed up a little before making an Ollie and jumping up, transferring over the small outcrop of concrete with the metal pillar on it.

WALL GAP
Use the nearby slope to jump up and over the higher section of the rail sitting directly in front of where you start the level.

infoburst

Extra information>

> It might not seem like much but always check back at any new equipment that you might have opened up. A good skater is only as good as his board!

AWK'S SKATEBOARDING

Tony Hawk's Skateboarding

LEVEL 05

SETTING: Downtown
LOCATION: Minneapolis

Tape 1 Smash Five 'No Skating' Signs

Sign 1

Ride out of the starting alleyway and turn left slightly into the fountain area, knocking down the sign as you enter.

Sign 2

Turn left inside the fountain area and exit up the ramp on the other side, knocking down another sign on the way out.

Sign 3

Immediately out of the fountain area, hit the ramp in front of you and transfer onto the top of the triangular block to find the next sign.

Sign 4

Drop down and continue around the street – there's another sign on the right a little further along. This sign can also be smashed by turning round at the start and leaping up onto the level above using the Kicker ramps.

Sign 5

Turn left at the large truck ramp in the corner and head for the large glass building where the last sign waits for you outside.

Tape 2 Collect SKATE

S

Hit the Kicker ramp just ahead at the start and aim slightly right towards the ledge at the side. From here, jump off the end and grind along the rail on the wall before jumping again and collecting the letter above.

K

Take a left turn and head into the fountain area. Keep the speed up and hit the slope at the base of the fountain to ollie up and collect the K hanging over it.

A

Leave the fountain area by the way you came in and head straight up the slope on the left. Skate past the glass-fronted building and ollie up on the wall ramp on the left for the A on the wall.

T

Use either the truck ramp or the ramp on the right to enter the tunnel above leading to the rooftops – the T is inside the tunnel.

E

Drop back down to road level and skate away from the glass building. Hit the first ramp on the right to ollie up and then grind along the high rail for the final letter.

Tape 3 Hidden Tape

Hit the ramp on the back of the truck for the T2T Gap, flying into the passage above – follow the tunnel along and then head up onto the rooftops. Turn slightly left and skate over the mini-ramp into the rooftop ramp area. Get some speed up on the right-hand side and then race at top speed towards the gap behind you – you'll fly off towards the opposite rooftop and collect the tape hanging in the air... if you travel far enough that is!

Tape 4/5 Hi-Score/Pro-Score

There are very few points where you can really concentrate on tricks here. The best place is obviously going to be the pool on top of the building near the Hidden Tape but by the time you get there, you'll have lost half of your time. Instead, try to use the wall ramps facing each other across the roads to pull off your best tricks – be careful though, because being run over by an oncoming taxi really isn't going to do you any good!

GAP BONUSES

CAR PLANT
Ollie over any of the moving taxis that you pass as you skate around the level.

CAR OLLIE
Ollie over any of the parked cars that you pass as you skate around the level.

KICKER GAP
Clear either of the two Kicker ramps that sit in front of you at the start and land safely.

KICKER 2 STREET
Turn around at the start and race forwards, using the Kicker ramps to ollie up and land on the street level above.

CHEESY DECK GAP
Use the nearby ramp to get some speed and then leap the corner of the triangular block with the 'No Skating' sign on.

BS GAP
Leap any of the bus stops without breaking the glass.

T2T GAP
Climb the ramp leading up the back of the truck in the far left corner of the level and leap through the glass into the tunnel beyond.

SECRET TUNNEL ENTRANCE
Get some speed and then hit the ramp by the truck ramp to fly up and through the glass into the tunnel above.

ROOF 2 ROOF
Enter the rooftop ramp area by means of the overhead tunnel and get some speed up on the right-hand side before racing off the ramp on the left and over to the rooftop pool opposite.

THE SKATERS

Chad Muska

This self-styled professional expresses an enthusiasm for the sport of skateboarding equalled by his on-board skills.

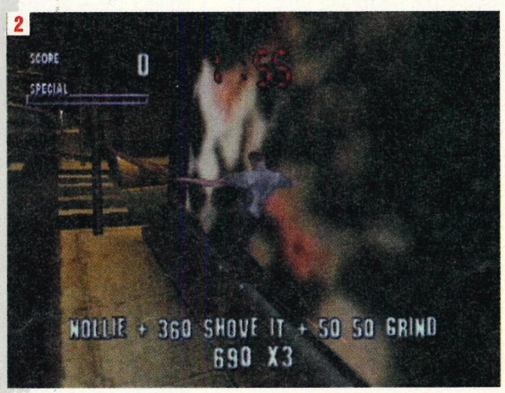
Ollie
Speed
Air
Balance



Special Tricks

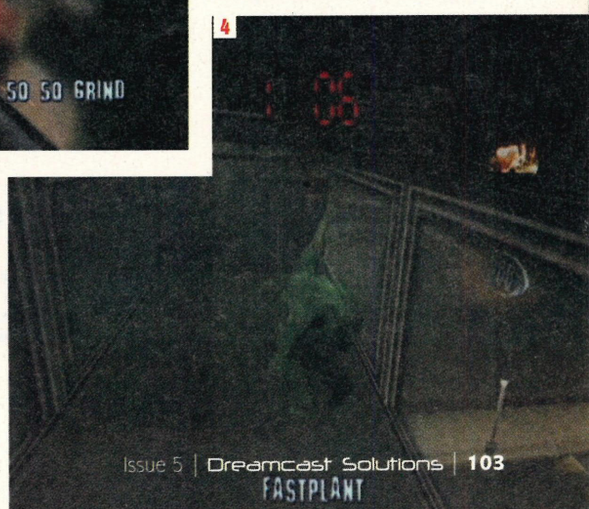
360 Shove It Rewind	Right, Right, X	1500
Frontflip	Down, Up, B	4000
One Foot 5-0 Thumpin'	Right, Down, Y	Varies







[1] Use those annoying taxis to get yourself some extra points! **[2]** Don't watch the video screen – you've got skating to do! **[3]** If you get enough speed, you can use that fountain to your advantage... **[4]** If you're just rolling along, use a Fastplant or two as you go!

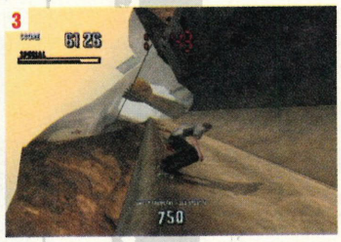


walkthrough

continued>

[1] If you miss this first Valve, you'll have to start all over again! [2] These rails make a good Grind. [3] A half-pipe. Cool! [4] Grab that board! Wooh!









Tony Hawk's Skateboarding

LEVEL 06

SETTING: Downhill Jam
LOCATION: Phoenix

Tape 1
Open Five Valves

Valve 1

Skate down from the start and ollie up on the first ramp to the right. Grind as you land to hit the double rail and turn on the first valve.

Valve 2

Quickly drop down and turn left, ignoring the first arrow ramp. Head up the second instead and then catch the valve as you Ollie off to the rail ahead.

Valve 3

Stick to the left-hand wall and use the ramp just outside the pipe to reach a rail above – grind along it to hit third valve dead on.

Valve 4

Drop into the pipe and skate down at full pelt past the first rock pillar. Get back in the middle of the course and ollie up from the shallow ramp to land on the high-up rock pillar and hit Valve 4.

Valve 5

Continue to the bottom of the course and take the left route down the ramp just after the shallow pool of water. Stick to the right-hand wall and jump quickly to catch the last valve before you reach the finish.

Tape 2
Collect SKATE

S

Ignore all the other obstacles at the start and ride up the left-hand side of the first arrow ramp, then ollie up to collect the S at the side.

K

Continue down the course past the large rock arch and turn right immediately after it to see another ramp. Hit it and grind along the double rail above to get the K.

A

Drop down into the pipe and go back and forth to get some speed. Hold forwards to jump onto the top of the right-hand side then skate up to the top and use the mini-ramp there to get the A. Make sure you don't fall into the water though!

T

Skate along the track and swerve around the rock pillar with Valve 4 on top, getting back into the centre on the other side to hit the small ramp there. You'll fly up and grab the T out of the air.

E

This is the toughest to get – use the wall ramps just past the shallow pool of water to get some height then ollie up on the right. Grind quickly and you'll land on a rail high above; don't fall off though because the E is sitting halfway along.

Tape 3
Hidden Tape

Possibly the toughest tape to get on the first try because it's so out of the way. Ride down the course and use the ramp on the left just outside the pipe to reach the rail above. Grind along it past Valve 3 to the other side, then follow the ledge and grind along the next rail to the opposite side of the outlet. Keep the speed up and use the wall ramp to clear the gap over the drain then head for the rocky ledge ahead and ollie up onto it.

Skate right to the other side of the outlet and clear the next drain gap using the wall ramps before finally racing along the concrete straight and hitting an Ollie off the end to land on the rock pillar and collect the tape on top. Phew!

GAP BONUSES

25FT/50FT/75FT

After hitting Valve 4, ride down the rock slope into the tunnel below. Ollie up as you hit the yellow arrow ramp at the bottom to go flying – the further you travel, the more bonus you'll receive.

NEVERSOFT ELEC CO GAP

Jump up and ride the length of the rail at the top of the final straight where the E is. Drop off the very end to get the points.

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Extra information>

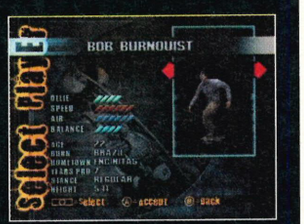
> **Apart from Special Grinds and Front/Backflips, you can always add Spins, Nollies or Fastplants to the front of all of your special moves. Imagine 1500, 4000 or even 8000 points multiplied several times!**

THE SKATERS

Bob Burnquist

His unique style makes Bob one of the most exciting and original skaters to come down the pike in decades.

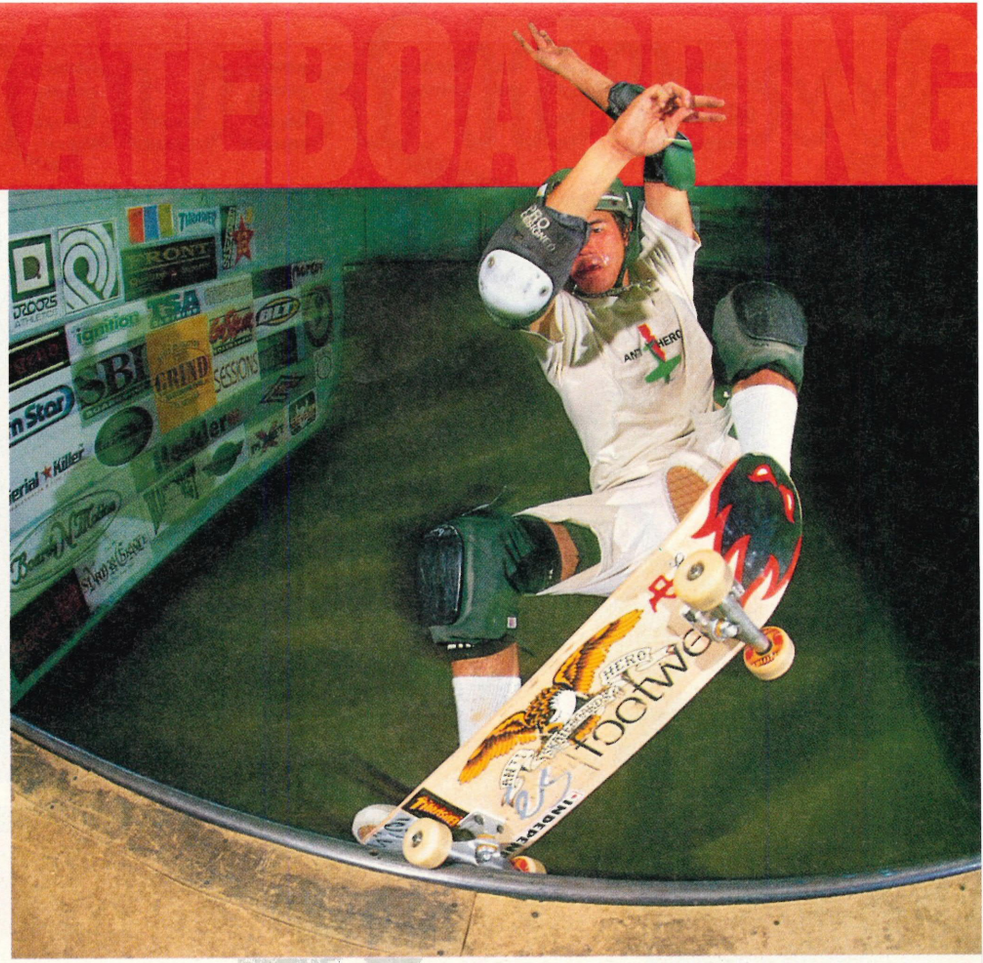
Ollie
Speed
Air
Balance

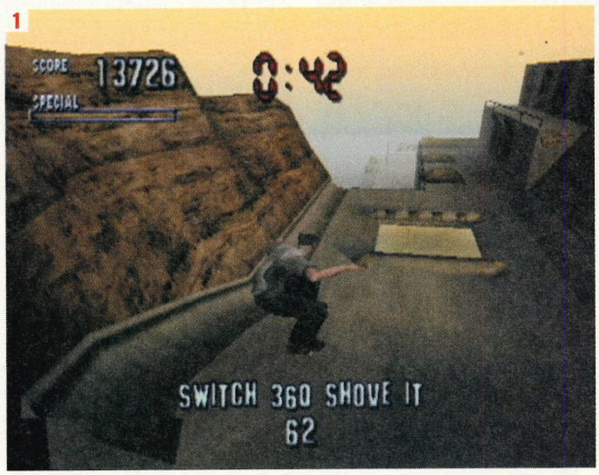


Special Tricks

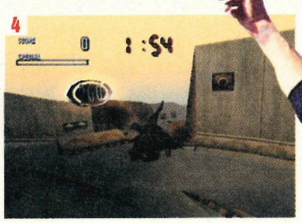
One Footed Smith	Right, Right, Y	Varies
Burntwist	Left, Up + Y	Varies
Backflip	Up, Down, B	4000

AWK'S SKATEBOARDING









[1] Bet you can't jump all the way to the pool! **[2]** If you can get up onto this rail... **[3]** ... you can get this massive gap! **[4]** Get the points, quick!



Tape 4/5 Hi-Score/Pro-Score

This is relatively easy considering that there's a whopping great pipe placed in the middle of the course! Pull off some snazzy moves at the start using the ramps and double rails to get your special meter up to maximum before hitting the pipe. Use a wide variety of tricks and add spins constantly to even the lowest-scoring of moves to multiply that score. You'll pass the Hi-Score with ease and reach the Pro-Score by the end of the two minutes... as long as you don't fall over!

Tony Hawk's Skateboarding

LEVEL 07

SETTING: Burnside Asphalt Annihilation

LOCATION: Portland

GAP BONUSES

BRIDGE GRIND

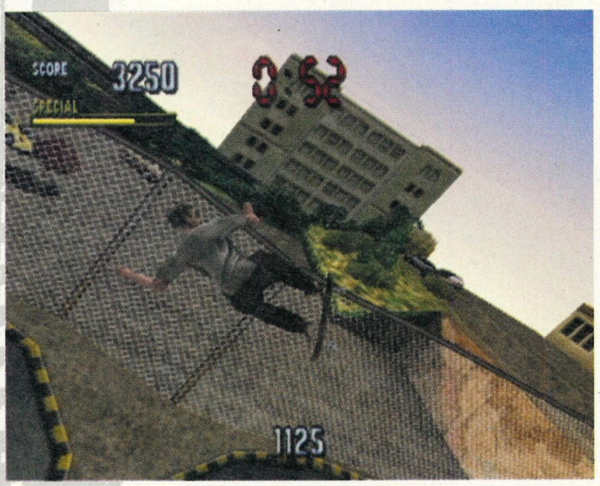
Use one of the nearby ramps to leap up to the top concrete girder and then grind along it before dropping down in order to get the points.

BRIDGE GAP

Get some speed up and then hit the arrow ramp near the vertical pool to fly up over the concrete girder and land on the other side without touching it.

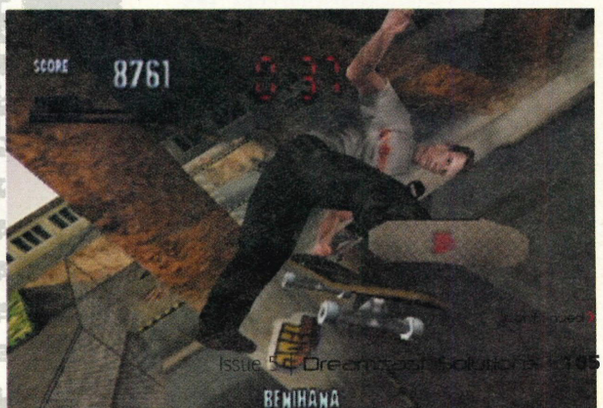
The stakes are higher in this tournament – you can afford to fall one or maybe twice as long as you recover quickly and score at least 20,000 points with some nifty trick combos. The best thing you can do is use the pipe you start in to leap up and land a Grind on the concrete girder above, jumping to avoid being knocked off.

If you do well, you can score in excess of 10,000 points in a single combo! Now concentrate on your biggest stunts and hitting the big Bridge Gap trick to make up more than enough points and win the gold medal easily.





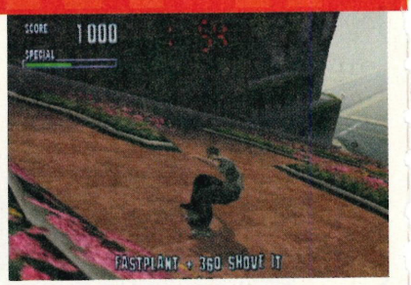


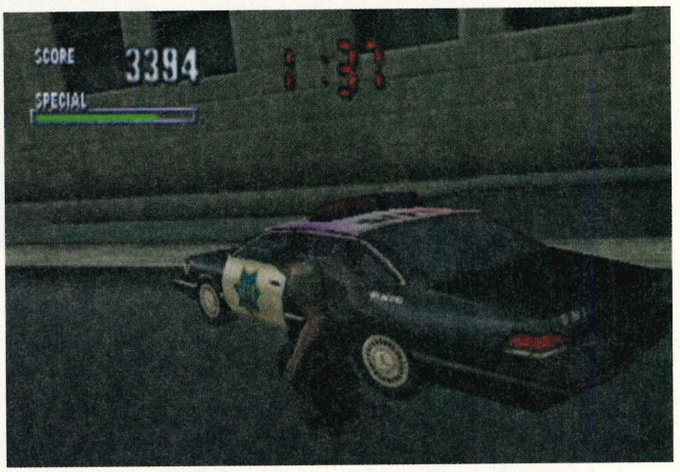


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Tony Hawk's Skateboarding

LEVEL 08

SETTING: Streets
LOCATION: San Francisco

Tape 1 Trash Five Cop Cars

Cop Car 1

Forget about skating forward at the start – instead, turn immediately left to see the first car just below you. Jump down and grind along the roof to blow it up.

Cop Car 2

Follow the road around at the bottom of the starting ramp to the left and skate along past the fountain to find another car sitting on the left-hand side of the road.

Cop Car 3

Race past the various buildings and spiral ramp to the murder scene near Chinatown – there's quite a gathering of cop cars there waiting for you!

Cop Car 4

Sitting right next to Cop Car 3 at the murder scene.

Cop Car 5

Continue around the road until you're nearly back to the starting ramp. Just before you get there, you'll pass a coffee shop where the last Cop Car is parked outside.

Tape Two Collect SKATE

The quickest route to all the letters is to collect them out of order this time!

K

Climb the slope ahead at the start and follow the narrow railed walkway down to the bottom. Turn right quickly and smash the glass there to collect the letter behind it.

S

Drop to the street below and turn left, racing off the road and up the ramp ahead with the graffiti above it. You'll find the S sitting at the top of the slope.

E

Go back to the road and continue round until you reach the building with two small fountains outside. Hit the ramp opposite to get some speed up and then race at it, ollie up and smash through the glass. Use the large sun-bowl inside to ollie up and collect the letter hanging high above.

T

Head along the street a bit further and use the slope next to the spiral ramp to ollie up through the window into the room above. Collect the T before grinding down the rail outside back to the road.

A

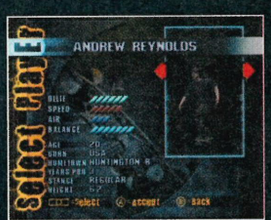
Finally, race up to Chinatown and hit either of the ramps

THE SKATERS

Andrew Reynolds

Reynolds holds super-hero status for his willingness to toss himself off and over gigantic gaps, staircases and rooftops.

Ollie
Speed
Air
Balance



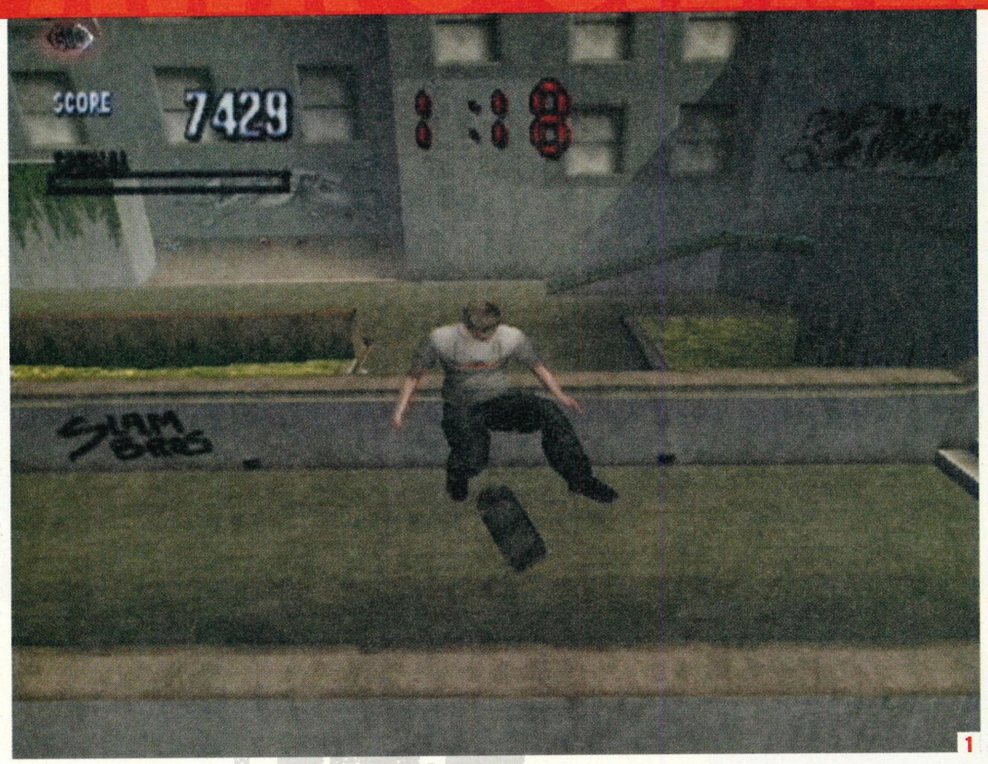
Special Tricks

Triple Kickflip	Left, Left, X	1500
Backflip	Up, Down, B	4000
Heelflip to Bluntslide	Down, Down, Y	Varies

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Extra information>

> Always add rotations to basic moves when you are using ramps or jumping off higher ledges. A simple 50 point move can actually be multiplied several times if you add a couple of spins to it!



1

there to fly up and grab the last letter from outside the theatre.

Tape 3 Hidden Tape

Although getting to the tape isn't too tough, actually collecting it requires precise aiming and excellent control of speed. Ride past the square and turn around to face the large fountain – ollie up onto it and skate along it, jumping over the gap to the ledge on the building ahead. Follow the ledge round and jump another gap then climb the long slope to the very top of the tower where a long wooden runway awaits. Keep the speed up and race all the way along the runway then Ollie off the end and aim for the middle of the Pagoda below to grab the tape as you fall.

Tape 4/5 Hi-Score/Pro-Score

The huge number of points needed here is quite a tall order but it's not impossible if you really try. Get a REALLY big combo to begin with on the long rail in front of you at the start – anything around 13,000 points can be considered good! – and then head straight for the Hubba Gap on the left under the archway. Hit this Gap Bonus before sticking to the small pipe behind it for the duration of the time. Use your best tricks and go mental on the spins but be don't fall off the ends of the ramps or you'll never make the 50,000 points needed for the Pro-Score!



2



3

[1] Don't crash into the bridge like we did here! [2] Now that's how you do it... plenty of points and the Hubba Gap to boot! There are plenty of other gaps located around the level, so go out there and find the all! [3] Forget the murder scene – just jump onto those police cars and Grind away!

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Extra information

> Don't underestimate the NOllie. Even though it's only a minor move, adding it to the front of a combo counts as another move and therefore means extra points for you.

THE SKATERS

Elissa Steamer

The leader in female skateboarding, Elissa made the cut against the big boys in The Skatepark of Tampa Pro Contest!



Ollie
Speed
Air
Balance

Special Tricks

Primo Grind	Left, Left, Y	Varies
Judo Madonna	Left, Down, B	1500
Backflip	Up, Down, B	4000

THE SKATERS

Geoff Rowley

One of the top British skateboarders, Rowley is a smooth operator who runs exclusively on handrails and huge staircases.



Ollie
Speed
Air
Balance

Special Tricks

Double Hardflip	Right, Down, X	1500
Backflip	Up, Down, B	4000
Darkslide	Left, Right, Y	Varies

GAP BONUSES

HUBBA GAP

Ride out of the starting ramp and turn left, passing under the archway ahead and using the wall ramp on the right to get some speed. Now turn around and hit the small Kicker ramp to clear the concrete bridge in one jump without hitting it.

FOUNTAIN GAP

Skate past the main square with the Pagoda on your right and turn around to face the fountain. Ollie onto it and ride along the length of it before jumping over to the raised ledge ahead for the bonus.

PAGODA GAP

Follow the ledge after the Fountain Gap and continue around the outside of the buildings until you reach the top runway. Ride along it and Ollie off the end, falling down through the glass pagoda below in order to get some extra bonus points.

RAMP 2 RAMP

Head up to Chinatown past Cop Cars 3 and 4 then hit the ramps under the A. Leap from one ramp to the other and collect the Gap Bonus.

STREET GAP

Land the Ramp 2 Ramp and go slightly right, smashing through the window and landing on the street below – you'll get more bonus points for this simple move!

PORCH GAP

Land the Ramp 2 Ramp and head left through the lantern-filled alley and leaping the gap over the large steps to the concrete below.

DOWN THE SPIRAL

Once you leap into the building containing the T, skate through the exit and then ollie up, grinding quickly all the way down to the bottom of the ramp handrail before dropping to the street.

CAR PLANT

Ollie over any of the moving vans or trams that you pass as you make your way around the streets.

continued >

walkthrough

TONY HA

continued



Tony Hawk's Skateboarding

LEVEL 09

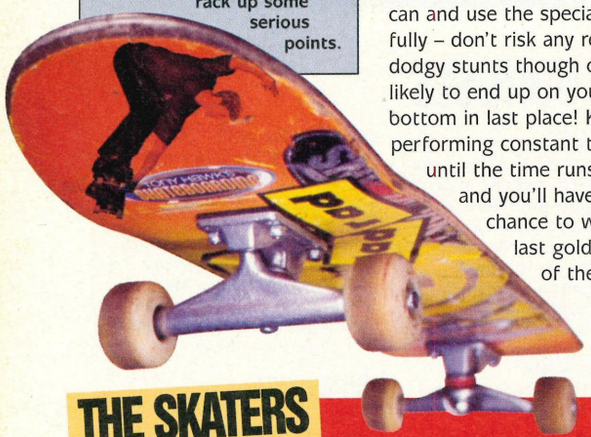
SETTING: Roswell Concrete Conspiracy

LOCATION: New Mexico

infoburst

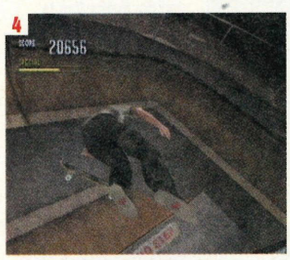
Extra information

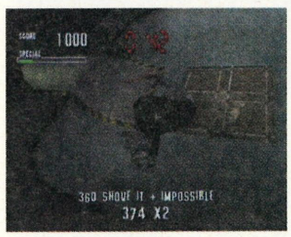
> Even if you're only skating to get from A to B, try to perform lots of tricks on the way. Use Nollies and Fastplants with spins to rack up some serious points.

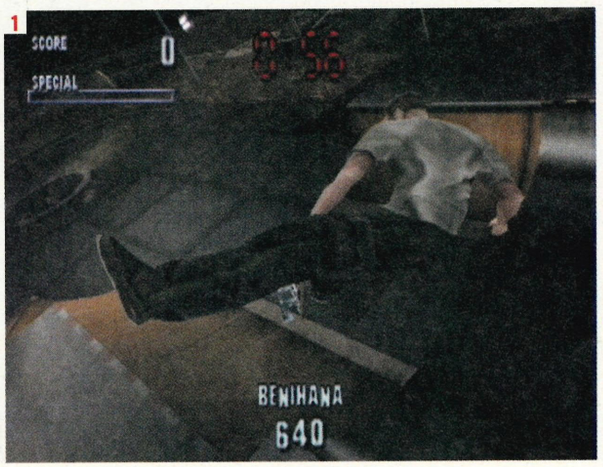


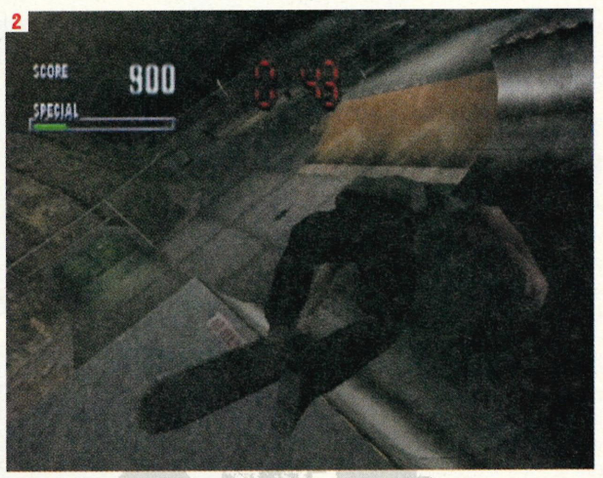
This can be a tough contest to come first in simply because you need to score in excess of 30,000 points without making ANY mistakes in all three heats to have any chance of success! You could try to perform a wide variety of Grinds, Ollies and tricks... or you could just stick to the wide metal ramp just to the right of the starting position and going crazy with your best stunts. Add as many spins to each trick that you can and use the special meter fully – don't risk any really dodgy stunts though or you're likely to end up on your bottom in last place! Keep performing constant tricks until the time runs out and you'll have a chance to win the last gold medal of the game!











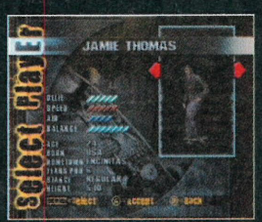
[1] Stick to the pipes for some top points on this level. [2] Remember to hold those Grab Tricks! [3] Another flip completed safely. Great! [4] Make sure you use and abuse those special moves to get the most points available!

THE SKATERS

Jamie Thomas

Throughout his time as a skating pro, Thomas has made half a dozen videos on his favourite sport... skateboarding!

Ollie
Speed
Air
Balance



Special Tricks

One Footed Nosegrind	Up, Up, Y	Varies
540 Flip	Left, Down, X	1500
Frontflip	Down, Up, B	4000

THE SKATERS

Officer Dick

Although partial to a bit of boarding himself, Officer Dick has dedicated his life to busting all the illegal skaters of the world!

Ollie
Speed
Air
Balance



Special Tricks

Assume The Position	Left, Left, B	1575
Yeehaw Frontflip	Down, Up, B	4000
Neckbreak Grind	Left, Right, Y	Varies

GAP BONUSES

CHANNEL GAP

At the very back of the level, climb the brown ramp on the right and ride along the ledge to the left, jumping over the gap above the sliding hangar doors to the ledge opposite.

ET GRIND

Enter the door at the back of the level on the right and climb the slope to the next set of doors. Jump onto the rail behind them and grind along, leaping the gaps and dropping off at the far end.

B'HOUSE RAIL

Turn left at the start and ride along to the rail above the ramp. Grind along all three sections in order to receive the bonus.

Back for MORE!



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essential information >

Dreamcast Solutions

Wetrix+

designed and developed by ZED TWO game design studio

Publisher	Take2 Interactive
Developer	Zed Two
Origin	UK
Price	£39.99
Genre	Puzzler
Release	Out now


two players


arcade stick


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Wetrix+

Wetrix+ has been designed so that there is no right way to play the game, and no one strategy that is best. Here are some strategies you can play around with in your attempt to become a Wetrix+ master...

BASIC STRATEGY

This is the simplest and most basic way to survive when playing Wetrix+, and needs to be mastered before you can start to rack up those Hi Scores. This strategy applies to all Wetrix+ game types, even the multiplayer games.

Perimeter Wall

If you're going to survive for more than a minute or so in *Wetrix+* then you need to do something with the water that starts to fall soon after the game begins. The first eight or so pieces will be Uppers, which raise the land, so it's up to you to use these to create an area for the Water Bubbles to land in, which will follow the Uppers.

The safest thing to do is to try and build a perimeter wall around the whole landscape. However, you'll be lucky to complete the perimeter before any water starts to fall, but with most of the edges raised the water will take a while to flow over the edge and into the drain, time enough for you to plug any remaining gaps.

The key to building the perimeter quickly is to make best use of the Upper pieces you get at the beginning of the game. Use the straight pieces to build up walls at the centre of the edges of the landscape. Don't waste these on corners. Use the T pieces in the same way, with the straight side against the edge of the landscape, but if you have a choice, position these nearer to the corners as two of the sticky out bits of the T might meet and form an extra wall.

Use the Corner pieces and Donut pieces on the corners of the landscape, as these will build up twice as much as a straight piece in this position.

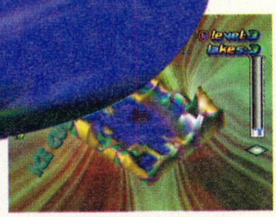
Bomb Dump

Once you have a safe wall around the landscape your next problem is what to do with those pesky Bombs. If you drop them in the middle of your lake they make a hole which your water drains down, and if you drop them



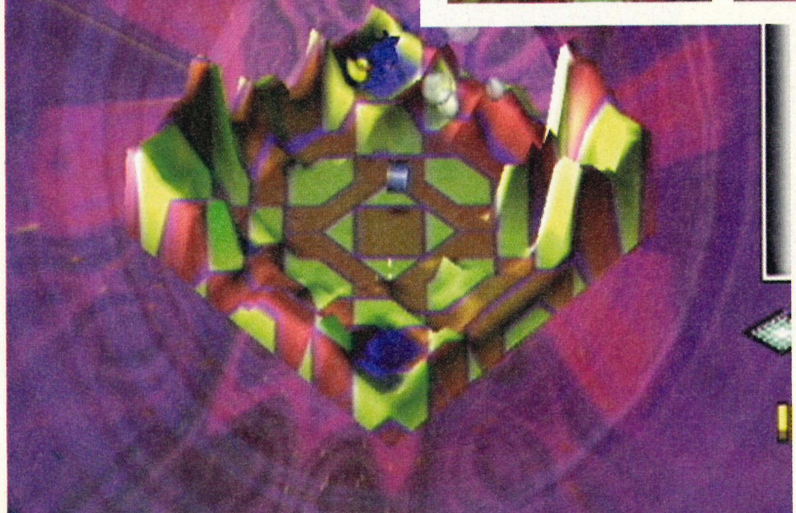
[1] Once you have the water contained, it's time to start making those points building smaller lakes. [2] Use Fireballs to evaporate water. [3] It's best to try to build a couple of smaller reservoirs first.







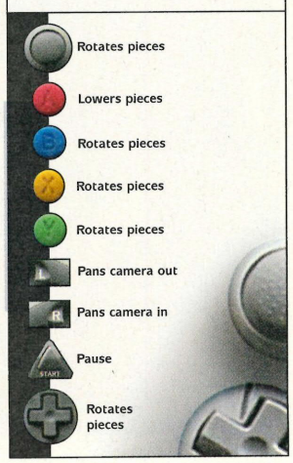






CONTROLS

Here's what you need to know to win!



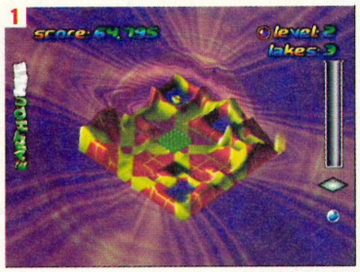
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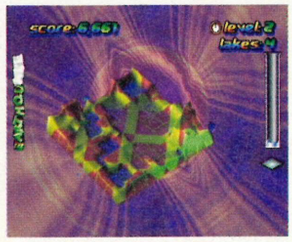




















[1] Rubber Duckies mean more bonuses – try to have one at all times. **[2]** The 'T' shape Uppers are tricky to place. **[3]** A familiar sight for Wetrix+ masters – it will be you soon enough!







at the side of your lake they destroy your perimeter wall and your water drains over the edge.

The easiest thing to do is reserve a corner just for Bombs. Wall this off from the rest of your lake (the Donut pieces are ideal for this), and drop all your Bombs in this corner. They should be far enough away from your lake not to destroy your walls, but make sure you remember to repair the holes before the next Bomb comes or you could have a Re-Bomb.

Rainbow Lake

Now you can cope with the Bombs you should be able to hold things together for a while, so you need to start thinking about earning some points.

The main multiplier you should be going for is the Rainbow Multiplier – this multiplies all of the points that you score by ten while it's on screen, so it will make a massive difference to your score.

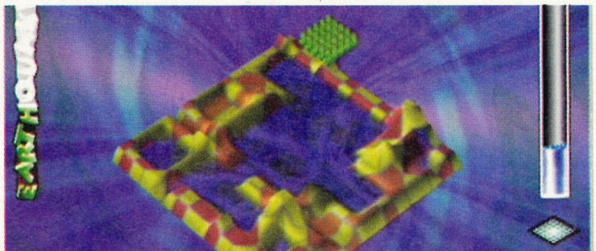
The Rainbow Multiplier appears when there is a lot of water in your landscape. Your big lake is ideal for trapping water, so use the Upper pieces to raise the walls another notch higher to protect against over-spill and use the Downers to remove the walls poking into your lake. Drop all the water you get into the middle of the lake. As long as there are no gaps in the walls little water should be leaking so you can drop Fireballs into your Bomb Dump. Pretty soon you'll have enough water for a beautiful Rainbow to appear.

Try and keep enough water around for the Rainbow to stay active for as long as you can, as that's how you earn the big points, but you'll have to evaporate it eventually. When you do you still get ten times the evaporation bonus, and all that water should reduce your drain plenty!

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Extra information

- *Wetrix* was originally designed in 1998 for the N64 and the PC.
- On the Zed Two Web site you can submit your very own Hi Score.
- Zed Two has a Game Boy Color version in the offing – now that will be cool!
- Zed Two was formed in 1996 by two brothers, John and Ste Pickford.



ADVANCED SKILLS

Now you understand the basic skills of Wetrix+, you can start to think about how to handle some of the other features that come into play later in the game.

Multiple Lakes

Once you play a game of *Wetrix+ Classic* up to Level 2, you need to start thinking about playing with multiple lakes. There are several variations to this strategy, but all of them offer significant advantages over having one large lake.

Protection From Disasters

The first advantage of having more than one lake in your landscape is that they offer protection against a number of potential disasters. If you maintain one big lake, if a Bomb blows a hole in the centre, or a perimeter wall gets destroyed, all your water is liable to drain away. In this case the more lakes you build the better. Even if you've only divided your big lake into two smaller lakes, a hole will only allow half of your water to drain away, leaving the other half ready to be evaporated to reduce your drain.

With several small lakes in your landscape, the odd stray Bomb hole here and there won't cause you too much trouble at all.

On Level 2, when Ice Cubes start to fall, one big lake can become a big disadvantage as the ice will keep it frozen most of the time, stopping you from evaporating it with the Fireballs.

With multiple lakes the Ice Cube can only freeze one lake at a time, leaving you plenty of water in the world to earn points with. The same applies to mines which start to fall a few levels later. These also stop you evaporating the water in a lake, but as long as you have a few lakes to spare, you can work around them.

Increased Scoring Potential

The other big advantage to multiple lakes, which every player in the World Rankings will tell you, is that they massively increase the scores that you can earn. Players tend to go for the Rainbow Multiplier and the Rubber Ducky Multiplier, but what a lot of players forget is that the lake counter is also a multiplier, and probably the easiest one to get.

Every bonus you score is multiplied by the number of lakes in the landscape, so just switching from one big lake to two lakes will double the Hi Score you're capable of achieving. Expert players who keep four or five lakes on the go constantly are earning far more points for their trouble.

Of course, the Lake Multiplier works on top of the other multipliers, so with just three lakes, a Rainbow and a Ducky you're earning 60 times (3 x 10 x 2) the normal points for each bonus!

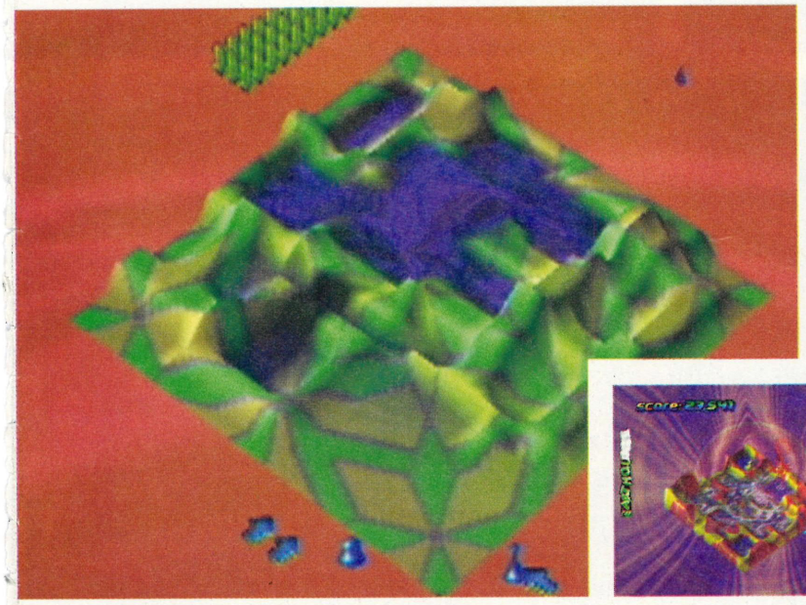
Smart Bombs

A special feature of the game which players won't have noticed if they play with one big lake is the mysterious '+' sign which appears next to the level counter. This plus











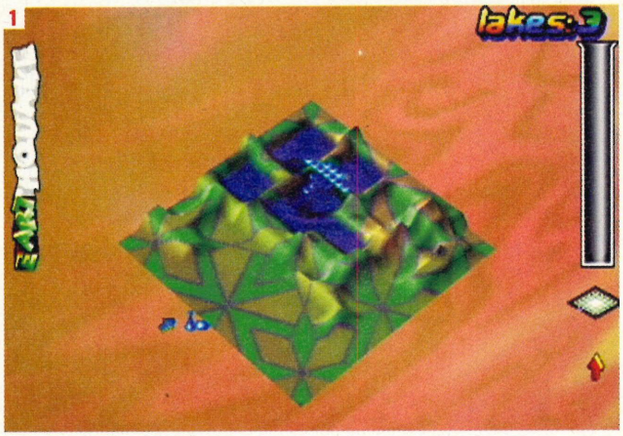


[1] After Level 2 the Ice Cubes will start to fall from the sky! [2] You can use Fireballs to pre-empt the ice. [3] As well as helping to prevent earthquakes, Downers can also help you to tidy up the landscape.

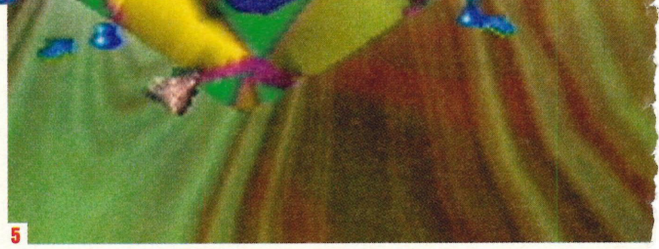
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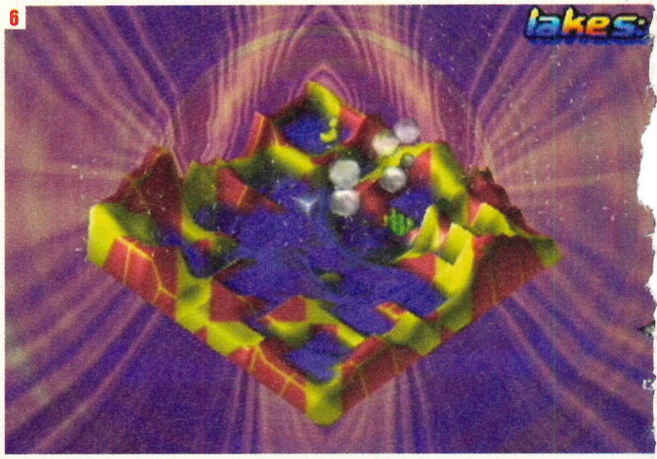




[1] Start small and work your way up. [2] It all begins to look very similar after a while... [3] ...and then it gets all 'trippy'! [4] Check out the score – with practice, you'll easily beat this! [5] When it gets hairy, it really gets hairy! [6] But with lots of lakes, life becomes an awful lot more manageable!









symbol only appears when there are five or more lakes in the world. So what? It doesn't seem to do anything.

Normally it doesn't do anything, but if that plus symbol is on screen when 'Level Up' occurs, the player will be awarded a Smart Bomb! This is the only way to get Smart Bombs in an ordinary game (of course you start with nine of these in Practice mode) and they can be incredibly valuable, clearing the whole landscape and emptying your drain at the moment before you die. It's like starting a new game but carrying on with your old score!

Dangers

As you can see, there are plenty of advantages to having multiple lakes. In fact, you'd be mad to play with one lake after reading this, but what's the downside?

Well, the more lakes you have, the harder it is to keep the walls neat. Most of the Upper pieces will fit in okay somewhere along the perimeter wall, but you do have to be a pretty skilful player to position them accurately over a winding system of dams in the middle of the landscape.

So what if your walls are a bit messy? You don't earn points for tidiness. True, but untidy walls contribute to the other great danger of multiple lakes – earthquakes!

Earthquakes occur when the weight of the landscape is too great. Every time you drop an Upper you are bringing the landscape a little closer to earthquake. Of course, Bombs and Downers have the opposite effect by removing land. The more lakes you have, however, the less land you can remove, as it's needed for the walls dividing your lake system.

There is no way round this problem, other than to be careful and avoid building more lakes than you can safely handle.

Now that you know what you can do with lakes, its up to you to mix and match the different techniques and work out your own strategy for scoring the most points on *Wetrix+*.

Once you have mastered your own system, you'll soon be challenging for those World Rankings.

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Ready 2 Rumble Boxing

Here are some last minute cheats for Midway's brilliant *Ready 2 Rumble Boxing*. We haven't had chance to check them yet, but thought you'd like to be the first to see them. Next issue we'll have a complete players' guide to the game.





Two Player Level Select

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

Change the Cornerman's Voice

When you're on the Character Selection screen press the X button plus any direction on the D-pad to select different cornerman voices.

Outfit Change

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

Hidden Leprechaun

You can play the game as a Leprechaun if you go to the Character Select screen and press X + Left Shoulder + Right Shoulder at the same time.

Life Recover

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

Class Unlock Codes

There are different classes to unlock in the game, but you can do it by cheating too! To open up the Bronze Class input your gym name as 'Rumble Power'. Silver Class is unlocked by entering 'Rumble Bumble' and Gold Class by entering 'Mosma!' Enter 'Pod 5!' to unlock the final Champ Class; this also has the effect of uncovering all of the hidden fighters in the game.

Virtua Striker 2: Version 2000.1

Play As MVP Yuki Chan Team

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

Play As MVP Royal Genki team

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

FC Sega Team

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

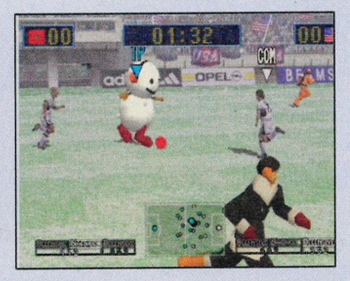
Change Uniforms

To change the uniforms of the players highlight a team and then hold X+Y and press A.

Access Bonus teams

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







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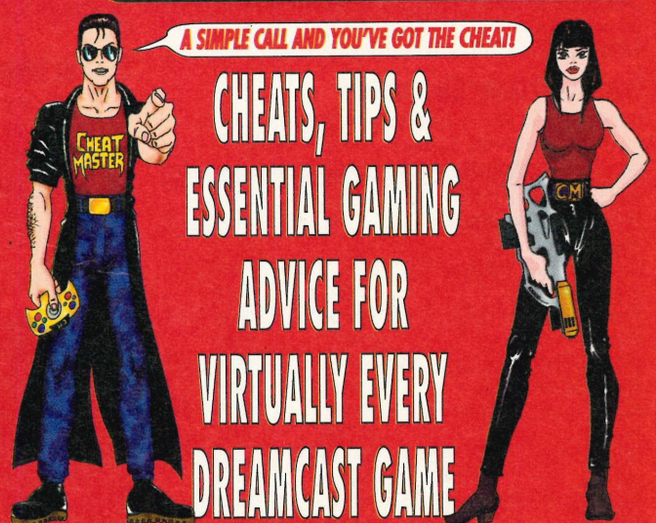
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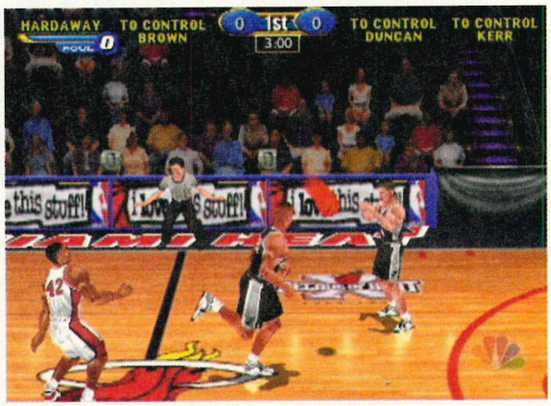
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Play Any Player On Any Team

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

Change Costumes

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

Play As Team Mascots

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

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

Create-A-Player Characters

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

PLAYER	NAME	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

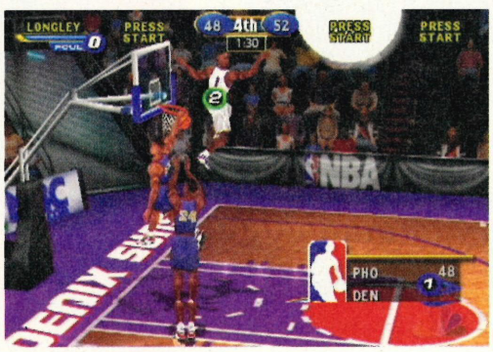
Play As Midway Staff

MIDWAY STAFF	NAME	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269
Greg Cutler	CUTLER	1111
Chad Edmunds	CHAD	0628

Unlock Other Players

To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the Enter Initials screen.

PERSON	NAME	PIN
Shawn Liptak	LIPTAK	0114
Isiah Thomas	THOMAS	1111
Tim Kitzrow	TIMK	7785
Willy Morris	WIL	0101

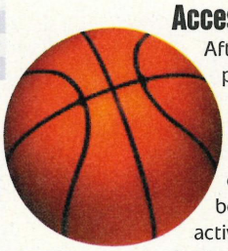


Access Hidden Courts

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

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

Access Cheat Codes



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

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

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

Crazy Taxi

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

Another Day Mode
To play in Another Day mode press R at the Driver Select screen and then press R a second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position, and you will have new fare locations.

View Change and Speedometer
To be able to change your view and to see your speedometer, plug a controller into port three and then press Start on that controller after you have started a game in either Arcade or Original mode.

You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer press X five times

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

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

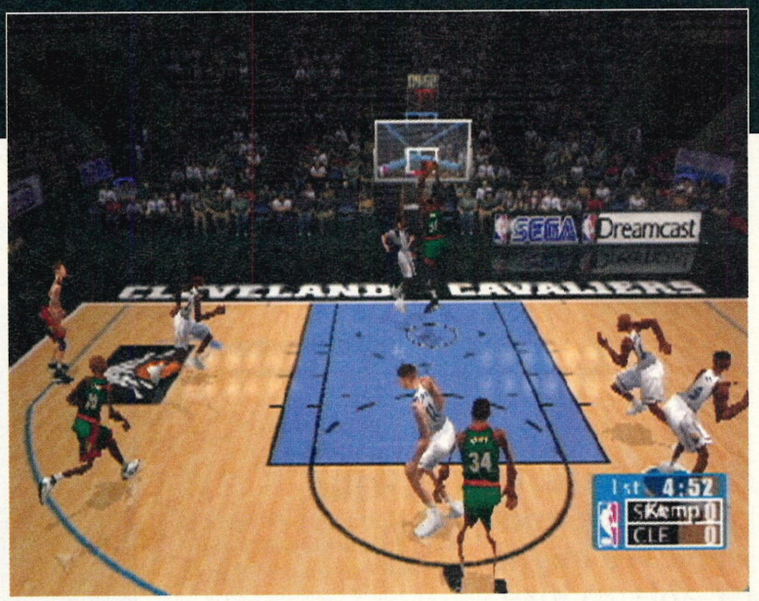
Access Taxi Bike
To access the Taxi Bike press L+R+Start three times after you select your character but before the game starts.

Alternatively, the bike will be unlocked if you manage to finish all the Crazy Boxes.









NBA2K

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

Access Bonus teams
To access three extra teams enter 'DEVDUDES' as a code. The NBA2K, Sega Sports and Sega will then be unlocked and available to play on outdoor courts.

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

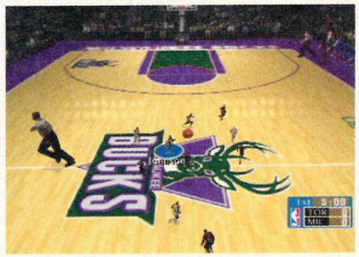
Giant Sized Players
To play with giant-sized players (and to make slam dunking even easier) enter 'MONSTER' as a code.

Miniature Players
To play with a team who are the size of *The Borrowers* enter 'LITTLEGUY' as a code.



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

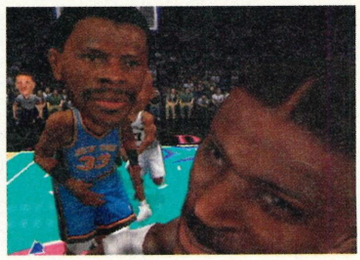
Play With 2D Players
To play with a team made up of 2-D (and wafer thin) players, enter 'SQUISHY' as a code.



Play With Big Feet
Fed up with your size tens? To make your players' feet more like size thirties enter 'BIGFOOT' as a code.

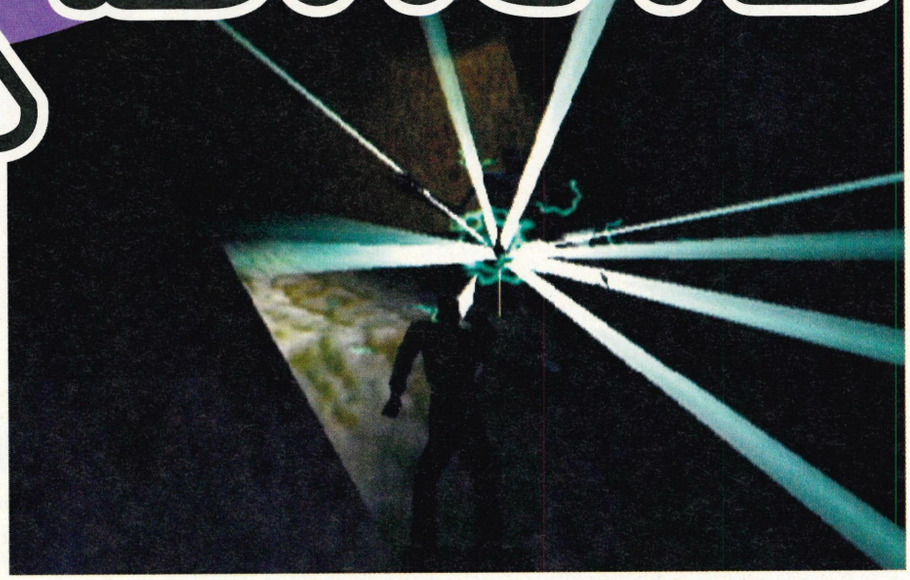
Play With Big Ball
To play with a bigger sized basketball enter 'BEACHBOYS' as a code.

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



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

Questions and Answers



If you're stuck on a game and think we might be able to give you some advice, don't delay – write to us today. Our Dreamcast experts are ready and waiting to help out with all your gaming troubles...

contact

If you've got a question you want answered, just drop us a line...

Address Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Email dreamcast@paragon.co.uk

Oi! Nutter!

I may be the oldest Shadow Man in the country (I'm 60-years old) but can any youngsters help me in the Temple of Blood? I can't reach the Govi on the buttress with the unclimbable slope each side. There seems no way around this obstacle. Is it because a 60-year-old Shadow Man can't jump that high? Give me some hints, you youngsters – Luke is waiting for me...
Keith Spredbury, via email

Err... right. To be honest, Keith, we'd say that your age is affecting more than just your gameplaying... anyway, back to your *Shadow Man* problem. If you're talking about the Govi we're thinking about, then you're stuck on a very simple problem – you've missed a switch. You know that huge rotating wooden panel on the right-hand side of the level? Well, if you turn it so that the opening is on the right, you can run in and flick a switch to start blood flowing down the pillar outside. Now just find the pillar and climb up before jumping across and collecting the Dark Soul. Next!

Crocodile Blues

I've been playing through *Vigilante 8: Second Offense* for a while now and although I've beaten the Vigilante and Coyote Missions, there's one stage of the Drifter Missions that's got me stuck. In the Ghastly Bayou, Louisiana I just can't work out how to trap the alligator – I can't beat the level without doing it. What should I do?
Tom Cairns, Huddersfield

If you check out the swamp where the alligator lives (make sure you pick up the Hydrofloater first, or you'll sink!) you'll find some cages hanging from trees. Beneath are what look like ghosts – if you pass through one of them, you'll make the cage drop into the water. All you have to do is get the alligator to chase you and then lead him under one of the cages, setting off the trap as you go to trap it behind you. It's not easy, but practice and you should have a new handbag and some shoes in no time!

Get The Picture

Can you help me please? I am playing through *BioHazard Code: Veronica* and I'm totally stuck in the picture gallery because I just can't figure out the sequence to push the buttons. Can anybody help me before I completely lose my mind? Cheers.
Mark O'Mara, via email

IT'S THE 'BEAT MATHERS' CHALLENGE!

WIN! A Set of Joytech Goodies!



This month, Mart's been working hard to come with some incredibly top scores on our favourite games – judging by the results below, we think he's done pretty well. Despite being amazing at games though, he's just a man – a man that's totally beatable. And that's where you folk come in...

If you think you can beat any of the records set by our man Mathers, send us your name, age and address along with the details of your winning score and some photographic proof to the above address, marking your envelope 'I've Beaten Mathers'. We've got five sets of Joytech peripherals to give away including a Controller, Jolt Pack and Memory Card to give away to the best ones...

Don't forget – you have to use the same settings and levels as him to make it a fair challenge, or you won't have a chance to win and see your name in the mag! Now, let's have those scores!

• CHALLENGE ONE

Game: Crazy Taxi
Highest Score – $16, 009.09
(Awesome Ranking, 48 passengers)
(Arcade Mode, 70secs, Normal Difficulty)

• CHALLENGE TWO

Game: Soul Calibur
Fastest Complete Time – 03'42"33
(Time Attack, Normal Difficulty)

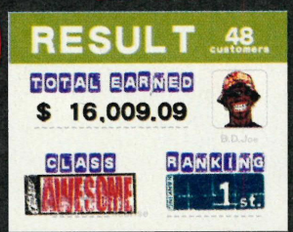
• CHALLENGE THREE

Game: Tony Hawk's Skateboarding
Record Score – 70, 607 pts
(Downhill Jam Stage, Single 2min Session)

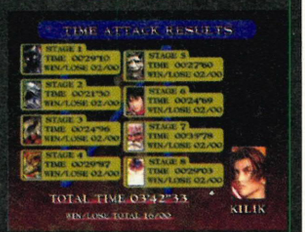
• CHALLENGE FOUR

Game: Sega Bass Fishing
Biggest Fish Caught – 9715kg

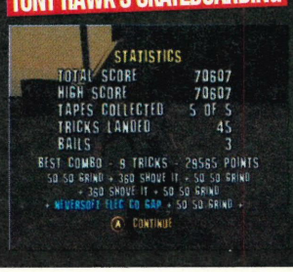
CRAZY TAXI



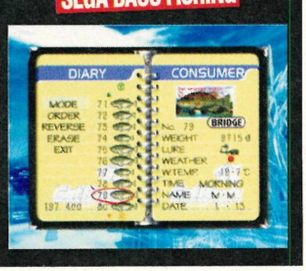
SOUL CALIBUR



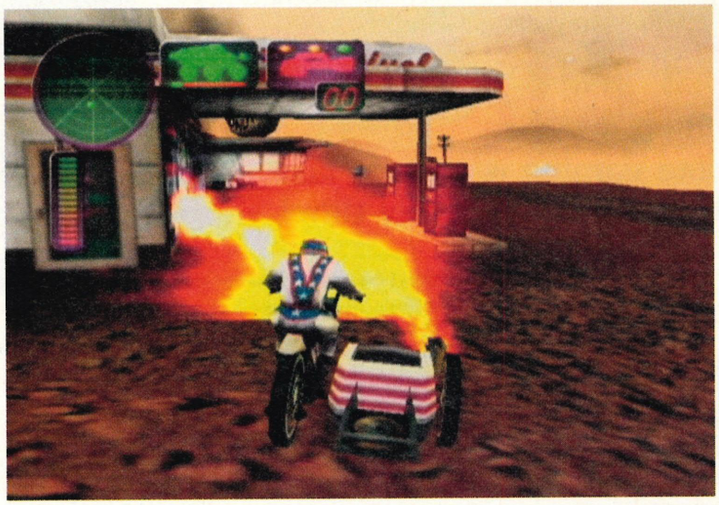
TONY HAWK'S SKATEBOARDING

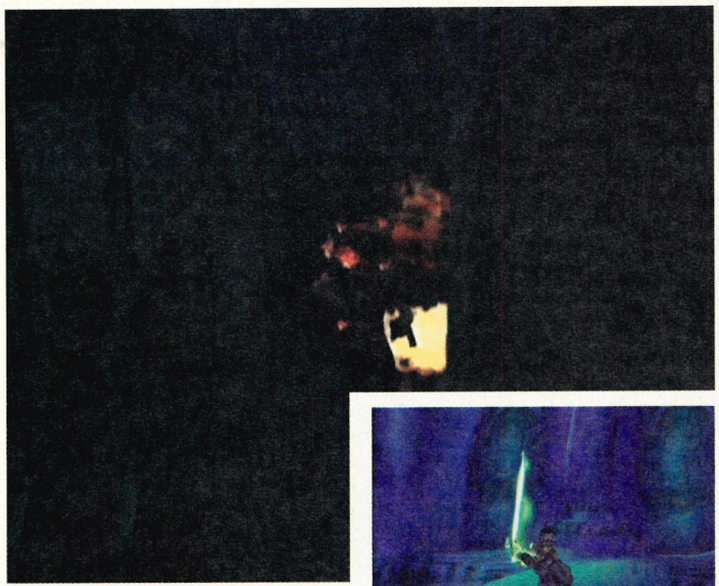


SEGA BASS FISHING



high score heroes





Send In Your Entries!



> So, you've unpacked your Dreamcast, played your favourite game to death and just don't know what to do with all those high scores that you are simply dying to show off to the world. Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/scores each month. You never know, if you do, you might just earn yourself a prize.

How To Send In Your Scores

Play any Dreamcast game and get yourself a top score – one which is better than your mates can even think of.

Use a camera or video recorder to capture the evidence of your amazing feat!

Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST SOLUTIONS!

The address is...
High Score Heroes
Dreamcast Solutions
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

> Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

Don't you see, Mark? That's what you get for buying import copies of games like this – you won't be able to work out some of the tougher puzzles! Saying that though, we can't say we didn't do exactly the same thing... anyway, to get through the Picture Gallery successfully, you'll need to hit the buttons under the various pictures in this order:
– Lady Veronica Ashford (the only woman)
– Lord Stanley Ashford (the man holding twins)
– Lord Thomas Ashford (red-haired man on his own)
– Lord Arthur Ashford (with a plate in the background)
– Lord Edward Ashford (holding a book)
– Lord Alexander Ashford (next to a candle)
Now hit the button under the large picture of Alfred Ashford at the top of the stairs in order to complete the puzzle. See, it couldn't be easier!

It's Soul Destroying

I know you don't need them to finish the game, but I'm trying to collect all the Glyphs in *Legacy of Kain: Soul Reaver*. The one I'm stuck on at the moment is the Sound Glyph – I haven't got a clue where it might be. I've searched everywhere but can't seem to find it... can you tell me where it is?
Thanks again,
Alex Verrey, Stanmore

Have you checked the Silenced Cathedral, Alex? That's where we'd look – drop into the first air vent and, instead of rising up with your wings, drop down to the bottom to find a passage. Follow the path and smash the glass with your Telepathy, then shift to Spectral and pass through the gate. When you drop down, you'll find a Bell Hammer – grab it and climb back up, then repeatedly throw it into the alcoves and switch between Spectral and Material to move along the platforms, picking up the Hammer as you go. Smash the glass at the end and then go into the passage and ring the bell with the Hammer in order to reveal the Glyph.

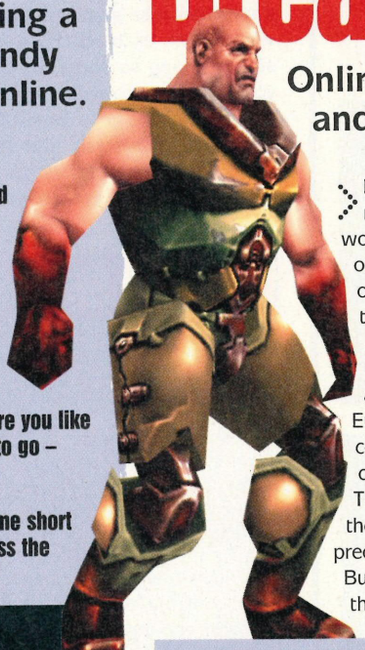


Web Watch



Dream Gaming

Online gaming is here at last and it's about bloody time!



It's May. The Dreamcast has been out for over six months and only now has Sega deemed us worthy of any online gaming. Cheers fellas! The release of *Chu Chu Rocket!* might well herald the arrival of online gaming in Europe, but here's news for you – it's not the only game that you can play over the Internet via your Dreamcast.

Last month Sega announced a partnership with Fiendish Entertainment, a UK-based developer, whereby a selection of classic games will be accessible via the DreamArena. Jonathon Small, head of Fiendish Entertainment, commented that, "Our Web games are designed to complement Sega's own releases in the near future, helping to create a complete online gaming experience via the Dreamcast's Internet capability." The initial line-up of games included *Sliding Puzzle* and *Concentration*, with the likes of *Get 4*, *Battleships* and *Pub Quiz* being released in the weeks preceding the release of *Chu Chu Rocket!*

But the question is, are they any good? Well, if you can't be bothered to check them out for yourselves here's what we thought of them...

Another month, another set of great Web sites for you to check out. However, if you are having a few problems, here's our handy reference guide to getting online.

1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.**
4. **Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?**
5. **To help you on your travels Sega has included some short cuts, and these options will appear when you press the left and right shoulder buttons.**

L Left shoulder button

Home
Bookmark
Jump
Mail
Chat
Options
Disconnect

Home	Will take you back to the main DreamArena page.
Bookmark	A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address.
Jump	The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting.
Mail	Will take you to the email facility so that you can send letters to friends.
Chat	Takes you to the chat room menu in the DreamArena.
Options	Allows you to change various settings, including sound and contrasts, on your screen.
Disconnect	Will disconnect you from the Internet.

R Right shoulder button

Back
Forward
Reload
Cancel
Add Bookmark
Zoom
File

Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your Bookmark list for future reference.
Zoom	The page will zoom in on an image or text on a page.
File	Takes you to the VM unit menu where you can, in the future, save items.

CONCENTRATION

> Time to put your brain in gear as you have to find all the pairs hidden beneath the down-facing cards.

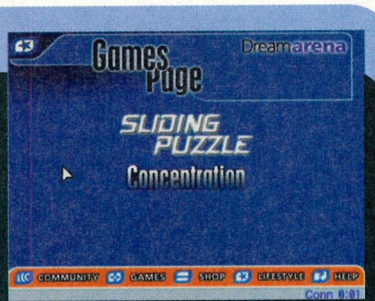


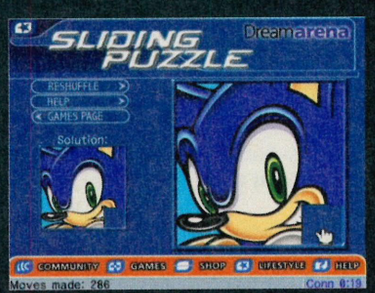


SLIDING PUZZLE

> It's a bit of a classic but it hardly embodies the true meaning of online play. Move the pieces of the puzzle around and get Sonic back to what he ought to look like. As you can see we didn't have much success until Martin applied his brain power to it and finished it off in no time!







ONLINE GAMES FOR THE FUTURE

Although a lot of the games that are coming out over the next few months are going to have some kind of Internet support, few are going to provide gamers with the full online gaming experience. In the meantime, here's a list of the games that you can expect to play over the Internet.

Chu Chu Rocket!

By the time you read this, online gaming will have been launched skywards with the release of *Chu Chu Rocket!* Not only will you be able to download levels but also compete against other players in the multiplayer mode. Heavenly.

Quake III Arena

Even as a single-player affair, *Quake III Arena* is a fragging great game, but with multiplayer options over the Internet it's quite simply awesome. Running around fragging the hell out of total strangers gets no better than this, making it a must-have Dreamcast title.



Half-Life

Another top PC game that's Dreamcast bound with major online gaming qualities. There's some dispute as to whether or not it will have online play at the moment but we're staying ever hopeful...

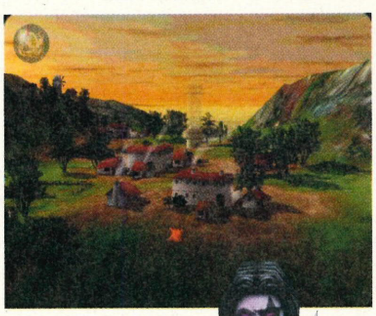


Black & White

Black & White is one game that is going to make the most of the Internet capabilities of the Dreamcast allowing you to interact with other players in 'The Gathering' as well as download various bits and pieces. Check out the feature on page 34 for the full lowdown.

KISS: Psycho Circus

Following along the same lines as *Quake III* and *Half-Life*, *KISS: Psycho Circus* is going to feature heavy-duty online multiplayer action. If you fancy taking control of one of the most respected rock bands of all time and blowing your friends into messy pieces, this is the game to go for!





Webbed For Your Pleasure...

MY ARMOUR

www.swordsandarmor.com

In homage to the giant sword-wielding hero of *Sword Of The Berserk*, we thought we'd track down some other cool weapons of war, starting with the samurai sword. Get the lowdown on the legendary swordsman from this Web site, and check out what's going cheap. Not that we're encouraging you to go and buy swords or anything.

Alternatively: www.rain.org/~ssa/samurai.htm

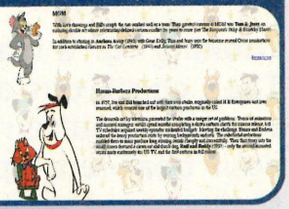


CARTOON TIME

www.dfcom.freeserve.co.uk/hbw/shows.htm

With *Wacky Races* adorning the cover, our minds wandered back to all those other Hanna Barbera cartoons we used to rush home from school for. Head for this site and you'll find all you need to know about the likes of *Stop The Pigeon, Scooby Doo, The Flintstones*... the list is virtually endless. Perfect for a trip down memory lane.

Alternatively: www.dfcom.freeserve.co.uk/hbw/wacky



(SKATE) BOARD GAMES

www.tumyeto.com

With *Tony Hawk's Pro Skater* on its way we thought we'd get a bit of practice in on the old skateboard, or not as the case might be. This is a totally mad Web site with loads of cool clips of skaters performing crazy stunts, as well as tips for tricks and a shop for all the accessories just so you can look the part.

Alternatively: www.concentric.net/~Aldog/



SOCCER SKILLS

www.euro2000.org

With Euro 2000 just around the corner and *SWWS Euro Edition* out this month, you can find out all you'll ever need to know about the championship at the official site. It has all the teams, games and venues plus everything you'll need to help you decide which team to put your money on to win. And here's a free tip – it's not going to be England.

Alternatively: www.the-eye.com/euro2000.htm



WHAT'S online

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MAKING THE INTERNET WORK FOR YOU



Every month, What's Online helps you get much more from the Internet:

- Jargon-free, hands-on guides
- Real-world Net use made easy
- A great read for all the family

ISSUE 20 ON SALE NOW!

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databurst



Looking for a way to spruce up your gaming life? Then check out our huge list of Dreamcast cheats – whether you're rattled by your racer or bored of your beat-'em-up, you'll find something in amongst these pages to help you out...

BUGGY HEAT

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

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

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

CHU CHU ROCKET!

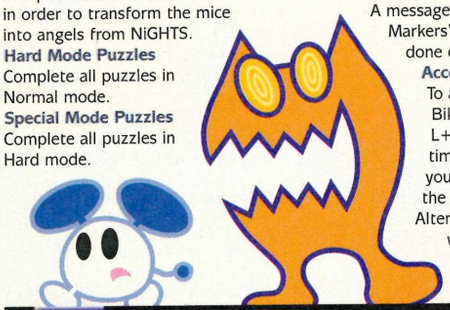
Sonic Adventure Chaos
Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.

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

Hard Mode Puzzles
Complete all puzzles in Normal mode.

Special Mode Puzzles
Complete all puzzles in Hard mode.

Mania Mode Puzzles
Complete all puzzles in Special mode.





CRAZY TAXI

Another Day Mode
To play in Another Day mode press R at the Driver Select screen and then press R a second time and hold it down while you select your cabbie. The words 'Another Day' will appear and it will change various things in the game, like your starting position, and you will have new fare locations.

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

No Guiding Arrows
To play without any arrow markers hold R+Start before the driver select screen. A message 'No Arrows' will appear if done correctly.

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

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

View Change and Speedometer
To be able to change your view and to see your speedometer, plug a controller into port 3 and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer, simply press X five times

DYNAMITE COP

Enable Bonus Missions
To enable the bonus missions, complete the first three missions to unlock three more missions. Mission four is based on the first mission with only one life, no continues and double damage weapons. Mission five is based on mission two and has a time limit on each room and no continues. The sixth mission is based on the third mission with little health, few health power-ups, no other type of power-up and no continues.

Play As Monkey
Successfully complete missions four to six and Monkey will then be unlocked.

Play As Original Bruno
To unlock the original Bruno from the Die Hard Arcade, collect all of the illustrations in the game and he will be unlocked.

Access Tranquilliser Gun Mini-Game
Successfully complete the main game once and this mini-game will be made available.

Infinite Credits For The Tranquilliser Gun Mini-Game
Successfully complete the first three missions without using any continues.

ECW HARDCORE REVOLUTION

Play As Joey Styles
Win the Acclaim belt in Career mode.

Play As Joel Gertner
Win the Acclaim belt in Career mode.

Play As Tommy Rich
Win the ECW World TV belt in Career mode.

Play As Cyrus The Virus
Win the ECW World TV belt in Career mode.

Play As Taz
Win the ECW World Heavyweight belt in Career mode.

Play As Louie Spicoli
Win the ECW World Heavyweight belt in Career mode.

All Jobbers
Defend the ECW World Heavyweight belt five times in Career mode.

Play As Beulah McGillicutty
Win the ECW World Tag Team belt in Career mode.

Play As The Sheik
Win the ECW World Tag Team belt in Career mode.

Play As Bill Alfonso
Complete Tournament mode as Rob Van Dam.

Play As Judge Jeff Jones
Complete Tournament mode as Mike Awesome.

Random Head Mode
Complete Tournament mode as Louie Spicolli.

Big Head Mode
Complete Tournament mode as Rhino.

Little Head Mode
Complete Tournament mode as Roadkill.

Headless Mode
Complete Tournament mode as Taz.

Big Hands Mode
Complete Tournament mode as Jason.

Big Feet Mode
Complete Tournament mode as Balls Mahoney.

Fat Man Mode
Complete Tournament mode as Spike Dudley.

Hangman Mode
Complete Tournament mode as Sal E. Graziano.

Ego Mode
Complete Tournament mode as Chris Chetti.

Custom Wrestler Textures
Complete Tournament mode as Tommy Dreamer.

FIGHTING FORCE 2

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

Fireworks
Complete the game and then enter the Options screen and choose the Fireworks option.



HYDRO THUNDER

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

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

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

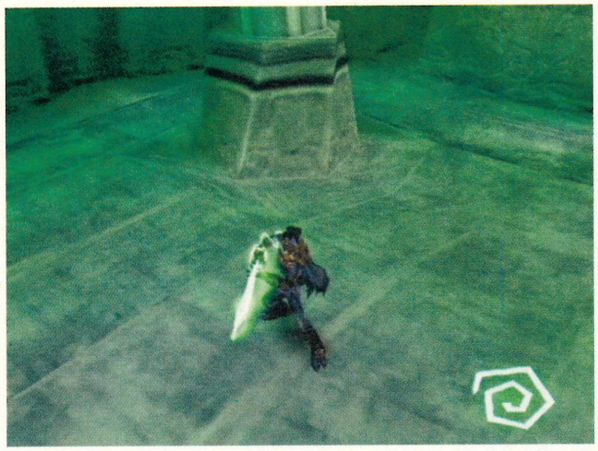
Bonus Track
If you think you've finished all the tracks then think again. Before starting a game, go to the options menu and highlight Back. Then press Up, Up, Down, Up, Down, Down, Start and you will open a new track.

INCOMING

Cheat Mode
To access the Cheat mode, and therefore the key to certain success, in Incoming all you have to do is press Up, Down, Left, Right, X, Up, Down, Left, Right and Y at the main menu and all of a sudden it will display a Cheat menu with options that include level select, infinite lives, infinite shields and loads more!

JIMMY WHITE'S 2: CUEBALL

Cheat Mode
To access the Cheat mode, enter the snooker hall and use the Explore mode to zoom in on the single stool to the left of the table – this will take you into a mouse hole. Now









look around the hole until you see the message 'Cheats Activated' and this will allow you to play against all the players.

JOJO'S BIZARRE ADVENTURE: HERITAGE FOR THE FUTURE

Unlock Kid Mode (Jojo)
To be able to play the characters appearing as kids, defeat more than fifteen characters in Survival mode, thereby unlocking the mode.
Fight As Young Joseph (Jojo)
Complete Arcade mode with Joseph to unlock young Joseph.
Fight As Dio (Jojo)
To unlock Dio complete Arcade mode with Jotaro.
Fight As Evil Dio (Jojo)
To unlock Evil Dio complete Arcade mode with Dio.
Access Alessi Mode (Heritage)
To unlock Alessi Mode complete the Arcade mode with Alessi.
Fight As Young Joseph (Heritage)
To play as young Joseph in Heritage For The Future, complete the Challenge mode with Joseph.
Fight As Evil Dio (Heritage)
To play as Evil Dio in Heritage For The Future, complete the Challenge mode with Dio.
Fight As Lover Soul (Heritage)
To play as Lover Soul in Heritage For The Future, complete Challenge mode with Jotaro.
Fight As Alternate Holhorse (Heritage)
To play as an alternate Holhorse complete the Challenge mode with Holhorse.
Fight As Alternate Kakyouin (Heritage)
To play as an alternate Kakyouin you must complete Challenge mode with Kakyouin.
Fight As Kam (Heritage)
To play as Kam in Heritage For The Future, you must complete Challenge mode with Anubis Nitoutruu Polunaref.

LEGACY OF KAIN: SOUL REAVER

Gain All Abilities
To gain the ability to pass through shut gates, climb walls, fire force projectiles, swim and have the Soul Reaver pause the game and then hold L or R and press Up x2, Down, Right x2, Left, B, Right, Left, Down.
Refill Health
To recharge your health pause the game and hold L or R and press Down, B, Up, Left, Up, Left.
Regain Maximum Health
To regain full health pause the game and hold L or R and press Right, B, Down, Up, Down, Up.
Upgrade Health To Next Level
To upgrade your health to the next level pause the game and hold L or R and press Right, A, Left, Y, Up, Down.
Recharge Magic
To recharge your magic pause the game and hold L or R and press Right x2, Left, Y, Right, Down.
Maximum Magic
To gain maximum magic pause the game and hold L or R and press Y, Right, Down, Right, Up, Y, Left.
Pass Through Barriers
To have the ability to pass through barriers pause the game and hold L or R and press Down B x2, Left, Right, Y, Up.
Wall climbing
To have the ability to climb walls pause the game and hold L or R and press Y, Down, X, Right, Up, Down.
Hurt Raziel
To be able to hurt Raziel pause the game and hold L or R and press Left, B, Up x2, Down.
Gain Soul Reaver
To get the Soul Reaver pause the game and hold L or R and press Down, Y, X, Right x2, Down x2, Left, Y, Down.
Gain Aerial Reaver
To get the Aerial Reaver pause the game and hold L or R and press A, Right, Up x2, Y, Left x2, Right, Up.
Gain Kain Reaver
To get the Kain Reaver pause the game and hold L or R and press A, B, Right, Y, Left x2, Right, Up.
Gain Fire Reaver
To get the Fire Reaver pause the game and hold L or R and press Down, Up, Right, Up, Down, Left, B, Right, Down.
Make Fire Reaver
To make the Fire Reaver pause the game and hold L or R and press Y, Right, Down, B, Up.
Cast Force Glyph
To cast a force glyph pause the game and hold L or R and press Down, Left, Y, Down, Up.
Cast Stone Glyph
To cast a stone glyph pause the game and hold L or R and press Down, B, Up, Left, Down, Right x2.
Cast Sound Glyph
To cast a Sound Glyph pause the game and hold L or R and press Right x2, Down, B, Up x2, Down.
Cast Water Glyph
To cast a Water Glyph pause the game and hold L or R and press Down, B, Up, Down, Right.
Cast Fire Glyph
To cast a Fire Glyph pause the game and hold L or R and press Up x2, Right, Up, Y, X, Right.
Cast Sunlight Glyph
To cast a Sunlight Glyph pause the game and hold L or R and press Left, B, Left, Right, Right, Up x2, Left.

MARVEL VS CAPCOM

Play As Lilith
To play as Lilith highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Up x2, Down x4, Left x2, Up x4, Right, Left, Down x4, Right x2, Up x4, Left x2, Down x4, Right, Down. Lilith will then appear below War Machine.
Play As Roll
To play as Roll highlight Zangief at the Character Selection screen and then press Left x2, Down x2, Right x2, Down x2, Left x2, Up, Right, Up x2, Right x2. Roll will then appear for selection to the right of Mega Man.
Play As Gold War Machine
To play as Gold War Machine highlight Zangief at the Character Selection screen, then press Left x4, Down x2, Right x2, Down x2, Left x2, Up x4, Right x2, Left x2, Down x4, Right x2, Up x2, Left x2, Down x2, Right x2, Up x5. Gold War Machine will then appear above Zangief.
Play As Shadow Lady
To play as Shadow Lady highlight Morrigan at the Character Selection screen, then press Up, Right x2, Down x4, Left x2, Up x4, Right x2, Left x2, Down x2, Right x2, Down x2, Left x2, Up x2, Right x2, Up x2, Left x2, Down x5. Shadow Lady will then appear for selection below Gambit.
Play As Red Venom
To play as Red Venom highlight Chun-Li at the Character Selection screen and then press Right, Down x4, Left, Up x4, Right x2, Down x2, Left x2, Down x2, Right x2, Up x4, Left x2, Up. Red Venom will then appear for selection above Chun Li.
Play As Orange Hulk
To play as the Orange Hulk highlight Chun-Li at the Character Selection screen and then press Right x2, Down x2, Left x2, Right x2, Down x2, Left x2, Up x4, Down x2, Right x2, Up x2, Down x4, Up x4, Left, Up. Orange Hulk will then appear for selection above Ryu.
Play As Akuma
To play as Akuma, press Down, Down/ Back, Back, Fierce Punch. NB. You must have reached at least Level 1 on your hyper-combo bar.
Play As Ken
To play as Ken while using Ryu in the game, press Down, Down/Back, Back, Medium Punch.
Play As Onslaught
To play as Onslaught you must unlock all the hidden characters and then the Onslaught option will appear in the game menu.
Full Pause Screen
Pause, then hold Y and press X.
Select A Special Partner
To select your special partner before the Special Partner screen actually appears, hold the corresponding buttons and your special partner will be chosen.
Unknown Soldier .....Hold Start + ...Weak Punch
Lou.....Hold Start + Medium Punch
Arthur .....Hold Start + Weak .....Punch + Medium Punch
Saki .....Hold Start + High Punch
Ton-Pooh.....Hold Start + Weak .....Punch + High Punch
Devilot .....Hold Start + Medium .....Punch
Anita.....Hold Start + Weak Punch + ...Medium Punch + High Punch
Pure and Fur .....Hold Start + ...Weak Kick
Michelle Heart .....Hold Start + ...Weak Punch + Weak Kick
Mighty Thor .....Hold Start + Weak .....Kick + Medium Punch
Cyclops.....Hold Start + Weak Punch + Weak Kick + Medium Punch
Magneto .....Hold Start + Weak .....Kick + High Punch
Storm .....Hold Start + Weak Punch .....+ Weak Kick + High Punch
Jubilee .....Hold Start + Weak Kick + ...Medium Punch + High Punch
Rogue .....Hold Start + Weak .....Punch + Weak Kick + Medium ..... Punch + High Punch
Psylocke .....Hold Start + ...Medium Kick
Juggernaut .....Hold Start + Weak ..... Punch + Medium Kick
Iceman .....Hold Start + Medium .....Punch + Medium Kick
Colossus.....Hold Start + Weak .....Punch + Medium Punch .....+ Medium Kick
US Agent.....Hold Start + High .....Punch + Medium Kick
Shadow.....Hold Start + Weak .....Punch + Medium Kick + ...High Punch
Sentinel.....Hold Start + Medium ..... Punch + Medium Kick + ...High Punch

MDK2

Kurt Wearing Boxers
Hold L + R and press Xx2, Y, X at the main menu.
Indy 500 Camera View
Pause the game and hold L + R and press B, A, B, A.
Slow Motion Mode
While playing as Max, hold R and press Upx4.
Full Pause Screen
Pause the game and press X + Y.
Hidden Artwork And Sounds
Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

MILLENNIUM SOLDIER: EXPENDABLE

Shield
Up, Down, Left, Right, X, Up, Down, Left, Right, Y
Level Skip
Y, Y, X, X, L, R, Down, Down, Up, Up
Grenades
Down, Down, Down, Down, Down, Up, Up, Up, Up, R
Lives
A, B, X, Y, L, R, Up, Down, Left, Right
Credits
A, B, Left, A, B, Right, B, A, Down, R
Easter Egg
L, Left, R, Right, X, X, Down, Down, R, L
Game Won
L, R, Left L, R, Left, Right, Left, Right, Y, X
Level Select
Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

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MORTAL KOMBAT GOLD

Access Cheat Menu
At the Start screen quickly press Up twice, Down twice, Left twice and Right twice. If the code is entered correctly a laugh will be heard followed the word 'Outstanding'. Enter the Options screen and the press L+R and the Cheat menu will appear with various options to choose from.

Easy Endings – These will allow you to see a player's ending by only beating one character.

Fatal 1 – To enact a character's first fatality simply press High Punch.

Fatal 2 – To enact a character's second fatality simply press High Punch.

Pit Fatal – To enact the 'Pit Fatal' hold Down and press High Punch

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

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

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

Alternate Fighter's Costumes
Highlight a character and hold Start and any button to rotate them to reveal their second costume.

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

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

Create-A-Player Characters
To play any of the following hidden players enter their name and PIN number to unlock them.

Team	Name	PIN
Kerri the Female Player	KERRI	0220
Kerri in Alternate Uniform	KERRI	1111
Lia the Female Player	LIA	0712
Lia in Alternate Uniform	LIA	1111
Small Alien	SMALLS	0856
Large Alien	BIGGY	0958
Pinto Horse	PINTO	1966
White Horse	HORSE	1966
Nikko the Devil Dog	NIKKO	6666
Clown	CRISPY	2084
Pumpkin	JACKO	1031
Wizard	THEWIZ	1136
Referee	THEREF	7777
Retro Rob	RETRO	1970
Old Man	OLDMAN	2001

Play As Midway Staff

Midway Staff	Name	PIN
Mark Turmell	TURMEL	0322
Rob Gatson	GATSON	1111
Mark Guidarelli	GUIDO	6765
Dan Thompson	DANIEL	0604
Jeff Johson	JAPPLE	6660
Jason Skiles	JASON	3141
Sal DiVita	SAL	0201
Jennifer Hedrick	JENIFR	3333
Jennifer Hedrick	JENIFR	1111
Eugene Geer	E GEER	1105
Matt Gilmore	MATTG	1006
Tim Bryant	TIMMYB	3314
Jim Gentile	GENTIL	1228
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Andy Eloff	ELOFF	2181
Mike Lynch	LYNCH	3333
Paulo Garcia	PAULO	0517
Brian LeBaron	GRINCH	0222
Alex Gilliam	LEX	0014
Jim Tianis	DIMI	0619
Dave Grossman	DAVE	1104
Tim Moran	TIMCRP	6666
Larry Wotman	STRAT	2112
Chris Skrundz	CMSVID	0000
Beth Smukowski	BETHAN	1111
Paul Martin	STENTR	0269

Unlock Other Players
To play as any of the following players, some of whom are sports commentators and announcers, enter the name and PIN at the Enter Initials screen.

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

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

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

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

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

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

Access Bonus teams
To access three extra teams enter 'DEVDUDES' as a code. The NBA2K, Sega Sports and Sega will then be unlocked and available to play on outdoor courts.

Play With Big Heads
To have your team play with big heads enter 'FATHEAD' as a code.

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

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

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

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

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

Play With Big Ball
To play with a bigger sized basketball enter 'BEACHBOYS' as a code.

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

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

NBA SHOWTIME: NBA ON NBC

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

Change Costumes
To see a player's alternative costumes when creating a player press Up or Down and his clothes will change.



NBA2K

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

NFL BLITZ 2000

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

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

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

Cheat	Code
Infinite turbo	5-1-4 Up
Unlimited throwing distance	2-2-3 Right
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defence	4-2-1 Up
Power-up team-mates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Red, white and blue football	3-2-3 Left
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection [Note 1]	1-1-5 Left
Show more field [Note 1]	0-2-1 Right
No CPU assistance [Note 1]	0-1-2 Down
Power-up speed [Note 1]	4-0-4 Left
Hyper blitz [Note 1]	5-5-5 Up
Smart CPU opponent [Note 2]	3-1-4 Down
Deranged Blitz mode [Note 2]	2-1-2 Down
Ultra Hard mode [Note 2]	3-2-3 Up
Super Passing mode [Note 3]	4-2-3 Right
Super Blitz mode [Note 3]	4-4-4 Up
Tournament mode [Note 3]	1-1-1 Down
Always quarterback [Note 4]	2-2-2 Left
Weather: clear	2-1-2 Left
Weather: muddy	5-2-5 Down
Weather: rain	5-5-5 Right
Arizona Cardinals playbook	1-0-1 Left
Atlanta Falcons playbook	1-0-2 Left
Baltimore Ravens playbook	1-0-3 Left
Buffalo Bills playbook	1-0-4 Left
Carolina Panthers playbook	1-0-5 Left
Chicago Bears playbook	1-1-0 Left
Cincinnati Bengals playbook	1-1-2 Left
Cleveland Browns playbook	1-1-3 Left
Dallas Cowboys playbook	1-1-4 Left
Denver Broncos playbook	1-1-5 Right
Detroit Lions playbook	1-2-1 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Jacksonville Jaguars playbook	1-2-4 Left
Kansas City Chiefs playbook	1-2-5 Left
Miami Dolphins playbook	1-3-1 Left
Minnesota Vikings playbook	1-3-2 Left
New England Patriots p'book	1-3-3 Left
New Orleans Saints playbook	1-3-4 Left
New York Giants playbook	1-3-5 Left
New York Jets playbook	1-4-1 Left
Oakland Raiders playbook	1-4-2 Left
Philadelphia Eagles playbook	1-4-3 Left
Pittsburgh Steelers playbook	1-4-4 Left
San Diego Chargers playbook	1-4-5 Left
San Francisco 49ers playbook	1-5-1 Left
Seattle Seahawks playbook	1-5-2 Left
St. Louis Rams playbook	1-5-3 Left
Tampa Bay Buccaneers book	1-5-4 Left
Tennessee Titans playbook	1-5-5 Left
Washington Redskins book	2-0-1 Left

Note 1 – Two player agreement required.
Note 2 – Only in one-player game.
Note 3 – Only in two-player game.
Note 4 – Two human teammates required.

Name	PIN
ALEC	1197
ALIEN	1111
AOB	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
FRANZ	1010
GENTIL	1111
GRINCH	0222
GRINCH	2220
GUIDO	2222
GUMBY	8698
JAPPLE	6660
JASON	3141
JEFF	1111
JOVE	6644
LEX	7777
LT	7777
LUIS	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN	3691
RALPH	1111
RANDU	6666
ROOT	6000
SAD	1111
SHINOK	8337
SHRUNK	6666
SKULL	1111
SMILE	1111
THUG	1111
TREX	1111
TURMEL	0322
WHODAT	1844

PEN PEN

Play As Hanamizu
To play as the eighth comedy character you must complete all the tracks while earning all silver medals.

Alternate Costumes
To unlock every costume of your character you must finish in first place on all courses and course variations twice.

POWER STONE

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

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

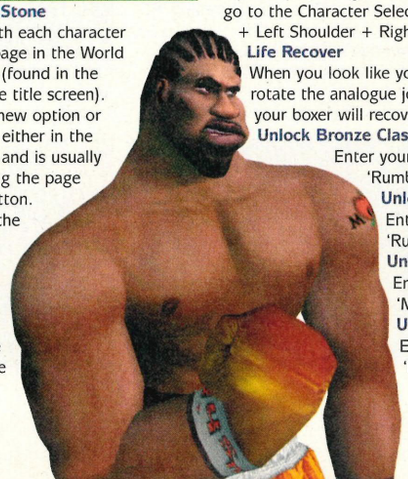
Virtual Mode
Complete the game as Kraken and the Virtual mode appears on Page Five of the book. This is a normal one-player game with the exception that it turns the whole fight into a first-person perspective, making winning that much tougher!

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

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

Watch Endings
Each time you finish the game, a new character ending will be added to Page Fourteen of the Power Stone book. Choose this page to watch any of the endings for the characters that you've finished the game as.

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



READY 2 RUMBLE BOXING

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

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

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

Hidden Leprechaun
You can play the game as a Leprechaun if you go to the Character Select screen and press X + Left Shoulder + Right Shoulder together.

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

Unlock Bronze Class
Enter your gym name as 'Rumble Power'.

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

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

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

SEGA BASS FISHING

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

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

Sonic Lure
To gain the Sonic Lure complete all five tournaments in Consumer mode.

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

SEGA RALLY 2 (JAPANESE VERSION)

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

Name of car	What to do to get it
Subaru Impressa 555	Finish 1st in the 1st Year of Championship mode
Mitsubishi Lancer EVO 4	Finish 1st in the 2nd Year of Championship mode
Toyota Celica GT-Four ST-185	Finish 1st in the 3rd Year of Championship mode
Mitsubishi Lancer EVO 3	Finish 1st in the 4th Year of Championship mode
Peugeot 106 Maxi	Finish 1st in the 5th Year of Championship mode
Lancia Delta Integrale	Finish 1st in the 6th Year of Championship mode
Fiat 131 Abarth	Finish 1st in the 7th Year of Championship mode
Peugeot 205 Turbo	Finish 1st in the 8th Year of Championship mode
Renault Alpine A110	Finish 1st in the 9th Year of Championship mode
Lancia 037 Rally	Finish 1st in the 10th Year of Championship mode

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

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

Access All Tracks
Go to the title screen and press Up, Left, Down, Right, B, A, B, Right, Down. This will



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All entries must be received by the final closing date of 31st May 2000 for the DVD prize draw. Monthly draws will be made on the 1st day of each and every month for the games voucher and cheat books.
Maximum cost of £3, please ask permission before calling. After the closing date, this service may be replaced by a similar competition.
For rules, or winners names, send S.A.E. to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784
Check out our new web site at www.cheatsunlimited.com

open up all of the tracks in the Championship mode.

SLAVE ZERO

Invincibility

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

Gain Full Health And Ammunition

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

Toggle Enemy AI

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

SONIC ADVENTURE

Chaos And Your VM

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

Put It In, Take It Out

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

1. Make sure that you've got a VM inserted into the pad of your Dreamcast that has over 128 blocks of memory spare on it – that's virtually the whole thing! If there isn't enough room, you won't be able to put a Chao onto the VM so you may have to delete some files to fit him in.
2. Choose the Chao you want to place inside the VM and pick him up with the Y button. Carry him over to the strange controller-shaped pedestal placed inside the Chao Garden and stand on the large red button at the front. Now place your Chao down so that it sits on the small trapdoor in front of you.
3. A screen will come up with the list of VM units that you can place the Chao into – you will have a choice if more than one VM is inserted into any of the Dreamcast pads. Select the VM that you'd like to play with your Chao in and press the A button.
4. After a brief period, the Chao will disappear into the controller and reappear on your VM – the controller pedestal will signal 'OK!' to show that the transfer worked. You can now take out the VM and play with your Chao to your heart's content!
5. Removing a Chao is a similar process – stand on the button of the pedestal without placing a Chao on the trapdoor and a list of removable Chao will appear if any exist. Simply choose the Chao you want to remove and then he will appear in front of you shortly. Remember that this is the only way to get rid of Chao information from a VM unit as it cannot be deleted by conventional means.

Work, Rest And Play

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

Be My Guide

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

1. If your Chao simply stops walking, sits on a beach ball, falls asleep or gets scared by something on his travels, he just needs a little encouragement to help him along. Press the A button to get him moving again.
2. If he finds a chest along the way, you'll have to make a choice out of the three boxes to decide what he gets out of it. It could be good, it could be bad – until you make the choice, you just won't know!
3. A message may appear on the screen telling you that your Chao is happy, has done well at something in particular or is developing properly. To get past these, just press the A button until it disappears.
4. A picture of a Chao standing at a signpost means that they have reached the end of their current quest stage and must now choose a direction to go in. You can either make the choice for yourself from the two options on the screen or let the Chao choose for itself... although it may sometimes make the wrong choice!
5. If a large '?!' symbol appears on the screen, it's time for a fight! When the fight begins, there will be a row of boxes along the bottom of the screen with the two fighting Chao above, as well as their relevant energy – your Chao is always on the right. The Chao swinging his fist is the one taking a turn to attack – if it's your man, you've got a chance to hit the other guy! All of the boxes will be blacked out with the exception of one – this number of clear boxes goes up according to the strength of the your Chao (if he has a strength of 200 or more then there will be two clear boxes, 400 makes three boxes clear and so on). To attack you must stop the moving cursor over the clear box; get it and you'll score a hit but miss and you'll fall flat on your face. Chao take it in turns to attack and the last one standing is the winner!

Fancy A Game Of Cards?

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

Fruit And Veg

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

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

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

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

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

Haste Fruit
Ability Affected: Speeds you up through your current quest stage
Stipulations On Getting Fruit: You need to achieve a perfect round when you are playing the Fruit Matching game.



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

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

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

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

SOUL FIGHTER

Access Cheat Codes Screen

To access the screen that will allow you to enter the codes for the cheats press Left on the D-pad and Y when the *Soul Fighter* logo appears on the screen. Then go to the Options menu and exit it. The next screen to appear will be the Cheat Code screen.

High Energy

To get high energy enter ABXXYA as a code.

All Weapons

To access all weapons enter XAAYBB as a code and you will instantly play with all weapons

Level Codes

To bypass levels enter the following codes.

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

SPEED DEVILS

Access All Cars And All Tracks

Fed up of not having enough money to buy your dream car? Then fear not as you can access all tracks and all the cars. All you have to do is press B, Right, B, Right, Up, B and Up when playing the game.

Infinite Nitros

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

Gain Extra Money

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



STREETFIGHTER III: DOUBLE IMPACT

Play As Yang

To play as Yang highlight Yun and press any kick button when you are at the Character Selection screen.

Play As Akuma

To play as Gouki, highlight Sean at the Character Selection screen and press Up.

Play As Gill

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

Play As Shin Akuma

To play as Shin Akuma reach the final boss in *SFIII: Second Impact* without loosing any rounds, getting three perfects along the way. Then defeat Akuma with Super Arts or a Perfect and Shin Akuma will appear. Defeat him and he will be unlocked for you to play. Then at the Character Selection screen highlight Akuma, hold start and press any kick or punch button.

Access Extra Options

To access extra options enter the Options screen on either game and hold L+R until you have entered the whole code. Highlight 'Game Option' and press Leftx2, Xx2, Rightx2. Then highlight 'Button Config' and press Leftx2, Yx2, Rightx2. Next highlight 'Screen Adjust' and press Leftx2, X, Y, Rightx2. Finally highlight 'Sound' and press Leftx2, Y, X, Rightx2. If the codes have been entered correctly the 'Extra Options' should be unlocked.

Full Pause Screen

To get a full pause screen, pause the game and press X+Y

TOY COMMANDER

Access All Rooms

To access all the rooms, and to have all missions unlocked, pause the game and then hold L and press A, Y, X, B, Y, X, and a note will be heard.

Switch Machine Gun

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

Fix Toy

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

VIRTUA FIGHTER 3TB

Fight Against The Name Entry Character

To make all the opponents you face



turn into the fighting letter from the Name Entry Screen, follow these instructions on the Character Select screen:
> Highlight Akira and press Start
> Move to and highlight Lau then press Start
> Move to and highlight Pai, hold Start and press X
> Now choose your character as normal and start fighting!

Play As The Name Entry Character
Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions when on the Character Select screen:
> Highlight Akira and press Start.
> Move to and highlight Lion then press Start.
> Move to and highlight Pai then press Start.
> Choose the character you want to fight as and you'll be the fighting letter!

Play As Silver Dural
To take control of the silver robot girl at the end of the game, simply press Start, X and A simultaneously at the Character Selection screen.

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

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

WILD METAL

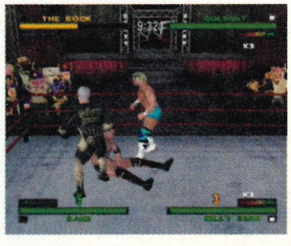
Cheats
Skip Levels .....Press Up, Right, B, Y, Down, Left.
Invincibility Press Y, Right, B, Left, X, Down.
Regain Full Health Press Down x2, A, X, B, X.
Access All Weapons .....Press A x2, Right, Y, A, Right.
Speed Boost ..Press Up, X, Down, B, A, Y.
Reveal All Token Locations Press Y, B, A, Left, Down x2.
Friendly AI Units ...Press B, Down, A, Down, X, Y.

WORMS ARMAGEDDON

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

Access Cheat Mode
To access the following cheats you must complete the corresponding missions which you will then be able enable at the Weapons or Games Option screens.
Cheat .....Object
Bleeding Worms .....Gain gold .....medal in Basic Training mode.
Aqua Sheep .....Gain gold .....medal in Super Sheep .....Racing Training mode.
Long-bow Power-Up.....Gain gold ..... medal in Euthanasia .....Training mode.
Shotgun Power-Up .....Gain gold ..... medal in Rifle Range .....Training mode.
Grenade Power-Up .....Gain gold .....medal in Artillery Range .....Training mode.
Sheep In Every Crate .....Gain gold ..... medal in Crazy Crates .....Training mode.
Invincibility .....Gain an elite rank .....in Deathmatch mode.
Laser Sight.....Succeed in Mission 4.
Jetpack.....Succeed in Mission 8.
Walk Fast .....Succeed in Mission 13
Invisibility.....Succeed in Mission 16
Low Gravity.....Succeed in Mission 20
Indestructible Environments ....Succeed in Mission 25
Super Banana Bomb Power-Up ....Succeed in Mission 33
Full Worm Game Options .....Gain .....gold medals and elite ranks in ..... every mode.





WWF ATTITUDE

Career Mode Bonuses
To unlock the following bonuses and wrestlers, win the appropriate championship titles and pay-per-view events in Career mode with any wrestler on any setting.

European Title
If you win the European Championship you will unlock Sable, Marc Mero, Trainer as well as a Squeaky mode (when the wrestlers speak in a squeaky voice) and new customisations in the Create Wrestler mode.

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

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

King Of The Ring Pay-Per-View
You will unlock Kurrgan and Taka Michinoku if you win this.

SummerSlam Pay-Per-View
You will unlock Sgt Slaughter and Shawn Michaels when you manage to win this title.

Royal Rumble Pay-Per-View
You will unlock Jerry Lawler and Paul Bearer if this is completed.

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

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

VIGILANTE 8: SECOND OFFENSE

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

Rapid Fire
To remove any delay when shooting weapons enter 'RAPID_FIRE' as a password and you will then have rapid fire.

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

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

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

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

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

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

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

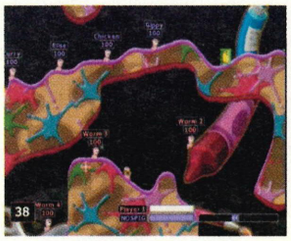
No Gravity
To reduce gravity in the game enter 'NO_GRAVITY' as a password.

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

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

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

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



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

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

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

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

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

Convoy
To play as Convoy complete all missions in Quest mode with Houston.

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

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

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

Dusty Earth
To play as Dusty Earth complete all missions in Quest mode with Padre Destino.

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

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

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

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

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

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



VIRTUA STRIKER 2: VERSION 2000.1

Play As MVP Yuki Chan Team
To play as the MVP Yuki Chan team highlight Yugoslavia at the Team Selection screen in Arcade mode and then press 'Start'. Then highlight USA and press 'Start' and do the same for both Korea and Italy. The new team should appear above Japan.

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

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

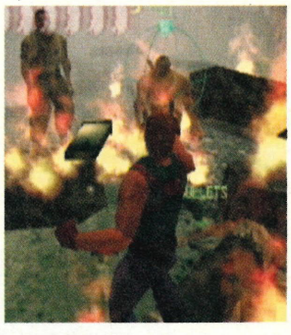
Change Uniforms
To change the uniforms of the players highlight a team and then hold X+Y and press A.

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

ZOMBIE REVENGE

Access Cheat Mode
To access the Cheat mode you must accumulate points on the VMU mini-games to unlock 'Eternal Life', 'Area Select', 'Free Continue' and 'Free Time Limit' as cheat options in Original mode.

Change Costumes
To change your characters costume highlight the character at the Character Selection screen, then hold 'Start' and press B, X or Y



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FUR FIGHTERS

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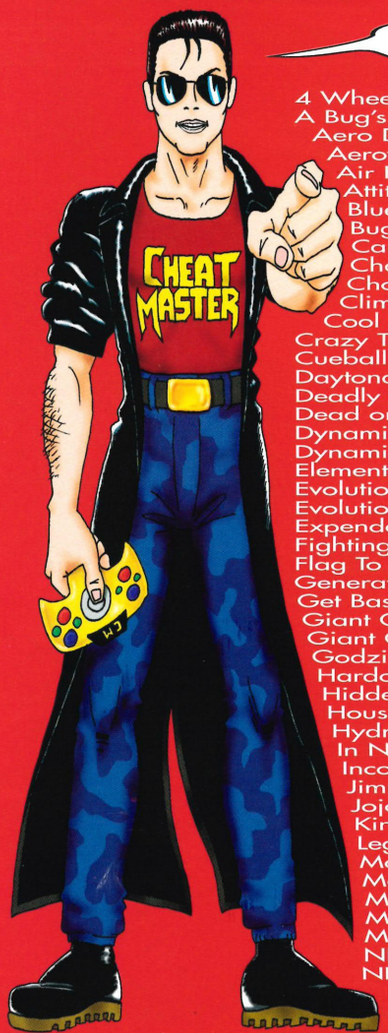
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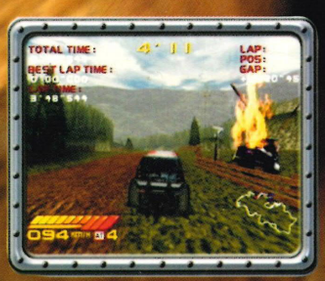
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