

**NEW!** ACCESS [www.dc-uk.co.uk](http://www.dc-uk.co.uk) • RELEASE #02 • STREET 10.99 • INVEST ONLY £2.95

# DC-UK

## DREAMCAST MAGAZINE

# Power Stone

**So good it hurts**

**Plus:** Why everyone loves beat 'em ups  
And are you **Ready 2 Rumble?**

**1st**  
Official UK  
Review

**THANKS  
FOR THE  
MEMORY**

Sega's pocket-size  
Visual Memory is  
bigger than you think

**IT'S A  
GOAL!**

UEFA Striker hits the  
Dreamcast stadium  
Dwight Yorke commentates

**New launch date**

**Dreamcast** hits the shelves **October 14**

**18 games** to play on day one!



OCT 1999 £2.95



9 771467 525009



14.10.99

ZERO HOUR: 14.10.99



POINT OF IMPACT: DREAMCAST™



EXPLORE DINOSAUR ISLAND AS ELITE SEA RESCUE ORGANISATION MEMBER ELIOT BALLADE OR FORMER HEAVY WEAPONS EXPERT DOGS BOWER.

SOLVE PUZZLES, SWIM, CLIMB, FIGHT, JUMP, CRAWL AND BLAST THROUGH MORE THAN 230 REALISTIC 3-D LOCATIONS.



LOAD UP WITH HI-TECH SUPER BAZOOKAS, GATLING GUNS AND ACID BLASTERS AGAINST 51 MENACING MONSTERS WITH UNIQUE MODES OF ATTACK.

# BLUESTINGER™

UNCOVER THE SECRET OF DINOSAUR ISLAND.

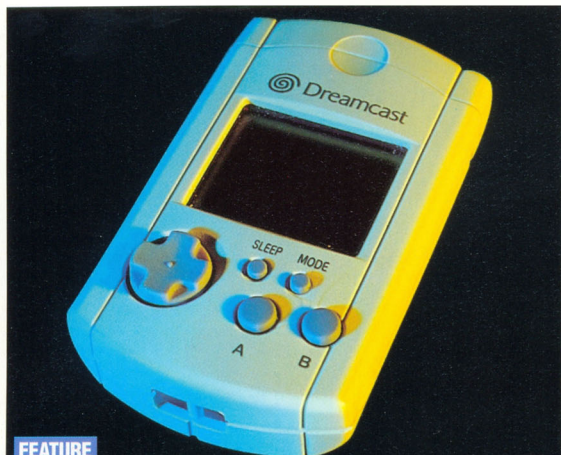
ACTIVISION

[www.activision.com](http://www.activision.com)



Dreamcast

© 1999 SEGA ENTERPRISES, LTD. Sega, Sega Dreamcast and Blue Stinger are trademarks of SEGA. This game is licensed for use with the Sega Dreamcast system only. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. All other trademarks and trade names are properties of their respective owners.



**FEATURE**

**076 Bigger than you think**

The Dreamcast's VMU is so much more than a memory card. Check out our guide to the funkiest bundled accessory ever



**FEATURE**

**070 Everybody is Kung Fu Fighting**

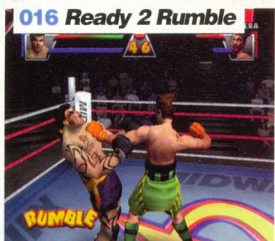
Normally, we're sensitive and caring hippy pacifist types, so why do we love hammering people into a bloody pulp on our consoles?



**010 Power Stone**



**090 Sega Bass Fishing**



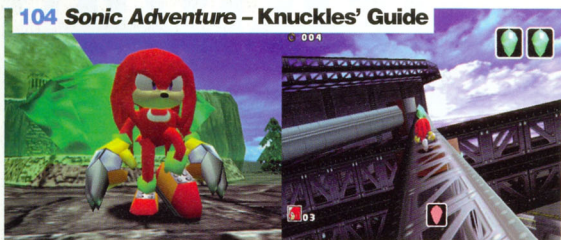
**016 Ready 2 Rumble**



**066 Giles Thomas**



**054 Shenmue**



**104 Sonic Adventure - Knuckles' Guide**



**084 MDK2**



**068 Greg Zeschuk**



046 Dwight Yorke



CASPAR FIELD  
EDITOR



# 14.10.99

Er... slight change of plan, then. Sega claims that Dreamcast's Internet systems are untested, which has led to the new console's launch being delayed by three weeks (see page 050 for the full story). If that's true, then everyone waiting for Dreamcast has a right to ask why. Sega's only had three years to prepare, after all...

In these early days, all we really want are the games (which are proving to be brilliant): Receiving an Internet access disc in the post a couple of weeks after buying Dreamcast wouldn't have broken too many of our eager hearts. Whatever, Sega has made its decision. It's just that we would have made a different one.

On a much more positive note, we have the first official review of Capcom's stunning beat 'em up, *Power Stone*, this issue. Capcom's towering reputation as a fighting game creator is unquestioned – we are talking about the company responsible for *Street Fighter II*, after all. Don't be misled by that history, however, because *Power Stone* is something completely fresh, something remarkably different. Prepare to be impressed.

In its short life, Dreamcast has already played host to some of the finest fighting games the world has ever seen. We love them, you love them; everyone loves beat 'em ups. On page 070 we ask what drives this ancient videogame art forward, what makes it so addictive. Enjoy.

## On the cover

- 010 Hard Hitter:** We have the exclusive UK *Power Stone* review – turn a few pages to find out how it fares
- 050 New launch date:** It's been delayed...
- 046 It's a goal!** Dwight Yorke speaks out



## DC-NOW

Reviews you can trust

- 010 Power Stone** is exclusively reviewed in DC-UK. Find out whether it's worth spending your hard-earned on
- 016 Ready 2 Rumble**
- 020 UEFA Striker**
- 024 Toy Commander**
- 028 Blue Stinger**
- 032 Racing Simulation Monaco GP**
- 036 Speed Devils**
- 040 Sonic Adventure (PAL Version)**
- 041 Virtua Fighter 3tb (PAL Version)**
- 042 Sega Rally 2 (PAL Version)**
- 044 Import chart**
- 045 Vox pops**
- 046 Expert Witness:** Dwight Yorke

- 051 Lara Raids Dreamcast**
- 051 Ferrari 355**
- 052 ECTS show**
- 054 Shenmue**
- 056 Everybody hertz**
- 056 Cover disc story**
- 057 Competition to win a snowboard**
- 058 Dreamcast football tournament**
- 060 Gaming weather map**
- 062 Interview with Afro Thunder**
- 063 The chaingun phenomenon**
- 064 Trumps**

## DC-FACES

The names behind the games

- 066 Giles Thomas** is Sega Europe's Marketing Manager. So we talk to him about punk
- 068 Greg Zeschuk**

## DC-NEXT

Games to watch out for

- 084 MDK2** is a killing extravaganza – definitely one to put on your christmas list

- 085 F1 World GP**
- 086 Red Dog**
- 087 Snow Surfers**
- 088 Shadowman**
- 089 Resident Evil Code: Veronica**
- 090 Sega Bass Fishing**
- 091 Pen Pen Tricelton**
- 092 Suzuki Alstare**
- 093 Metropolis Street Racer**
- 094 Street Fighter Alpha**

## DC-WORLD

Everything Dreamcast

- 104 Sonic Adventure Players Guide 2** is the second part of our *Sonic* tips, covering the stories of Knuckles, Tails and Amy Rose
- 099 DC-World:** Contents
- 100** Review listings
- 103** Write to us
- 110** Cheats round-up
- 114** Coining it
- 116** Import gaming
- 120** Surf's up: Internet stuff
- 122** Playtime: toys
- 124** Team Diary and body parts

## REGULARS

- 005** Editorial intro
- 008** Letters
- 082** Subscriptions
- 126** Next month
- 130** Brain in a jar

## DC-EXPRESS

News, views, hype, happenings

### 050 Dreamcast Delayed

is the big news this month. But there's plenty more front-page stuff – read on...

## Contacts

Editor **Caspar Field**  
Associate Editor **Keith Stuart**  
Deputy Editor **Esther Woodman**  
Art Editor **Christian Day**  
Deputy Art Editor **Karl Jaques**  
Production Assistant **Stephen Lawson**  
Writer **Lee Hart**

### Contributors

Words **Owain Bennellack, Jes Bickham, Dave 2000, Jon Jordan, Dean Mortlock, James Price, João Sanches**  
Pictures **Rick Buettner, Katharine Lane-Sims, Amanda Thomas, Nick Wilson**

### Production

Senior Technical Coordinator **Zoë Rogers**  
Production Manager **Lou Reffell**  
Ad Design **Sarah Orchard**  
Print Services Coordinators  
**Becy Stables, Emma Muddimer**  
Group Prod Manager **Judith Green**  
Pre-press Coordinator **Rachel Spurrier**  
Colour Scanning **Simon Windsor,**  
**Mark Gover, Jason Tittley**

### Display Ads

Business Development Manager **Jo Willmott**  
[jo.willmott@futurenet.co.uk](mailto:jo.willmott@futurenet.co.uk)  
Advertising Manager **Clare Harper**  
[clare.harper@futurenet.co.uk](mailto:clare.harper@futurenet.co.uk)  
Advertising phone **01225 822868**  
Advertising fax **01225 732282**

### Classified Ads

Classified Advertising **Amar Hussein**  
Classified phone **0207 3172600**

### Management

Publisher **Jackie Garford**  
Publishing Director **Rob Price**  
Foreign Licensing **Chris Power**  
Managing Director **Jane Ingham**  
Chief Executive **Greg Ingham**

### Subscriptions

Future Publishing Ltd  
FREEPOST BS4900, Somerton,  
Somerset, TA11 7BR  
Customer services  
**01225 822510**  
Customer order line  
**01225 822511**  
Fax **01458 274378**  
Email [subs@futurenet.co.uk](mailto:subs@futurenet.co.uk)

### Sega Europe

Phone **0181 995 3399**

Thanks to Eidos Interactive, Capcom,  
Hacketts hairdressers, Chris Cook

### Contact

**DC-UK**  
Future Publishing  
30 Monmouth Street  
Bath, BANES, BA1 2BW

Phone **01225 442244**  
Fax **01225 732275**  
Email [druk@futurenet.co.uk](mailto:druk@futurenet.co.uk)

DC-UK recognises all copyrights in this issue. Where possible, we have acknowledged the copyright holder. Contact us if we have failed to credit your copyright and we will be happy to correct any oversight.

# The team

Don't we cut a dash? You'll be hard-pushed to find a more canny-looking group of youngsters outside The Face, frankly



**KEITH STUART**  
ASSOCIATE EDITOR

> Keith was recently given a light sabre for his birthday, and he entertained us all with his clumsy innuendos at dinner. My, how we laughed. In his professional life, he went along to watch a bunch of soap stars kick a ball about, and was heard asking who Patsy Palmer was. Has now subscribed to OK!

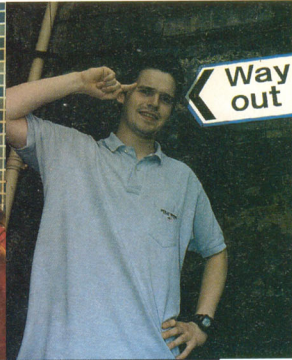
**Favourite animal:** Ring-tailed lemur



**ESTHER WOODMAN**  
DEPUTY EDITOR

> Trying to make up for the discrepancy in her fitness and the rest of the team by going to aerobics (at least twice) and buying everyone else cookies. Has been seen consuming vast quantities of beer in every public house in the immediate vicinity, although she denies the tomato incident vehemently.

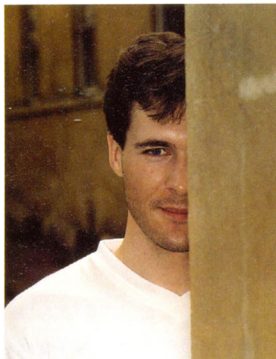
**Favourite animal:** Three-toed sloth



**STEPHEN LAWSON**  
PRODUCTION ASSISTANT

> Steve has been celebrating his ill-gotten gains by buying his first item of clothing since leaving home (nice pants, by the way), and indulging in Super Noodles at lunchtime. He has also been seen dancing on the tables at the pub round the corner. He's really quite good at Flamenco, we've discovered.

**Favourite animal:** Baboon



**LEE HART**  
WRITER

> So what else do we know about the New Bloke? We've discovered he owns three pairs of trousers, which he wears 'in rotation'. He's also become rather star-struck during his interview with Dwight Yorke – they 'chilled' apparently, although that might have something to do with his rotational trousers.

**Favourite animal:** Newt



**CHRISTIAN DAY**  
ART EDITOR

> Chris has done nothing more interesting than going to a footie match between Arsenal and Man Utd. Other than that, he has consistently failed to buy us all a Clark's pie, so we are ignoring him. And none of that sulking or stamping of feet will get you anywhere, young man.

**Favourite animal:** Monkey



**KARL JAQUES**  
DEPUTY ART EDITOR

> Karl has been swallowing a variety of peculiar substances over the last four weeks – mainly tomato juice, but there's no stopping him now. Admits he was, 'larging it' when he made Steve dance on the table, and we also assume there was a degree of 'larging' when he stripped to You Sexy Thing at a Hot Chocolate concert.

**Favourite animal:** Whippet

"Highly addictive arcade shoot 'em-up"

**dreamcast**  
MONTHLY

"Explosive, furious and satisfying"

Total  
**Dreamcast**  
Magazine

a thousand years  
in the making



  
INFOGRAMES

**Rage**  
SOFTWARE DIC.

  
Dreamcast™

  
PlayStation

**MILLENNIUM SOLDIER**  
EXPENDABLE

[www.millennium-soldier.com](http://www.millennium-soldier.com)

# D-M@IL

**Rant and rave, mumble and moan, scream and shout:** This is your chance to **set us, Sega and everyone else on the planet straight.** Letters and emails to the addresses below. **Read on...**

**F**irstly, congratulations for another excellent Future magazine well written as always. Now onto the fiasco which the Dreamcast launch is turning into. I've just been to order my UK Dreamcast only to be informed that the release date has now gone back to October 14. Three more weeks, with PlayStation 2 rumoured for a December release in Japan. Has Sega no common sense at all?

When the Saturn was launched I was in retail and it was my job to sell them to customers, which was a challenge, thanks to everyone's prior knowledge of the PlayStation and the continued late arrival of software and hardware. With the Next Gen PlayStation just around the corner, Sega is causing bad feeling in its consumers by failing to meet their advertised release dates, this is NOT the way to get sales.

Don't get me wrong, I am very impressed with the Dreamcast and will buy one, but I may now just buy an import. They're cheaper now (even with all the converters), and I can go and get one when I want without further delays.

So a message for Sega: you have an excellent machine in Dreamcast, games that people want to play and a public eager to get their hands on them, don't ruin it's reputation by continued marketing blunders. Get it on -sale so we gamers can buy it - we're tired of having to wait!

Lewis Sharmano, via email

*The UK delay is frustrating, no doubt about it, but by the time you read this, it will only be two weeks until Dreamcast goes on sale. Our only concern now is that 18 launch games might be too many to choose from.*

**N**o-one seems to have noticed, over the last year or so, the absence of Sega as a force in home gaming. People have forgotten how good Sega really is at developing games - one trip to the arcades is a potent reminder. Many milestone games have started under the Sega enterprise, a corporation matched only by Nintendo.

As well as the constant flow of competent in-house development, it seems that Dreamcast has also secured itself a series of iterations from successful thirdparty PlayStation titles. This combination adds up to a new console with the potential to fulfil the needs and tastes of both N64 and PlayStation owners in one go. Not to mention that there will be a new string of customers due to the cheap and easy (but slightly limited) access to the Internet.

Dreamcast has received little hype from the gaming press, who have refrained from dribbling about



"Sega, you have an excellent machine in Dreamcast; games that people want. Get it on-sale so we can buy it!"

■ Lewis Sharmano

the machine and have kept a reserved and cautious eye on its somewhat stunted growth in Japan. I would suggest that this lack of industry fever has actually aided the imminent launch of the machine. It has forced Sega away from simply relying on superior specifications to shift the machine; they are now committed to creating advanced versions of arcade games instead of shabby translations, which is a first for any company.

Even if Dolphin or the Next Gen PlayStation are more powerful, I feel that I cannot wait another one or two years while my Nintendo finally grinds to a halt under the weight of *Turok 3*. I like the Dreamcast line-up and can't wait to get my hands on one.

Will Hodgson, via email

*Games are going to decide the next hardware war, which means Dreamcast is the hands-down winner already.*

## Mail of the month

**F**or God's sake, roll on September 23. My loving 12-year-old son Ben has been driving me (and the rest of our family) completely crazy about this 'Dreamcast' system.

We have just had to endure two weeks in the tranquil surrounds of an Italian villa being technically educated, buzzword advised, graphically informed every waking minute of every waking hour of every day of our holiday. Dreamcast this and Dreamcast that... "I'll sell my PlayStation, I can get a good price for my old games," or, "Dad, you won't believe the graphics, it's amazing! It's brilliant, it's... it's... oh dad, I really want the Dreamcast." He drove us mad. He drove the friends that we were holidaying with mad. He is mad.

So today he comes home with the first issue of DC-UK. This actually kept him quiet while he digested every ounce of information provided. Then he hits page 044, DC-M@il. Bigger! He finds me in the upstairs toilet. "Daaaaa, look! - you can win a Dreamcast if you write in. Will you write in for me?" "But I don't know anything about it," I lied, having become an expert on the subject through his constant hyperactive worshipping. "Oh Pleeeease Dad, just read some of the other letters and make something up using a bit of what everyone else has said." "Certainly not," I retorted. Once he had finally accepted that I would not write in, he retired to bed. A little more eagerly than usual, as he had his DC-UK magazine clutched tightly in his hands.

So I thought it might be nice for me to try and win one. What does a 42-year-old have to do in the evenings anyway? As one who had had to endure the ranting and raving of a pre-adolescent Dreamcast disciple since its conception was made public, I feel I've earned that possibility. And I suppose I might let him have a go on it occasionally.

Adrian Preston, Saffron Walden

*While not wishing to come across all sentimental or anything, there's something irresistible about this cry for help. I can remember my old man making me run around the garden twenty times so that I could have a new Quickshot Joystick. I've never forgiven him. The Dreamcast will be on its way to you. As soon as we can get hold of one.*

Caspar Field

## Winner baby, yeah!

While we sadly have no more Dreamcasts to give out, we swear that next month's prize will be more than worth having



**C**ongratulations on a jam-packed premier edition of DC-UK. Of all the Dreamcast magazines available in my local WH Smiths, DC-UK represented the best value for money.

My main point, though, is this: with the technical advances Dreamcast has made, I hope that it's not another excuse for, "Let's make a *Tetris* clone, and make it capable of displaying three million polygons per second," but more a case of pure gameplay and fantastic innovation.

I want the rewarding gameplay shown by



*F Zero X, Micro Machines, GTA or even, dare I say, Pong... no that would be silly. Thankfully, I have already witnessed some signs of innovation on Dreamcast like the VM unit, Sonic's Chaos nuturing, Power Stone's minigames, Internet gaming. And fishing controllers. Long may it continue.*

**David Bason, via email**

*We're big fans of Sega's VM unit, too. For an indication of how much potential we think it has, see page 076.*

**I** must say that it is most welcome to see the arrival of Dreamcast, which will hopefully stop some of the complacency emanating from the Sony-led ELSPA cartel. Offering the best bits of a PC at an affordable price is something which has best been achieved so far by the Web. Now with the added bonus of Sega software the machine is going to be a huge hit in the UK. PlayStation may have the quantity, but so much rubbish is produced that the committed gamer gets lost. The other next-gen machines that might be here in a couple of years are no worry because people will really get involved with Dreamcast, something lost for me with the PC and PlayStation unlike, say, the C64 and Megadrive. It's a revolutionary machine, and I'm sure Future's Dreamcast mag will be leading the way.

**David Connolly, Oxon**

**J**ust finished reading the first issue of DC-UK (which was great!) since I might buy a Dreamcast at some point. However, I have been driven to email you by your reply to the letter from Macky on page 045 of issue one.

You say that a Dreamcast is equivalent to a P500 with Voodoo 3000. I don't know how you worked that out, but to spare us the techie stuff, what it comes down to is that I played *Incoming* at high resolutions and high frame rates on my old P266 with a Voodoo 2 system, and I notice that these appear on the DC looking exactly the same as on my old PC.

Why bother trying to pit the DC against high spec PCs when you could be praising it for what it is – a damn lot of fun for £200. In my opinion, doing this is a losing battle since big PCs cost over a grand and pack a fair punch as a result. If you want to have no money but the best overall bundle of fun, I think the PC is still king, not only due to power but also due to the mind-numbing amount of hardware and software options. However, consoles are great for trouble free disposable fun.

**Guy Billings, via email**

*You're right, actually. The comparison to a P500 isn't correct, because while Dreamcast is easily a match for that kind of specification PC, its games are technically far more advanced. Because Dreamcast is a fixed spec, programmers can create games which push the hardware to its limits – have you ever seen a PC game which looked as good as Soul Calibur. for instance?*

**B**eing a computer veteran (old fart), I've watched loads of equipment come and go but I've always found that if the software developers were given enough time, they could produce software that was inconceivable when the machine was launched. By the time programmers were getting to grips with the kit (second or third generation software) you knew that they were really pushing the machine, so you knew you had to upgrade for the



**"Multiplayer games like *Quake* are coming of age. Dreamcast will be a pioneer in Internet console gaming"**

**John Mulholland**

game experience to get any better.

The problem now is that with the massive development costs of producing games, mixed with the public's desire for bigger, better and faster hardware I feel that the developers are not being given the time to really exploit the equipment. Combine this with the loss of money involved in programming for kit that doesn't grab the (sometimes fickle) public's attention and the constant release of new and better hardware, you can't blame the developers for playing a 'wait and see' game.

This will have the disadvantage of many original games not being developed in the first place and many companies pushing out sub-standard software in the hope of making enough money to invest in the next big thing. I mean, what's the point of having equipment that can throw around 20 trillion polygons on screen if the games themselves suck the big one?

However, original software is not a problem for us future Dreamcast owners when we have such original titles in the works as *Toy Commander*, *Virtual-On* and *Ecco the Dolphin*. Roll on October 14.

**Mike Duffy, via email**

*Being fellow old farts, we know exactly what you mean about the development of programming techniques as consoles grow older. However, the feedback we're getting from developers is that Dreamcast is far easier to create games for than Sony's next machine.*

**I**'ve just bought your first issue and it was excellent – I don't actually think there was anything wrong with it. I have just subscribed and I have two things to say...

Is it possible in the review of the games you could

have (in the small section where you mention price, developer, etc) whether or not the game has a 60Hz option, as I'm sure the hard gamers among us would appreciate it.

Secondly: more info on more cocktails please! Thanks and keep up the excellent work.

**John Borromeo, via email**

*Check out this issue's Ready 2 Rumble review, and page 057 for your first wish. We don't think Keith's liver can stand another cocktail session for a few months.*

**G**reat to see a Dreamcast magazine is finally being produced. It seems so long ago that the console was announced; at times it has felt like the system was never going to arrive in Europe.

But now it's nearly here, and it seems that this time Sega has a winner on its hands. Many doubts have been raised about Dreamcast's ability to recapture a large enough market share for Sega to survive as a console developer. However, it appears that Sega's strategy of delaying the Western launch of its new 128bit system may have worked. The fact that there will be over 18 quality titles available on launch day is attractive to gamers. This will mean that the system can compete with Sony's and Nintendo's existing consoles in terms of choice, and the graphics are much better than those of the existing consoles. The £60 million to spend on advertising in Europe alone will also help to back up the machine; sponsoring football teams like Arsenal is a smart move – such promotion should make it more appealing to the casual gamer.

I think that Sega's trump card is Dreamcast's Internet access which will enable people to get on the Internet for £200, rather than having to pay £1,000 for a new PC. Multiplayer games like *Quake* are beginning to come of age, and Dreamcast will be a pioneer in Internet console gaming. Hopefully Sega will eventually include a 56K modem for quicker access.

I've been sceptical of Sega's chances against the aggressive marketing of both Sony and Nintendo... until now. I reckon that it is an exciting console with a bright future. I'll definitely be buying one.

**John Mulholland, Rutland**

I love Dreamcast and want to have its babies. If you give me a Dreamcast I will only need to have a sex change, and find a way to get it to impregnate me.

**Wiggi, via email**

*Nice to read someone so, erm, passionate about Dreamcast. Sit tight, son, the police will be around to have a 'chat' shortly...*

**NEW!** [www.dc-uk.co.uk](http://www.dc-uk.co.uk)

**DC-UK DREAMCAST MAGAZINE**

**Power Stone**

So good it hurts!

Plus: **100% of the Power Stone!**

**WRITE TO:**

**DC-UK**  
Future Publishing,  
30 Monmouth Street,  
Bath, BAMES,  
BA1 2BW

Fax: 01225 732297  
Email: [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)

**New launch date**  
14 October 1998





## What's the score?

DC-UK is committed to delivering the most honest, accurate and comprehensive Dreamcast review section anywhere, anyhow. That's why (in case you hadn't noticed), we've placed our reviews right at the front of the magazine; so you can get the information you need in the time you have.

As you'd expect, we aim to employ only the most experienced, knowledgeable, best-dressed reviewers in the country (well, maybe not the last bit). This being almost the 21st Century, and you people being intelligent sorts, we mark out of ten, as it is the clearest, fairest method of scoring. And, since halfway between nothing and ten is five, so five is an average mark. That doesn't mean a game isn't worth investing in if it scores a five, only that it's, well, average.

### FIRST OFFICIAL UK REVIEW

# Power Stone

You've never seen anything like it before. Capcom's latest beat 'em up is the first true next generation fighting game; fast, massive and super-powerful

**W**ell, well, well. Contrary to popular critical opinion, it appears that the videogames industry isn't averse to the odd moment of refreshing creativity. For proof look no further than *Power Stone*. One of the most innovative, off-beat titles in ages, the Japanese import version has been causing quite a stir amongst hardcore gamers recently. Its presence in the Dreamcast's UK launch line-up is hardly surprising because, quite frankly, leaving it's release until the Christmas period would have bordered on criminal.

Many of the world's best games possess a pleasing duality in terms of how they play. On one hand, you can pick them up and enjoy yourself with no prior knowledge or practice. But, after playing them to death, you can still find new strategies and quirks after days of play. *Power Stone* is just like ▶

- Publisher: Eidos
- Developer: Capcom
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: Three VM sub-games
- **For:** Massively original, easy to play and great to look at
- **Against:** You'll see everything within a week or three



► that. Getting accustomed to its control system takes time, granted, but mastering it is a real pleasure because it is a genuinely unique videogame experience.

Capcom has imbued *Power Stone* with a brand of simplistic complexity – it's a doddle to learn, but tricky to master. Every battle takes place in an arena, viewed from an isometric perspective. Rather than moving to and fro with d-pad or analogue movements – like your average fighting game – your character actually runs in the appropriate direction. With this discovery comes the realisation that *Power Stone* is not a typical beat 'em up. In fact, it's far from it. For the want of a better description, it could be introduced as a 'projectile fighting game'. But there's more to it than that.

*Power Stone's* arenas are jam-packed with interactive scenery. If there's a ledge, you can jump onto it. If there's a table, you can hide behind it. Stand next to a chair, and you can pick it up and hurl it at your opponent. Like its distant cousin, *Virtua Fighter 3tb*, *Power Stone's* settings are

environments, rather than mere backdrops. Everything, bar solid walls, can be manipulated in one way or another. To avoid situations where both antagonists exhaust their supply of scenic ammunition within the first ten seconds of a scrap, objects are periodically replenished. Unrealistic, maybe, but much more fun.

**Another feature** of each battle are chests containing special items. These appear at regular intervals, and are opened once a player touches them. Generally, they contain a weapon of some description which can be picked up and used for a limited period of time. A sword, for example, is a powerful close-quarters weapon, but it's rather slow. A gun, on the other hand, can fire several shots rapidly from a safe distance, but lacks precision. There are other notable acquisitions, too – the

hammer (squashes opponents flat), the flamethrower (arguably the best weapon) and a collection of additional goodies unlocked by completing *Power Stone* a few times.

**Close-quarters** combat is always optional in *Power Stone*, but remains an integral aspect of most bouts. From jump kicks to simple punch-kick combos, from crashing down onto an opponent from a lofty height to throwing them against a wall, *Power Stone's* more intimate attacks are easy to perform. You can mix certain assaults if you wish, but it's not essential that you do so. It can be tricky initially to align your fighter with his or her rival, but practice reveals this to be only a short-term idiosyncrasy, rather than a real flaw.

Sounds fun? It is. But there's more. There are two things that make *Power*

#### Next steps

Capcom has plans to build on *Power Stone's* success. Oh yes.

First seen lurking in a dark recess of Capcom's E3 stand last May was *Spawn*, the technological successor to *Power Stone*. Featuring much expanded environments and a greater emphasis on weaponry (of the heavy variety, judging by what was on show), *Spawn* is a license of the cult comic. Hopefully it will fare better than 1998's *Spawn* movie.

“Capcom has imbued ***Power Stone*** with a brand of simplistic complexity – it's a piece of piss to play, but **tricky to master**”



**01** Unlocked once you've beaten the game with all characters, boss fella Valgas comes equipped with a searing special move

**02** As you have limited power and time during your 'super' period, weapons can prove useful. You can inflict loads of damage, and prolong your 'hard' status...

**03** Gunrock, the big lad that looks like a pirate, transforms into a rock-hard alter-ego when you collect all three gems

Stone very special. The first is the absence of a 'block' button. It's a beat 'em up cliché that a raised arm wards off all blows short of a nuclear explosion. And sometimes, even then. Capcom, long-term advocates of *The Way Of The Invulnerable Limb*, are baring their metaphorical arses at fighting game tradition. Wow. It's perhaps ironic that *Power Stone* (an unrealistic, highly stylised combat game) should encourage such a realistic alternative, though. Let's face it, when someone tries to kick you in the pants, you jump out of the way, don't you? *Power Stone*, with practice, allows you to do just that. It works. Other game designers, take note.

And the other thing? Well, it's arguable that this following feature has a more profound bearing on *Power Stone's* bouts than the omission of diamond-hard arms. At the start of



**"Collecting all three stones is the be-all and end-all of every level"**



**01** One of the most satisfying attacks in the entire history of ever – slamming an opponent with a huge wooden pillar. A nuke would be subtle, by comparison

**02** Great balls of fire all round, then. Now that's a special move

## So What's The Secret?

In order to increase *Power Stone's* oneplayer lifespan, Capcom has included 15 secrets, opened by completing the game with each main character in turn. These vary from extra weapons, to a first-person mode. There's even a split-screen twoplayer version of the latter. Unfortunately, few of these goodies actually enhance the solo *Power Stone* experience apart from the added weapons – especially the chaingun (see page 063). It's like being promised a marriage made in heaven, and having to make do with a quick fumble in the après-death elevator trip to the pearly gates. Or something like that. Fortunately, its oneplayer action is shockingly compulsive for a couple of weeks, at least. But we have our doubts that it will last much longer. Now, the twoplayer mode, on the other hand...



**A** The Power Stone Collection option lets you know which goodies you have won **B** Like the horrible boss character in VS mode, for example **C** Another kind of secret – areas of levels that lead to double-damage attacks. The barrels drop... **D** The extra items are cool, too. The shield proves very handy against power stone-wielding opponents



**“Even *Power Stone’s* one near-significant flaw (its lack of any single-player longevity) is no real reason for anyone to avoid it”**

► each round, you and your opponent hold one ‘power stone’ each. Roughly ten seconds later, a third stone appears in a random location. You can force your opponents to drop their gems by performing successful attacks – but they can do the same to you. However, you don’t collect these gems for high scores, or for kudos. Grab all three, and the reward is much more significant and immediate: you transform into a super-charged version of yourself. This alter-ego remains for a duration displayed by an on-screen timer, and is capable of inflicting far more damage on your opponent (with new, character-specific attacks) than its comparatively weaker counterpart. The effect is reminiscent of those mighty morphin’ Valley girls and boys, the Power Rangers.

**Because you** can bestow galaxies (let alone worlds) of hurt after

collecting all three gems, the pace and flow of each battle is dictated by the position of the stones in relation to both fighters. The only real option you have when faced with an opponent with all three stones is to leg it and hope they don’t land any blows before their power runs out. You can’t really hurt them, and – if they’re even half-decent – they will batter you to within an inch of your life with a simple caress of a button. Getting all three stones whenever possible, then, is the be-all and end-all of every level. It gives *Power Stone’s* fights a sense of direction, and an intensity, that they just wouldn’t have otherwise.

Of course, the game is not perfect. Any reasonably talented player will complete *Power Stone* once within a few hours of purchase. And that includes the time it takes to walk back from the shops (there are loads of secrets to discover, though – see ‘So What’s The

Secret?’). It’s a shame. *Power Stone’s* AI, too, can be suspect at times. The leap from artificial ineptitude to mechanical, unflappable intelligence takes place within the space of a few levels. Hike the skill setting up to maximum, and winning is something that happens almost more by luck than by skill or sound timing on your part. Oh, and the final, ultimate end-of-game boss doesn’t do the game justice.

**Power Stone**, despite a few niggling issues, is a superb, innovative title. Even its one near-significant flaw (its lack of any kind of single-player longevity) is no real reason for anyone to avoid it. Buying *Power Stone* is like marriage. Really – a deep, tempestuous love gives way in time to an abiding affection. And all of this happens within the space of a few weeks. Oh, and the same applies to *Power Stone*. Buy it ■

James Price

**2nd opinion**

Instant import addiction: *Power Stone* spawned a terminal case

Ever since the Japanese version of *Power Stone* first sprang into life back in the Edge office, I’ve been hooked by the game. Capcom has created an instant classic, which captures the spirit of Dreamcast perfectly. Brightly hued, unstopably playable, fiercely addictive, this is videogaming at its raw best. Worth owning for the changing alone

Caspar Field

**GO THERE!**

**BEAT ‘EM UPS**

What is it about punching polygons that we love?

PAGE 70 >

**POWER TIPS**

Cheat your way to the top with our handy *Stone* guide

PAGE 110 >

**DC-UK** 9  
STONE COLD CLASSIC



# Ready 2 Rumble

Midway's box-fresh take on videogame pugilism struts its so-damned-funky stuff on Dreamcast

**W**ith the imported version of *Soul Calibur* leaving a trail of heart attack victims in its wake, and *Power Stone* and *Virtua Fighter 3tb* set to hit Europe like twin tsunamis, it would be a shame if *Ready 2 Rumble* was ignored in all the excitement. Why? Because it's one of the funniest and most enjoyable beat 'em ups ever seen.

Created by Midway, a company with a history that stretches back to the pinball era, and with the remains of Atari under its wing, *Ready 2 Rumble* is one of the finest games to emerge from its parent in recent years. Midway has been prone to re-releasing ancient arcade titles for Game Boy Color of late, but for Dreamcast it already has *Ready 2 Rumble*, *Hydro Thunder* (yay!) and *Mortal Kombat Gold* (not quite so yay!),

on the way. See the next issue of **DC-UK** for reviews of the last two.

## Back to the game in hand.

*Ready 2 Rumble* is a box 'em up rather than a beat 'em up. Gaming oldsters will perhaps recall Nintendo's superb *Punch Out!!* series (Spectrum-owners might even remember Elite's cheeky ZX rip-off *Frank Bruno's Boxing*), featuring cartoon boxers hammering seven bells out of each other. *Ready 2 Rumble* neatly updates the theme, with a side-on instead of firstperson viewpoint, although you can choose to play

that way if you like.

Unmistakably American in style, the game's character designs fit its humorous approach like a (boxing) glove. Just flicking back and forth along the selection of available boxers is enough to split your face with a smile. Who could resist a game which contains characters with names like Afro Thunder, Lulu Valentine and Boris Knockimov? Not us, that's for sure.

Each fighter comes with a set of statistics which affect how he or she is going to perform (that's right folks, women are matched up against the fellas in *Ready 2 Rumble's* world), such as height, weight and length of reach. In something of a shock move, Midway has made the heavy fighters slow yet strong, and the light ones fast but weaker. Some things are never going to change in videogames.

Not so long ago, *R2R's* gameplay ▶

**"Anything less than measured aggression will have your boxer hitting the canvas faster than Van Gogh on speed"**

### One moment

Midway's team has paid a lot of attention to its game's style



"Ladies and gentlemen, boys and girls: Let's get ready to rumbaaaaa!" It's only a simple idea, but even the announcer has been thoughtfully designed in *R2R*.

- Publisher: Sega
- Developer: Midway
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: 60Hz option
- For: Hilarious box 'em up action
- Against: Not enough modes



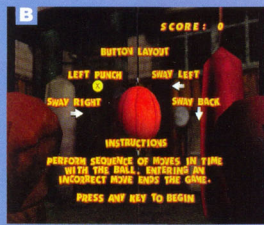


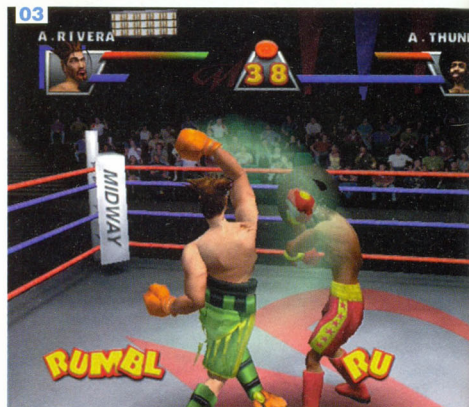
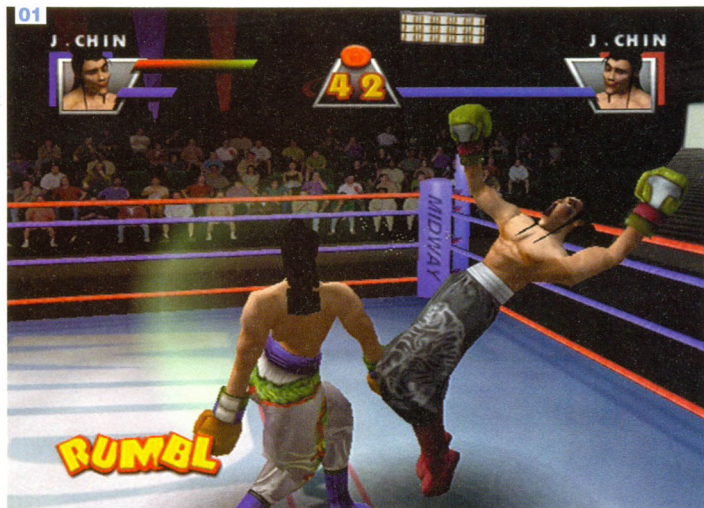
**01** Women's Rights are set into powerfully violent motion by Lulu Valentine  
**02** And then swifly repeated by Alex Rivera  
**03** Hard blows to the fatter fighters sends their chubbosome flesh rolling in every direction imaginable

**(Very) cross training**

In *Ready 2 Rumble's* championship mode, the idea is to develop a stable of world beating boxers. Through entering prize fights and gambling your initially limited funds, it's possible to raise enough dosh to begin enhancing each character's abilities.

The training system is broken down into a number of exercises which are actually mini-games within *R2R*. Taking the form of *Beatmania*-esque rhythm matching events (A), or *Super Simon*-style 'Repeat after me' memory tests (B), each exercise adds to the boxer's stats. Dexterity, strength and stamina can all be increased.





**01** Jet 'Iron' Chin is one of the faster scrappers, capable of some seriously devastating attacks

**02** Playing through 12 bouts of the Arcade mode leads to a final confrontation with Nat Daddy. His gorilla-like double arm swipes have ferocious power – avoid

**03** Blocking is best used only when all else fails. Rely on it too much and you'll be up against the ropes in no time. From there it's a short fall to meet the deck

► would have been called 'arcade-style', which basically means that it's not a simulation. And that it's enjoyable to play, which is quite a handy thing for a videogame to be. That said, *Ready 2 Rumble* isn't quite the button-basher that we expected it to be, although attacking with anything less than measured aggression will have your boxer hitting the canvas faster than Van Gogh on speed.

**The basic** control system is similar to *Tekken*'s, where each of the joystick's four main buttons are assigned to the fighters' limbs. However, because boxers tend to punch and not kick, you can strike either high or low with your left and right arms. Pressing the d-pad in a particular direction while throwing a punch alters the type of blow, with jabs, hooks and all manner of wild flailing available to you. Each character also has their own special moves, accessible through combo manoeuvres, resulting in the kind of manoeuvres Prince Naseem would be proud of.

In addition, the two triggers on the pad activate low and high blocks, or, by

pressing the direction pad at the same time, a nifty duck or dodge. Playing *Ready 2 Rumble* for the first time takes a little adjusting to, because you assume that the best approach is to keep the boxer's guard up as in real life. In Midway's world, however, over-use of blocking merely results in the kind of pasting usually reserved for computer geeks in the school playground.

Once you realise that hammering on the opponent with carefully timed aggression is the key to success, *Ready 2 Rumble* really takes off. Landing a fistful of successful blows fills a 'Rumble' meter at the bottom of the screen (cunningly represented by the word 'Rumble'), allowing you to pull on both triggers, thereby shifting your boxer into a temporary super-fast, super-powerful state. This is a scream, with the action belting along at a frantic rate. The only complaint is that the two

'lights' which burn on your character's gloves while it 'Rumbles' are fakes, and could easily have been done in realtime on Dreamcast.

**Ready 2 Rumble** comes fitted with two separate play modes: Arcade and Championship. The former is standard beat 'em up fare, with extra boxers unlocked by battering your way through 12 gruelling bouts against the computer. However, choose Championship and a whole new side to the game is revealed.

You manage an entire stable of boxers. Each of these has a limited career lifespan, represented by the number of matches they can contest before retiring. By entering in either Prize or Title fights, you can both advance the rating of the boxer, and swell your wallet. Cash earned can either be gambled on matches or spent on

**GO THERE!**  
**AFRO CHAT**  
Thunder talks exclusively to us  
**PAGE 62 >**

**BEAT 'EM UPS**  
What is it about punching polygons that we love?  
**PAGE 70 >**

**TOYS**  
Get yourself a boxing glove to punch real people.  
**PAGE 122 >**

“The training system is incredibly well conceived and **without it Ready 2 Rumble would lose a large chunk** of its long-term appeal”



improving the fighter through training (see box-out on page 017). The training system is incredibly well conceived and without it *Ready 2 Rumble* would lose a large chunk of its long-term appeal.

According to last month's Brain in a Jar victim (see page 130), Mark Maslovicz, *Ready 2 Rumble* has been one of the most played games in the Sega Europe headquarters. And that's understandable. Midway's creation has an instant appeal due to its in-your-face approach, and its simple control system. The only doubt hanging over the game is whether it has enough depth to give seriously long-term appeal. It's a little lacking in play modes, especially compared to a more thorough fighter like *Soul Calibur*.

*Ready 2 Rumble* is classic American videogaming – wildly enjoyable, brash, bold and noisy as hell. Just don't expect to drown in its depth. ■

**DC-UK** 8  
BOXING CLEVER



### Wetdream?

Midway's next Dreamcast release is its bonkers speed boat racer *Hydra Thunder* (A & B), due to appear next month along with *Mortal Kombat Gold* (C)





88 MPH.  
28 YDS.

# UEFA Striker

"Some people believe football is a matter of life and death. I'm very disappointed in that attitude. I can assure you it's much, much more important than that."

**Bill Shankly**

From the halcyon 16bit days of *Sensible Soccer* and *Kick Off 2* through to today's big duo, *ISS Pro* and the *FIFA* series, football games have always been as popular as the sport itself on our sceptered isle. There is probably some deep, Freudian explanation for this involving the need to live out our frustrated footballing dreams through the medium of small polygonal videogame players. Or it could just be that footie games rule.

Whatever the reason, Dreamcast-owning aficionados of the Beautiful Game can now rejoice because the latest in the revered *Striker* series is here to make life more bearable as the

years slip by without Fergie ringing up and offering you a run out. Sob.

In most people's eyes the football game nirvana would involve a combination of *FIFA*'s in-depth options built on the foundation of *ISS Pro*'s superlative gameplay. Thankfully, *UEFA* comes pretty close to realising this impossible dream.

In terms of presentation, it gains brownie points by ignoring the "Let me entertain you"-style bombast of *FIFA*

and going for a more sober, football for football's sake, approach – Match Of The Day as opposed to *FIFA*'s Sky Sports, if you will. On the downside, it doesn't quite have the vast array of options that *FIFA* can boast, some of which may be rather superfluous (changing player's hairstyles for example) but, nevertheless, keep you anal footie fans happy.

**As for** important options like different competitions and team tactics, *UEFA* delivers everything we have come to expect. The license of Europe's governing body allows the game to have the official European Championship qualifiers and the Euro 2000 finals (in your game England might actually qualify). The other major competitions are all there but are cunningly disguised due to the rights belonging to other game companies. Therefore, the

## 2nd opinion

Considering this is a first generation football game, and a third-party one at that, *UEFA Striker* is a magnificent achievement. It won't, however, go down in the Guinness Book of Classic Footie Games. There should be a power bar to tell you how hard your set-piece kicks are, and the penalty system errs in favour of the goalie rather than the striker. However, the game flows well, the visuals are stylish, and building decent team attacks is possible. A must for footie fans who can't wait for an honest-to-God classic.

**Keith Stuart**

"Dreamcast-owning aficionados of the Beautiful Game can now rejoice because the latest in the revered *Striker* series is here"

- Publisher: Infogrames
- Developer: Rage
- Price: £39.99
- Release date: October
- Players: One to two
- Extras: VM, 60Hz
- **For** It's a cracking game of football: what more do you want? Blood?
- **Against:** No manual skill moves. Dodgy through ball.



“The International Cup is **the World Cup with a wig and false moustache**”



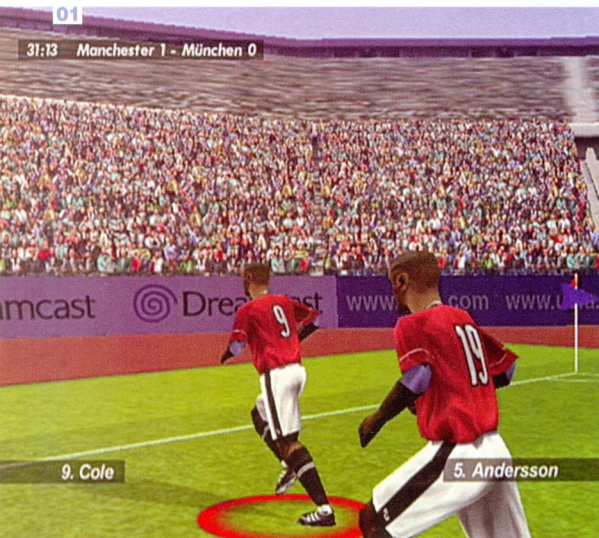
- 01 Paul Scholes, he scores goals. And takes throw-ins
- 02 “Giggs, hold me and tell me you love me”

**It's training men, hallelujah!**

There are five practice sessions to help you get accustomed to the game controls, and completing them unlocks extra in-game options. Brian.



**A** There are ten different stages in each practice session and you have to complete at least eight of them. In the shooting stages try and put the ball in that big net thing between the posts **B** Passing: get the ball to a team-mate and bury it **C** Defending: clear the ball by any means necessary



## It's training men – continued



► European Champions League is known as the Euro Super Trophy and the International Cup is the World Cup with a wig and false moustache. There is also a nifty Classic Match option that allows you to recreate actual games from the past such as that glorious evening in Barcelona when Man Utd snatched victory from the jaws of defeat against the dastardly Bayern Munich.

In *UEFA Striker*, however, it is 'Manchester' against 'München' because a legal loophole has prevented the developers from using accurate team names. All the clubs are named after the area they come from, which is fine in Barcelona's case but a little confusing if you want to play as Highbury, sorry, Arsenal (although why anyone would want to play as that shower is a total mystery to us). Luckily, there's a comprehensive editing system that enables you to put in the correct team

names and even create eight of your own custom teams. You can also edit the player names but this is not so vital as the game already contains the proper monikers – so there's none of that annoying David Beckham business, thank the Lord.

**There are loads** of other features to dabble with, such as formations, tactics, weather and camera positions, and the game speed can also be altered to your own personal taste. One unique feature in *UEFA* is an innovative 'pressure' bar that reflects the importance of the match and varies the tempo, atmosphere, behaviour of the players and (most noticeably) strictness of the referee.

While the above details take on the importance of breathing for all the football game sticklers out there, they are completely irrelevant if the gameplay

**01** Yorkey and Coley spot another potential 'conquest' in the crowd  
**05** "Clear it!" Adams never let his hula hoop practice interfere with the game

"The clubs are named after the area they come from, **which is fine in Barcelona's case but a little confusing if you're Arsenal**"

49:58 England 0 - Brazil 2



14. Anderton

20. Bebeto

GO THERE!

DWIGHT YORKE

Nip along here to catch a glimpse of a real player checking out *UEFA Striker*

PAGE 46 >

they're based around fails to cut the mustard. Well, you needn't worry on that score because *UEFA* delivers top-notch footy action in spades.

**Its style is** obviously influenced by the combination of realism and arcade simplicity found in the excellent *ISS Pro*, and it is Konami's game that provides the most pertinent comparison. In truth, it's not quite as slick as *ISS* but this is mainly due to the fact that the ball isn't drawn magnet-like to your players as you pass it around. Instead, it's up to you to make sure the players collect the pass which occasionally results in graceless dancing round the ball but, once you get the hang of it, is a much more accurate reflection of the pass-and-move art.

*UEFA*'s through ball doesn't match up to Konami's legendary equivalent, and only seems to work if you're playing it to a nearby team-mate. The shooting system, however, is far superior. While goal attempts in *ISS* are largely restricted to getting the ball in the box, tapping shoot and hoping for the best, there is much more freedom to try your

**"Its style is obviously influenced by the combination of realism and arcade simplicity found in the excellent *ISS Pro*"**

luck from anywhere here. The longer you hold the shoot button down the more powerful the shot will be, and you can add aftertouch to the attempt. It takes a bit of practice to gauge the strength of the shots, but once you become accustomed to the force required, you'll soon be stroking them into the bottom corner and wellying them into the roof.

**Another thing** it has in common with *ISS* is the lack of specific 'skill' moves. Both games utilise a system where skills are automatically performed in certain situations – for example, the player will sometimes perform a backheel if you pull back as you pass to a team-mate behind you and there is a cool stepover available if you quickly change direction while dribbling past an opponent. To be honest, the huge number of tricks in the *FIFA* games can become something of a

liability as you desperately try to remember a beat 'em up-style combo while bearing down on goal. However, it is nice to have the ability to use a bit of skill whenever you feel the need and, sadly, *UEFA* doesn't give you the option.

At the end of the day, aside from minor criticisms, *UEFA Striker* is a fantastic football title and its intuitive feel equals that of *ISS Pro*. As any football game connoisseur will tell you, it takes a few years and a few updates before a title really comes into its own. For the first *UEFA* game to be this good is a startling achievement and suggests that, if the developers smooth off the rough edges, the inevitable sequel will be something really special. ■

Lee Hart

**DC-UK** 8  
STRIKES WITH STYLE



# Toy Commander

Toys are great, sure, but toys and videogames combined? We must have died and gone to heaven

**A**h, childhood. Lazy, carefree days, climbing trees and getting mucky. School was a glorified sports arena where you had to do strange things like English and Maths in between games of twenty-a-side football. And when you arrived home, with freshly-torn holes in your kecks, dinner would be on the table and the remainder of the evening could be devoted to playing with your toys.

Fast forward to 1999, and – apart from a few unreconstructed big kids grimly holding on to their youth by purchasing Darth Maul action figures – most of us have, reluctantly, put away those childish things and left them to gather dust in the attic.

Fortunately, that Space Hopper-shaped void has been filled by videogames, as consoles have gradually

become the new toys (like puce is the new cerise – or whatever it is this year). With *Toy Commander* this evolutionary process has been taken to its natural conclusion as – hey! – you get to play with toys on your shiny new Dreamcast console. How cool is that?

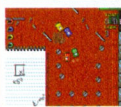
**The premise** of the game revolves around warring factions in an unruly young boy's toy collection. Hugolin Bear (the eponymous Toy Commander) has rebelled against a boy's mistreatment of his playthings and led a toy mutiny against their owner. You

take on the role of this naughty boy (the rather strangely-named 'Guthy') and must use his loyal toys to quell Hugolin's revolution.

The battles take place across eight different rooms in Guthy's house. You start off in the Kitchen and Dining Room, and when three of the six missions have been completed you can move on to the next location. Each room has its own scary boss, and to face them you have to beat their finishing times in three missions. This system continues throughout all the rooms in the house with three wins enabling you to progress, and three winning times enabling you to challenge the boss. In all there are 50 missions plus seven boss battles, and if you win all seven you can face Hugolin the mutinous teddy bear in the final confrontation.

The missions include straightforward *Micro Machines*-style races to shoot

## Toy Story

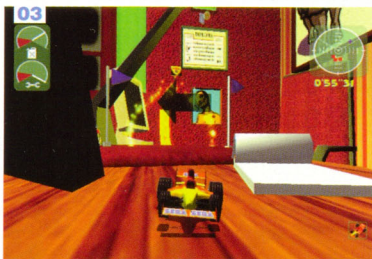
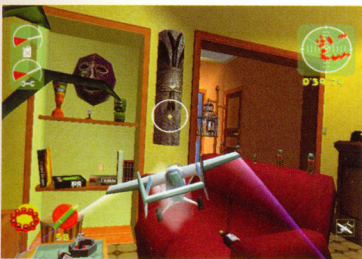
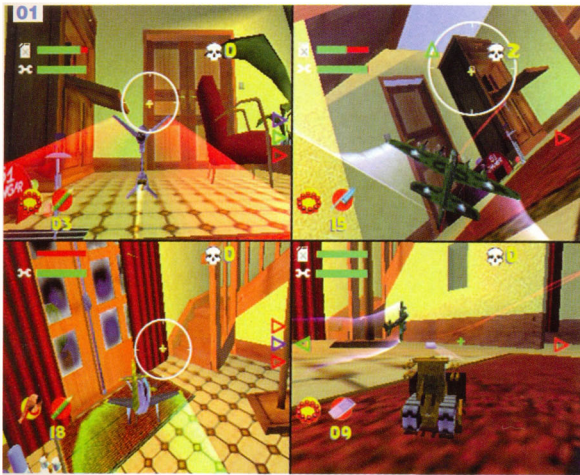


*Toy Commander* isn't the first title that allows you to play with toys on a videogame machine. The most famous – and best – of the previous attempts is the legendary *Micro Machines* from Codemasters, which first appeared in the dim and distant 8bit days. Here's hoping that there's a Dreamcast version in the pipeline. Pretty please?

“Hugolin Bear has rebelled **against Guthy's mistreatment of his playthings** and led a toy mutiny against their owner”

- Publisher: Sega
- Developer: No Cliche
- Price: £39.99
- Release date: October 14
- Players: one to four
- **For:** Toys! Four players! Over 50 missions! Over 30 vehicles!
- **Against:** Handling can be tricky. Missions are extremely frustrating

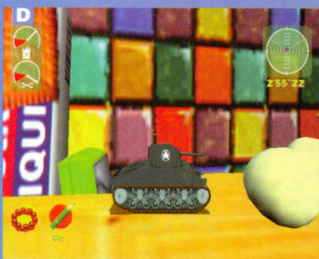
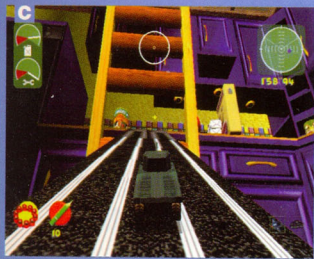




## Hard-boiled eggs

Behold! This is a perfect example of one of the more, shall we say, eccentric missions on offer during *Toy Commander*

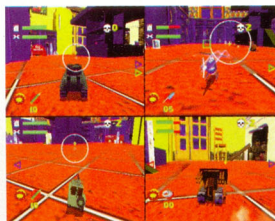
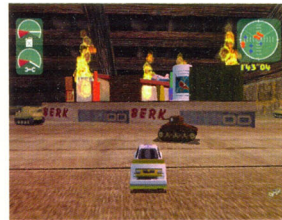
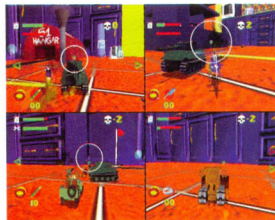
- (A) An ordinary household scene
- (B) Take to the air and turn on the oven ring under the pan, using the obvious method of shooting the knob with your machine gun
- (C) Switch to the tank and trundle up the ramp to the worktops
- (D) Drive along to the eggs taking care not to damage any paintwork
- (E) Line yourself up and nudge the eggs into the steaming pan. Et voilà! Boiled eggs for supper



**01** *Toy Commander* is the first European DC game to support four players

**02** A Dexterity mission – follow the leader and don't let JFK Junior near the controls

**03** Trumpton was a popular location on the F1 calendar



**01** The burglars developed an innovative way of taking out the security camera

**02** The young lad Gully. That's you, that is

**03** A seemingly benign bathroom becomes the setting for aerial battle

► em ups, dexterity tests and *Command and Conquer*-like strategic battles. There are 35 different vehicles that crop up as you progress through the game, ranging from airborne craft (bombers, jets and helicopters) to land-based machines (tanks, jeeps and sports cars). The missions often require the use of both air and ground vehicles, and you have to make tactical decisions on which mode of transport is suited to which aspect of your task.

This amalgamation of different gaming objectives and styles lends a great deal of variety to *Toy Commander* and ensures it never becomes too repetitive. Essentially, it is akin to lots of diverse sub-games, ranging from the bizarre (see the eggy boxout on page Q25) to the more conventional (racing through hoops).

## The graphic design

of the game is spot-on and looks like the illegitimate offspring of *Toy Story* and *Micro Machines*. As with Pixar's groundbreaking film, the toys are the most realistic-looking things in the environment while their surroundings

are an attractive mix of lifelike and cartoony visuals. The separate locations around the house all have their own distinct look and feel that subtly affect the way you approach the missions: for example, the attic is far more cramped than the other areas, and much of the action requires you to navigate your way around the floorboards. All this is wrapped-up in sumptuously colourful, high-resolution graphics that immerse you into the toy world and suit the idiosyncratic gameplay perfectly. Even the power-ups and weapons fit into the parallel world theme with spanners boosting your energy, fuel cans refuelling you, pen tops representing missiles and tacks acting as land mines.

**The multiplayer** features of *Toy Commander* are the best yet seen on the Dreamcast and provide a sack-full of feathers for the developers caps.

You can challenge your mates in Deathmatches, Capture the Flag and Cat and Mice but, best of all, it is not just two-player, not just three-player but four – yes, madam – four-player goodness for you and your chums to waste the evening with.

Deathmatch is, naturally, the best option and the household locales bring a real tactical edge to the multiplayer madness. It is almost obscenely satisfying to hide behind a packet of cereal (like a lion waiting for some wildebeest in a very large kitchen) then pop-out and give your mate a good blasting. Another great touch is that, at any time in the proceedings, you can head back to the hangar where you started the deathmatch and change your vehicle. This means that if you're getting hammered in a weedy helicopter, for instance, you can swap it for a big tank and trundle out to give the enemy a

## 2nd opinion

When I first saw *Toy Commander* back in early August, I was amazed by the scale of the levels in the game. It is so clearly a next-generation videogame – it could never have been made for PlayStation. Shame the interior decor is so tasteless.

Having played the game in the office, I agree with Lee: No Cliché has set the difficulty level way too high. It's going to take you weeks to complete this game, if you don't become too frustrated in the process.

Caspar Field

“Deathmatch is, naturally, the best option and **the household locales bring a real tactical edge to the multiplayer madness**”



rather different proposition.

Admittedly, there are a couple of blots on the multiplayer landscape. The most distinct smudge is the fact that it can be quite tricky to locate the opposing players and, when you do, it's easy to go whizzing past and lose them again. This problem is magnified when some players are airborne and the others are at ground level; often resulting in aimless wandering with occasional fleeting glimpses as your opponents fly past. Therefore, when you're just getting used to the multiplayer antics it is best to stick to either planes or automobiles and never the twain shall meet. Another minor problem is that there aren't enough power-ups to go round with fourplayers all requiring them, but this does add some extra every-man-for-himself competition to the battles.

### Sneaky readers

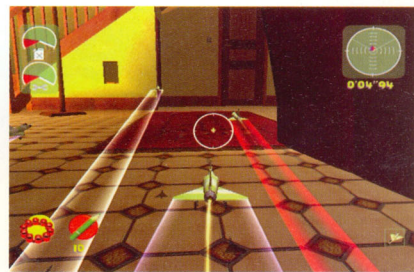
out there (ie, probably all of you) will already have taken a glance at the score and will therefore be wondering why – with opulent graphics, varied gameplay and reasonable multiplayer larks – *Toy Commander* hasn't received a higher

mark. Well, with everything going for it, *No Cliché* has gone and thrown a spanner in the works by making the game too difficult. In many of the missions the game strays from acceptable trickiness into the realms of frustration. The learning curve is also out of sync with some of the earlier missions – far tougher than tasks you'll encounter later on. The result of this is that the 'one-more-go' appeal quickly becomes a joyypad-throwing, 'I won't let the bastard beat me' non-appeal that detracts enjoyment from the game.

### In the inevitable sequel

these problems will hopefully be addressed, culminating in a far more balanced and user-friendly game. As it is, *Toy Commander* is an extremely accomplished title (especially in multiplayer) but its irritating flaws prevent it from being hailed as a true classic this time round ■

Lee Hart





# Blue Stinger

You'll find elements of *Tomb Raider* and *Resident Evil* in here. But there's one crucial difference. It's crap

**A**s a young whippersnapper, I would sit proudly on the vast expanse of my father's knee, and I would listen to his paternal words of wisdom. One time, he said something and he made me promise never to forget it. "Son," he said, gently taking my hand in his and gazing deeply and fondly into my eyes, "wherever you go in life and whatever you do, always remember that no matter how hard you try, you'll never be able to polish a turd."

And by God he was right.

Which, in an amazing coincidence, brings us neatly to *Blue Stinger*. This is one of the first Dreamcast examples of the shite/Mr Sheene combination Daddy was talking about that we've seen so far. But be warned, as everything seems to

be illuminated with the soft glow of competence at first. You'll find that the introduction's not too hot, but the graphics aren't too shaky at all, and – as you must know – *Tomb Raider/Resident Evil/Metal Gear Solid*-type games are certainly in vogue at present. It's only when you decide to have a closer look at the more intricate workings of *Blue Stinger* that the faint waft of Mr Brown becomes apparent.

It's a 3D arcade game with adventure elements (in the old days of the ZX Spectrum's *Sabre Wulf* and *Knight Lore*, we'd have called this an arcade/adventure), where you run around locations solving puzzles (*Tomb Raider*), there's the zombies lurking around every corner (*Resident Evil*), and prosaic lengthy cut-scenes which you wish you

could skip through but obviously can't (*Metal Gear Solid*).

**You control** either Eliot Ballade (young, loud, stupid) or Dogs Bower (old, hairy, stupid) and, by fair means or foul, you must uncover the secrets of exactly why everyone on a remote island has been popped off, and why the undead are pairing up with Satan's finest to put you off the scent. It's not the most inspiring start – and it doesn't get much better.

Although everything is (naturally) in glorious 3D and you have complete control over your chosen character and the movement of said character around all of the pitifully dull locations, there's little to warm your cockles once you get past these basics. The game contains very little tension, a small amount of interest and one of the tiniest, most inadequate flickers of suspense that we've seen for quite some time.

**As you** slowly work your way through *Blue Stinger*, the mist does appear to clear somewhat and, after meeting extra characters Janine and

## More info

### A conversion problem

Sega claimed that a re-working of *Blue Stinger* was scheduled, after a warm response from Japanese press. On closer inspection of the PAL version, though, changes are noticeable, but not much in the way of improvements to the actual gameplay.

There's the obvious translation of the Japanese text, and, thankfully, the camera angles have been restyled. Now, instead of the swooping hopelessness of the original (where the camera followed you around with all the grace of a boozed-up tramp), the game is viewed from behind the character. This has the advantage that you can now actually see what you're supposed to be shooting at, which is definitely a good thing, we'd say.

- Publisher: Sega
- Developer: Climax Graphics
- Price: £39.99
- Release date: October
- Players: One
- Extras: VM
- **For:** A familiar and popular genre. Some decent graphical touches
- **Against:** Too many frustrating moments. Unoriginal gameplay. Not a next generation game



“The graphics, although **impressive enough for the first five minutes** all tend to look tiresome and N64-like”

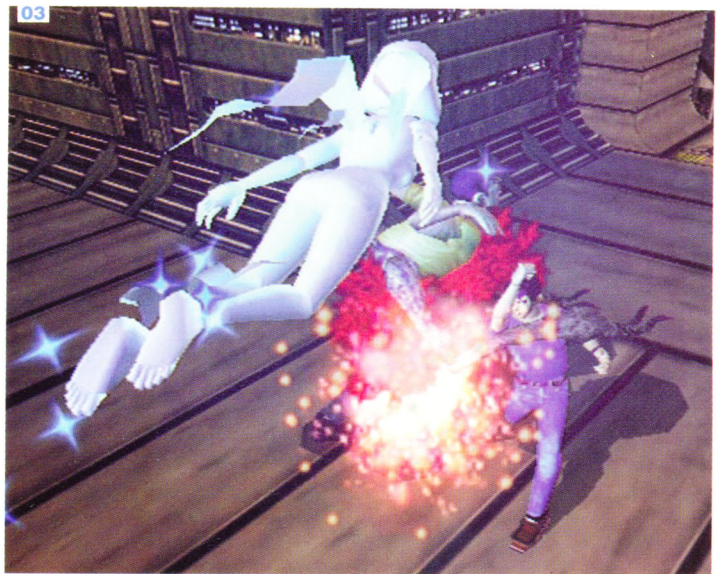


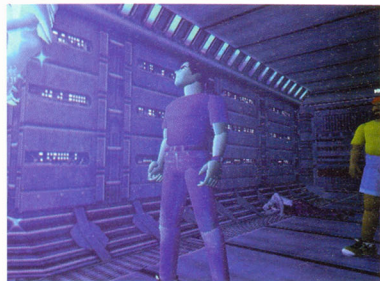
- 01** Eliot looks around moodily, wondering where the nearest strip-club is. The neon lights here are effective, but they don't make up for a dull game
- 02** Eliot looks at another bloke, moodily. He's a bit dense, is our Eliot, but as long as you admire the curve of his butt-cheeks, he's fine
- 03** Eliot hits a baddie, moodily. You can tell he's naked, can't you?
- 04** The not quite so moody Janine interrupts the 'action' with occasional and obvious messages

Nephalim, you actually begin to believe that there might be a purpose to it all. Killing monsters rewards you financially, as coins are scattered to the four winds from the corpses, and this money can then be used to buy food, health drinks or ammo. Keys must be wrestled from the rigor mortised corpses of the dead and then extra sections are uncovered, where you collect more coins, wrestle more corpses and find more keys. And so on.

The graphics, although impressive enough for the first five minutes, all tend to look tiresome and N64-like after half an hour or so. The dock area does deserve special mention for effort, though, as the huge neon signs and video boards dotted about do lift the spirits slightly, until you accidentally move back into the previous location and realise that, yes, all the previously-dead enemies *do* come back to life when you re-enter a room.

Dotted sporadically through the game are smaller sub-games that require you to do marvellously exciting things like run from your current location to a different one in a ▶





**01** Full of action, this game. Look how Eliot stands still in such a dramatic way  
**02** Ooh! Ooh! Something's happening, mother!  
**03** If only you could play the part of the nasty beast-thing. Then you could decapitate Mr Dull McTedium and his lycra-clad lateral obliques

► minute-and-a-half and, once there, you have to – wait for it – press a button. To be fair, that is just the first one and they do get slightly better later on in the game. These challenges have very little to do with the gameplay (which basically means that you can ignore them if you like), but more money, weapons and bonuses will be rewarded to you for successful completion of them.

**When you** get to the stage where you've just had another pointless five minute conversation with the lovely Janine (which, again, you're unable to skip through), and you then enter the next room to find it full of vending machines and a karate T-shirt, you start to think that maybe it all might either be, a) a poor joke, or b) a bad dream. It's sadly neither. Unfortunately, you'll find that the crap joke is on you if you save up the readies to buy this ■  
**Dean Mortlock**

**DC-UK** 3  
 MONSTER MUSH

## Fight For Your Right

Progressing through the pedestrian pathways of *Blue Stinger* will, just occasionally, land you in a situation where you have to kill something (A). The best way to do this is by rapidly pressing the combat button and slaughtering it with a rapid series of kicks and punches.

There's also a small selection of weapons to pick up on your travels. Find the Handgun (B) and you'll be able to deal with things slightly easier, but there are others later in the game – including a **DC-UK** favourite, the Napalm Gun ■



*TRICK STYLE*



**PC  
CD-ROM**



**BIG AIR FOR THE NEXT GENERATION** RELEASED 14.10.99

FEATURING ORIGINAL IN-GAME MUSIC BY KURTIS MANTRONIK

TRICKSTYLE™ & © 1999 Acclaim Entertainment, Inc. All rights reserved. Sega, Dreamcast, and the Dreamcast Logo are either registered trademarks or trademarks of Sega Enterprises Ltd.



0 Km/h

Rpm

1 / 22

48



# Racing Simulation Monaco GP

A Formula One racing simulator? What will they think of next? Can *Monaco GP* put a new spin on an old genre?

**U**ry mentioning the fact that contemporary Formula One is a little on the boring side in the wrong company (a couple of suave Latin types should do it), and you'll probably be looking at a substantial hospital bill.

And despite being a huge F1 fan (and reasonably Latin as it happens, though not necessarily suave), I'd have to agree that today's pinnacle of motorsport is lacking a certain something. The reasons for this are wide and varied, but it's not worth getting into at the moment. Suffice to say, there simply isn't enough overtaking, with races often degenerating into a tedious and

you're free to address some of its current shortcomings.

**The most** obvious example of this, is *Racing Simulation – Monaco Grand Prix's* Arcade option. While it offers the same 17 circuits and 11 teams as the simulation mode, there are notable differences between the two, the most immediate residing in the handling department which in this case is extremely forgiving. Possibly too much so, in fact. In addition to weaving the car violently across the track like some demented Sunday driver without fear of losing control, it's possible, for example, to cut straight across the gravel traps sandwiching the first two chicanes at Monza and not only keep your velocity, but gain a couple of places in the process, too. It's the same story at any other circuit offering similar opportunities and only the strongest of

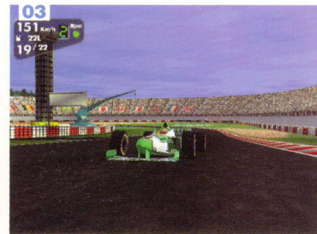
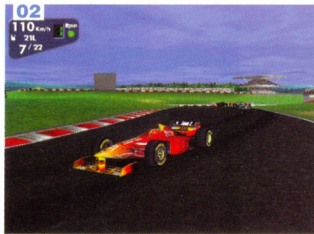
predictable procession, the only occasional position swapping coming as a result of the obligatory pit stops.

**However**, the great thing about videogames is that you can augment or reduce any aspect of the activity your title is based on so as to enhance the resulting experience. And unless you're out to recreate an utterly realistic simulation of Formula One racing,

**“Despite Monaco GP's supposed pick up and play demeanour you still get a healthy amount of options to choose from”**

- Publisher: Ubi Soft
- Developer: In-house
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: None
- **For:** An enjoyable arcade mode and detailed sim mode
- **Against:** A bit soulless and unrewarding





**01** Black and grey and 'Team One' livery – not a thinly disguised McLaren by any chance?  
**02 & 03** Shame most of the other teams fail to offer similarly pseudo-realistic paintworks  
**04** Better get used to this – you'll be doing it a lot  
**05** There's a fair amount of background detail noticeable at the circuits



will abstains from taking advantage of the possibility of illegally increasing track position without incurring the risk of penalty – either from spinning out or from the marshals.

Despite its supposed pick up and play demeanour you still get a healthy amount of options, something which isn't made particularly enjoyable by the game's unfriendly menu system.

Assuming you select a single race rather than the championship or time trial, you get to pick the speed unit (m or kph), the number of opponents, race length, weather and grid position. It would have been nice to have included a qualification round for the arcade mode rather than rely on the player to select his/her starting position (another one of those 'strength of will' moments), but it's not a disastrous oversight.

In terms of options, however, the Simulation mode takes the chequered flag. Depending on the difficulty level highlighted (amateur, pro or expert), you get to tweak different aspects relating to the drive ahead. Damage can be turned on, and if you do you can then decide how many failures you're prepared

## Tuning Times

Select the simulation mode and the following set of screens become crucial in determining your potential race-winning chances. The amount of options offered by *Monaco GP* would rival any other simulation currently on the market so you know there's plenty to get your joystick-tugging digits covered in digital oil (depending on how realistic you want to get, of course). Every conceivable failure can be switched on, and other than assembling the car yourself, you can tweak every parameter of the engine and chassis so as to extract the maximum amount of speed from your racing machine.

**A** Real men (and women) laugh in the face of potential disaster and switch all of these on **B** You'll need brakes, of course **C** Long gears (no, not physically lengthy – it's just an expression), give you better top speed but little acceleration **D** The stickier they are, the quicker they'll need changing **E** Fuel quantity determines pit strategy **F** Er, it's getting a bit technical now, isn't it? **G** Help!





**01** Logic dictates one of these two is facing the wrong way and hence likely to face disqualification soon

**02** The usual chase views are offered, as well as front wing and in-car (shown here)

► to contend with. The list is impressive, covering all areas of the modern F1 car and includes radio, display, gearbox, electronics, and engine breakdowns as well as broken exhausts and water or oil leaks. In addition, you still have to decide on driving aids (anti-skid/spin and ABS), regulations (false starts, 107 per cent qualifying rule, 30 and 12 lap limit for practice and qualifying respectively and one spare car per weekend), and the most comprehensive set-up menu ever seen in a F1 console game – rather than bore you with all of the elements on offer, let's just say that when you have rebound values for dampers and engine rpm versus reliability settings you know you're looking at an extensive list.

**It should** come as little surprise then, that once on the track things are not initially easy. Switch all of the realism on, for instance, and you're unlikely to make it past the first corner with all four wheels still attached to the chassis. Practice (and a more gradual approach to the options available), eventually reaps rewards, although you

could argue that the Dreamcast's analogue stick is not the best suited instrument for the subtlety required when controlling a frighteningly accurate depiction of a Formula One car.

At least the AI of your opponents is commendable: out on the track they really race each other and undergo driving errors, as well as fighting you relentlessly for track position. It helps dilute the feeling of battling against a lifeless CPU driver.

But, as some of you may have already noticed, *RS-MGP* has one glaring deficiency. A glance at any of the screenshots shown here and it's clear that this F1 game is not FIA licensed. In other words, no McLaren, no Coulthard, and definitely no Schumacher (with or without a fractured leg). To its credit Ubi Soft has included an editor enabling you to change Bonibrasco back into Barichello, for example, but there's little you can do about the actual textures on the cars. It may seem a little picky, but it does rob the game of a significant amount of atmosphere and is hence important. And the arrival of Video System's officially endorsed F1 World

Championship in the not too distant future is likely to compound matters.

**If you're** not bothered about your cars looking like they've been clothed in cigarette packets, then you'll get a lot out of this game. It is a competent attempt at recreating Formula One, combining an accessible arcade game with an impressively detailed simulation mode and an enjoyable two-player option (as well as a 'bonus' retro game – see 'Retro'). But the proceedings are a little soulless and unrewarding at times. And although it tries hard, *RS-MGP* doesn't always exude a true console feel, possibly still harnessing too much of its PC ancestry. The overall presentation could have been improved to make the whole thing feel more 'gamey' rather than the impersonal PC sim type experience it can occasionally convey.

It's good. It's just not Schumacher – or 'Schmidtke', if you prefer ■

João Sanches

**DC-UK** 6  
MID-RANGE MOTORING

“Switch up the realism and you're unlikely to make it past the first corner with all four wheels still attached”

## Retro

Racing Sim  
Monaco GPs  
super secret  
extra game

Actually, you can select the retro option from the main selection screen so it's hardly secret, but we had to get you to read this somehow. You only get one track and eight different cars but the handling characteristics (ie, no grip) of these slides is such that they make a welcome contrast from their modern equivalent found elsewhere in the game



## Global Racing

No, don't panic. There aren't just seven tracks in *Moroco GP* – it's just that we can't fit all 17 in this section without resorting to some minuscule (and hence useless) screenshots. With the obvious exception of Monaco, licensing shenanigans prevent Ubi Soft from using real circuit names – just like the poorly-named drivers (ie, you get Great Britain instead of Silverstone), but rest assured every hairpin, chicane, straight and elevation change is exactly where it should be.

**A** A reasonably entertaining circuit **B** Wet or dry, Spa is hugely demanding and a firm favourite with the majority of today's F1 drivers **C** Once the last race before everyone had their Christmas break, Australia now opens the season **D** Easily more exciting than the country it's in **E** Slowed down over the years, this remains one of the faster tracks **F** Not bad, some interesting corners **G** Another drivers' favourite

**A** **Circuits** France Laps number : 7

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

FRANCE  
4,247 KM - 72 LAPS

LAP RECORD  
QUALIFIER : 1'13"864  
RACE : 1'17"070

**B** back valid

**B** **Circuits** Belgium Laps number : 4

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

BELGIUM  
6,209 KM - 44 LAPS

LAP RECORD  
QUALIFIER : 1'07"419  
RACE : 1'10"700

**C** **Circuits** Australia Laps number : 2

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

AUSTRALIA  
5,300 KM - 58 LAPS

LAP RECORD  
QUALIFIER : 1'22"369  
RACE : 1'30"380

**D** **Circuits** Canada Laps number : 8

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

CANADA  
4,471 KM - 68 LAPS

LAP RECORD  
QUALIFIER : 1'24"895  
RACE : 1'39"500

**E** **Circuits** Great Britain Laps number : 5

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

GREAT BRITAIN  
5,140 KM - 59 LAPS

LAP RECORD  
QUALIFIER : 1'21"598  
RACE : 1'24"475

**B** back valid

**F** **Circuits** Brazil Laps number : 7

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

BRAZIL  
4,335 KM - 72 LAPS

LAP RECORD  
QUALIFIER : 1'23"703  
RACE : 1'38"360

**G** **Circuits** Japan Laps number : 6

Australia  
Brazil  
Argentina  
San Marino  
Monaco  
Spain  
Canada  
France  
Great Britain  
Germany  
Hungary  
Belgium  
Italy  
Austria  
Luxembourg  
Japan  
Europe

JAPAN  
5,800 KM - 53 LAPS

LAP RECORD  
QUALIFIER : 1'30"301  
RACE : 1'38"940



# Speed Devils

With its far-out looks and gameplay, *Speed Devils* wheelspins in the face of traditional racing games

**U**hose of you who are familiar with *Speed Devils*' origins feel free to skip to the next paragraph. Everyone else please ignore the last sentence. If you're still reading, then, it may be appropriate to indulge in a little history lesson. You see, back in November last year, PC owners had the chance to play a game known as *Speed Busters*. While it offered nothing particularly fantastic, it did provide IBM worshippers with a reasonable amount of fun, without exactly setting their problem-loving cerebral cortex alight. In these franchise-generating days of ours, some sort of sequel must have been on the cards, probably before its predecessor had started spinning in PC CD drives around the globe, and the arrival of Dreamcast must have come at a perfect

time for Ubi Soft. Here was a machine that was not only capable of taking the *Speed* (soon-to-be) series to the next graphical level, but by being a games console it provided a far more appropriate environment for it than any unsightly beige tower ever could – that's not necessarily a jibe at the PC market (no, you're right, it is), it's just more of a console-type title, that's all.

So *Speed Devils*, then. Not, as you may erroneously think, a game featuring a motorcycling gang from the underworld or a group of illegal stimulant-dependant clubbing types,

rather an arcade-style racer, firmly encouraging the application of outrageous velocity through a series of unique and varied circuits. And it's a rather good one, too.

**Upon loading**, the more impatient among you should perhaps go directly to the arcade option, where within a minute of selecting a vehicle from the six available to you initially (another six are bonus offerings), and one of the half dozen tracks on offer (a further five will still be closed at this stage), you'll be jostling for position with a quintet of opponents intent on making it to the finish line before anyone else. However, three laps and 18 nitros later (rather useful should you encounter some long straights), you're likely to be the one celebrating.

And that's pretty much it, as far as the arcade option is concerned. Before ▶

## 2nd opinion

*Speed Devils* certainly doesn't have the looks of some of its flashier competitors (despite some quite nice chrome effects). However, the frantic comedy gameplay is reasonably gripping, and the wealth of game-play modes and options should keep driving fans going for a few weeks. Some imagination has gone into the vehicle design, too, and the use of alternative routes and increasingly difficult obstacles keeps you on your toes. Not sure if the whole betting thing is going to take off, though, but it's good that Ubi Soft are coming up with new ideas.

Keith Stuart

“In the championship mode you **start off with some wreck** disguised as a car and you have to enter races to better your **financial situation**”

- Publisher: Ubi Soft
- Developer: Ubi Soft Canada
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: VM
- **For:** Original and great fun to play
- **Against:** Not enough tracks. Lack of competing cars at times



**01** Your surroundings are pleasingly diverse  
**02** Of course, artistic license plays a significant part of the track design  
**03** Every circuit throws its fair share of obstructions for you to avoid



## Friendly fun



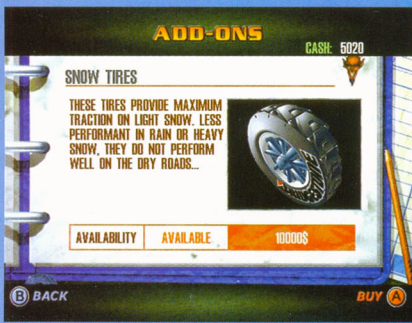
Find a friend and you, too, could engage in *Speed Devils*' lovely twoplayer antics. Several modes for your delectation exist: Normal, Time lag, Distance lag, Defend & Attack (where it's one player's job to attempt to steal the lead, while the other tries to retain it), and Special Challenge (where you compete for the monopoly of six parameters – fastest speed, etc)





## Speed shop

The money you win in the championship game allows you to pop into the shop in between races to buy some goodies that make your car go faster and handle better



► any of the races you can tweak the time of day, weather, whether to mirror or reverse the track, switch the nitros on or off, engage the time attack option, introduce checkpoints as well as select one of an impressive number of different designs for your car (some of them wonderfully hideous), but there's little more depth to *Speed Devils* than that, really.

**The real game** lies within the championship selection. Here you start off with some wreck disguised as a car and must enter races with the sole purpose of bettering your financial situation. Clearly, winning races helps, but there are other ways, too. Whoever leads for the longest amount of time is duly rewarded, as is the individual achieving the highest speed during the race and posting the fastest lap. Also, throughout the circuit there are speed

traps (usually three) with a set velocity clearly displayed – get caught travelling at anything above that and a monetary reward will make its way into your bank account. Needless to say, the higher the speed, the bigger the cash.

Of course, all this money has practical applications. In between races not only can you repair damage inflicted on your car on the track (smash the front end too often during a night race and you invariably end up without headlights – a nice touch), but there are a series of tuning options available to hopefully guarantee victory on your next outing. Better acceleration, top speed and braking ability are offered, together with nitro capability (unlike the arcade option you start off without any), armour plating and a selection of surface-specific tyres to improve traction. If you're *really* in the money, then a visit to the showroom for one of the 12 new

- 01 Swift application of the handbrake is always good for a laugh
- 02 Cars come in a variety of shapes and an impressive range of liveries
- 03 Hit enough walls and you too can have a vehicle as good looking as this. Do try and avoid those inviting jaws, won't you?

“Between races you can repair damage inflicted on your car and give it a **tune up for improved** acceleration, top speed and braking”



“Before races, your opponents may **decide to lay down a bet, which you can accept or decline** depending on your confidence”

motors on offer may be in order. But we're getting ahead of ourselves. Before that happens you're already more than likely to have entered the seedy world of digital gambling. Before certain races, some of your opponents may decide to lay down a challenge (with economic repercussions, naturally), which you can either accept or decline depending on how confident you feel about your driving skills. It's yet another intriguing way of increasing your capital, of course.

### The championship

is divided into four classes, each ranging from three to five races. Pleasingly, the latter's sequence is randomly generated meaning every new game promises plenty of diversity. Progressing to the next class is a case of obtaining the required amount of cash.

It's also worth mentioning the tracks themselves. Themed around

the locations they're set in (Hollywood, Canada, Aspen, Louisiana, etc), every lap offers new obstacles for you to (hopefully) avoid. These can be simple rock slides, avalanches and roadworks, to the more adrenaline-extracting nature of a giant Great White shark or T-Rex attack. There are also plenty of shortcuts to help you on your way to the chequered flag, as well as allowing you to vary your laps according to your mood. Having said that, most of the tracks provide laps of unusually long length, and the amount of objects to circumvent combined with your attempts to stay ahead of the savagely pursuing pack of motors should ensure that you never experience anything even remotely resembling tranquillity.

*Speed Devils* is great fun. The handling of the cars is reassuringly absolving, ensuring the more experienced virtual racers among you

will be playing, pushing the handbrake button with wild abandon while staying near the racing line. The championship mode with its fiscal inclinations can prove a remarkably rewarding experience and the great twoplayer mode (see boxout on page 37) injects some welcome longevity.

**It's not a** perfect game, though. Seasoned players may get through it too swiftly and more tracks would have been readily accepted – other than Louisiana, the extra tracks are climatic alternatives of existing circuits. Said gamers are also likely to experience occasional moments of emptiness leading races without a challenger in sight.

But for the most part *Speed Devils* is decidedly enjoyable. You only have to take a look at other consoles' car-based 'games' to realise how worthy an addition to Dreamcast's growing library of racing games this is ■

João Sanches





FINAL UK VERSION



# Sonic Adventure

Sonic took Japan by storm with his latest adventure and the PAL version looks even better

**F**or the PAL release of *Sonic Adventure* it was expected that Sega would iron out the creases in the game by fixing the problems most regularly highlighted, such as pop-up and the occasionally troublesome camera. So have they fixed them? Erm, no, they haven't. Pop-up remains sadly evident and the camera still has an annoying tendency to play hide and seek with your character.

The major difference between the European and Japanese versions is that, unsurprisingly, the PAL release isn't in Japanese. However, it also isn't in English as both the voice characterisations and on-screen text have been translated into a new language that can only be described as 'Californian'. Consequently, Sonic sounds like a totally bodacious dude

who says things like, "Ah yeah, this is happenin'!" and, "Okay, Eggman, bring it on!" Amy talks like an airhead Valley girl whose greatest educational achievement has been learning how to paint her nails (in pink) and Tails sounds like the young Anakin Skywalker – possibly because he's voiced by Jake Lloyd who played Anakin in *The Phantom Menace* (and, amazingly, he's even worse in this than in *Star Wars: Episode One*).

To make up for the dreadful Americanisations and rubbish voice acting (which don't really diminish enjoyment of the game, to be honest) Sega has added a whole host of new Internet features. There is a World Ranking Mode enabling you to compare level times and scores with *Sonic Adventurers* across the globe, a tips

section offering detailed maps and guides to all six characters and a load of extra options for breeding and trading your little Chao pets.

The Grand Poobah of the online features is that Sonic Team has created a tool allowing them to modify all the existing levels in the game and these modifications will be posted on the Net regularly in the form of patches. The patches can be downloaded to your VM unit and will include such diverse things as extra tracks for the Twinkle Park Circuit and areas changed to reflect different times of the year – Christmas and Halloween, for example.

Although most of Sonic Team's Internet plans are still top secret, the list of possible downloads is, almost literally, endless. If these online features are as sexy as promised it will be a spoonful of sugar that makes the Net-related Dreamcast launch delay much easier to swallow ■

Lee Hart

**01** Sonic Team's odd decision to open the game with a boss has survived the transition to PAL

**02** Graphics are as wonderful as ever. The inclusion of 60Hz television support is fantastic news for UK gamers

**03** We still find Knuckle's part of *Adventure* one of the most rewarding to play

- Publisher: Sega
- Developer: Sonic Team
- Price: £39.99
- Release date: October 14
- Players: One
- Extras: VM, Internet-compatibility, 60Hz television support
- For: Internet-compatible gameplay elements
- Against: Horrible voice-overs

**DC-UK** 9  
WESTERN ADVENTURE





**01** With her additional three, slightly transparent legs, most bokes found Pai oddly intimidating

**02** Fortunately, her husband – Pai, he of the back-to-front arse and knees – loved her regardless

**03** Do you ever get the impression when looking at grabs of fighting games that, yknow... They look like excerpts from the Karma Sutra? Well, some of them do, don't they?

**S**hould it continue at its current rate of depreciation, *Virtua Fighter 3tb* will be hopeless by Christmas. Yep, the game that DC-UK rated at nine out of ten now elicits a mere seven. "Why?" you may wonder. The answer is complex, but it can be related in a single word: *Soulcaliburbadpalconversion*. Incidentally (not to mention ironically), that translates from Russian to "You've arsed this one up, haven't you Sega?"

*VF3tb* is still a fantastic, superbly-designed beat 'em up. However, as we stated last issue, it's not arcade perfect. *Soul Calibur*, however, is. In fact, *Soul Calibur* is better as a Dreamcast game. With such an illustrious peer grinning inanely at camera-flash superlatives and media overexposure, *VF3tb* looks tired, drawn and... Squashed?

Yep, it's true. In its haste to get its first-generation software into UK stores,

# Virtua Fighter 3tb

The king of fighters slips and breaks its crown in the struggle for next generation beat 'em up supremacy

Sega has rushed out a dodgy PAL conversion of its launch title. *VF3tb* must suffer the indignity of huge vertical borders and slowdown.

*Power Stone* has slight borders, but nowhere near the size of those afflicting Sega's game. *VF3tb*, with its larger characters horizontal gameplay, suffers. That, in itself, is not the reason for our docking of two rating points. It's one of them, though.

**There was a** great deal of fuss in Japan when *VF3tb* was originally released, as Sega neglected to include a

dedicated versus mode. For European and American versions, this oversight has been addressed. In terms of enhancements, though, that's our lot. The extra bits and miscellaneous finery that *Soul Calibur* (and, it must be said, *Power Stone*) offer, *VF3tb* doesn't.

You should still buy it, of course – its seven out of ten rating acknowledges its razor-sharp gameplay. We can't, however, help but feel that bit less enamoured with it in these post-*Soul Calibur* times.

Perhaps we're being greedy, but we've started to expect that little bit more, you know? Of course you do ■ James Price

- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: Online play
- For: Strategic, playable fighting
- Against: Rush job

"In its haste to get its first-generation software into UK stores **Sega is rushing out dodgy PAL conversions of its launch titles**"





# Sega Rally 2

Sega has had a look under *SR2's* bonnet and made a few slight modifications to its beautiful machine

**A**fter we told you about the very playable *Sega Rally 2* last month, *Sega* decided to make a few alterations to the game – to make it more European, you understand. So we'll just have to take another look under the bonnet.

The most obvious change is the presence of new cars. Select either of the racing modes – arcade or championship – and the first vehicle to appear will look decidedly unfamiliar to owners of the Japanese version. Presumably after seeing the Peugeot 206 WRC in just about every other rally game due to come out this year, *Sega* thought it would be a good idea to include it. Stylistically, the 206 is somewhat of a departure from its preceding 306 and 106 cousins, and its road manners are significantly different,

eschewing the mechanical grip usually demonstrated by Peugeot in preference for some lively tail wagging. It's a shock at first, but you soon learn to tame it.

In addition to the disappearance of the 106, Ford's Escort WRC has driven into the sunset as well. And replacing the second Toyota Corolla usually found amongst the bonus cars is Fiat's little Seicento Sporting. Its road hugging ability is shockingly efficient and despite its size, the tuned Seicento packs a serious power-to-weight ratio, resulting in some violent acceleration.

And that's it, as far as changes are

concerned. You'll be glad to know that all of the modes remain and while there are slight boarders (and no optional 60Hz mode), the speed has been optimised so that the proceedings run at their intended pace. Unfortunately, the in-game switch in frame rate as you turn corners still makes its unwelcome appearance, but it becomes less noticeable the more you play (especially if you prefer to control your rally action from behind the car).

So *Sega's* Euro vision injects more diversity into the car selection, which, while benefiting *Sega Rally 2*, is not enough to make it significantly better than the accomplished and enjoyable racer it already is. ■

João Sanches

**DC-UK 7**  
A SLIGHT TUNE-UP

**"Fiat's little Seicento Sporting packs a serious power-to-weight ratio, resulting in some violent accelerative behaviour"**

- 01 Fiat's Seicento Sporting is one of the game's new Euro motors
- 02 Another is Renault, er... Peugeot's 206, talking the place of passé stablemate, the 106
- 03 "Get out of my way, Eastenders is on in five minutes and we've forgotten to set the video!"
- 04 Smooth slides always a speciality of *Rally 2*

- Publisher: Sega
- Developer: In-house
- Price: £39.99
- Release date: October 14
- Players: One to two
- Extras: Online play
- For: New cars. Speed has been optimised
- Against: No 60Hz mode. Bigger

# Dreamcast™



## Games Console Carry Bag

This heavily padded, reinforced, water resistant, \*lockable Games Console Carry Bag will safely store the Dreamcast Console, two Dreamcast Controllers, all the leads and several games. It has a detachable shoulder strap and a carry handle for ease of transportation and adjustable inner compartments.

\*Padlock not included. (Console Controllers, Leads & Games not included.)



£24.99

SEGA and Dreamcast are Trademarks of Sega Enterprise Ltd. This Product is not sponsored, endorsed or approved by SEGA Enterprises Ltd. Insert designed by Deckchair, Bristol.

## Especially designed with your Dreamcast™ in mind

Available from all leading Dreamcast stockists

including

**BEATTIES**  
Models Hobbies **VG** Games



For details of your nearest stockist freephone 0800 3899094

Manufactured & distributed by Cornmeer Services Ltd. 2 Quadeast, Warne Road, Weston super Mare.

# Charts

Which import titles are scaling the dizzy heights of success this month?

## CEX Direct import top ten

Deprived of a proper UK chart (fair enough, really, since Dreamcast isn't out yet), here are the top ten best-selling Japanese imports at CEX Direct

- 

**Soul Calibur**  
What more can we say about Namco's beautiful beat 'em up? Well, everyone in the DC-UK office loves it, and, obviously, you lot do too. Can't blame you, it's fantastic. Order your copy of **DC-UK 03** now and check out our full review next month ■

**Publisher:** Namco **Developer:** In-house
- 

**Cool Boarders Buurrn!!**  
The popular *Cool Boarders* series goes all next-gen. But will it just be more of the same? What is it about snowboarding sims, anyway? Oh, yeah – they're cool. It's going to be called *Snow Surfers* over here, so you won't be embarrassed to ask for it ■

**Publisher:** Sega **Developer:** UEP Systems
- 

**Power Stone**  
If ever a game deserved the number one spot, this is it. If *Street Fighter* defined the 16bit beat 'em up, then *Power Stone* arguably does the same for the 128bit age. Check out the first official UK review on page 010 ■

**Publisher:** Capcom **Developer:** In-house
- 

**Sega Rally 2**  
While we reckon this isn't quite as great as it could (or should) be, we reckon the *Sega Rally* brand is strong enough to win the day. But given the choice, we'd go for a second-hand Saturn and a copy of the original game. No lie ■

**Publisher:** Sega **Developer:** In-house
- 

**Sonic Adventure**  
A middle-placing for this rollercoaster ride of a game, which probably has more to do with the impenetrability of the Japanese text than anything else. Go to page 040 to find out how well the PAL version has fared. Top-notch, we reckon ■

**Publisher:** Sega **Developer:** Sonic Team
- 

**Toukon Retsuden 4**  
The inclusion of this simulation of Japan's version of WWF in this month's chart is something of a mystery to us. Apparently these games are Big In Japan. Funny, that. Bet it won't be here next month, though. Eat it, you black trunk-wearing freak ■

**Publisher:** Tommy **Developer:** Yuke's
- 

**Street Fighter Zero 3**  
Capcom's warhorse rides again. And again. While *Zero 3* (to become *Alpha 3* in the West), is one of the most complete – and complex – beat 'em ups ever seen, there's no doubt that the series has been wrong once too often to get us wet ■

**Publisher:** CRI **Developer:** In-house
- 

**Air Force Delta**  
We really like this, though we've heard we might have to wait until January for the PAL version (see page 116). Until then, this will do nicely. The original development name for *Air Force Delta* was *Flight Shooting*, which says it all, really ■

**Publisher:** Konami **Developer:** In-house
- 

**Get Bass** (with rod controller)  
We have one thing to say to you: you've gotta *Get Bass*. Last time it was booted-up round at Caspar's house, the controller had to be forcibly removed from his mate's hands at 7am the next morning. Sad, really. Over here, it's called *Sega Bass Fishing* ■

**Publisher:** Sega **Developer:** In-house
- 

**Shutokou Battle**  
This one's pretty crap, actually (see page 119), so we suspect that it's only boy racers and joyriders who've been buying it for the opportunity to noise up Japanese motorists and race headlong to sticky deaths on the virtual Tokyo highways. Fools ■

**Publisher:** TBC **Developer:** Genki

Charts supplied courtesy of CEX Direct. Call 0171 916 8440 to order. For other import companies, see classifieds

## Top 5 most requested games

CEX customers' most anticipated releases

- Ready 2 Rumble Boxing**  
**Publisher:** Midway
- Virtua Striker 2 v2000**  
**Publisher:** Sega Enterprises
- Virtual On 2: Oratorio Tangram**  
**Publisher:** Sega Enterprises
- Shenmue**  
**Publisher:** Sega Enterprises
- ThickStyle**  
**Publisher:** Acclaim

## DC-UK's list of love

The three games most responsible for making us grin this month



### UEFA Striker

The first – and only – football game on the Dreamcast is (thank all that is holy) a superb replication of the Beautiful Game. It has brought the magazine production to a halt this month and even persuaded Dwight Yorke to take time-out from his alleged three-in-a-bed shenanigans. So that just shows you how good it is.

### Ready 2 Rumble

Hey, the hairdressers love it (see right), Dave Dienstbier loves it (page 130) and we love it (page 016). Bonkers box 'em up action that has everyone who sees it in hysterics, and then in raptures when they play it. Talk of the town at May's E3 show in Los Angeles, and rightly so.

### Soul Calibur

Number one in the charts, Namco's fighting game is set to be this season's sharpest Dreamcast essential. More addictive than a boat-load of cocaine, and just as likely to keep you awake for days on end, *Soul Calibur* screams that you play it – over and over and bloody over again. Well, that's all we've mostly been doing this month... ■

# Dreamcasters

So what do civilians think of the most powerful console in the world?

Player 1 John

Player 2 Gary

Player 3 Paul

**W**hink of male hairdressers and effeminate gentlemen in Farrah slacks might automatically spring to mind. However, that stereotype doesn't apply to this month's Dreamcasters, who can proudly declare their hairdressing status without drawing any suspicion on their masculinity. These boys are more likely to talk to you about footie and females than your upcoming summer holiday. What's more, they are all self-proclaimed videogame fanatics and their prowess with the joypad is second only to their mastery of the clippers.

With that in mind we invited them into the office and let them loose on three of this month's new releases. Variety is the spice of life, so we loaded-up the arcade box 'em up *Ready 2 Rumble Boxing*, driving game *Racing Simulation Monaco GP* and description-defying *Toy Commander*. Then, with Caesar-like gravitas, we announced: "Let the game begin!" (That's a lie).

## 1 John Bishop

**Comment:** "I'm really looking forward to this, I love racing games," John declared as we loaded *Monaco GP*. After a few laps he wasn't quite so enthusiastic, "I expected a lot more considering it's on the Dreamcast – this doesn't look any better than PlayStation Formula 1 games. There are loads of glitches in the graphics, the sound is poo and the handling is loose." Oh dear.

He wasn't very impressed by *Toy Commander* either, though this was possibly due to the fact that Gary kept blowing him up in the deathmatches. "I don't like this, the controls are too fiddly and I can never see where Gary is." Hmm, try looking out for the big plane that keeps firing missiles at you.

**Fave:** *Ready 2 Rumble Boxing* ■

## 2 Gary Bazley

**Comment:** "The graphics in *Ready 2 Rumble Boxing* are incredible, you even see the facial expressions and the bruising," Gary enthused. Facial wounds were rather evident considering

"*Monaco GP* didn't fare well. There's only **one thing I don't like about Formula 1 games – they're crap**"

the hairdressers ignored our advice to dance around the ring and, instead, brawled toe-to-toe like drunkards on a Friday night. "*Toy Commander's* the best though," was Gary's verdict, "It has a lot more depth and the player with the best tactics always wins, which is how it should be."

**Fave:** *Toy Commander* ■

## 3 Paul Haines

**Comment:** "Have some of that!" was the battle cry as Paul took on allcomers at *Ready 2 Rumble Boxing*. "It's pure class – the best boxing game I've ever played." Praise indeed, although his enjoyment of the game seemed to be influenced by the 'realistic' bouncing breasts on the lady boxers. "Lynn Valentine is the best fighter," he announces. You mean you like the way she wiggles her bits when

she wins? "Erm, yeah." Nudge, nudge, say no more.

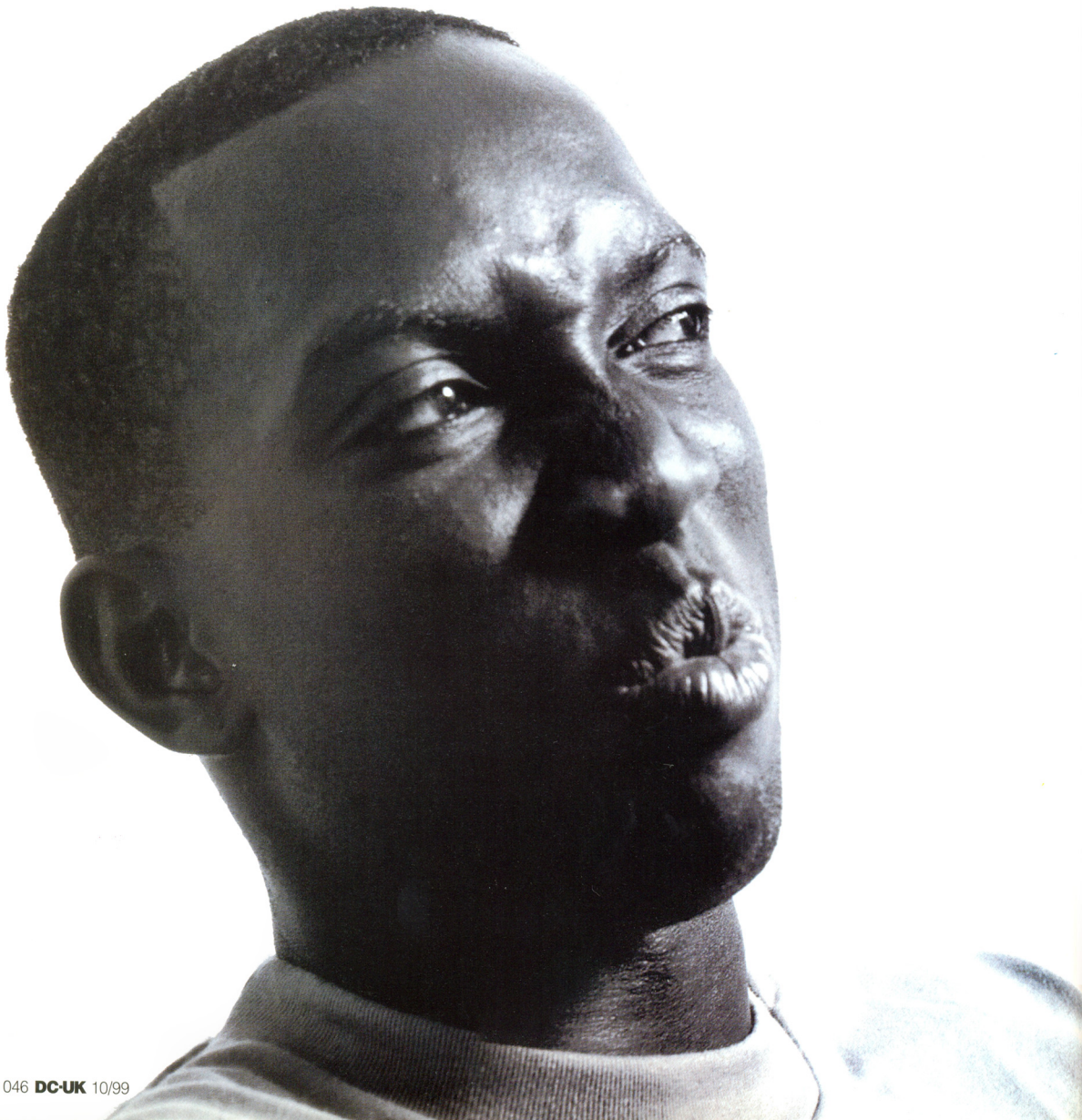
*Monaco GP* didn't fare quite so well. "There's only one thing I don't like about Formula 1 games – they're crap." Erm, quite.

**Fave:** *Ready 2 Rumble Boxing* ■

## Something for the weekend?



Hairdressers choice: **Ready 2 Rumble**



# DWIGHT YORKE

## VS UEFA STRIKER

He plays for the champions of Europe and scores goals for fun but what will Mr Yorke make of his virtual incarnation?

### PROFILE

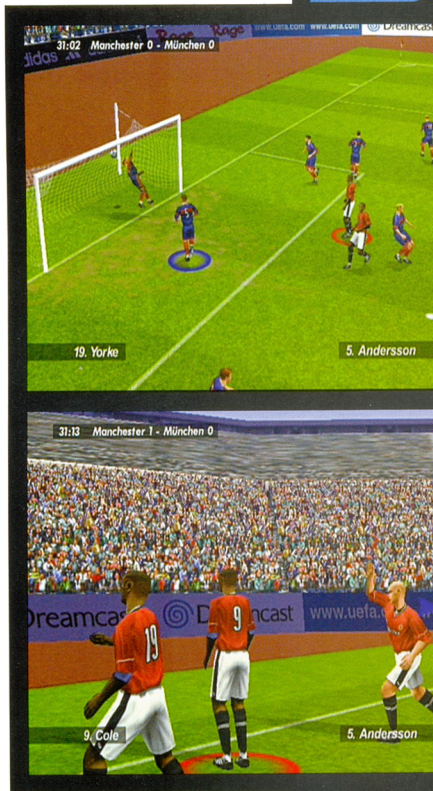
■ Growing up in Tobago, playing football on the beach, a professional career in England seemed an impossible dream for the young Dwight Yorke. But in 1999 his destiny was shaped by an Aston Villa tour of the West Indies where he caught the eye of Graham Taylor and was immediately offered a contract. Out to 1998 and a 12.6 million transfer to Man United resulting in a rather eventful first season...

**P**icture the scene: it's the European Cup final, Manchester United have come from behind against Bayern Munich and are looking for a winning goal in the dying seconds. With the referee poised to blow the final whistle, Beckham plays a perfect reverse pass to leave Dwight Yorke clean through on goal. "It's Yorke, he only has the keeper to beat, he must score! Oooh! He's put it wide, would you believe it?" Don't worry, this isn't some post-Barcelona hallucination, it is, in fact, the scenario as DC-UK takes on Yorkie at the new football game UEFA Striker.

With honours even at 1-1 and reputations intact we settle down for a chinwag about the Beautiful Game Dreamcast-style. After playing football all day surely the last thing he'd want is to go home and load up a game of virtual footie? Erm, not exactly. "I've ordered a Dreamcast for my house so I'll be on it every day after training," he declares enthusiastically.

Dwight certainly likes his videogames then, but what about *UEFA Striker* specifically? It has all the ingredients, including a plethora of teams from across the continent and accurately modelled players with individual stats, but is it realistic enough to satisfy a bona fide treble winner? "I love it, it's a game that can make you miss your dinner! I know when I start playing it I don't want to come off. It's got a lot of accuracy and playing on the Dreamcast it seems more real, more involved - you can actually see yourself properly."

In a market awash with countless football games all aiming for the realism holy grail the Dwight Yorke seal of approval cannot be ignored. However, according to the man himself, one aspect of the game is a little too accurate, "I wouldn't play against Man United, they're impossible to defend against. These guys Yorke and Cole can't stop scoring goals, it's a nightmare!" And with three trophies and 29 goals in his first season, who are we to argue? ■



■ Photography: **Nick Wilson**

# POWER STONE™



An all-out action game where anything goes. Power up for the first true 3D-action fun!

"Massively addictive, cleverly realised and simply beautiful to look at, Capcom's Power Stone is truly a jewel in the Dreamcast's crown" Edge 9/10\*

"Power Stone is probably the closest any game on a home system has come to the coin-op quality that video games has always strived for" Arcade 6/6\*



- Jaw-dropping graphics with fast-paced gameplay!
- Loads of special interactive moves - climb a pillar, lift a chair or even run up a wall.
- Find the fantastic weapon power-ups...a bazooka, a Molotov cocktail, a flamethrower plus more!
- Collect the power stones to increase your fighting power.





# LOOKING FOR THE BEST 3D ACTION GAME ON DREAMCAST?



**CAPCOM**

**EIDOS**  
INTERACTIVE  
[www.eidos.com](http://www.eidos.com)

© Capcom Co., Ltd. 1999 All Rights Reserved. Published under license by Eidos Interactive 1999.  
Sega, and Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd. © 1999 Sega Enterprises, Ltd. All Rights Reserved.

## NEW GAMES



### STUNT GP

**Publisher:** Hasbro  
**Developer:** Team 17  
Radio controlled car racing game featuring 16 different vehicles, 24 tracks and nine game modes (including Stunt Challenge, Arcade Racing and Time Trials). The game includes both manic racing competitions through loops, jumps and ramps, and sections where you have to perform tricks in half-pipes. Looks like great fun ■



### SOUL REAVER: LEGACY OF KAIN

**Publisher:** Eidos  
**Developer:** Crystal Dynamics  
This atmospheric *Tomb Raider*-style adventure has recently been released to great acclaim on the PC and PlayStation. You play a vampire saved from damnation to bring sanity to a planet overrun by the undead. Great puzzles and a gothic feel have made this a breath-taking game on other platforms ■



### KNIGHTS

**Publisher:** Project 2  
**Developer:** Digital Infinity  
Cutesy arcade game in which players have medieval jousts with computer controlled knights. There are 50 duels to get through, all of which involve chasing the other knights and hitting them. Might well bring the art of simple fun back into our cynical lives ■



SHOW JUMP

# SEGA STEALS SHOW

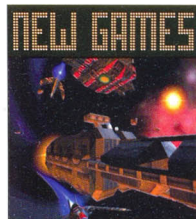
Dreamcast re-awakens a tired ECTS even without its own stand, as Europe finally embraces 128bit gaming

**D**reamcast managed to covertly infect every area of this year's European Computer Trade Show – even without an official Sega presence. As reported last month, Sega made the decision not to exhibit at the event, citing the huge cost of building a decent stand as the key reason (the company is already spending millions on its European advertising campaign). However, most major publishers attending the three-day soiree were displaying Dreamcast games, a few of which even received world premieres. The excitement

generated by this did much to re-energise a show which hasn't seen a stimulating hardware launch since 1996. With the lack of serious promotion for key Sega titles, such as *Sega Rally*, *Virtua Fighter* and *Sonic Adventure*, it was the big thirdparty titles that pulled in the crowds. Acclaim had its usual cavernous stand at the entrance to the show, and the massive *TrickStyle* character cut-outs above the demo pods reeled in thousands of attendees. *Shadow Man* was also attracting plenty of interest, although – typically for ECTS – not as much as the dancers who performed all day

on the stand balcony. Elsewhere, *Ready 2 Rumble* was played and enjoyed by just about everyone at the show, and Capcom's tiny corner of the insufferably hot Virgin enclosure was constantly swarming with beat 'em up fans. The big Sega Launch titles did get a modest look-in thanks to Gem, the company distributing Dreamcast in Britain – they had a stand upstairs which saw a steady stream of avid gamers. All in all, though, this was a rather restrained show, suffering from the absence (or limited showing) of big guns like EA, Eidos, Infogrames and

Activision. It was just as hot, sticky, noisy and crowded as ever, though, and there were just as many dolly birds standing there having their pictures taken with dribbling fat men in South Park T-shirts. One thing many agreed on was that Sega should have had a stand. Although the party was impressive (see right), a gutsy display would have filled retailers with confidence after last week's delay announcement. As it is, the people who got to appreciate Sega's line-up were an assortment of B-list stars and press – and none of them ever made or broke a console ■



**NEW GAMES**

**BIG BANG**  
**Publisher:** Project 2  
**Developer:** Rayland  
 A 3D space shoot 'em up featuring five tribes warring for control of a distant galaxy. You get 40 ships on screen at once with gargantuan explosions and extravagant weapon effects. Plasma Lasers, flying mines and guided missiles all crop up in your inventory, which is good news, as the game is billed as one big mission-based war. Blimey ■



**FURBALLS**  
**Publisher:** Acclaim  
**Developer:** Bizarre Creations  
 Billed as a 'uniquely styled, cartoon action shooter' *Furballs* combines third person blast 'em up stuff with plenty of fiendish puzzles. There are six characters to choose from, including a penguin, cat, hound and kangaroo. Filled with crap puns and weird situations, it's sort of *Expendable* re-interpreted by Hanna Barbera ■



**PLASMA SWORD**  
**Publisher:** Virgin Interplay  
**Developer:** Capcom  
 Sequel to Capcom's much-loved *PlayStation* beat 'em up *Star Gladiators*. This 3D weapons-based fighter stars 22 well-drawn characters, smooth animation and some imaginative backgrounds. With a fab group battle mode, this could well prove yet another killer beat 'em up ■

**BIG BASH**

# WE LIKE TO PARTY

Dreamcast launch party goes off with a bang, not a whimper and, thanks to the free booze, we all get very, very drunk indeed

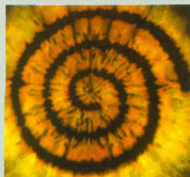
**T**he Commonwealth Institute on Kensington High Street may not seem like the natural location for a console launch party. For those unfamiliar with London, it's actually a huge art gallery, museum and library centre more usually visited by students and sober businessmen attending conferences, than videogame dignitaries, journalists and minor-league celebrities. However, the huge events hall – a circular staging area surrounded by an imposing balcony – made the perfect venue for Sega's ambitious and well-choreographed affair.

Which also served free booze until the early hours of the morning, incidentally. Highlights? Well, the early evening press event saw key Sega figures eulogising Dreamcast and promising some great things for the future. "We are here because four years ago Sega had the vision to imagine the future of games. Sega associated the word 'dream' and 'broadcast' to create a console that will forever change the face the face of gaming" said JF Cecilion. Next up was Sega of Japan president Shoichiro Irimajiri who promised, "we will soon be recognised as a leading

company in the interactive entertainment network business". And finally Giles Thomas (see page 066) added, "we believe we have the opportunity to position Dreamcast at the heart of a new culture that legitimises computer gaming, taking it out of the bedroom and into the living room". Stirring stuff. But then, the party itself kicked in, complete with several drumming bands, weirdly dressed performers on stilts and, at around midnight, an indoor firework display to rival the Great Fire of London for incendiary thrills. Although perhaps not quite the mega-

event that was the original New Challenge conference (**DC-UK 01**), Sega did at least fill the thing with imaginative touches. There were loads of cool blue inflatable chairs to sit on, twinkly star lights beneath the main stage, Dreamcast swirls projected onto the ceiling, and an eerie heartbeat sound pulsing through the entrance tunnel to get the visitors all excited. As for celebrity guests, Verne Troyer (aka Mini Me) was present, and a few lesser-known Channel Five TV presenters, but that was about it, really. Not that it matters. Indeed, all that does matter now is a decent retail launch... ■

## LITES



### THE MEANING OF SPIRAL

> DC-UK has managed to pry some nuggets of information about the Dreamcast logo from InterBrand, the company that invented it. According to CEO of the Asia Pacific office, Terry Oliver, "The spiral logo whirls with powerful centrifugal force, highlighting movement from internal to external". Um yes, we thought, but what does that actually contribute to the machine? Well, apparently the whole theme of movement and power fits in well with Interbrand's concept of the Dreamcast as a console which defies the boundaries of time and space to bring amazing experiences to the gamer.

Oliver explains further, "The Dreamcast concept was based from the start on this liberation of creative possibilities through vision, sound and communication, and the brand identity was developed by Interbrand Japan to express this liberation from the time and space constraint of the real world and the infinite capabilities which we possess in our dreams. Dreamcast is to be not only the name of a game machine product, but an expression of the changes taking place in the nature of reality and experience as a result of the convergence of the real and virtual worlds". At that point we had to stop him because our brains hurt.

### PADS, PORTS AND SOCKETS

> For those who missed our guide to peripherals last month, we've reprinted the lowdown in the Review Listings section on page 100. If you don't know your S-Video from your Arcade Stick, go there now and join the enlightened few.

Actual screen shots



THE MOST BEAUTIFUL GAME IN THE WORLD

# SHENMUE STUNS

What promises to be one of the most significant and accomplished videogames of all time is rolling steadily into sight: *Shenmue*

**A**fter a series of lengthy delays, the keenly anticipated action RPG

*Shenmue* is finally set to be released. The game, designed by Sega legend Yu Suzuki (also responsible for the *Virtua Fighter* series, as well as classic arcade racers like *OutRun* and *Hang On*) was supposed to have been launched in Spring 1999, but the epic scale of the project has caused a few set backs. If response to the game's several press events and exhibitions over the last few months is anything to go by, when it does finally come out this could well be one of the

most significant videogame releases of all time.

Despite the huge amounts of hype surrounding the title in Japan, story details are only now becoming clear. *Shenmue* is essentially a third person action adventure, with heavy overtones of the RPG genre inhabited by *Final Fantasy* and co (ie, transition through the game is motivated by talking to other characters, exploring environments and picking up

objects and weapons). You take on the role of Ryo Hazuki, a headstrong Chinese lad whose martial arts expert father is killed in mysterious circumstances. It's your job to guide Ryo through his quest to discover the truth behind the assassination, a journey which takes in Hong Kong, China and Japan – all beautifully captured in the game. Suzuki-san actually travelled around each of the countries in 1994 to get

a feel for the architecture and the people, so you can imagine how thoroughly designed *Shenmue* is going to be.

Most important, though, is Suzuki-san's ambition to create a totally immersive 'real world' environment for the action to take place in. There are over 200 intelligent computer controlled characters to converse with, and motion-capture has been used extensively to ensure realistic

"Character animation is incredible and the sheer variety of people that you can meet and talk to is simply astounding"



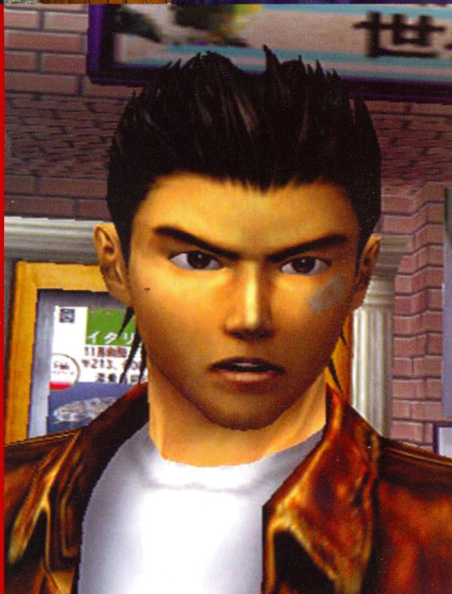
**Above:** Motion capture has been used extensively, and the level of detail and character animation is incredible. Nice product placement, too. Well done Sega's marketing department

movement. Seasonal changes and day-to-night transition are also realistically handled, as are weather conditions. In terms of gameplay, Ryo has free access to over 1,200 game rooms and can interact with most objects – even coin-ops in the arcade (you get the chance to play those classic Sega games like *Space Harrier* and *OutRun*). Yu Suzuki is obviously proud of his older work. Fair enough, really). In place of the Full Motion Video which is used by most PlayStation RPGs to link stages in the game, *Shenmue* uses a system Sega has dubbed QuickTime Events. At certain points in the action (at the start of a fight, for example) the player will have to quickly tap in a combo using the joy pad buttons to decide the actions of

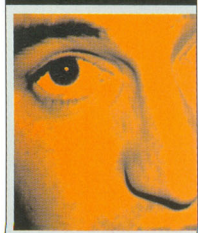
Hazuki. It sounds rather strange, but in practice it's like playing Konami's *Beatmania* – simply react to the right button and the right time.

If the early demos shown at the last Tokyo Game Show and at E3 in Los Angeles are anything to go by, *Shenmue* could well be THE killer app for Dreamcast. (As it's rumoured to have cost \$20 million to develop, Sega must be praying that Suzuki-san's game is nothing less than amazing.) Character animation is incredible, and the variety of people you can meet and talk to is astounding. If the gameplay can match the visual detail, *Shenmue* could represent a landmark for the videogames industry. Excuse us now, we have got over-excited and have to sit down quietly for a few moments. Phew.

A full preview of *Shenmue* and some more staggering screenshots will follow soon ■



## DREAMTIME



THIS MONTH OUR RESIDENT GAMES GURU DAVID BENDELACH DISCOVERS A STRANGE OLD POET LIVING IN HIS FLAT WITH AN ADDICTION TO HIS ART, DRUGS AND PLAYING DREAMCAST. CURIOUSER AND CURIOUSER...

### The naked lunch

My flat has spawned a vast new annex that looks like a disused Manhattan warehouse. I walk towards an elderly man leaning forward in his chair, straining at the TV.

Clutching a Dreamcast joy pad, a besuited William S. Burroughs lectures to the air. "Man is forever without, lost in oblivion days of junk narcosis or strange orgies at the edge of Interzone," he rants.

For a 90-year old Beat Generation writer, Bill Burroughs is doing surprisingly well at *Soul Calibur*.

Burroughs was the grandson of the inventor of the Burroughs adding machine which spawned a company that might have rivalled IBM – if the seed hadn't turned to literature and drugs. "A dope fiend is a man in total need of dope," he says, "Beyond a certain frequency it knows no limit or control."

From a stack as tall as a man, he selects *Sonic Adventure*, boots it up and starts running.

"For the first 24 hours I was insane and paranoid, as many addicts are during severe withdrawal," mutters Burroughs. "I have tried them all: short reduction, slow reduction, cortisone, tranquilizers, sleeping cures, tolserol, reserpine."

He sighs. "But none of these cures lasted beyond the first opportunity to relapse" ■

# DELAYED

SEGA

Right: It's those posters in HMV again – they were still up a week after the announcement. They lie, we tell you, lie!

PASS THE CALENDAR...

## SEGA'S BAD DATES

Sega opts for an October 14 launch, pushing the on-sale date back by three weeks. Needless to say, we are not amused

**S**ega Europe has, to much irritation, delayed the launch of the Dreamcast by three weeks, putting the street date back from September 23 to October 14. Although the company's initial press release did not give a reason for the set back, it turns out that the console's Internet service is at the route of the problem.

But what sort of problem is it? Well, claims that British Telecom was having difficulties setting up the infrastructure for Dreamcast's Internet capabilities have been flatly denied by Sega. Giles Thomas, European Marketing Manager at

Sega Europe (see page 066) told DC-UK, "Ironically, there isn't a problem – it's just that we haven't tested and commissioned [the Internet service]. There's nothing wrong with the browser, there's nothing wrong with the infrastructure set up by BT, there's nothing wrong with the server set up by ICL, but we haven't tested it all. It's as simple as that. The reality is that we could launch on the 23rd, but there's a bit of risk in there, and when you're delivering hundreds of thousands of boxes to retail outlets, the cost implications of having to send out another

browser to each person that purchases a Dreamcast is just not worth considering".

Although it was, no doubt, a brave decision to delay launch until the Dreamcast Internet service was fully tested, the whole situation has inevitably caused controversy within the industry. Long term gamers are already drawing parallels with the handling of the Saturn system – Sega's 32bit console which largely failed outside of Japan – while retailers are faced with the nightmare prospect of explaining the delay to those with pre-orders.

However, it's not all doom

and gloom. With an extra three weeks to sort things out, the pressure has been taken off thirdparty developers, who were desperately trying to get their games ready for the launch date. With the extended time limit, there should now be 18 titles ready from day one – and that is easily the strongest launch line-up ever.

Pressure has also been eased from Sega's manufacturing plants, already toiling 24 hours a day to meet the US demand for Dreamcasts. The situation in America is so bad that retailers have now stopped taking pre-orders, because they simply

can't get hold of enough machines to honour their commitments. Indeed this shortage of consoles could well be a hidden contributing factor behind Sega Europe's decision to delay.

And there's more. DC-UK has heard rumours from the inner sanctum of Sega Europe that they're adding 'something cool' to the European browser. Our mole wouldn't go into specifics unfortunately. So we don't know what the hell they're talking about and can't tell you any more than the fact that we know that it's 'something'. We'll just have to wait and see... ■





TWO-TIMER

# LARA TO RAID DC?

**Exclusive:** *Tomb Raider* title set to appear on Dreamcast in the next millennium

**D**C-UK has learned from an extremely reliable source that Core Design is working on a *Tomb Raider* title for Dreamcast. The company signed an exclusivity deal with Sony three years ago, ensuring that games in the hugely successful series could only appear on PlayStation and PC.

However, that deal runs out

at the end of the year, leaving the Derby-based developer free to create *Raider* games for other consoles. As Core has always enjoyed a close relationship with Sega (the company developed several games for the Megadrive and, believe it or not, originally designed *Tomb Raider* as a Saturn title), Dreamcast is naturally first on the list.

As yet, there are no details

about the game, or how it will fit in with the rest of the *Tomb Raider* series. What is known is that it will not be a conversion of *Tomb Raider 4*, as that title still falls into the Sony exclusivity zone. It is more likely that the game will be a Dreamcast exclusive, rather like *Resident Evil Code: Veronica*. But with the smashing Lara Croft instead of zombies, of course ■



ROAD RAGE

# FORZA FERRARI!

Sega's Ferrari 355 is about to make the transition from coin-op to Dreamcast in the near future. Praise be

**T**he groundbreaking Sega arcade racer *Ferrari 355* (see DC-UK 01) will definitely be receiving a Dreamcast conversion. The game, which uses four Naomi arcade boards to power its three screens, has been a huge success in

Japan in recent months, due to the startlingly realistic handling, its very thorough gameplay options, and some incredibly innovative features.

The home version will, of course, lose the two peripheral monitors that the coin-op version has, but apart from that it

sounds as though it's going to be 100 per cent arcade perfect.

Expect a release date of Spring or Summer 2000 in Japan, and possibly as far away as Christmas 2000 for Blighty, so keep your fingers crossed. We'll tell you more as soon as we hear about it ■



## TOO HOT TO HANDLE?

LAUNCH GAMES	HOW FIRED UP SHOULD YOU BE?
Aerowings	1 flame
Blue Stinger	2 flames
Dynamite Cop	3 flames
Expendable	4 flames
Hydro Thunder	5 flames
Incoming	2 flames
Mortal Kombat Gold	1 flame
NFL Blitz 2000	3 flames
Pen Pen Tricelon	1 flame
Power Stone	5 flames
Racing Simulation Monaco GP	3 flames
Ready 2 Rumble Boxing	5 flames
Sega Rally 2	4 flames
Sonic Adventure	5 flames
Speed Devils	3 flames
Tokyo Highway Challenge	1 flame
Trick Style	4 flames
Virtua Fighter 3tb	4 flames
BEFORE THE END OF OCTOBER	HOW FIRED UP SHOULD YOU BE?
Buggy Heat	3 flames
Jimmy White's 2: Cue Ball	3 flames
Marvel vs Capcom	4 flames
The House of the Dead 2	4 flames
Toy Commander	4 flames
UEFA Striker	3 flames
DUE TO ARRIVE THIS YEAR	HOW FIRED UP SHOULD YOU BE?
Evolution	3 flames
Fighting Force 2	2 flames
F1 World Grand Prix	4 flames
Grand Theft Auto 2	5 flames
NBA Showtime	2 flames
NFL Quarterback Club 2000	1 flame
Red Dog	5 flames
Sega Bass Fishing	4 flames
Shadowman	4 flames
Snow Surfers (aka Cool Boarders)	1 flame
Soul Calibur	5 flames
Soul Fighter	1 flame
Street Fighter Alpha 3	3 flames
Suzuki Alstare Racing	3 flames
Worldwide Soccer 2000	4 flames
Worms: Armageddon	3 flames

## BOARD THE EXPRESS



Pop along to page 087 for a preview of *Snow Surfers* – if you don't win one of these cool boards, you can still practice your moves in a seriously piste-up boarding game with virtually no effort at all



## COMPETITION

# WIN A SNOWBOARD

Ever fancied showing off on the slopes in serious style? Well now you can

**F**orum Snowboards has to be one of the success stories in recent times in the snowboard industry. It not only launched a new product onto a truly saturated market, but put one of the best teams together to ride them. Forum quickly became a notorious brand name which everyone just had to ride. This has meant that the business expanded and adopted state of the art technology, producing one of

the most sought after brands today. Board sizes range from 146 to 158cm to suit a range of needs from beginner through to hardcore thrasher.

Forum is unique in its approach to product building and produces a range of boards that are easy to use for the less professional among us. However, these boards will not suppress the highest level of riding, as the team riders frequently demonstrate.

DC-UK, in association with

the Daily Mail Ski and Snowboard Show, are offering three lucky readers the chance to win one of these fantastic boards. 50 runners up will win tickets for this year's Daily Mail Ski and Snowboard Show – with loads of fantastic attractions, including a Virtual Reality mountain, live Freestyling Frenzy, après-ski bars, cybercafé, snowboard virgins slope and hundreds of exhibitors showcasing the best in winter holidays, fashions

and accessories. The Snowboard Show will be held at Birmingham's NEC from October 15 to 17, and at London's Olympia from October 29 to November 7. You can pre-order tickets on 0990 900090 if you're not lucky enough to win.

**To win** one of these great prizes just tell us where and when the Daily Mail Ski and Snowboard Show is being held this year.

Send your entries on a postcard to: **Snowboard Compo, DC-UK, Future Publishing, 30 Monmouth Street, Bath BA1 2BW**

**Rules:** The closing date is October 26. Employees of Future Publishing or Forum are not allowed to enter. No multiple entries, please. There's no cash alternative on offer, so don't ask. Make sure you put your full name and address on your entry ■



SKILL LEVEL MEDIUM  
 KNOCKOUTS 3  
 ROUNDS 5  
 ROUND TIME 60 SEC  
 MUSIC VOLUME 50%  
 AUDIO STEREO  
 CONTROLLERS...  
 60HZ VIDEO...  
 INITIAL SETTINGS

DUAL-BAND GAMING SELECT=A, BACK=B

READY 2 RUMBLE WILL NOW ENABLE 60HZ VIDEO FOR FIVE SECONDS, TO TEST IF YOUR TELEVISION SUPPORTS IT.

PRESS ANY BUTTON TO CONTINUE

# EVERYBODY HERTZ

*Ready 2 Rumble* starts the 60Hz rush, with Sega thoughtfully including the option code in its developers programming kit. Hurrah!

**M**idway's amusing box 'em up *Ready 2 Rumble* (see page 016 for the review) is set to be the first European Dreamcast game to support Sega's 60Hz option.

As we politely explained in **DC-UK 01**, while Japanese and American televisions use the NTSC broadcast standard which transmits pictures at 60 frames per second (or 60Hz if

you prefer), British TVs use the PAL broadcast standard which runs at just 50Hz. This means that when Japanese or American games are converted for the European market, the onscreen action is 17.5 per cent slower than it should be.

The situation has enraged UK gamers in the past, forcing many to buy import machines (see p116) and software so that they can enjoy games at

the proper speed. However, Sega recently announced that game developers would be able to include a 60Hz option in their UK PAL games – allowing gamers who own dual standard TVs (ie, televisions that can understand both PAL and NTSC signals) to play at, yes, 60Hz. Are you keeping up with all of this?

Judging by *Ready 2 Rumble*, it should be a pretty

simple procedure to try out the option. In *R2R*, you simply go to the options menu and select 'Test Your Television'. The game then displays a 60Hz NTSC image – if the picture isn't black and white and all fuzzy, it means you have a dual format TV, and you can play in 60Hz. Several publishers are considering including this option in their UK games – we'll keep you up to date ■

## DISC INFERNO

# CD HEAVEN

We gave you a video, in America they had a PC CD-ROM

**T**he American Official Dreamcast Magazine was launched in August with a spectacular demo disc on the cover. The PC-only freebie contained no less than 29 movie clips of forthcoming games, including all the launch titles, as well as *Shenmue*, *Red Dog*, *Vigilante 8* and *Mortal Kombat Gold*.

The biggest treat, though, is a clip of arcade smash *Crazy Taxi*, which is accompanied by a fantastic surf punk soundtrack. The release date

for the full Dreamcast game has been given as Winter 1999. Can't wait.

On the subject of demos, each and every Dreamcast sold in the UK comes with a free demo disc, including playable slices of *Ready 2 Rumble* (see page 016), *Incoming* and *Monaco*, and movie chunks of *VF3tb*, *Sonic*, *Powerstone* and *Sega Rally 2*.

Doesn't all of this giveaway madness make you even more excited about picking up your spanking new Dreamcast in a couple of weeks time? ■



## LITES



## SEGA WANTS ITS MTV

➤ Sega has signed a sponsorship deal with MTV. The arrangement will see a Dreamcast logo appearing in title sequences for programmes like *The Lick* R&B Chart show and *The Late Lick*. Sega will also sponsor MTV's Lick parties – a series of club events featuring superstar DJ Trevor Nelson. This is a pretty astute move for Sega, as getting in with the club scene considerably boosted the image of the PlayStation four years ago.

Dreamcast pods will be dotted around at the Lick events, so 'mad for it' clubbers will be able to play games when they're not 'having it' on the dance floor, 'throwin' shapes to some serious house vibes', and possibly 'going off on a serious mega trance trip'. [Funny, but nothing to do with R&B – Music Ed.]

## UBI SOFT BUYS RIGHTS

➤ Gallic game publisher, Ubi Soft, has bought the rights to distribute the first ever Dreamcast RPG title *Evolution* in Europe. Created by Sting (the Geordie tantric sex-having singer), *Evolution* is billed as a traditional RPG, spiced up with amazing 3D visuals, some astonishing spell effects and a light-hearted, devil-may-care, look-at-the-funny-little-people-fighting-each-other storyline.

Set in a sort of alternative 1930's where advanced machinery exists alongside handlebar moustaches and intrepid explorers, the game mainly revolves around investigating dungeons, looking for treasure and slaughtering monsters like dirty pigs. Expect a preview very soon ■

## RUMOUR

**Rumour:** Sega's Sonic Team, responsible for, erm, all the *Sonic Adventure* games, is set to announce four new projects

**DC-UK:** True, but details are sparse at present. Two titles have been confirmed – a new version of *Sonic Adventure* for the Japanese market, entitled *Sonic Adventure International*, and a 3D beat 'em up named *Chu Chu Rocket*. We'll print more when we know it and don't have to make it all up ■

**Rumour:** *South Park Rally*, the hilarious car racing game based on the hit 'adult' cartoon show is to receive a Dreamcast Conversion.

**DC-UK:** This is apparently true (someone at Acclaim told us), but don't get too excited. The fact that we've only just found out about this, even though it's due out next month, doesn't bode well. It may well fall to 'kick ass', as Cartman would say ■

**Rumour:** Fox Interactive looks as though it's about to enter the wonderful world of Dreamcast game publishing

**DC-UK:** Again, completely and utterly true – Fox announced three Dreamcast games at ECTS this month. *Croc* is a conversion of the hit PlayStation platform game. *Planet of the Apes* is an arcade adventure based around the classic 'on shit, the goddamn monkeys have taken over the world' books and films. Finally, *The World's Scariest Police Chases: Deadly Pursuit* (that's a working title, that is) is a mission-based driving game based on the US TV series of the same name. Sounds wild, eh? ■

**Rumour:** Codemasters is thinking about writing a Dreamcast version of the fantastic driving game *Colin McRae Rally 2*

**DC-UK:** 'Thinking' is probably the operative word here. The company has, so far, not announced any commitment to Dreamcast, but we talked to them at ECTS and they seemed sorely tempted. Go on. Do it. Do it. It'll make you feel so good ■



HOT SHOTS

# DC GETS LOADED

Lad's mag journos, philandering members of the clergy and pint-sized Ossie babes. It can only be Dreamcast celebrity five-a-sides

**W**hat do you get if you combine a handful of soap stars, a smattering of

ex-professional football players, a boy band and commentary by Stewart Hall? No, not celebrity. It's a Knockout – although that would be great, of course. No, you'd get the Dreamcast Celebrity five-a-side football tournament held recently in Tottenham. Organised by Adam Black of loaded and Lester Holcombe of Spirit

Management – who runs fan's football tournaments for Match of the Day – the event was put together to publicise the Dreamcast Millennium Cup, a

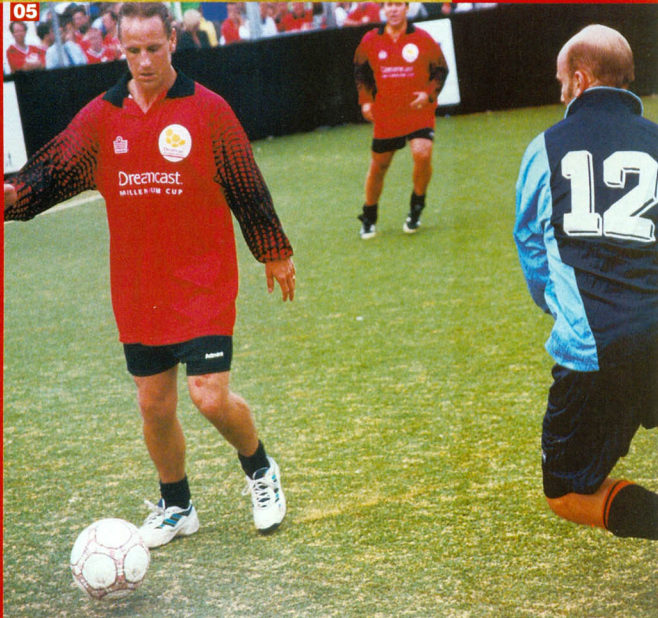
huge footie competition currently running throughout the country (see box on page 059 for more information). Around 50 teams took part, although not all of them featured famous faces – some were made up of magazine journalists (DC-UK was on deadline, unfortunately, so couldn't field our own winning side. That's what we told them, anyway. Fact is, we're a bunch of wheezy fatties and we can't

lift a pint glass without breaking into a sweat), and marketing blokes from companies like Nestlé. Which is perhaps just as well: even loaded might have had trouble finding 250 celebrity players of sufficient fame to stand alongside the likes of Angus Deayton, Keith Allen and that dodgy vicar from Eastenders who had it away with Kathy.

Anyway, despite a long delay getting all the teams out

onto the ten five-a-side pitches, the event was a barnstorming success. The Dreamcast All-Stars, featuring Adam Black, Angus Deayton and ex-Manchester City player Paul Walsh, made it through to the semis – thanks to the surprising skills of the Have I Got News For You presenter. "Deayton was up there with the best of them," Black told us. "Solid as Tony Adams, battling like Batty and with Sheringham-like cool

**"In the dying moments of the game the marriage wrecking vicar of Albert Square scored a beauty to take it to penalties"**



## Get Involved

The Dreamcast Millennium Cup is a nation-wide five-a-side football competition sponsored by Sega, Loaded, The Sun and Sky TV.

The final will be screened on Sky and the winners will get an all-expenses trip to Euro 2000. Heats are taking place right now throughout the UK, and you can get an application form to take part in Loaded magazine or from the Millennium Cup Hotline on 0640 640690. Watch this space for more info.

(1) The Dreamcast cup saw some superb dribbling and plenty of action around the box. And that was just in the Bar

(2) "Eat my goal! Eat it!"

(3) Stewart Hall asks Mike from Brookside about forthcoming plots. "Well, there's this lesbian mafia religious cult, you see, and they fit a faulty cooker in Sinbad's flat..."

(4) Keith Allen poses with the Fat Les team, in between strolling around in a cocksure manner and organising a rousing chorus of 'Chris Evans is a w\*\*\*er' with his pals

(5) A Dreamcast Allstars team member (sorry, we've forgotten who he is) steps up for some penalty action

in front of goal." Perhaps Kevin Keegan should look toward sardonic TV shows for world-class players in future. The shortest boy band in history, 911, were also a handy bunch, Black comparing their sprightly movement on pitch to "two ferrets up your pants". **DC-UK** did see one of their games, but was distracted by Isla Fisher (ex-Home and Away flame-haired nymph) in the audience. Also impressive – but in a different way – was Dean Gaffney of Eastenders who scored with a rollicking volley against the Match of the Day side, and Keith Allen who shouted motivational obscenities at the rest of the team, such as, "Oi you f\*\*k, f\*\*king get up the f\*\*king pitch!"

The key match, in entertainment terms, was perhaps the quarter final between loaded magazine and the Dreamcast All-stars. loaded

was leading until the dying seconds of the match when Richard Driscoll, the marriage wrecking vicar of Albert Square (and ex-Charlton FC youth player) scored a beautiful goal to take the match into penalties. Then Judas-like turncoat Black scored what he describes as "a textbook one-step penalty" to put his fellow gonzo hacks out of the tournament. Good work, fella, as the Loaded lads themselves would say.

As for off-pitch highlights, Chris Evans and Terry Venables turned up for five minutes before bugging off to the pub. Jo Guest was there – fully clothed, but still looking good. And did we mention Isla Fisher? The winner, by the way, was the Reebok team, although by that time, it was getting dark and **DC-UK** was already half way to Battersea for an important Friday evening drinking appointment ■

## DREAMCAST WEATHER MAP

### STORM FRONTS

The earth-rocking events in the Dreamcast world this month

#### AMERICA: LAUNCH FRENZY

09/09/99 saw the launch of Dreamcast in America. Hundreds of toyshops opened at the stroke of midnight to deal with demand for the console, and most had sold out before sunrise. In California, the words on every gamer's lips were, "Can you tell me the way to San José?" for it was here, at giant game shop Software Etc, that Sega held a special launch event. In order to amuse the hundreds of people who turned up, the Dreamcast Mobile Assault tour crew handed out free Sega goodies, while Verne 'Mini Me' Troyer (he certainly gets around) and Donna 'Baywatch' D'Errico engaged in Dreamcast multiplayer action. We'll have to wait till October 14 for similar fun.

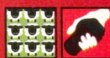
#### BRITAIN: TRADE SHOW FUN

The European Computer Trade show, held from September 5-7 in London's glorious Olympia Exhibition Centre, brought many new Dreamcast games out of the development woodwork, and saw Sega put on one hell of a party. Games like *Ready 2 Rumble* and *TrickStyle* essentially stole the show from tired 32bit fare, while third party developers like Acclaim, Ubi Soft and Virgin Interplay proudly waved the Dreamcast flag in the glaring absence of a whopping Sega stand. On a darker note, the European launch delay raised some voices of derision in the gaming press, and the ghost of Sega mess-ups past raised its ugly head. Well he can shove off - everything's going to be all right.

#### JAPAN: SONIC SURPRISE

The big news this month is the announcement that The Sonic Team is working on four new Dreamcast titles. Although little in the way of official information has leaked out (*Sonic Adventure* and *Chu Chu Rocket* have been mentioned as titles so far), Sega fans have gone into speculation overdrive, slaving at the thought of *NIGHTS 2*. Software support is just going from strength to strength in Sega's native land with Namco, Konami and Climax all committed to the console. It's all very exciting.

#### PC/DC



US PC developers are falling in love with Dreamcast. Crystal Dynamics is converting *Soul Reaver*, BioWare is doing *MDK2*, plus *Heroes of Might and Magic* and *Baldur's Gate* are coming, too.

#### EA DC?



Publishing giant Electronic Arts is considering porting over some of its biggest licenses to Dreamcast, according to an inside source. The name *FIFA* has been whispered as a possible premiere...

#### MAD, NOT BAD



US videogame accessories maker Mad Catz has developed a range of peripherals for Dreamcast, including the Dream Blaster, a great light gun. We're doing a full peripherals round-up next issue.

#### EIDOS IS EVIL



Eidos has secured the rights to distribute *Resident Evil Code: Veronica* in Europe. No definite release date has been set, but zombie haters will have to wait till at least spring 2000 to stomp undead scum.

#### KEY

Commercial suicide

Delay

Crab

News flash

Movie tie-in

Sex

Cunning stunt

Bad language

Partnership

Oops





## HOT AND NOT

Fair and foul Dreamcast happenings from around the world this month.

### Tomb Raider on Dreamcast

Lara is coming! The opportunities for bad puns will be almost endless

### 18 launch games

Okay, the machine is delayed three weeks, but 18 games. Count 'em!

### Sega's ECTS party

From the little we can remember, Sega's bash was a fine affair

### Our magazine meal

Marred by Keith being banned from his second restaurant in a month

### Webcam going live

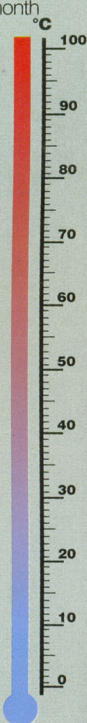
Big Brother is watching us, and we don't like it. Well, sometimes

### Virtua Fighter 3tb PAL version

Disappointing? Yeah, that's one way of putting it. Crap would be another

### Karls crashing Macintosh

Thank you Apple for making blue G3's sooo stable...



### ECTS IS BIG



Around 21,474\* people turned up at ECTS this year, beating last year's total of 21,297. That's a lot of sweaty men and semi-naked girls. Read the report on page 053, and the party diary on page 124.

### TRICKSTYLE2



Criterion has revealed it is already hard at work on a sequel to its fantastic hoverboarding game, *TrickStyle*. No details as yet. We'll get more info from them soon, whatever it takes. Do you hear?

### SEGA IS ETERNAL



More information about Sega's forthcoming RPG *Eternal Arcadia* is slowly leaking from the company. The game, set in a fantasy world of flying pirate ships and buried treasures is due out next year.

### NAMCO LOVES NAOMI



There are rumours emanating out of Japan at the moment that Namco is working on a Naomi shooting game. The phrase *Time Crisis 2* is being banded about. Keep your fingers crossed.

Internet stuff

Cashing in

Sport

Big in Japan

Fight

Cool happening

Sheep

Mad behaviour

Rude

Event



CHARACTER INTERVIEW ■ AFRO THUNDER

## AFRO DIZZY ACT

In the red corner, the man with the plan, the bro with the 'fro: AFRO THUNDER!

**T**he star of *Ready 2 Rumble* is undoubtedly the man who, somewhat modestly, goes under the name of Afro Thunder. Afro hails from New York, where he was previously working as a cab driver before taking up boxing. He's been in fights with all the big names, and although his winning record isn't the most prestigious, he is one of the best-liked characters in professional boxing because of his flair and showmanship in the ring.

His trademark, quite obviously, is his enormous afro, which was last measured at a little over three feet in diameter – that is one big bouffant.

In coming months, Afro can be seen opposite Boris 'the Bear' Knockimov. The two of them have

fought before on numerous occasions, and Afro seems to be the only contender who is able to rile the big man, yet Boris still remains undefeated. Afro's most successful contender so far has been Salua, a sumo wrestler. Afro can, quite literally, run rings around him. We caught up with in his personal studio above his apartment on Rhode Island.

Hi, Afro

Hey there. How ya doin'?

Fine, thank you for asking. How's the training going for the fight?

Not bad, you know? Knockimov is a real sonofabitch, but I'm gonna be ready for him. I'm gonna knock his ass in the ground.

**Sounds painful. What's the transition from cab driver to professional boxer been like?**

Well, it's different, but not that much, I guess. I'm used to sortin' out the punks from The Bronx, and these professional guys ain't no harder than those Bronx cats. Man, they don't even carry a piece, you know what I'm saying?

**Not really, no, but we'll let that one pass. So tell us about this huge asset of yours – is it really more than three feet in diameter?**

[Laughs] Aw man! I didn't realise you wanted me to talk about that! I hear the ladies like it, though. Last night, for instance, there was this chick by the ring – really hot for it, you know? – and she had her hands all over it...

**So they actually find your hair sexy?**

Man, you are one crazy cat – I never said nuthin 'bout my hair.

**Quite. And is there any particular lady in your life at the moment?**

I tell you what, man, I'm workin on that Lulu chick. I can tell she wants a piece of Afro Thunder. When I'm fightin her, she can't keep her hands off me. She loves the way I move, you know? And she's a fox.

**You're famous for your James Brown splits at the start of a fight – what was the inspiration behind that?**

Well, my man James Brown, he's the boss. And there ain't nuthin wrong with givin the crowd what they want. They love Afro, man, they love my style. And I know them lard-ass types, like Salua, couldn't get down if they tried. I'm just showin' 'em what Afro can do, you know? I'm trying to get them a little crazy. Works every time, too.

**Do you have any words of wisdom for kids who might want to follow in your footsteps?**

Well, there ain't any better footsteps to follow, my friend. You gotta stay cool, you gotta look after your chicks, and you gotta tend your 'fro ■



**01** Blatting the opposition into oblivion in *Power Stone*  
**02** It's *Doom*, you've got a chaingun, and you're showing off

GREAT VIDEOGAME THINGS: PART TWO

# THE CHAINGUN

It's impossible for a mere mortal to use a chaingun, but why should that bother game developers?

**Y**ou don't have to go far to discover the probable inspiration behind the gaming world's love of this terrifying weapon. The chaingun has spewed bullets to gruesome effect throughout the likes of *Predator* and *Terminator*. And it seems more than likely that *Arnie's Gun Of Choice* inspired the armoury in *Doom*, featuring the mother of all chainguns. The chaingun that started the whole videogame chaingun

phenomenon. And it is a phenomenon – since the release of *Doom* in 1993 we've seen over-sized machine guns cropping up in dozens of shoot 'em ups, from the sub-*Doom* thrills of *Duke Nukem* to the tense encounters of *Half-Life Team Fortress Classic* and the ridiculous firefights of *Dynamite Cop 2*. More recently, Capcom included a variation on the *Predator* gun as an extra weapon in *Power Stone*. The chaingun has become a reward.

It's a holy grail. A holy grail that fires 50 bullets a second and sounds like the four horsemen of the apocalypse riding over a corrugated iron roof.

Where does the chaingun come from? Does such a thing exist? Well, yes and no. There are probably two types of gun that have inspired game developers: the real-life chaingun and the minigun. According to Terry Gander of military information company, Jane's, a chaingun is actually a

machine gun driven by an external electric motor. Boeing currently manufactures a couple of models – you'll find the 25mm M242 'Bushmaster' Automatic cannon mounted to various light armoured vehicles, while the 30mm M230 Chain Gun can currently be seen attached to any AH-64 Apache Attack helicopters that fly over your neighbourhood. Meanwhile, the minigun is essentially a six-barrel Gatling gun, which can fire from one barrel while simultaneously loading several others. These are usually found welded to large jeeps, and perhaps most

closely resemble that benchmark *Doom* weapon. Unfortunately, though, it turns out that the portable handheld chaingun is an entirely fictitious creation. A minigun will happily fire 60 rounds a second which would clear even the most well equipped footsoldier out of ammo in less than a minute. Plus, the force of such a delivery would probably have the side effect of killing the user – something most armies try to avoid when choosing weapons for their soldiers to carry. But let's not let that stop us enjoying this weapon of personal mass destruction. It looks good on screen, it kills baddies quickly and it makes a lot of noise. And that's all anyone could ever ask for ■

NUMBER TWO

# TRUMPS

The cars of *Sega Rally 2* roll into DC-UK's Trumps for a quick roadshow

Last month we gave you a troupe of *Virtua Fighters*; this month it's motors. *Sega Rally 2*'s briefs are all real-life models. If you're worth a few bob, you might own and drive one of these babies. But more than likely you'll have to make do with this set of trumps.

*Sega Rally 2* features 18 cars, but we've decided to give you the best nine to play with. The Peugeot 205 Turbo

16 first appeared in the mid-'80s, winning the World Rally Championship in the capable hands of Juha Kankunen. It's devilishly quick with great handling. Then there's the Renault Alpine, a wild child of the '60s/'70s. The Alpine was a legendary work of engineering. Nowadays, though, you'll probably find it powerslides about like nobody's business.

Don't drink and drive ■

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Despite looking like a Lada, the Abarth's won the WRC five times.

**Vital Statistics**

- Engine: 1900cc
- Max power: 230hp/7500rpm
- Max torque: 23kg-m/6000rpm
- Driver: F1 5-speed

**FIAT 131 ABARTH**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Winner of the 1986 WRC.

**Vital Statistics**

- Engine: 1775cc + turbo
- Max power: 450hp/7500rpm
- Max torque: 52kg-m/5000rpm
- Driver: 4WD 5-speed

**PEUGEOT 205 TURBO 16**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Hey baby, it's a stinger!

**Vital Statistics**

- Engine: 1700cc
- Max power: 172hp/7000rpm
- Max torque: 19.5kg-m/5000rpm
- Driver: R1 5-speed

**ALPINE RENAULT A110**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Has won two manufacturers titles for six years in a row.

**Vital Statistics**

- Engine: 1995cc + turbo
- Max power: 300hp/7000rpm
- Max torque: 43.5kg-m/5500rpm
- Driver: 4WD 6-speed

**LANCIA DELTA HF**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Triple World Rally Championship winner.

**Vital Statistics**

- Engine: 1997cc + turbo
- Max power: 280hp/6000rpm
- Max torque: 50kg-m/5500rpm
- Driver: 4WD 6-speed

**MITSUBISHI LANCER E4**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** This beauty's new to the sport, having debuted just last year.

**Vital Statistics**

- Engine: 1997.5cc + turbo
- Max power: 300hp/5250rpm
- Max torque: 54.6kg-m/3500rpm
- Driver: 4WD 6-speed

**PEUGEOT 206 WRC**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**


- Origin:** Europe
- Result:** The latest in the Impreza series, and a recent title winner.

**Vital Statistics**

- Engine: 1994cc + turbo
- Max power: 300hp/5500rpm
- Max torque: 48kg-m/4000rpm
- Driver: 4WD 5-speed

**SUBARU IMPREZA WRC**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** A child of the '70s, nearly sinking and bloody good.

**Vital Statistics**

- Engine: 2418cc
- Max power: 280hp/7600rpm (4 valve)
- Max torque: 27.5kg-m/6000rpm
- Driver: R1 5-speed

**LANCIA STRATOS HF**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** Another World Rally Championship winner.

**Vital Statistics**

- Engine: 1998cc + turbo
- Max power: 250hp/5600rpm
- Max torque: 40kg-m/4000rpm
- Driver: 4WD 6-speed

**TOYOTA CELICA GT-4**

**DC-UK**  
DREAMCAST MAGAZINE



**Background**

- Origin:** Europe
- Result:** WRC champion of 1996.

**Vital Statistics**

- Engine: 1972.3cc + turbo
- Max power: 250hp/5700rpm
- Max torque: 53kg-m/4000rpm
- Driver: 4WD 6-speed

**TOYOTA COROLLA WRC**



## DC-UK DREAMCAST MAGAZINE



### ■ Background

● **Origin:** France  
● **Result:** WRC champion of 1995

### ■ Vital Statistics

- **Engine:** 1775cc + turbo
- **Max power:** 450ps/7500rpm
- **Max torque:** 50kg-m/5500rpm
- **Drives:** 4WD 5-speed

**RENAULT MAXI MEGANE**

## DC-UK DREAMCAST MAGAZINE



### ■ Background

● **Origin:** Japan  
● **Result:** Winner of both WRCs in 1993

### ■ Vital Statistics

- **Engine:** 19975cc + turbo
- **Max power:** 290ps/6500rpm
- **Max torque:** 32kg-m/3500rpm
- **Drives:** 4WD 6-speed

**MITSUBISHI LANCER EVO**

## DC-UK DREAMCAST MAGAZINE



### ■ Background

● **Origin:** Japan  
● **Result:** Three consecutive manufacturer titles

### ■ Vital Statistics

- **Engine:** 1994cc + turbo
- **Max power:** 300hp/5500rpm
- **Max torque:** 45kg-m/4000rpm
- **Drives:** 4WD 6-speed

**SUBARU IMPREZA 555**

OUR INDUSTRY INSIDER SPEAKS OUT

# ABSOLUTELY FACT



## 5,999,999,996 TOO FEW

**D**reamcast: up to 6 billion players," says the trendy ad. But if you went out and bought a Dreamcast game on October 14, how many people could you play it against? One, two, three... Oh. Nope, only three other players possible at the moment – and that's only with *Toy Commander*. Quite a spectacular miscount. Thanks to Sega's online gaming plan going *arse-up*, its number one selling point – online gaming – is now not going to be available until next year.

But to be honest, online gaming is rubbish anyway. It's a novelty, sure, and fun for a while, but do you really want to be playing with one eye constantly on the clock wondering how much it's costing you in phone bills?

And your telephone cable, that spindly bit of copper wire which survived the Blitz and has been hanging off the roof of your house since 1932, isn't too clever, especially when trying to keep up with human reactions and communicate with someone else at the same time. Yes, delays apply to both players, but that doesn't mean that you are equal – it just means you both suffer poorer results and get angry.

But wait! There are still the joys of the Internet available right now. And like it or not, the lure of certain, ahem, 'adult' content on the Web will be

a much bigger selling point than online gaming for Dreamcast, getting young gamers as horny as Jo Brand in a cake factory. Of course, there's plenty of exciting educational content on the Internet, like, er, stuff about rainforests and, er, Star Trek – but I'll bet my lucky pants that in those rare moments when mum and dad are still at work, the Dreamcast's little modem will be searching out 'educational' sites of a much more mature leaning. Which is great. Just think how many PCs have been sold on the back of the Net's dodgier content. Kind of like in the old days when

kids would get their parents to shell-out for a computer to help with their homework only to see it used solely for games, kids will now get their Dreamcasts to innocently 'play games', using its Internet powers to turn it into their own personal PornStation shortly after.

But is it too complicated for the masses? Can Joe PlayStation be bothered to get his head around email, the Web and network gaming? He will if you mention the porn... Sorry, I meant the exciting chance to play against up to six billion players ■

*'Dave 2000'*

**"Certain 'adult' content on the Web will get young gamers as horny as Jo Brand in a cake factory"**

# GILES THOMAS

What makes us want to buy a Dreamcast (apart from tons of power, great games and a modem)? It's this fella, actually

## PROFILE



**Name:**  
Giles Thomas  
**History:**  
Ex-MTV, ex-VH1,  
ex-pretentious  
'80s pop  
practitioner,  
ex-punk rocker.  
Now in charge of  
telling Europe  
that Dreamcast  
is coming, it's  
great, and it's  
worth buying

**G**iles isn't a Dreamcast addict, although he's trying to pick up the habit. A lack of understanding at home sends him diving for the power switch the moment his significant other pulls into the drive. But at least his kids recognise that dad needs to master a few games – it'll help at work. That's because Giles is European Marketing Manager for Sega, burdened with the weighty task of burning Dreamcast onto our brains. Clearly he needs to talk. DC-UK supplied the couch.

**You're known in the biz for your previous work at MTV. How easy have you found the transition to marketing Dreamcast?**

It's surprisingly similar given the fact that they're different markets. However, there are strong resemblances, not simply with the audience but with the people in the companies themselves. MTV and Sega are inhabited largely by people in their 20s, which is a refreshing environment to work in. The second similarity is obviously the target audience, and young people clearly have room in their life for music and videogames. So I have a reasonable understanding of the target audience, and I had a limited understanding of gaming. But that's changing.

**Does it bother you that people place so much emphasis on your MTV background?**

It's the natural thing to do, because that's the last job I did, and nobody's ever heard of the previous companies I worked for! So, no, it doesn't bother me.

**You've been involved with music for much longer than just your last job, haven't you?**

[Laughs] Since the age of 16 I've been in all sorts of bands – you're too young for punk, aren't you? In the '70s I was in a punky-type band, and

in the '80s I was in a deeply pretentious sort of post-modernist band...

**Not a New Romantics outfit!**

Not really... we kind of straddled all that was appallingly pretentious about pop music at the time. It was good to get it out of my system, then go and get a proper job. I realised I was going absolutely nowhere – certainly financially. I played guitar – if you're starting a punk band you do guitar or drums, because there's nothing like keyboards or any of that.

**And now?**

I still have my Strat, but it sits collecting dust; in fact the only time I've used it in the last year was in anger – throwing it at a burglar. It was the only thing that I had which resembled a weapon: a 1972 Fender Stratocaster. It actually bounced off him and straight through a window.

**Are Dreamcast punters in for any big surprises? Your first two ads (see DC-UK 1), have already caught a lot of attention.**

I hope it will surprise them. I mean, there's a lot that we're trying to do to surprise people, and that's how you create a brand that's interesting.

**Is there any particular aspect of marketing Dreamcast which interests you most?**

As soon as we said that we were launching with a modem, it lead us down an obvious path, which was to build a robust and interesting online strategy. Rarely has anyone had an opportunity so instantly, yet so continuously, to present their brand to people, for them to pick and choose which bits they like. I think it's largely going to be shaped by what people want. We have to estimate what the typical Dreamcast user will want, and create an environment for them. In reality, there isn't one typical person who can encapsulate the different interests of hundreds of thousands of people. So creating an environment which works for both a 16 year-old man and a 30 year-old woman is very interesting. And that's the hard part of what we have to do ■

■ Photography: Nick Wilson

**"We estimate what the typical Dreamcast user will want and create an environment for them"**





# DR. M.D.

Have you heard the one about the game designer who can tell his patella from his fibula? You will do...

**S**ome say Greg and his company BioWare took on an unfeasible burden when they began a sequel to Shiny Entertainment's PC classic,

*MDK*. But for a game designer who's also a practising doctor, surely nothing's impossible?

**How did you get into the videogame industry?**

I formed BioWare with a couple of friends, Ray Muzyka and Aug Yip, to develop medical education software. Shortly after starting the business we realised that games were our true love, and BioWare the game company was born.

**What were you up to before BioWare?**

Practising medicine, of all things. I was a family physician working in small towns around Alberta, Canada. I still work a few nights a month doing shifts at one of the local hospitals.

**Have you managed to use any of that medical knowledge in your games so far?**

Not at this point. We've batted around the idea of doing some type of RPG inside the human body but we lose focus when we start designing the part about the "Battle of the Bowels!"

**How did BioWare get involved in MDK?**

We've been working with the publisher Interplay for quite a while. Interplay also owns a vast majority of Shiny and they wanted a sequel to *MDK*, but Shiny couldn't do it, so Interplay came to us instead.

**What ideas has BioWare brought to MDK?**

I think playing the other characters is the biggest thing. We were really fearful of the "what's new?" question, and for months and months we tried to figure out what else you could do with Kurt – he was already a really well-rounded character. And then we thought, "what if you could actually be Max and the doctor as well?" and it sort of ballooned from there.

**What was the inspiration behind them?**

With Max it's like Chow Yun Fat plus Snoopy, plus Grommit, plus a few other things. And

then for the Doctor he's almost an archetypal kooky inventor. As for Kurt, he's like the straight man – he's the normal guy in a weird world.

**What Dreamcast games have you liked?**

The fighting games are wicked. I shudder when we bring a new one into the office, because production goes down on all the projects, with all of BioWare sitting in our lunch room lined up to play *Soul Calibur*.

**You obviously have experience of creating PC multiplayer games through Baldur's Gate. Do you think DC multiplayer games will be completely different?**

I think at the start they'll follow the PC route, because it'll probably be the PC developers that will go to it first. However, console gaming is very different to PC gaming and I think that'll come through with the second wave of titles. With the PC you do an online RPG, an online RTS or an online shoot 'em up – that's it. But I'm sure some console developer will come up with an online dance game or something.

**MDK has some really obsessive fans – do you think they'll like MDK2?**

We don't want people who played the original to come and play our game and think that this is a poor imitation by a bunch of charlatans. We want them to feel that we did a good job.

**What do you do apart from make videogames?**

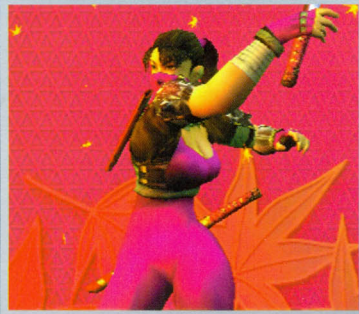
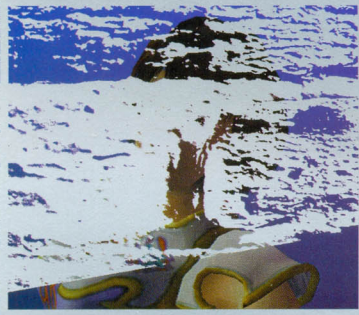
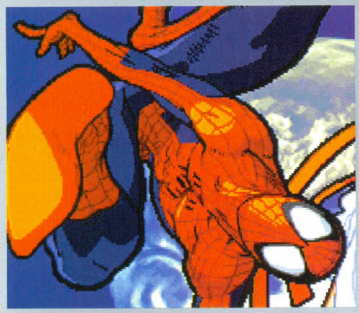
Hmmmm – not much right now. *MDK2* is taking up all my time. I have a wonderfully understanding wife, so I like to spend most of my free time apologising for my time away from home. My only current hobby is kung fu – of the Wing Chun variety – though I have to admit I haven't been going to class all that often in the last couple months. I'm a little out of shape ■

"We've batted around the idea of doing an **RPG inside the human body**"

**PROFILE**



**Name:** Greg Zeschuk  
**History:** Greg is co-owner of Canadian development studio, BioWare. He has co-produced all of the company's games so far, including the renowned PC role playing game, *Baldur's Gate* and the forthcoming *MDK2*. The original *MDK* – a dark third-person shoot 'em up – was written by Shiny Entertainment, who also did *Earthworm Jim*.





# EVERYBODY IS KUNG FU FIGHTING

...their kicks as fast as lightning. With expert timing – and, perhaps, a keen sense of the appropriate – DC-UK takes a look at the genre that is dominating the Dreamcast's formative months. Why is the beat 'em up kicking all other game styles into touch?

WORDS: JAMES PRICE

---



01

01 To many, *Soul Calibur* now represents the ultimate in beat 'em up entertainment: graphically amazing, intuitive and complex. 02 *Street Fighter Alpha 3* brings Capcom's genre-defining series into the next millennium

**R**ead the following collection of games, and spot the two odd ones out: *Virtua Fighter 3tb*, *Soul Calibur*, *Street Fighter Alpha 3*, *Dynamite Deka 2*, *Power Stone*, *Marvel Vs Capcom*, *King of Fighters*. Got them? Pretty sure you've got the right ones, are you? Well, wrong. The exceptions, in this case, are *Marvel Vs Capcom* and *Dynamite Deka 2*. The reason? They're merely good. The rest are must-haves.

The world loves fighting games. And Dreamcast has them in spades. Sega is compelling us to spend hours grinding poly and sprite-based faces into the dirt of absolute defeat, to the cheers of living room crowds. Some find the idea of gamers spending hours engaged in damage-dealing exchanges with friends disturbing. The fact that all leave such battles healthy and exhilarated seems to be beyond their comprehension. Perhaps it has something to do with the fact that such people never get invited around to have a game, and that no-one returns their calls. "Hello? Ms Whitehouse? No, I can't come out to play today. I'm having... um... an enema."

Oddly – and contrary to mainstream (read: ignorant) perception – many beat 'em ups are surprisingly moral. In *VF3tb*, a blow to a prone opponent is acceptable, even encouraged. Yet, beyond the final knockout blow or counter expiry, all violence ceases. Magnanimous in victory, the Ryus, Akiras and Yoshimitsus of this world have no desire to 'finish' their opponents. Sure, there may be

disputes, rivalries, and other such throwaway narrative asides, but après-bout killing isn't really an option. It's the winning that counts, you see.

The *Mortal Kombat* games (and the occasional copycat clone) are, essentially, an aberration. By offering titillation in the form of ultimate killing moves, they disregard a fighting truism: there's no point winning a fight if your opponent doesn't live to suffer the shame and indignity of defeat. But even these don't turn people into amoral killing machines. If you'll forgive the following rhetoric, we are born with a genetic predisposition to shag, fight and eat. Despite millions of years of evolution, we remain nasty, selfish, violent buggers. The veneer of respectability that the past few thousand years has applied to our species is just that – at heart,

“SEGA IS COMPELLING US TO SPEND HOURS GRINDING POLY AND SPRITE-BASED FACES INTO THE DIRT OF DEFEAT, TO THE CHEERS OF LIVING ROOM CROWDS”





## A BRIEF HISTORY OF FIGHTING GAMES

There were games, and some of them had fighting in them. And Capcom saw this and thought: "Hmmm. That seems like a lark." And Capcom said "Let there be a *Street Fighter* arcade machine. And lo, it shall have a punch pad on the front, what you do hit to make your man hit." And the punters saw it. And they thought it okay, sort of. And Capcom, puzzled, absented itself to the Holy Drawing Board. After forty days, and forty nights, plus some more, they returned. And Capcom said "Forsake me now, you bastards, for *Street Fighter 2* is the Chien's Testes, and no mistake!" "Hooray!" cried the punters and, truly, the world resounded with the holy sound of coin twist slot. And Capcom saw it was good.

And everyone else saw it was good, too. And, with a cry of, "me too!", they created their own, similar games. And the Godless infidels did, metaphorically, clasp their wallets between their buttocks and cry, "take us! We're yours!" And a war did rage between Dark God *Mortal Kombat* and the ever-holy *Street*

*Fighter*, that continues to this very day, despite *Street Fighter's* insistence that it is better times infinity, and you can't beat infinity.

And the God Suzuki – not to be confused with Godzuki, the patron deity of crap cartoon sidekicks – bade the sprite-loving infidels to heed his holy mantra. "Gonna take you to another dimension," he sang. "Gonna take you to another dimension," he added. "Gonna take you to another dimension," he continued. "Pay close attention," he concluded. And, with that, he invented 3D. "Hooray for perspective!" cried devout hordes, delighted with the greater potential for art, architecture, fighting and, of course, sex, that this advance offered the universe. This allowed other development Gods to invent 3D, too. And *Virtua Fighter* and *Tekken* games did vie for the largest congregation in the entire history of ever.

And then Sega made the Dreamcast. And it had lots of great, nearly arcade-perfect fighting games. Everyone cried "Yahoo!" Amen



we're still parasitic entities with an ever-present desire to whack our neighbour over the head with a branch, and make off with his wife and grub.

So, understandably, fighting games have a modicum of appeal. You can listen to an exchange in a pub, where a bloke relates a tale of knocking a man over, and stamping on his face to knock him out. But it's okay. He's talking about *VF3tb* – and he still loves his mum, strokes his cat and lives a healthy, fulfilling life. With fighting games providing a virtual medium for him to exert his competitive and sociopathic tendencies, he's a content man. He's probably looking forward to *Soul Calibur*, so he can attack his mates with hoofing great swords.

**Japan always** appears a hotbed for eccentricity to us Westerners. On one hand, we perceive our oriental cousins to be a reserved, formal race. With the next breath, we'll gleefully relate tales of high-powered Japanese executives putting their briefcase full of schoolgirl porn aside to have a go on a *Beatmania* dance game at a railway station. During his inept dance, his mobile phone watch rings. His company is bankrupt? He falls on his sword, to polite appreciative applause from onlookers acknowledging his honorable gesture.



There's a hint of truth in such ignorant tales, of course. Our Japanese friends create the best videogames on earth, and enjoy them with a passion largely unsurpassed in global terms. But, while Western developers can create admirable driving games, adventures and strategy sims, the Japanese are exponentially better at making beat 'em ups. They're also more profoundly obsessed by the genre than any game-fixated besidit ghost you could mention in the UK. With the release of a new fighting game, it's not uncommon for tie-in merchandise to boost the revenues of a company by a substantial degree. From dolls to playing cards, comics to clothes, all things *Street Fighter*, *Virtua Fighter* or *Tekken*-related will sell.

So why do people like fighting games so much? Is it the violence? Their (often excellent) aesthetic values? Or is it that, bar lightgun games and shoot 'em ups, the beat 'em up offers the kind of simple, pick-up-and-punch gameplay that other genres simply can't? Think about it. If you buy a driving game, you pretty

**01 & 02** While not a match for dojo-mate *SFA3*, *Marvel Vs Capcom* is colourful and crazy enough to entertain like nobody's business

**03** Also from Capcom, *Power Stone* represents a decent step forward for the fighting game genre

**04** Over five years on from its first incarnation, *Virtua Fighter 3tb* remains a standard setter

**“WITH THE RELEASE OF A NEW FIGHTING GAME, IT'S NOT UNCOMMON FOR TIE-IN MERCHANDISE TO BOOST REVENUES BY A SUBSTANTIAL DEGREE”**



01

01 It's art, innit? *Power Stone* is one of the most beautiful games the world has ever played. Capcom, we grovel in awe of your greatness

► much need to grasp every nuance of every course in order to beat it. With an adventure game, there are far more complications. With a videogame brawl, however, you only need to grasp a few move sequences to begin to enjoy it. From there, you can learn its intricacies with experience. And, invariably, if you've played one fighting game, you've played 'em all. Knowledge of one *Street Fighter* game instantly confers tactical awareness when playing an earlier or later version; the same applies for other titles. Critics of all flavours – pub, living room and media – may harbour elitist creative ideals, and bemoan the genre's penchant for pseudo-sequels with the odd new move and backdrop. But, as sales figures often attest, the people who actually buy the games don't really give a damn. "More of the same!" chime the cash registers, as *Street Fighter 412* hits the shelves.

From a creative standpoint, there's a very real and arguably understandable reason behind the genre's comparative lack of creativity. It's this: most fighting games are developed for the arcades. With a high turnover of consumers being the *raison d'être* for such machines, fast, immersive combat is a must. The programmers and designers want you to be compelled by its fight engine. Artists would love to see you spellbound by the animation of each protagonist, and awed by striking backdrops. But, ultimately, they want as many coins as they can possibly tease from your pockets, within the shortest possible timeframe. If

they're not doing that, their work is a failure.

Of course, many of the designers that work for Namco, Sega and Capcom would doubtlessly love to re-invent the beat 'em up. How many, we wonder, have considered discarding energy bars and convoluted move sequences in favour of intuitive, almost tactical bouts? How many have dreamed of totally re-inventing the genre? But until the likes of Yu Suzuki – *Virtua Fighter's* creator – and other, as yet undiscovered design talent concentrate on creating a console-only fighting game, innovation will continue to be drip-fed, rather than pumped, into the genre.

### 'Beat 'em up'

is an umbrella term that covers four distinctive styles of fighting game. The first, obviously, is the 3D one-on-one brawl. Pioneered by Yu Suzuki in the seminal *Virtua Fighter*, this is the most acceptable face of digital brawling. These games appeal most because, aesthetically, they appear far more realistic than their 2D counterparts. Their allure is universal, although the over-usage of multi-button 'combo' attacks gives them a rather steep learning curve. The second type is the 2D beat 'em up, as popularised by the *Street Fighter* series. Many Western pundits speculated that this sort of fighting game would die out with the advent of better polygon technology. Why, they argued, would people want to play with cartoon sprites when they could control lavishly textured 3D characters?

You can't dispute the fact that 2D fighting games are markedly less popular and lucrative in Europe and the US these days. In Japan, though, the *Street Fighter* and *King of Fighters* franchises remain as popular as ever. They would find the Western obsession with polygon-based beat 'em ups rather sad, or even stupid. And they have a point. *Street Fighter* is a game that has been refined for over a decade. Every punch, every kick, every special move has been measured and balanced. Like a fine whisky, *Street Fighter*

"WITH AN ADVENTURE GAME, THERE ARE FAR MORE COMPLICATIONS. WITH A VIDEOGAME BRAWL, YOU ONLY NEED TO GRASP A FEW MOVE SEQUENCES"

and *King of Fighters* have matured well. Speak to a hardcore gamer, and they'll relate phrases like 'purity of gameplay' and 'honest test of skills – no button bashing' to these games. And, again, they're not far wrong.

The third type has been around for ages, too. In *Dynamite Deka 2*, you face numerous opponents within a number of locations. Eschewing large move lists and one-on-one combat in favour of mass brawls and simple attack commands, this style of fighting game has been around for ages. Remember *Kung Fu Master?* Or *Double Dragon?* How about *Streets of Rage?* Unfortunately, though, the only real advances made by practitioners of the multi-opponent fighting game have been visual. They look better. But is *Dynamite Deka 2* any more complex or involving than the antiquated *Double Dragon?* Nope.

The last style of beat 'em up is arguably the newest. It's the Projectile Fighting Game. With Taito's *Psychic Force* a founder member, and *Power Stone* the pinnacle of its achievements, this is a sub-genre that will doubtlessly expand within the next year. Noting the success of Capcom's throw 'em up (ahem), other developers are no doubt beavering away, creating their own spin on the design brief. Even Capcom is hurriedly constructing a sequel.

**The fact that** Dreamcast boasts top-notch representatives of all four sub-styles makes it a must-have console for fans of the genre. It's the quality of these titles that surprises, though. *Power Stone* is unique, and horribly fun; its appeal is pretty much universal, given its slapstick, cartoon brawls. *VF31b* is almost arcade-perfect, and as enjoyable as it ever was in the arcades. *Soul Calibur*, though, is better as a Dreamcast game. The same can be said for *Street Fighter Alpha 3*, and SNK's *King of Fighters* (a valid contender to the 2D crown, widely overlooked by Western punters). However, *Calibur* is particularly significant due to the amount of effort Namco has expended to enhance what was originally a fairly average coin-op. Dreamcast's technical power has allowed the creation of a massively improved game.

All of a sudden, we can enjoy fighting games to the extent that their creators intended. Without a trace of polygon clipping or slowdown – well, not that much, anyway – we can kick our friend's faces through the back of their heads in lavishly-rendered locales. Because of this, beat 'em ups are arguably the most social of games. Driving games are okay, but – prior to proper online gaming – you have to suffer the indignity of split screens. And, until we get a decent rash of sports games, football, tennis and the like aren't really an option (although our American friends have a glut of their Football sims on the way). But, frankly, who cares, when we have so many excellent punch 'em ups to play? ■

**"WE CAN ENJOY FIGHTING GAMES TO THE EXTENT THAT THEIR CREATORS INTENDED. WITHOUT A TRACE OF POLYGON CLIPPING OR SLOWDOWN"**



**Above:** *Soul Calibur*. Amazing. Namco. Eyes watering. Hands trembling. Can't... breathe...

- 01** SNK's *King of Fighters Dream Match '99* is currently only available in Japan. Features some classic 2D scrapping action
- 02** *Dynamite Deka 2* is to be renamed *Dynamite Cop* for its UK release. Doesn't change the fact that it's a bit shoddy, sadly

## BEAT 'EM UP CLICHES

**A**s games embrace greater visual realism, it's odd to note that they retain the idiosyncrasies of their formative years. There are some things, you see, that can only happen in beat 'em ups. Here is a selection of DC-UK's favourites

### THE ACHILLES HEEL

You've hammered your opponent with combos. You've smashed him around the chops with your most fearsome special. You've pounded his prone form with leaping attacks. So how is the battle concluded? With a blow that tears out his very soul? A kick with the power of a Magnox reactor 'doing' a Chernobyl? Nope. It's this: a tiny kick to the shins, or a miniscule punch. Your opponent flies off as if struck by a truck. It's all about energy bars, you see. One day, someone will come up with a better system, and we'll all be sooooo embarrassed at having perpetuated the existence of the traditional stamina gauge. Oh yes we will.

### MORTAL KOMBAT 'FINISHING' MOVES

Okay. There are loads of *Mortal Kombat* games, right? And each one happens after the last, yep? Then how does that explain the continued existence of characters that had souls/spine/hearts ripped out in the last game? Well? Open letter to the *Mortal Kombat* programmers: Didn't your English teachers ever tell you that the 'deus ex machina' is the most tawdry of editorial devices? You bloodthirsty, chronologically-ignorant chumps. Love, DC-UK.

### SCHOOLGIRLS MUST FLASH PANTS

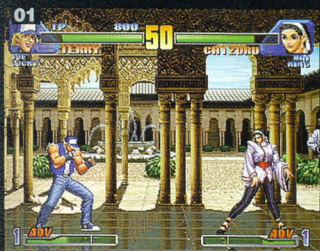
Are you listening Capcom? Yes, we can see you hiding at the back, there. Can you explain yourself? What's this fixation you have with young girls wearing short skirts? And why do they have so many moves that involve the lifting of legs, so that all may behold their undergarments? Chun Li's Spinning Bird Kick and Thousand Foot Kick, for example. Spinning Pants Kick and Thousand Eyefuls Kick, more like. Mucky pups.

### SCHOOLGIRL HAMMERS SUMO

Picture the scene. You've got seven stone of schoolgirl on one side on the arena. Facing her is a twenty-stone sumo wrestler. She picks him up by the pants, swings him over her head, and throws him into a wall (brazenly displaying her knickers in the process). Of course, this is perfectly realistic. Don't know why we mentioned it, really. Bit embarrassed to have brought it up, in fact. Ho hum. Onto the next one, then...

### RAISED ARM WARDS OFF ALL BLOWS

Dear Capcom, Sega and Namco: I would like to announce my intention to sue you for a million billion trillion pounds in damages. Last night, I was collared by a group of assailants on the way back from the Ministry of Sound. After misfounded accusations of puff spillage (I think I've got that right), they began to rain blows upon my weary frame. Noting the effective blocking techniques of Ryu, Jun and Akira, I raised an arm to prevent their fists and feet from draining my energy bar. Later, in hospital, I came to a sorry conclusion: you lied to us. It doesn't work. Pay up, or I'll dragon punch the lot of you ■



# Sega Enterprises Ltd.



Model NO. HKT-7000

## Visual Memory Unit

For use with Dreamcast videogame systems

© 1999 Sega Enterprises Ltd

### Introduction



#### **Congratulations on your purchase of a Dreamcast Visual Memory unit.**

Console manufacturers rarely come up with interesting ideas – usually their thinking stops at 'let's do the same as everyone else but more powerfully'. However, the VM is a genuinely interesting idea. Combining the functionality of a memory card, with the fun of a handheld console, the device is set to multiply the new gameplay possibilities of Dreamcast ten-fold. But what is it really capable of? And what do developers think of Sega's Mini Me-like creation? Simply continue reading for the answers to these questions.

### WARNING

Your Visual Memory unit should present no danger to yourself or others, as long as you follow these simple safety rules.



- **Keep away from fire.** Although, the Visual Memory device is made of toughened plastic, it will melt if you place it too close to an extreme heat source, such as a bonfire, gas oven or smelting furnace. Also, extremely cold environments like your freezer or the Arctic Circle should be avoided.



- **Keep away from water.** Although you will be tempted to fiddle with your Visual Memory unit in the bath, try not to. The unit is not water-proof. If you are using the VM on an ocean cruise or fishing trip, make sure you do so below deck, and away from sea spray. And gulls.



- **Do not ingest.** The visual memory unit is for external use only. Do not swallow it. Your body will not be able to digest the device, and it will either get stuck in your throat or go straight through your digestive system. Although small, the Visual Memory unit is painful to pass.



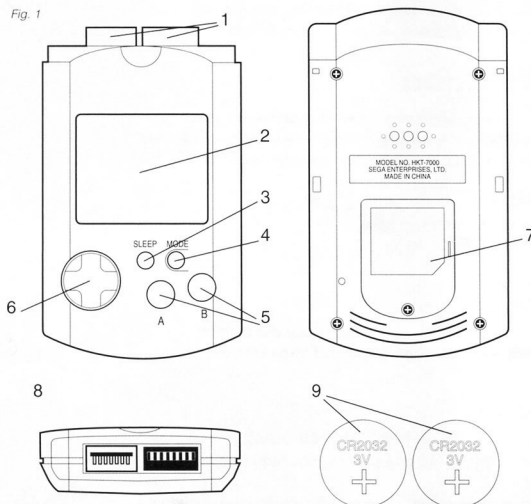
- **Keep it away from pets.** Animals do not understand the intricacies of electronic equipment and will usually put anything you offer them in their mouths. Pet saliva can harm the Visual Memory unit, and make it sticky and unpleasant to touch. Throw your dog a bone or squeaky ball instead.

### Telling the time



Owning a watch is no longer necessary. Your VM unit displays both the time and the date, and is completely portable. Whether or not this function can be built into game support is yet to be seen. Perhaps developers could create time-triggered VM mini-games with which to surprise gamers. It's an integrated system, so anything is possible. So rid yourself of unsightly wrist fashion now!

### Overview



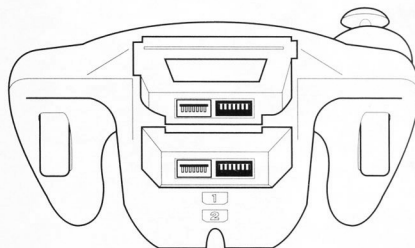
1. Connection port. For slotting VM unit into Dreamcast joypad.
2. The VM screen. 48x32 pixels of pocket-sized pleasure.
3. 'Sleep' switches the VM display off to conserve power.
4. 'Mode' cycles through the various on-screen options.
5. The A and B buttons. Used in-game and to select various menu items.
6. D-pad for in-game manoeuvres.
7. Remove this to replace the VM unit batteries.
8. The VM to Dreamcast connection ports viewed head-on.
9. The VM batteries. The unit takes two.

### STEP 1. Saving games

The most obvious use for the VM unit is saving your in-game position – à la the PlayStation memory card. With VM, though, you'll also be able to download game data from the Internet – which presents loads of interesting possibilities. For example, a few weeks after releasing a game, developers could put in codes to reveal new characters, weapons, vehicles, even scenery on to their Website. You would then be able to download these features and play with them in the main game – an instant longevity boost. Alternatively, it's possible to upload your own data to the Net: Sega in Japan has a *Sega Rally 2* Web page where players can post their best times, while the *Sonic Adventure* site allows gamers to swap Chaos (see Step Two). Sega Europe will provide similar features in the United Kingdom.

As for thirdparty developers, most are still finding their feet, but there are some interesting ideas coming through. Nick Clarke, producer on *Red Dog* (page 086), says, "At the moment we're using the

Fig. 2. There are two slots on a Dreamcast controller. You can connect either two VM units or one VM unit and one vibrating game device.



VM unit to store player profiles; plus we're looking at letting players download their ranks onto an Internet league table. However, we also allow players to set up and store their own multiplayer tournaments which then can be played on other Dreamcast systems". The thing is, Sega probably never envisioned the latter happening, but the system is so open, developers are able to play around with the VM's potential in any way they like.

## STEP 2. Playing games

Remove the VM unit from your controller and it becomes a fully-functioning hand-held console with a d-pad and two fire buttons. Several Dreamcast titles have already made use of this feature by including hidden mini-games that you can download to the VM and play anywhere...

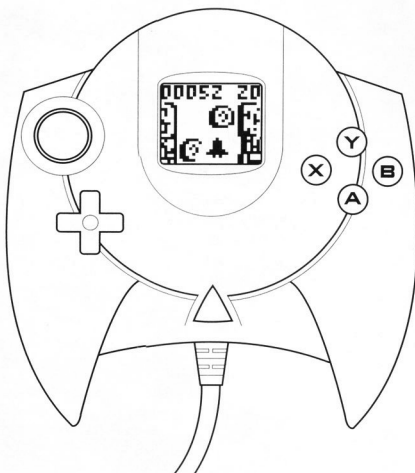
Importantly, these mini-games are more than just gimmicks, they can add to and interact with the main game content. In *Power Stone*, for example, if you win more than 1,000 points on the *One Arm Bandit* mini-game, you can put the VM back in the controller and unlock a scrapbook of character art. Similarly, with *Sonic Adventure*, you can download the cute Chao creatures and nurture them like Tamagotchis – but you can also load them back into SA and race them against each other in 3D. Finally, in *TrickStyle*, each time you get a high score in the mini-game, the length of your board trail in the main game increases – a nice visual extra. So mini-gaming is a two way process – as Nick Clarke points out, “The VM unit allows players to take an



essence of a game away from the Dreamcast creating some interaction in the real world. This is where it will really shine.”

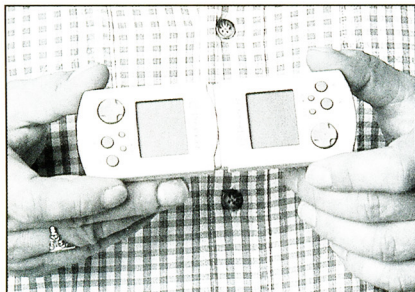
## STEP 3. Using VM screen in controller

Fig. 3. During play, the VM screen is clearly visible. But only to the player...



Once you’ve slotted your VM unit into the Dreamcast controller, the screen can be used as an extra game display. Again, this opens up a world of possibilities. The forthcoming American Football title, *NFL Blitz 2000* allows gamers to plan their tactics on the VM display, rather than the TV, so their opponent can’t see what they’re up to. *Ready 2 Rumble* uses the display to show in-game stats, such as percentage of punches landed and punching power, leaving the main screen free of clutter. *Speed Devils* displays a mini radar on the VM so you can keep an eye on where other cars are. Eventually developers could use this feature as a power-up in multiplayer games – pick up the right object, and the screen switches on, telling you the whereabouts of a cool weapon, or informing you about what weapons your enemies have and where they’re hiding. It could be a movement tracker, a security camera or an early warning system. Again, the potential is massive; it’s just up to developers to play with the possibilities and surprise us.

### STEP 4. Playing with other people

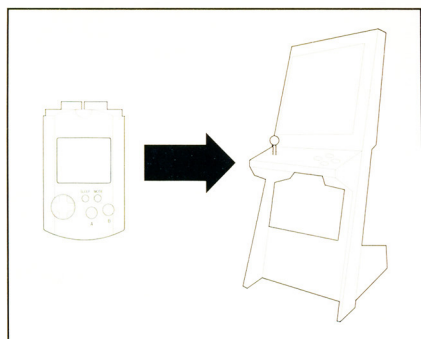


The final piece of Visual Memory fun is that two units can be linked together via the slots at the top. Hey presto – twoplayer action. This is perhaps the least explored avenue of VM development at the moment, but there are some interesting examples around. In *Speed Devils*, you can exchange and buy cars from other players, and swap the bets you've picked up during play (see page 036) – giving gamers something to do when they're away from their Dreamcasts. *Sonic Adventure* is more advanced – as we've mentioned, the game

contains cute little cyber pets named Chao which can be downloaded to the VM and reared like Tamagotchis. However, you can also put two VM units together to swap Chaos or even mate them. Kinky yet fun.

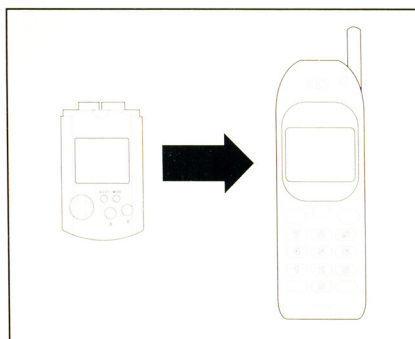
Considering the huge popularity of so called a-life games like Tamagotchi and *Pokémon*, the ability to rear, swap and mate these electronic creatures could well prove a major feature of the VM unit – and of Dreamcast games in general. And of course, the twoplayer element adds to the whole concept of Dreamcast as a multiplayer console – something anyone in the world can use to compete against anyone else in the world. "The link-up ability also has potential for trading which could be quite nice," suggests the more pacifist-minded Sean Turner, lead programmer on *TrickStyle*. "Maybe a VM game could let you construct things that can be brought into the full game, but you can also trade them between VM units. So you might find really good constructions proliferating around the world. The obvious multiplayer game potential is also nice, especially if the winner has a permanently saved prize of some sort."

### STEP 5. Out and about



#### Connecting to Naomi

Sega's Naomi arcade technology is compatible with VM. Forthcoming games should allow you to download characters, objects, etc, from the arcade machine allowing you to swap or nurture them at home. It may even be possible to swap data between your Dreamcast game and the arcade version, via VM.



#### Connecting to a mobile phone

The mobile phone business is expanding at a dramatic rate and everyone wants a slice. Including Sega. The company mentioned at its original Dreamcast press conference that mobiles could be built with VM compatibility. It is not clear yet what benefits could be achieved through such a union.



## Examples of games that use VMS



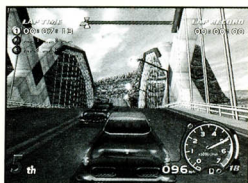
### Sonic Adventure

Chock full of VM treats. Downloading and nurturing the Chao creatures has been well documented, but you can also plug a controller into the fourth port and play a Chao puzzle game. Plus, in the original Japanese version it was possible to access a special Website containing more mini-games or even a file that would put a Christmas message into the main game. Using the VM to download Internet data is sure to be popular.



### TrickStyle

*TrickStyle* allows you to download a VM game based on the classic *Snake* as featured in Nokia mobile phones. Simply move a snake around the screen, extending it by picking up food. The moment you bump into a part of your body it's game over, but you can upload your score to the main game to make the trail behind your hoverboard longer. It's just a means of customising the game and showing off at the same time.



### Speed Devils

When you slot the VM unit into the controller and start a race, the VM screen displays a radar which can be used to keep a track on other cars. When you're not playing the main game, any cars or bets you've downloaded can be swapped with other players or even sold to them. VM makes console gaming a portable experience, and an intuitive part of your everyday life. What more could anyone ask for?



### Power Stone

Capcom's fantastic 3D beat 'em up contains three VM mini-games: *Falcon's Aerial Adventure* (dodging left and right to avoid obstacles), *Ayome's Shuroken Training* (a basic version of *The House of the Dead*), and *Gunrock's Gun Slots* (one armed bandit). Once you've downloaded them, you can keep 'em and play 'em whenever you like. The catch is you have to earn them – by beating the oneplayer game several times.

## Support Guarantee

Developing mini-games and other features for the VM is relatively light on man-hours for developers. It's also easy, as Sean Turner says, "The bottom line is that writing VM games is fun, and I think most programmers on DC projects will find the time to write one," which means we can expect plenty of support for the VM scene, and loads of new ideas we haven't even thought of yet. In some ways, the unit harks back to the old days of the Spectrum when programmers wrote games

single-handedly – games filled with invention and wacky ideas. As Greg Zeschuk at BioWare says, "Later on down the line, we'll probably just hand the VM to one of the people on the team, so they can make it their little pet project. If, say, one of the junior programmers has a game idea then they can become the VM king. You can toss the idea on there, get some art help and you're away". Maximum fun, minimum effort. To misquote an annoying Breakfast TV presenter,

# Free.

Subscribe to **DC-UK** and receive two and a half issues *absolutely gratis*. That means you only have to pay for nine and a half. Not bad!

**UK** 12 issues £28 – **save 20%**  
**Europe** (Including Eire) 12 issues £48  
**North America** 12 issues £48  
**Rest of the world** 12 issues £68

Please quote order code **DMCP02** when calling  
Lines open 8am-8pm, Monday to Friday  
Or subscribe to **DC-UK** online at [www.dc-uk.co.uk](http://www.dc-uk.co.uk)

## Hotline

# 01458 271141





### FIRST CONTACT

# MDK 2

The follow-up to Shiny Entertainment's cult classic is looking great on DC

**W**eird ideas. There should be more in videogames. There should be more alien baddies who run around and fart. Fart if they're panicked, fart while cleaning the windows, fart at each other. There should be more mad scientists and six-legged robo-dogs. This is the world of *MDK 2*. This is weird.

Old time gamers will remember the original *MDK*, a dark third-person shoot 'em up by Shiny Entertainment. Mixing strange techno-organic environments with cool characters and kookie humour, the game drew a cult following, and came up with some great ideas – like the sniper rifle sight that zooms in on opponents. Shiny was too busy with *Messiah* to put together a sequel, so Interplay approached BioWare, a Canadian PC developer most famous for its RPG adventure *Baldur's Gate*. BioWare jumped at the chance of developing for Dreamcast and got to work on a hi-tech 3D engine, and a few new game features.

Two years later, and here we are. *MDK 2*. And it looks great. Perhaps the most obvious change here is that you now get to control three characters throughout the course of the game. The original lead character, Kurt, is back – this time as a 3D model rather than a 2D cardboard cut-out sprite, and this time making much more use of his sniper rifle. BioWare, perhaps inspired by *Metal Gear Solid*, *Hidden and Dangerous*, etc, has gone for the stealth approach, encouraging players to guide Kurt through the shadows, killing with guile rather than guts.

Contrasting this sneaky gameplay style completely are the three levels involving Max, a six-legged robo-dog, which BioWare refers to as a cross between Snoopy and Chow Yun Fat. As Max, the player can pick up a variety of powerful weapons, and shoot them all at once, John Woo-style, at anything that comes close. His

levels appear to blend shoot 'em up thrills with traditional platformer gameplay. Finally, you get Dr Hawkins, a kind of '50s-style mad scientist. This wily old chap can pick up various objects (from toasters, to chunks of plutonium) and combine them to solve puzzles and kill baddies. So you get three games in one – a stealth 'em up, a platform shooter, and a point and click adventure.

As for storyline, we're on very similar ground to the first title. Earth is under attack from an alien race, and you have to stop their planet-destroying spacecraft before it, destroys the planet. Set design is familiar too. *MDK2* has a similar steam-punk, bio-technological, Geiger-esque look to the original, but here it's heightened with real-time shadows, and beautiful dynamic lighting.

Hopefully the mixture of game styles will coagulate into a sturdy whole rather than a scrappy compromised goo ■

### FINEPOINTS

- **Publisher:** Virgin Interactive
- **Developer:** BioWare
- **Origin:** Canada
- **Nice shadow effects:** Yes
- **ETA:** Spring, 2000



**01** The visuals are much improved from the original PC version with slick animation and cool lighting

**02** *MDK* invented the videogame sniper rifle, and the sequel makes it a major part of the gameplay

**03** The disco was pretty empty – Kurt wondered whether he should cut his losses and chat up the massive robot with the machine gun



"This time round **you have to make more use of your sniper rifle**"



LANDING SOON

# FORMULA ONE WORLD GP

"With half the race gone, there is half the race still to go!" Yep, it's another F1 game

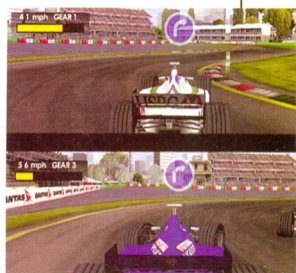
**F**ormula One games have become as common as muck in recent years with countless versions across all platforms and licences being passed around like cream cakes at an obesity convention. The one constant during this time has been the Video System title; they were the first company to obtain the official FIA licence and have been producing F1 games since 1991 on the SNES right

up to 1998's massively successful N64 version.

A brand new physics engine has been created for the Dreamcast development and this, along with the vast array of options motor racing fans have come to expect, should ensure *F-1 World Grand Prix* is the most convincing replication of the Grand Prix experience this side of a Murray Walker wet dream ■

## FINEPOINTS

- **Publisher:** Video System
- **Developer:** In-house
- **Origin:** UK
- **Pole:** Position
- **ETA:** November



The locations of actual circuit cameras on all the Grand Prix tracks are accurately positioned, so watching replays will be like watching live coverage on the telly. Nice one

LANDING SOON

# RED DOG

It's going to bring *GoldenEye* multiplayer action to Dreamcast. Only this time you're driving a tank

**S**ega fans started to get a tad excited when it was revealed that Dreamcast had four controller ports.

The post-pub deathmatch was no longer just going to be the reserve of N64 owners. Step up *Red Dog*. Developed by top Britsoft creatives Argonaut, *Red Dog* is one of the first games to offer us gamers full multiplayer options. And famed for its technical expertise, as demonstrated by old school legends such as *StarFox* on the SNES, Argonaut promises the game will provide non-stop action.

The coloured K9 of the title is the *Red Dog* all-terrain assault vehicle. A cross between a tank and a rally car, it turns on a penny, jumps like a BMX and packs a mighty punch. Like most arcade shooters, the game's concept is simple: you drive around an archetypal future world, shooting up the bad guys and gaining health and exotic power-ups as you go. These range from mines to guided missiles, and action isn't for the faint-hearted with waves of enemy robots, spiders, tanks and spaceships piling in. Cerebral puzzle-solving and tricky exploration through the giant levels makes up the rest of the gameplay.

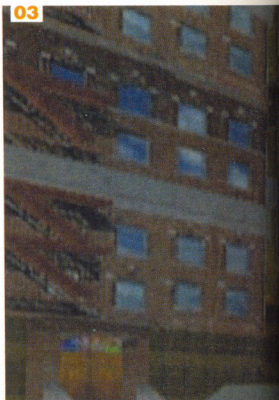
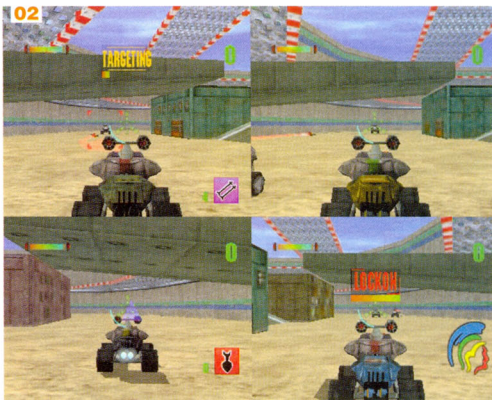
But to get anywhere, you'll need to be quick with your fingers as *Red Dog* makes full use of Dreamcast's joypad. Accelerate and brake are controlled by the right and left triggers respectively, and the joystick rotates the turret. Initially tricky to control, it quickly becomes intuitive, but *Red Dog* is not just about gung-ho shooting. One innovative element is a forward-facing forcefield, which can be positioned to repel enemy fire.

Technicalities apart, however, the fourplayer mode is where *Red Dog* really impresses. The level

maps include vehicle lifts and high aerial roadways, which provide a platform feel, and combined with the responsiveness of the vehicles it has the potential to be incredibly addictive. James Bond, your days as top hound are numbered ■

## FINEPOINTS

- **Publisher:** Sega
- **Developer:** Argonaut
- **Origin:** UK
- **Multiplayer:** Kill, kill, kill
- **ETA:** November (Europe)



- 01 *Red Dog's* explosive effects are incredible to watch, especially after loosing off a salvo of missiles
- 02 This could well turn out to be Dreamcast's first great multiplayer game
- 03 Your tank is capable of some nifty moves. Pull on both triggers and it switches into strafe mode

**"Red Dog looks great and has the potential to be incredibly addictive"**



## FIRST CONTACT

# SNOW SURFERS

Snowboard sims are still cool, so who can blame UEP for mounting the plank again?

**A** few years ago, UEP Systems released a PlayStation snowboarding game named *Cool Boarders* which tapped into the extreme sports trend and started a snowboard sim frenzy. Unfortunately for UEP, later takes on the genre – including Cave's *Steep Slope Sliders* for the Saturn and Nintendo's *1080°* for the N64 were far superior – but that didn't stop the team belting out a couple of its own sequels.

This Dreamcast version, named *Cool Boarders Burn!!* in Japan, has already been released there to fair reviews. As in the PlayStation games you're given a selection of boarders to choose from, each with their own skills. Gameplay is a mixture of freestyle trickery and downhill racing, and there are several different types of track, each littered with obstacles. We played the game at E3, and although the animation is smooth (the NTSC version runs at a steady 60 fps), the boarders look detached from the environments, as though floating on

hoverboards. If the playability is up to par this niggles could be ignored, but with veteran developer Housemarque working on its own snowboarding game (named *Supreme Snowboarding*), *Surfers* will still have quite a snowball fight on its hands. ■

## FINEPOINTS

- **Publisher:** Sega
- **Developer:** UEP Systems
- **Origin:** Japan
- **Air:** Big
- **ETA:** October (Europe)



All the usual snowboarding game features are included – downhill races, half-pipe stunt stages, plus a variety of boarders, each with their own skills. Not exactly radical, then, but definitely "rad".

LANDING SOON

# SHADOWMAN

It's a 3D adventure set in the nightmarish realm of the undead. Prepare to be scared

**U**nhinged serial killers, an undead voodoo warrior, Jack the Ripper and a demon called Legion.

These, variously, should give some indication as to what Acclaim's *Shadowman* will be like; a dark, disturbing and generally gruesome thirdperson adventure that takes its inspiration from celluloid nasties like *Seven*, *Hellraiser* and *Jacob's Ladder*. It's not going to be a game to play with the lights off, that much is for sure.

However, behind the casual brutality, frequent profanity (yup, there's plenty of swearing, and over an hour's worth of speech, in here) and creeping sense of horror, *Shadowman* is shaping up to be far, far more than the videogame equivalent of a video nasty. For a start, Acclaim reckons there's around 70 hours worth of game in here, and from what we've seen, they could well be right. Thanks to ingenious structuring – involving

voodoo tattoos that grant special abilities such as being able to walk through lava – there's a proliferation of vast secret areas that make up roughly half of the game, ensuring plenty of exploration, intelligent puzzling and zombie-mashing to keep you occupied for ages. Tied up with this is the ability to travel between our world (Liveside) and the afterlife (Deadside). The hero of the game, Mike LeRoi, is pretty much a regular Joe, and, hence, can only exist Liveside. However, his powerful and morally ambiguous alter-ego (the titular *Shadowman*) lives in Deadside, which is where much of the game's action takes place.

Throw in an arsenal of voodoo weapons, hordes of monstrous enemies and an exceptionally strong and intelligent plot to match the impeccably-constructed control system and game mechanics, and *Shadowman* is definitely one to look forward to.

Pleasingly, the game looks even better on the Dreamcast than the PC original; and, having received rave reviews elsewhere in the gaming press, our very own slice of midnight death-dealing looks set to be the ultimate version of the game and the only one to own. We look forward to its November release with blood-curdling relish ■

## FINEPOINTS

- **Publisher:** Acclaim
- **Developer:** In-house
- **Origin:** UK
- **Dead man:** walking
- **ETA:** November

**01** The game requires you to track down, and destroy, five serial killers and their demonic master

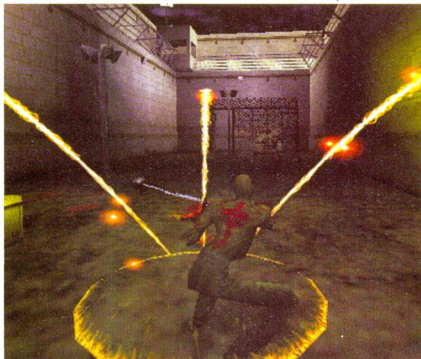
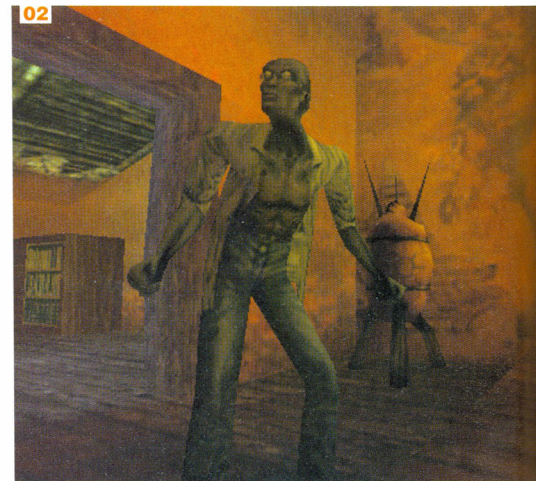
**02** *Shadowman* has an eerie, disturbing atmosphere that's all of its own

**03** *Shadowman* certainly makes good use of Dreamcast's superlative graphics hardware

**04** It's creepy and scary. And it's got big explosions, too – top hole



**“Shadowman is shaping up to be far more than the videogame equivalent of a video nasty”**





03



04



## FIRST CONTACT

# RESIDENT EVIL CODE: VERONICA

Stomach bursting, rib cage crushing, intestine spilling. Yes, *Resident Evil* is back

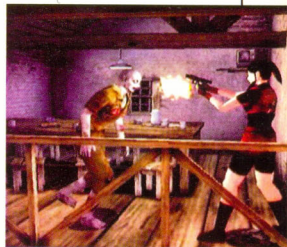
**U**he *Resident Evil* games were, without doubt, among the best things to appear on PlayStation. Those cool George A Romero plots, the delicious monsters and weird camera angles made for many bowel-loosening hours of survival horror fun. *Code Veronica* will no doubt continue the tradition, but with all the visual excesses the superior Dreamcast allows. Set three months after the end of *Resident Evil 2*, the story is certainly vintage stuff: Claire Redfield, the zombie-stomper from number 2, stars again and she's still searching for her brother Chris. This time the quest takes her to the headquarters of the sinister Umbrella Corporation, where she encounters hideous creatures and evil goings-on the likes of which would make Steven King wet his pants.

The big news, though, is the massive improvement in graphics. In

*Resident Evil 1* and *2*, the scenery was prerendered, which meant the camera had to stay in one place all the time. Now, though, everything is real-time 3D, and the camera can pan and zoom, adding to the whole horror film effect (players can even take on a firstperson view in combat, drawing them further into the nightmare experience). As you can see, the scenery is staggeringly detailed and stuffed with atmosphere; if the plot can match the shock-filled excesses of *Resident Evil 2* this is going to be another must-have title ■

## FINEPOINTS

- **Publisher:** Eidos
- **Developer:** Capcom
- **Origin:** Japan
- **Zombies:** Thousands of 'em
- **ETA:** TBC



Claire Redfield gives the enemy some what-for in the search for her brother. You do not want to mess with this woman

LANDING SOON

# SEGA BASS FISHING

"Bass! How low can you go? Death row? What a brother know?" Sorry, wrong bass

**01** It's a big 'un. That's got to be worth a shiny new lure  
**02** It looks painful, but don't worry, no fish were harmed in the making of this game  
**03** This one's putting up a bit of a fight. Lower your rod!  
**04** *Sega Bass Fishing* is great because unlike Freemasonry, it doesn't take a vow of silence and years of humiliating rituals to become Grand Master

**W**e've seen some strange things come out of Japan: Tamagotchis, Godzilla and an unsettling fascination for Asian schoolgirls, to name a few. It seems bizarre crazes are ten a penny in Nippon, but when they're exported to the West most Japanese trends fail to catch on. Until now, we suspect. *Sega Bass Fishing* shuns the usual coin-op fare of beat 'em ups, racers and gun-games for the considerably more placid charms of fishing. You're probably already thinking, "Fishing? Sod that, I'm off for a game of *Crazy Taxi*." But wait, *Bass Fishing* looks wonderful and, with the rod controller, promises to take console gaming to new aquatic vistas.

*Bass Fishing* started as a coin-op, so the Dreamcast version features the original arcade mode, plus an all-new Season mode. The arcade game gives you a tight time limit to reel in a set poundage of fish before you can progress to the next fishing area. Whereas the Season mode enables you to take part in tournaments set over a period of days, with morning, noon and evening sessions taking place in different locations daily. Hauling in big fish gets you special lures

"*Bass Fishing* promises to take gaming to new aquatic vistas"

with which to tempt the fishies out of the water and, hopefully, into your boat.

As well as the addition of the rod (with working reel), there are other elements which make this simulation of your old man's favourite pastime come to life. There's an excitable commentator who shouts things like, "Fish!"



when you get a bite, and "It's a big one!" as you drag Moby Dick's distant cousin onto the deck of your motorboat. You'll also need to build up your technique with the various lures in your tackle box before you're able to reel in the big boys every time. With the thrills of the arcade mode paired with the laid-back nature of the tournaments, *Sega Bass Fishing* should have you hooked for months to come ■

**FINEPOINTS**

- Publisher: Sega
- Developer: In-house
- Origin: Japan
- Fish: Big
- ETA: October (Europe)



02



04



FIRSTCONTACT

# PEN PEN TRICELON

Swim, walk and leap your way through the worst trip you ever had

**W**hat is a 'Pen Pen Tricelon'? Good question. Having played this zany Nipponese title, we can tell you that a Tricelon is a three stage race, like a decathlon is a ten stage track and field event. An accurate translation of 'Pen Pen' is sadly beyond our grasp, as is an inkling of the inspiration for this crazy game.

Well, it's a racing game, so you can expect the usual oneplayer versus computer-controlled opponents and twoplayer versus battles. The three stages of the Tricelons are composed of walking, swimming and sliding along ice and snow on your belly. The walking stages threaten to be somnambulant stretches, where the only exciting prospects are leaping over obstacles and sliding into your opponents, knocking them off course for a few seconds. Propelling your character through the sliding and

swimming stages is done by pumping and releasing the A button, to induce a sort of breast stroke action onscreen.

You can look forward to plenty of freedom of movement in the larger swimming environments and – as you can see from the screenshots – lots of colours, as well as some wacky characters and scenery. Looks like one for the kids, though ■

## FINEPOINTS

- **Publisher:** Infogrames
- **Developer:** General Entertainment Co
- **Origin:** Japan
- **Inspiration:** Mescaline
- **ETA:** October (Europe)



Featuring a bizarre bunch of characters and environments, *Pen Pen* looks 'interesting', but after a few races you'll start to think you're trapped in a weird Japanese bloke's hallucinatory nightmare

LANDINGSOON

# SUZUKI ALSTARE EXTREME RACING

Two wheels and a throbbing engine. Was there ever a more potent recipe for pleasure?

**B**iking games have never achieved the mass popularity of their four-wheeled counterparts – partly because bikes simply don't look as good on screen, and partly because many more people aspire to own a Ferrari 360 or a Subaru Impreza than a Triumph Daytona or Ducati 916. Nevertheless there have been some classic bike games – most notably Sega's own *Hang On* and *Enduro Racer* – and every year brings at least a couple of new contenders. *Suzuki Alstare Racer*, from Criterion Studios, is set to be the first Dreamcast offering. Essentially a conversion of the company's PC bike racer *Redline Racing*, the game has been drastically modified for its Dreamcast release with dozens of new features, graphical improvements and, of course, a shiny new Suzuki license.

Despite that official status, Ubi Soft is pushing *SAR* as an arcade

game. However, realism is obviously still a concern for the development team. Each of the six available bikes has been accurately based on real models, such as the Suzuki Alstare GSX-R750 and Suzuki Alstare GSX-R600, and all feature complex, updated bike physics. On top of that (literally) there are 16 animated riders who visibly wring the throttle and shift position on the saddle during a race. Sim fanatics will also find that all three classes of bike – Standard, Racing and Superbike – are fully tuneable to the player's preference, allowing you to fiddle with the power, the steering and the braking.

As for the tracks, there are 12 to compete on (although a mirror option effectively doubles that) spread over seven different locations. Mountains, canyons, cities at night, beaches and the English countryside all crop up as backdrops, as do traditional spectator circuits. Criterion is promising some amazingly detailed vistas and a steady 50 fps frame rate to complete the visual package, while real bikes have been used to sample in-game sounds for aural realism. With credentials like these, it will be interesting to see how this bike game fairs in a market already choc full of car racers ■

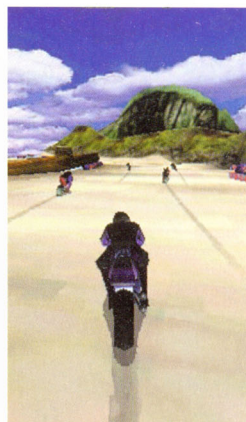
## FINEPOINTS

- **Publisher:** Ubi Soft
- **Developer:** Criterion
- **Origin:** UK
- **Wheels:** Just the two, thanks
- **ETA:** October

**01** Bikes tilt realistically into corners, and the rider's knee moves accordingly

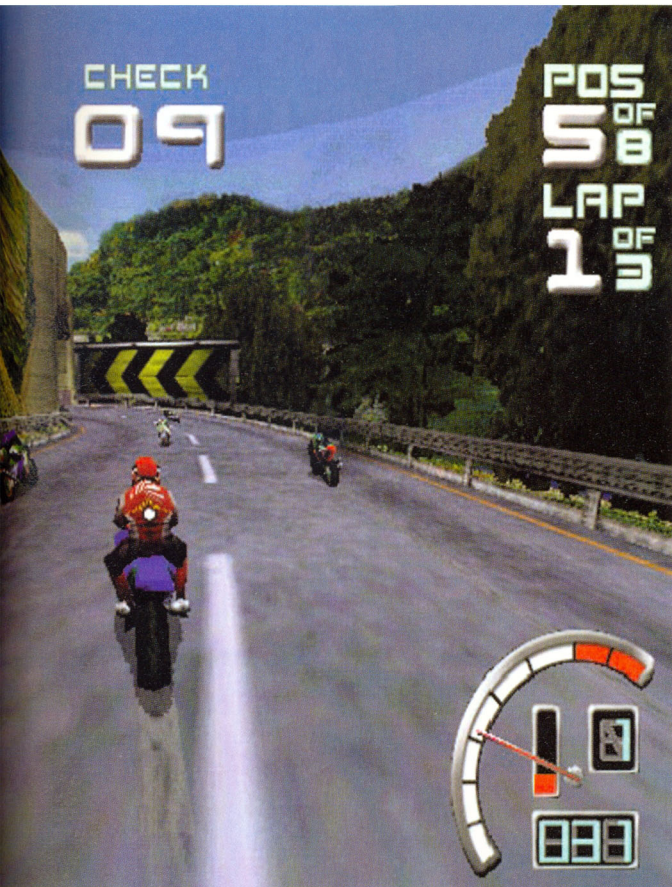
**02** "Hmm there's nothing like a quiet, relaxed ride in the countryside... Oh hang on, I'm going at 204 mph!"

**03** Scenery looks simplistic at times, but at least there's no last-minute pop-up



**"Real bikes have been used to sample in-game sounds"**

experience rather than a sim. The pre-game menus are designed for pick up and play immediacy, the handling feels forgiving (at least in the demo we saw at ECTS) and there are even two different arcade modes among the games five play options. And finally, the twoplayer split screen option completes a thoroughly coin-op inspired set-up.



## FIRST CONTACT

# METROPOLIS STREET RACER

Realism lurks in every corner of this smart urban racer from a driving game old-hand

Us *Sega Rally 2* Dreamcast's killer driving game, or is that title still to be claimed? If there's one candidate capable of whizzing up from behind and lifting the crown (that's not meant to be as rude as it sounds) then it's *Metropolis Street Racer*, the forthcoming urban driving sim from Bizarre Creations. Although an early demo revealed at E3 disappointed many attendees, Bizarre has had plenty of time to rectify any problems and, let's face it, the team's PlayStation driving game *F1* was one of the best console Formula One sims ever, so we're in safe hands.

Anyway, *Metropolis Street Racer* is, as its name suggests, a city-based driving sim using licensed cars and featuring minutely detailed reproductions of London, San Francisco and Tokyo. There are twenty initially available vehicles by the likes of Honda, Mercedes and TVR – and

most are convertibles, which shows off the excellent 3D driver. Bizarre is going for a realistic sim feel here with handling and vehicle dynamics taken from the manufacturers' own data logs. The sounds are all accurately sampled too, so whereas the Renault Spider would go Vrrrrreeeeeeeeaaa, the Ford Mustang goes sort of Grrrrrrrrrrrooom. That takes game journalism to a new low, doesn't it? ■

## FINEPOINTS

- **Publisher:** Sega
- **Developer:** Bizarre Creations
- **Origin:** UK
- **Vrrrrrr:** Oooooom
- **ETA:** February 2000



*Metropolis* uses chic yet recognisable, everyday convertibles to give the game some street-level kudos. The cities are so realistic, native cab drivers will have an unfair advantage when playing

LANDING SOON

# STREET FIGHTER ALPHA 3

Everybody's favourite beat 'em up is about to make a welcome return – on Dreamcast

- 01 Spectacular special finishes are just the tip of the *Street Fighter Alpha* iceberg
- 02 Nash kicks like Guile – hard
- 03 See some of your old favourites battle it out in new settings
- 04 'Shurikens' are back with a bang, baby

**Y**ou know, it seems like aeons since we first bashed the rubber pressure pads on the original *Street Fighter* arcade cabinet. Technology and game design have come along way since then, and now we have a home console – Dreamcast – infinitely more powerful than the coin-ops of the late '80s with games much more complex and, arguably, more rewarding than those of that era.

So it seems strange that *Street Fighter Alpha 3* should now appear on Dreamcast. But *Street Fighter* holds an intimate place in the hearts of many gamers, especially the hardcore players. So, Capcom has decided – perhaps wisely, considering Midway's awkward 3D treatment of *Mortal Kombat* – to remain loyal to *Fighter's* familiar and much-loved 2D shtick. *Alpha* brings together the fighters from every *Street Fighter* game that has been released so far, plus a few new ones, and gives you more options than ever before – including the ability to post high scores on the Internet via Dreamcast's built-in modem. It should be a treat for hardcore *Street Fighters* and a great way for newcomers to get in on the action.

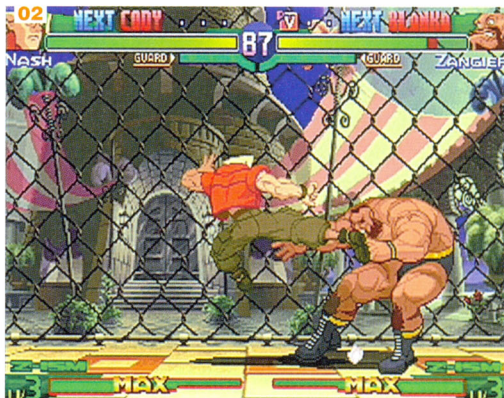
The oneplayer game and versus battles of yore are to be accompanied by a World Tour mode, a Dramatic Battle (in which, you and a computer-controlled companion will try to knock lumps out of another fighter), a Vs

Dramatic Battle and a Team Battle option, to name but a few. Once you've chosen which mode you want to play, you will be able to choose from three fighting styles. And there's a turbo option with two speed settings.

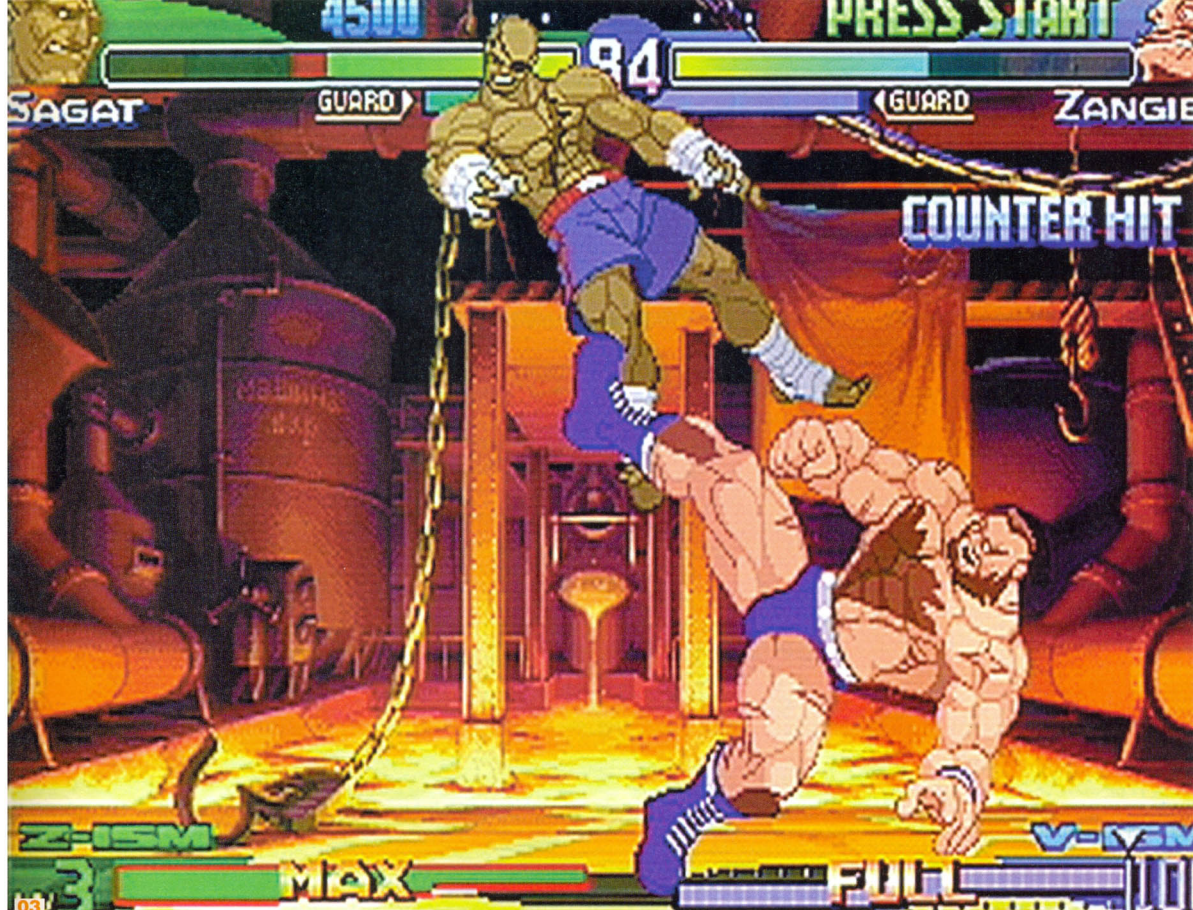
Even with the highest speed setting, *Street Fighter Alpha 3* is hardly going to test Dreamcast's processing mettle, but releases like this are all about classic gameplay rather than impressive technical feats. And classic gameplay is something *Alpha 3* will offer in abundance; all the old special moves will be in there, backed by some eye-popping fresh ones, which can only add to the *Street Fighter* experience ■

## FINEPOINTS

- **Publisher:** Virgin Interactive
- **Developer:** Capcom
- **Origin:** Japan
- **Ties:** Old School
- **ETA:** November (Europe)



“Capcom has **decided to remain loyal to *Fighter's* 2D shtick**”





**only £91.99**

We are also Britain's biggest mail order supplier of Playstation games. Call for latest prices!



**PRICE THE PRICE YOU SEE IS THE PRICE YOU PAY**

You should find Gameplay to be the CHEAPEST supplier of computer games in the country. However, if you do find a better price, please ring us and we will do our best to beat or at least match it. On top of this, we offer a FREE 1st Class delivery service and we don't charge for membership if you are buying by mail order so there are no "Hidden Charges".

**CHOICE 100'S OF PRODUCTS TO CHOOSE FROM**

We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

**QUALITY THE BEST OF EVERYTHING - GUARANTEED!**

We only sell official UK products and all items are fully guaranteed whether new or 2nd hand. Every product line that we sell has been carefully tested by our enthusiastic sales team to ensure that it allows us to live up to our reputation for only providing the best of everything. Any product that becomes faulty within its warranty period will be replaced hassle free, quickly and efficiently, including return postage.

**SERVICE IF YOU DON'T LIKE IT...DON'T KEEP IT**

Everything is sent by first class post so delivery time is normally within 2 working days, or we offer optional next day delivery if you can't wait! Our tough cardboard packaging has been designed to ensure that your products arrive in perfect condition and our salesmen are all enthusiasts who do not make commission, so they can give you completely impartial advice. Remember, if you don't like it you don't have to keep it so we make sure we tell you the truth! Add to this our superbly efficient technical support and customer service departments and we are convinced you will find us to be NUMBER ONE!

**Wireplay**  
The games network from BT

Gameplay has merged with BT Wireplay to form Europe's biggest online games company and to enable us to help you get even more pleasure from your games. Go to [www.wireplay.co.uk](http://www.wireplay.co.uk) to find out more about our new services...

**SEGA BASS FISHING & FISHING ROD Echeapest**

**HOUSE OF THE DEAD 2 & OFFICIAL SEGA LIGHT GUN Echeapest**

Includes a Sega Bass Fishing & Fishing Rod Light Gun and a Sega House of the Dead 2 game. Price: £122.99.

**INNOVATION! The first console to boast a keyboard to allow you to surf the internet. A recommended buy.**

**£19.99 official keyboard**  
plug it into your Dreamcast controller port.  
■ internet compatible  
\*you will need a keyboard to gain full benefit from internet connection.

**THE ULTIMATE GAMING CONSOLE, CAPABLE OF AMAZING 3D GRAPHICS. PREPARE FOR A GAMING REVOLUTION.**

**£189.99**

**FREE 48hr DELIVERY TO MOST AREAS IN THE UK**  
SUBJECT TO STOCK and SECURITY CHECKS

**128 bit 3D processing power** that's faster than most high spec home computers.  
**Built in 33.6 kbps modem** includes Dreamcast Passport software which allows free unlimited access to the internet and email. Play games online and challenge players across the globe.

**visual memory unit (VMU) £19.99**

much more than simply a memory card.

- hi-res LCD screen
- 200 blocks of memory space built in D-pad and control buttons, allows for standalone gameplay.

**official dreamcast controller ergonomic precision, easy to use and superbly fast response. £19.99**

- analog thumbpad & 2 analog triggers
- digital thumb pad & 5 digital buttons
- 2 built in expansion slots

**official arcade controller £37.99**

to complete your 'arcade' at home.

- arcade stick and 6 digital buttons
- durable design
- VMU port built in.

**official steering wheel the perfect add-on for driving fans. £39.99**

- gives full analogue steering.
- durable design
- VMU port built in.

**jump pack £19.99**

feel every hit, crash and shot in a sensory overload.

- plugs directly into controller
- no batteries required!!

**VGA box £Call**  
plug a pc monitor and a TV into your Dreamcast.

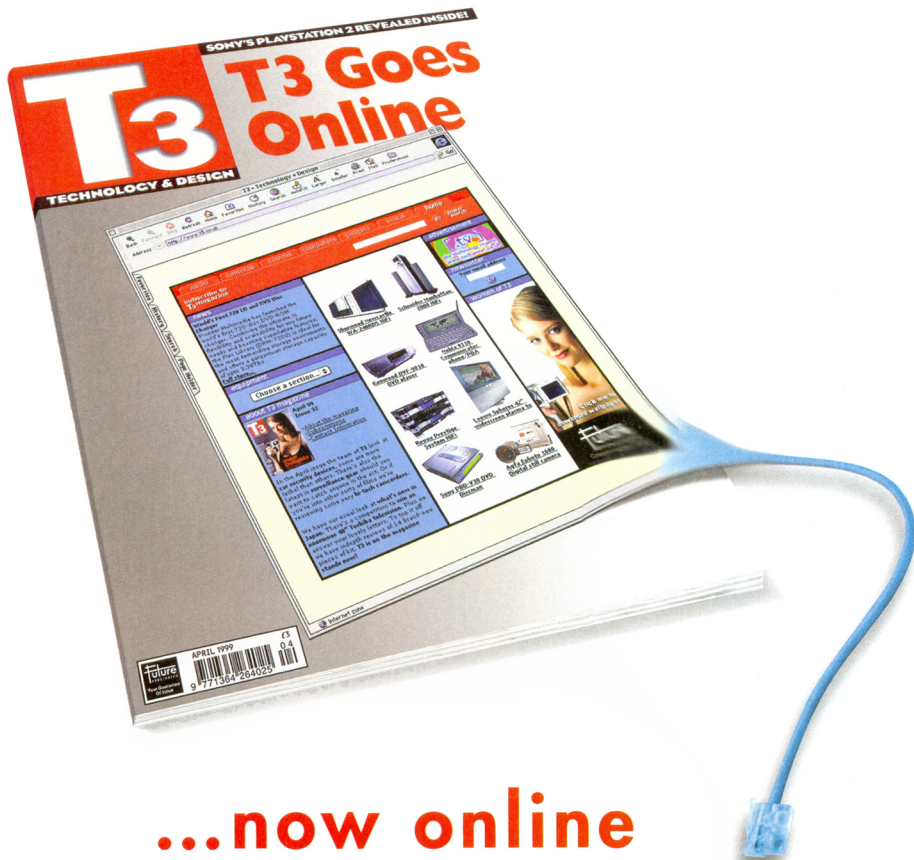
**Scart Cable £7.99**  
better quality picture and sound





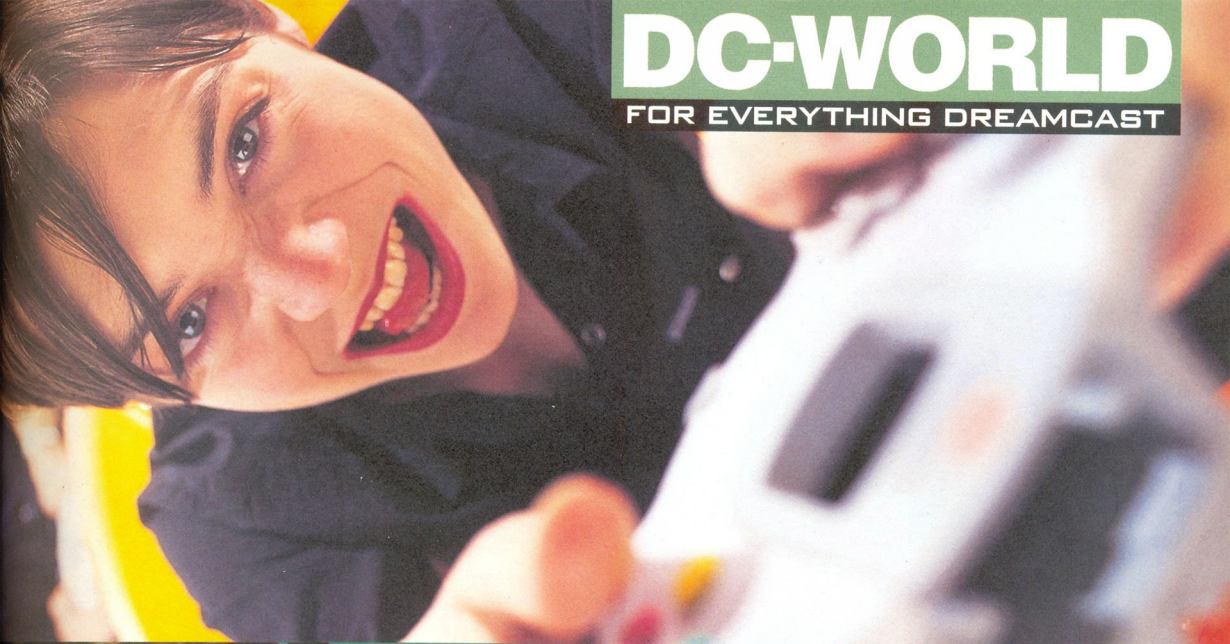


The UK's best technology magazine...



...now online

www.t3.co.uk



104 122



114



## IN THIS SECTION

### LIVING LIFE, PLAYING DREAMCAST

- 100 **REVIEW LISTINGS**  
A list of the reviews we've done, oddly – most helpful
- 103 **WRITE TO US**  
We want to know your opinions on Dreamcast, what you think of the games, and any problems you might have encountered. Shimmy over here for some ideas
- 104 **SONIC GUIDE**  
Part two of our *Adventure* guide – this month it's Knuckles, Tails and Amy Rose
- 110 **MORE HINTS AND TIPS**  
Hints on *Power Stone*, *Sega Rally*, *The House of The Dead 2* and *Virtua Fighter 3tb*
- 114 **COINING IT**  
More new games from the arcades. This month we've spent a not inconsiderable amount of money on *Sega Rally 2* and *Virtua Striker 2 v2000*
- 116 **NOT THE SAME CABLE**  
A round-up of the games currently on release in Japan and America
- 120 **SURF'S UP**  
Our Website has gone live. Here's what's on offer
- 122 **POWERED DOWN**  
The toys to play the games with – it's Scalextric time!
- 124 **TEAM DIARY**  
What one naughty little mixx and several hairy fellas have been up to this month – you would not believe what Keith did at our team dinner...
- 126 **NEXT MONTH**  
Crumbs, mother, we're doing it all again
- 130 **BRAIN IN A JAR**  
Dave Dienstbier, the designer of *Turok*, chooses his favourite Dreamcast games

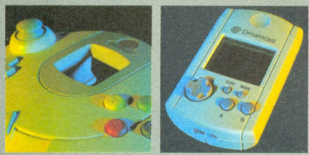


## REVIEW LISTINGS

NERVOUS ABOUT PARTING WITH YOUR HARD-EARNED? LET DC-UK HELP YOU MAKE THE RIGHT DECISIONS

### PERIPHERALS

**JOYPAD** The Dreamcast controller is a hefty, yet comfortable device. On the top it's got two direction controllers: one analogue and one digital. In the middle of the pad is the hole through which you'll be able to view your VM screen. Turn the thing over and you'll see that there are two slots at the front. These can hold either two VMs or one VM and one Jump Pack – which vibrates at key moments in a game. There are also two triggers down there by your index fingers, one beneath each prong, which are a bit like those triggers on a Scalextric. There have been complaints that the controller isn't perfect for beat 'em ups, but apart from this, it's a versatile, feature-packed controller ■



**VISUAL MEMORY** The VM saves game positions and high scores from your games. It has a 48x32 pixel screen, a d-pad, two fire buttons, and a connection port so that two VMs can be slotted together.

It's capable of downloading games from either the Dreamcast or from the Internet – *Power Stone*, for example, has three different mini-games that can be stored on the VM. Also, if you attach two together, it allows players to engage in twoplayer mini-games or to swap whatever they've downloaded from their Dreamcast titles. And on top of all this, the VM screen is visible when you slot the unit into a joypad, which means each player has a personal viewing field of their own ■

### BLUE STINGER

"You get to a stage in *Blue Stinger* where you start to think that maybe it all might either be, a) a poor joke, or b) a bad dream. Sadly, it's neither. Unfortunately, you'll find that the crap joke is on you if you save up the readies to buy this."

Essentially, *Blue Stinger* is an arcade game with elements of adventure games like *Tomb Raider* and *Resident*

■ ISSUE #02 ■ REVIEW SCORE: 3/10

*Evil*. Unfortunately, apart from some nice graphics, it has none of the class those two games displayed. *Blue Stinger* is not a next generation game ■

- Publisher: Sega
- Price: £39.99
- Extras: VM
- Developer: Climax Grafix
- Players: One
- For: A familiar and popular genre. Some decent graphical touches
- Against: Frustrating, Unoriginal gameplay



### EXPENDABLE

"*Expendable* should provide all the action you wannabe Arnies and Will Smiths need – it's a fast-paced arcade-style blaster made in the old skool tradition. Just how long these type of exploits can hold your attention nowadays is another matter."

Taking its inspiration from classic shoot 'em ups like *Ikari Warriors* and

■ ISSUE #01 ■ REVIEW SCORE: 6/10

*Gunsmoke*, *Expendable* pitches you and a friend (should you have one) against hordes of enemy droids.

Yes, it's as simple as that ■

- Publisher: Infogrames
- Price: £39.99
- Extras: VM
- Developer: Rage
- Players: One to two
- For: Good graphics. An enjoyable blast. Big guns
- Against: Old hat. A bit repetitive



### INCOMING

"*Incoming* tries to gloss over the mind-numbing repetitiveness of its gameplay with incredible graphics and a variety of vehicles. It's fun for a while, but unless you're a fan of the genre you'll be bored after the first 20 phases."

With the exception of *UEFA Striker*, Rage Software has seemed content to simply rehash PC titles for Dreamcast.

■ ISSUE #01 ■ REVIEW SCORE: 5/10

*Incoming* is similar to its cousin *Expendable*, in that it looks great and is fun for a while, but at the end of the day, it's a little shallow for most ■

- Publisher: Sega
- Price: £39.99
- Extras: VM
- Developer: Rage
- Players: One
- For: Beautiful explosions and backgrounds. Kill Kill! Kill! Loads of vehicles and weapons
- Against: Lack of depth. Missions too similar



### MONACO GP

"*Racing Simulation* – *Monaco GP* is a competent attempt at recreating Formula One, combining an accessible arcade game with a detailed simulation mode and an enjoyable twoplayer option. But the proceedings are a little soulless and unrewarding at times."

While it may not be the most realistic Formula One sim to have

■ ISSUE #02 ■ REVIEW SCORE: 6/10

graced the world of videogames (it doesn't hold the official licence, for example), *Monaco Grand Prix* is a decent take on the F1 genre ■

- Publisher: Ubi Soft
- Price: £39.99
- Extras: None
- Developer: In-house
- Players: One to two
- For: An enjoyable arcade game and detailed simulation mode
- Against: A bit soulless and unrewarding

## POWER STONE

"Power Stone is one of the most innovative, off-beat releases in ages. Despite a few niggling issues, it's a superb, original title. Even its lack of single-player longevity is no reason to avoid it. Buy it now."

When *Power Stone* first touched down in the DC-UK games room, productivity hit an all time low. It really is that good. The 3D fighting areas look

ISSUE #02 ■ REVIEW SCORE: 9/10

impressive and the characters are baby-bottom-smooth and chunky. The freedom of movement suddenly available to you propels the beat 'em up genre light years ahead of *Tekken* ■

- Publisher: Eidos
- Price: £39.99
- Extras: VM sub-games
- For: Original, easy to play and fantastic to look at, too
- Against: You'll see everything within two weeks
- Developer: Capcom
- Players: One to two



## PERIPHERALS

**ARCADE STICK** This huge slab of a joystick is about the same size and weight as some bathroom scales, and can be perched on your lap or placed on a table in front of your telly. Sporting a proper joystick and six chunky buttons, the arcade stick is designed for those who want to replicate the arcade gaming experience in the privacy of their own home (for extra authenticity you could always put a couple of cigarette burns on it). Best used for beat 'em ups and shooters, the arcade stick will retail at around £35 ■



**WHEEL** Believe it or not, this peripheral has been designed for use with driving games. As well as the five buttons on the front of the wheel, there are two paddles on the rear used for accelerating and braking (or changing gears, depending on how you configure the thing). The stabilisers at the side make it feel nice and solid, but unfortunately there's no force feedback (ie, a rumble pack that simulates resistance), which is a pity. Should retail for £45 or thereabouts ■



## SEGA RALLY 2

"Sega Rally 2 has aged alarmingly since its original Japanese release. It's a fine game – at times glorious, even... But it's hard to avoid the fact that *Sega Rally 2* isn't quite up there with today's best racing games."

Our review of *Sega Rally 2* in DC-UK 01 caused quite a stir among the game's loyal fans on the Internet (see page 042 for an update on the PAL version). The

ISSUE #01 ■ REVIEW SCORE: 7/10

conversion from arcade to home is a good one and there are loads of new options and extras. It's just not quite the classic racing game some of you might have been waiting for ■

- Publisher: Sega
- Price: £39.99
- Extras: Online play
- For: A playable and intuitive introduction to rally driving with some nice touches
- Against: Lacking in handling complexity
- Developer: In-house
- Players: One to two



## SONIC ADVENTURE

"Sonic haters may not be persuaded by what is essentially more of the same with knobs on, but the new adventure elements added to the traditional thrills of *Sonic* gameplay will delight fans and newcomers alike."

*Sonic Adventure* has everybody's favourite hedgehog whizzing about in a giant, colourful 3D world with familiar *Sonic* gameplay, and items scattered

## SPEED DEVILS

"For the most part *Speed Devils* is decidedly enjoyable. It's not perfect, but you only have to look at other consoles' car-based 'games' to realise how worthy an addition to Dreamcast's growing library of racing games this is."

*Speed Devils* is definitely one of the most original racing games of late. The game features many welcome additions to the genre, including the ability to

ISSUE #02 ■ REVIEW SCORE: 7/10

place bets on your races. The arcade mode is a little shallow, but the real game lies within the championship mode, where you can buy motors and give them between-race tune-ups ■

- Publisher: Ubi Soft
- Price: £39.99
- Extras: VM
- For: Original and great fun to play
- Against: Not enough tracks. Lack of competing cars at times
- Developer: In-house
- Players: One to two



ISSUE #01 ■ REVIEW SCORE: 9/10

around the landscape. This time Sonic's adventure is just that: an adventure with classic RPG elements thrown in the mix. It's a pleasing blend and another classic game from the *Sonic* team ■

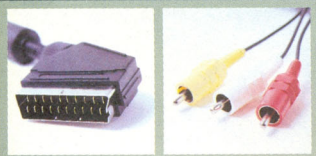
- Publisher: Sega
- Price: £39.99
- Extras: VM
- For: A playable and intuitive introduction to rally driving with some nice touches
- Against: Lacking in handling complexity
- Developer: Sonic Team
- Players: One

## REVIEW LISTINGS

NERVOUS ABOUT PARTING WITH YOUR HARD-EARNED? LET DC-UK HELP YOU MAKE THE RIGHT DECISIONS

### CONNECTIONS

**TELEVISION** Sega is currently encouraging developers working on the UK versions of their games to support the Dreamcast's 60Hz option – this allows our lazy European PAL machines to run games at the NTSC rate of 60 frames per second (see page 116 for an explanation of what all this means), rather than the slower PAL rate of 50 frames per second. To take advantage of this feature you'll need a dual standard TV, one that can understand both PAL and NTSC signals. Most modern televisions do this, but if you're thinking of buying a new one to play your Dreamcast games on, make sure you check with the shop whether it's dual standard or not ■



**CABLES** Although every UK Dreamcast will come with a free RF cable to connect your machine to the TV, the picture quality is never too hot through these cheap bits of wire. There are alternatives, though. Dreamcast, for example, has full SCART cable support. SCART is a European technology that splits the image into its component colours – red, green and blue – and sends them to the TV separately, so you get a much clearer, sharper picture. An official Sega SCART lead will be available, but cheaper alternatives will probably be around. You'll also be able to purchase Dreamcast composite leads which have three jacks – audio left, audio right and video. These provide a slightly better picture than RF, but they're not half as good as SCART.

Finally, there's the S-video cable option. As with composite, S-video leads end in three jacks, but here the video jack splits the TV signal into two parts: colour information (Chrominance) and brightness (Luminance). Like SCART, this gives a sharper picture and prevents colour bleeding ■

## HOUSE OF THE DEAD 2

■ ISSUE #01 ■ REVIEW SCORE: 8/10

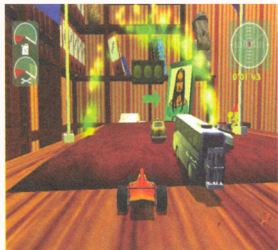
► "Play the Dreamcast version of *The House of the Dead 2* on a large, good-quality television and you may as well be playing it in an arcade... And as a twoplayer game, it's addictive and highly social."

It was great in the arcades and it looks just as good on Dreamcast. Sega's pant-wettingly scary shoot 'em up, *The House of the Dead 2*, now

comes with a special mode, featuring new weapons and power-ups. Great to look at and lots of fun to play, especially with one of your mates. This is what lightgun games should be ■

Publisher: Sega  
Price: £39.99  
Extras: Rumble pak  
For: Arcade perfect. Addictive. Multiple routes  
Against: Not exactly mentally challenging

Developer: In-house  
Players: One to two  
Extras: VM



## TOY COMMANDER

■ ISSUE #02 ■ REVIEW SCORE: 7/10

"*Toy Commander* is an extremely accomplished title (especially in multiplayer) but its irritating flaws prevent it from being hailed as a classic... In many of its missions the game strays from acceptable trickiness into the realms of frustration."

Reminisce on the days of your childhood, in this strange release from No Cliché, in which you get to pilot over

30 toys, such as helicopters, cars and tanks. It's a bit like a huge, exclusively next generation version of *Micro Machines*. Its only major flaw is the fact that it is too difficult ■

Publisher: Sega  
Price: £39.99  
Extras: VM  
For: Loads of toys. Loads of missions  
Against: Tricky handling. Frustrating missions

Developer: No Cliché  
Players: One to four  
Extras: VM

## TRICKSTYLE

■ ISSUE #01 ■ REVIEW SCORE: 9/10

"*TrickStyle* has lived up to its hype brilliantly. The radical combination of stunts and racing works better than anyone could have hoped and resulted in a state-of-the-art next generation title. The future's bright: the future is *TrickStyle*."

Criterion Studios has done a sterling job of creating a unique future sport sim. It doesn't matter that the hoverboarding

stunts could never happen; the boarders' movements on their decks are ultra-realistic and based on real physics. It looks amazing, and it's a thrill to rocket through the futuristic city streets ■

Publisher: Acclaim  
Price: £39.99  
Extras: VM  
For: Triumphant combination of two game styles. Looks fantastic, plays even better  
Against: Disappointing twoplayer game

Developer: Criterion  
Players: One to two  
Extras: VM



## UEFA STRIKER

■ ISSUE #02 ■ REVIEW SCORE: 8/10

"*UEFA Striker* comes pretty close to combining *FIFA*'s in-depth options and *ISS Pro*'s superlative gameplay... For the first *UEFA* game to be this good is a startling achievement and suggests that the sequel will be something really special."

After a marathon footie session with *UEFA Striker*, our resident football nut Lee Hart emerged from our humid

game room, sweat dripping from his brow, declaring, "It's good." He always has been a man of few words. But deep inside he's happy; Dreamcast has a great football game in *UEFA Striker* ■

Publisher: Infogrames  
Price: £39.99  
Players: One to two  
For: A cracking game of football, what more do you want? Blood?  
Against: No manual skill moves

Developer: Rage  
Release date: Oct 14  
Extras: VM, 60Hz mode



## VIRTUA FIGHTER 3TB

■ ISSUE #01 ■ REVIEW SCORE: 7/10

"Unless you deeply despise fighting games – and maybe, even then – *Virtua Fighter 3tb* is an essential purchase. Super-smooth, fast, and with an attractive tactical vein, it's a beat 'em up par excellence. Not quite a 10, though."

The Muhammed Ali of fighting games, we called it. *Virtua Fighter 3tb* is, arguably, the best beat 'em up in

the arcades. And now the home. It may lack the stunning visuals of *Power Stone*, but *VF3tb* is a bare bones fighter that's geared towards quick, responsive attacks ■

Publisher: Sega  
Price: £39.99  
Extras: VM  
For: Strategic approach to fighting. Polished and attractive  
Against: Not enough options

Developer: In-house  
Players: One to two  
Extras: VM



# JOIN THE FIGHT

GET INTO DC-WORLD - IT'S PACKED WITH GAMES, TIPS AND TOYS. DROP US A LINE AND JOIN OUR WORLD

## CAST YOUR VOTES

We want to hear from you. Firstly, to find out if you actually exist and secondly, because what you think is important to us. So we want to know your views on Dreamcast games - are they as good (or as bad) as we reckon they are? Are they easy to play/look as good/sound as good as you would expect from such a fantastic console? **Bash out 150 words on a game of your choice, send it to any of the addresses shown on the bottom of the page, and we'll print it here in DC-World. The one that we reckon shows the most potential will get something tatty from our office.**

Secondly, there's the classifieds - sell your hardware, buy some software, try and find a back issue of some ancient gaming magazine and meet like-minded individuals. Simply email us at [dcuk.classifieds@futurenet.co.uk](mailto:dcuk.classifieds@futurenet.co.uk), and state what you want us to say ■

## MORE GAME STUFF

We've told you what you can buy now, and we've told you what you'll be able to get hold of in the not too distant future, but there's still loads more games - there's all those coin-ops Sega is famous for, for a start. We bring you the latest reviews of the greatest arcade games, so you don't go wasting beer tokens on sub-standard one-arm bandits (see page 114).

And, unfortunately for all of us, there's a ton of games that we can't get our hands on in the UK as yet. But don't go and sulk, because every month we bring you news of the latest in Dreamcast software to arrive Stateside or Japanside (hustle along to page 116). And if we're lucky, and we've been good little Dreamcasters, these'll be arriving in your local games emporium quite soon, so it's worth keeping your eye on them ■

## YOU NEED HELP

To help you on your mission to be better at *TrickStyle* than our Lee, you'll find plenty of tips and cheats in DC-World - everything on how to get to the next level pretty smartish to how to beat the crap out of Sonic, when you're only a two-tailed fox (page 104).

However if there's something we've missed out, then don't hesitate to ask us. We'll try to help you as best we can in our Q&A section. Just mail or write to us at the address shown on the bottom of the page and we'll do our level best to address all problems. You'll find us infallible. Almost.

And then there's that other important bit - the Internet - flick through to page 120 to get the best Net advice for your Dreamcast, some cool pages for you to point your browser at, and the lowdown on our spanking new site, designed solely for us Dreamcast owners ■

## EXTRAS

Have you missed a review? Never fear, just turn back a page or two to get our complete review listings so far - these will, of course, be updated every month, so you can see at a glance whether a game is brilliant or bollocks (in our humble).

If you make your way over to page 122, you'll discover the best toys with which you can re-enact your favourite gaming moments. Arguably the greatest bit of the mag.

Then you can flip over to our team diary on page 124 to check out what we've been doing this month in order to bring you another slice of gaming history (er, that's DC-UK, that is) And after that, there's not just about time to cram in Stephen Lawson's completely irrelevant hip-hop column and to tell you what we've got in store for you next month ■



Thought of anything yet? Drop us a line at one of the following...

■ **E-MAIL:** [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)

■ **FAX:** 01225 732297

■ **WRITE:**

**DC-UK**

Future Publishing PLC.  
30 Monmouth Street, Bath, BA1 2BW

# SONIC ADVENTURE

## PLAYER'S GUIDE

### TAILS, KNUCKLES & AMY



**M**onsieur, with these *Sonic Adventure* tips you are really spoiling us."

*Sonic Adventure* is one big mutha of a game and no mistake. Last month we took you through the blue hedgehog's story and now we humbly offer solutions to Tails', Knuckles' and Amy's adventures. None of them are as long as Sonic's route but are all excellent games in their own right, so put those Ferrero Rocher to one side and we'll begin.

## TAILS' ADVENTURE

All of Tails' action stages require him to race Sonic (and, finally, Robotnik) to the end of the level.



### 01 BOSS: Egg Hornet

Go to Mystic Ruin and head up to Tails' house for a showdown with Dr Robotnik. Fly around to avoid the missiles, then, when he falls, whack him with your tail. Do this three times.



### 02 STAGE 1: Windy Valley

Pick up the wind stone from outside Tails' house and take it to the cave to the right of the waterfall to begin the first stage.

Windy Valley is a race with Sonic to the end of the level. It's the classic tortoise and hare situation: Sonic may have a steroid-assisted speed advantage but Tails can use his noggin (and his two-pronged tail) to win the race easily. While the hedgehog huffs and puffs at ground level you can take to the air and fly through the green octagons to boost



through the stage and collect the gem. Then grin smugly as your spiky pal comes in a lowly second.



### 03 ITEM: Jet Anklet

Go to the sewer room next to Twinkle Park and fly through the hole in the roof to collect an anklet that makes you fly further.

Head for the casino and fly up to the yellow button to open the door, and enter to begin the next stage.



### 04 STAGE 2: Casinoopolis

This stage takes place underneath the casino and is a fairly short and uninspired race with Sonic to collect the gem. Simply fly around avoiding obstacles and collecting bonuses, then allow yourself to be blown up to the passageways in the two wind rooms. On the final stretch you have a straightforward flight to the gem while the poor hedgehog has to plough through the filthy water and contend with various nasties.



**05** Collect the ice stone from the alleyway opposite Station Square and take it through the newly-opened rockface in Mystic Ruin. Place the stone on the pedestal and the Icecap will open. Fly over the water and climb the ladder to begin the next stage.



### 06 STAGE 3: Icecap

This level merely consists of the snowboard descent on the mountain. However, although it may be a relatively short level, it is an extremely sweet one, and the added challenge of having to race our Sonic livens things up considerably.

Win the race by aiming for, and flying off, the yellow ramps that are scattered around the mountain. By doing this, you will be propelled along the level at a rate of knots, and you'll be able to ensure that the irritating hedgehog will be eating your snow on the way to the finish.







collect the badge which upgrades your spin move to an extended superspin move. Once you've tried out your dizzying new ability, head back down the steps and run forward to meet Tikal.



**07 BOSS: Knuckles**  
Go back down to Mystic Ruin for a scrap with the bolshie echidna. It's more 'handbags at five paces' than a real fracas, and if you avoid his flying attacks and belt him three times you will emerge victorious.

**09 MINIGAME: Sky Chase Act One**  
Fly up to your house and you'll get in the shiny, red biplane for this shoot 'em up minigame. Take out as many enemy fighters as you can and blow away or dodge the missiles that are fired at you. Hold down the fire button and you can target more than one victim at a time, but your ass is grass whatever happens.

below. You can now go down the passage to begin a new minigame.



**10** As you're blown out of the sky this is where Tails' and Sonic's paths differ. After the cut-scene, jump into the minecart and travel through to the forest area. Fly down to the bottom of the ladder and head left along the path until you find a red gem. When the frog nicks the stone follow him to the cave and a dead-end. Fly up to the platform above the blockade and step on the button to open the tunnel

**11 MINIGAME: Sand Hill**  
The objective here is to slalom down the hill, avoiding obstacles and passing through as many gates in succession as you can. Each time you miss a gate your score returns to zero, so this is a challenge even Alberto Tomba would have trouble beating.



**08 BOSS: Chaos 4**  
The gift of flight makes this skirmish a doddle. Dodge all his attacks by flying from lily pad to lily pad and when he rises to the surface hit him. Do this five times and Chaos is beaten.

When you reach the bottom of the hill you can grab hold of that bloomin' frog and travel back through time as if by magic.

**13 MINIGAME: Sky Chase Act Two**  
After watching Big the Cat make an arse of himself, go back to Tails' house and unleash the sexy new biplane for another shoot 'em up. Blast incoming planes and pepper the Eggcraft with gunfire as you circle it. When you turn to face the ship head-on, wait for the 'eye' at the front to open up, and then you can give it what for, while dodging the laser beam.

Once you've blasted the bejesus out of it, you will fly in and land on the Eggcraft. After the cut-scene, fly to the front of the ship and through the door to begin the penultimate stage.



**12 ITEM: Rhythm Badge**  
What do you know? You've journeyed back to Mystic Ruin before it was, erm, ruined. This is the home of Knuckles' lost echidna tribe, and they have kindly left a present for you. Go up the steps on the left and run over to

**14 STAGE 4: Sky Deck**  
Yes, it's another race with Sonic and your flying ability has never been more useful. Instead of jumping between columns and running along gangways, you can simply fly between the sections. If your timing is good this stage is a doddle; just remember that Tails' flight is limited and judge

## SONIC ADVENTURE

PLAYER'S GUIDE  
TAILS, KNUCKLES & AMY

your passage between sections accordingly. When you reach the big gangway bit, head for column 4 and run along to the end of the level.



### 15 BOSS: E-102

Jump in the yellow disc and you'll be carried up to the ship's deck for a fight with Metal Mickey. This scuffle is as easy as pie; take to the air to avoid the robot's laser fire then swoop in to hit him three times and the rust bucket is beaten. Run at him to finish him off and the merciful Amy steps in to save his metal behind.

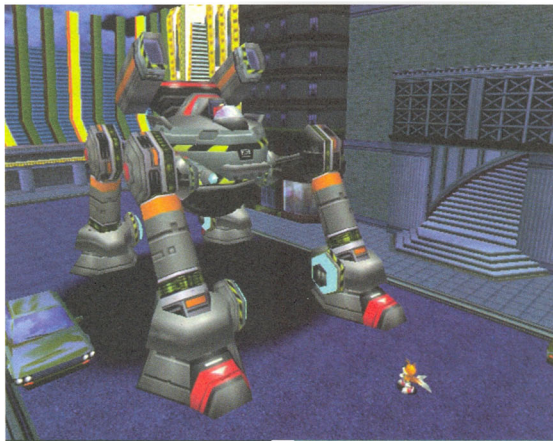
### 16 STAGE 5: Speed Highway

After a lengthy cut-scene you'll begin the final stage which, to add a touch of variety, is a race with Dr Robotnik in his Egg Hornet. For the most part you can ignore the highways and use the countless green octagons scattered around the level. These give you shortcuts through the stage and, as long as you pass between them in sequence, you'll zoom to the end of the stage and win the race easily.



### 17 BOSS: Egg Walker

Voila! You've successfully reached the showdown with the final boss. This overgrown daddy-longlegs is way harder than the previous bosses you've met along the way, but (you'll be pleased to know) is not quite as tough as Egg Viper, that nasty final boss in



Sonic's game.

Learn the sequence of attacks and fly around to avoid them. When it comes to a halt, there are some blue lights on its feet that will flare out. Hit the lights before they go out and the machine will short circuit, bringing the Egg Walker to its knees and allowing you to attack the body. It takes five attacks to beat the Walker, and this is the system.

The first attack is dead easy. Just hit the light that flares out, and when the Walker collapses fly at the cockpit to do some serious damage.

For the next three attacks you will have to hit two of the blue lights to bring the Walker down and smack it upside the head.

The fifth attack is, unsurprisingly, the most difficult, as it always is in these cases. There are now three of those darned blue lights to hit. And there is only a short amount of time to do this before the Walker moves away, so try and smash into its feet the instant that the lights flare out. Once all three of them have been bashed into oblivion you can fly at the cockpit for the coup de grâce and marvel at how one tiny two-tailed fox took out a gigantic Empire Strikes Back reject.



## KNUCKLES' ADVENTURE

In Knuckles' action stages he is searching for fragments of the Master Emerald. There are three to find in each stage and the echidna is able to sense their whereabouts. This 'sense' is displayed in the form of a hot/cold meter: when Knuckles feels the proximity of a fragment, a homing signal beeps ever more rapidly as you get closer and the meter turns blue then green, yellow, pink, and red indicates you're right next to it.

The shards are found in a different location every time you play, so it's impossible to provide a guide to them. Just bear in mind that the shards could be absolutely anywhere on the level; including, buried in the ground, hidden inside objects and even in the guts of various enemies.

Besides, pinpointing the exact location of each fragment would ruin this part of the game, as the joy of Knuckles' adventure is the freedom of being able to wander all over the gaming environment.



### 01 STAGE 1: Speed Highway

From the beginning, keep going left until your path is blocked by yellow and

black barriers. Smash through them and enter the building in front to begin the first stage.



### 02 STAGE 2: Casinopolis

Go to the casino area and climb up to the 'Chao in Space' poster. This gives you enough height to fly across to the yellow button on the casino which opens the door.

There is usually a fragment to be found in a hidden room in the building. You can reach it by bouncing off the ground-level springboard up to a platform with a red button. Step on it to open a trap door and drop down to find an emerald shard waiting for you, you lucky thing.

Another common location is inside the mouth of the gigantic lion monument. Wait for the mouth to drop open then bounce off the springboard to get inside and quickly collect the fragment before the jaws close on you.



### 03 BOSS: Chaos 2

After meeting your fellow echidnas in the cut-scene, run into the hotel and follow Robotnik up in the lift for a boss battle. Let Chaos bounce around like an idiot and when he stops fly at him. Do this four times and the water monster is beaten.

### 04 ITEM: Shovel Claw

You'll end up in Mystic Ruin from where you can enter the cave below Tails' house to pick up a snazzy new pair of claws that give you the digging ability. Jump onto the mound of earth and press A+X to dig up an object. Put the object beneath the monkey's cage to blow it up and open the door.



Now, carry the object past the icecap to the red mountain access area and place it beneath another monkey cage to blow open the door to the next stage.



### 05 STAGE 3: Red Mountain

This is probably the most enjoyable Knuckles stage as there is a massive expanse to glide and climb in to your heart's content. You can usually find a fragment inside one of the enemies – look for the lava pit, as it's a frequent hiding place.



### 06 BOSS: Sonic

Head back down to Mystic Ruin for a head-to-head with the star of the show, Mr S the Hedgehog himself. Dodge his speedy attacks and fly at him three times to put the car-fodder in his place.



### 07 BOSS: Chaos 4

No sooner have you dealt with Sonic than another boss battle comes along. This time it's a fight with Chaos on the duck pond. Avoid his attacks by gliding across the lily pads, and when he comes to the surface of the pond fly into him. You have to do this four times to win the fight.

### 08 ITEMS: Statues and Fighting Gloves

Take the minecart through to the next area and pick up the gold statue. Take it through the forest to the temple and place it on its pedestal.

You now have to locate the second statuette but, before you do, take a quick detour to Big the Cat's house for another upgrade item. Find his house by travelling upstream and you can't miss his delightfully minimalist



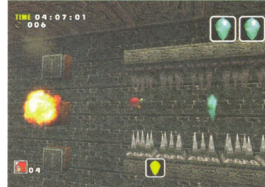
wooden shack. Climb the big tree and glide across to the ledge opposite where you'll discover a pair of gold mitts. These give you a new Maximum Heat Attack – hold the attack button until a light surrounds Knuckles, and then release it to fly around the screen killing all and sundry.

Now you can go and find the second statuette. The best way to do this is to return to the ladder from which you entered the forest and follow the path to the left. After passing the route to Sand Hill look to the right and you'll notice some old stonework partially hidden by trees. This is a passageway, so head down it and stand on the mound of earth to dig down and retrieve the second object. Take it to the temple, place it on the shrine and drop down to the next stage.



### 09 STAGE 4: Lost World

The fragments are easy to find in this enclosed level. There are only two rooms to search: the main room can be traversed with Knuckles' climbing ability, enabling you to locate the fragments in no time. The second room is a beachy area and you usually have to dig for one of the shards.



10 Run straight ahead into the monument to see all the lovely gems on display. Watch the cut-scene of the



Master Gem being reformed then follow E-102 back to Mystic Run and take the minecart to the next area. Fly across the forest toward the flashing lights and, after a cut-scene, you'll find yourself in the Egg Carrier.

Go through the door and collect all the bonuses in the drained swimming pool room, and then exit to access the final stage.



### 11 STAGE 5: Sky Deck

Push the lever to open all the wall compartments on the level (there is usually a fragment hidden in one of them). There are loads of obstacles and baddies scattered around so get them before they get you and – as a Brucie bonus – there will probably be a shard inside one of them.

After completing your gem retrieval, head off for a showdown with the final boss.



### 12 BOSS – Chaos 6

Go up to Egg Carrier's deck and fly to the front of the ship for the ultimate face-off with your nemesis Chaos 6.

See those bombs the big blob of mucus keeps spitting at you? Just bang into one to deactivate it and you can chuck it in the water monster's gob. He'll swallow it and freeze for a couple of seconds, enabling you to smash into him. Repeat this four times and the battle is won.

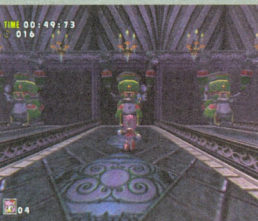
## SONIC ADVENTURE

PLAYER'S GUIDE  
TAILS, KNUCKLES & AMY

### AMY'S ADVENTURE

Amy's action stages require her to escape from Zero. Dr Robotnik's henchrobot. He's actually after Amy's pet bird who has a Chaos Emerald round his neck and it's up to you to stop the droid getting his hands on it.

**01** After the lengthy explanatory opening movie, head for Station Square Hotel and through the doors to the casino area where you'll meet Sonic. When the hedgehog scarpers, go back through the hotel and catch up with him at Twinkle Park. The sight of the theme world is like a red rag to a bull for our Amy and she gets in there double-quick to begin the first stage.



#### 02 STAGE 1: Twinkle Park

Run round in a circle stepping on the three red buttons that open the castle door while avoiding Zero and bashing the monkeys that obstruct you. Enter Twinkle Park Castle, avoid the spiky balls and run through to a mirror room where there is another set of spiky balls to avoid, as well as that pesky robot. You'll come to a second mirror room that can be extremely confusing as the camera angle switches and the game slows down. If you get stuck, manually adjust the camera until you can see where you're going and get out of there as fast as you can. Follow the path to a third mirror room. This one has collapsible floors, so be extra vigilant and speed through to the springboards which bounce you up to a passage to the castle exit.

Back outside, you can give it a touch of the Solid Snake's if you like, by hiding in the blue cannister, but there's little point, to be honest, so

just head to the right, jump over the barrels and run up the hill dodging the spiky balls. See that big yellow balloon floating around? Jump up and you'll grab onto it and be carried away to the end of the level.



**03** Leave Twinkle Park and watch your previous escapades come to nought as Zero grabs you and carries you off to the Egg Carrier.

You find yourself in a prison cell, and no sooner have you put a poster and started chipping your way to freedom with a rock hammer than E-102 trundles along trying to nick your pet bird. However, Amy's friendly nature (or something) turns him from the dark side and the robot releases you.

If you like, you can jump on the buttons and open all the other cells because you can find a Chao egg in one of them. However, if you ignore all of that and just head for the exit, you'll find yourself in the games room. Get yourself up onto the podium and go to the middle, so that you can begin the hammer minigame and show the old doctor how it should be done.



#### 04 MINIGAME:

**Hammer 'em up**  
**ITEM: Warrior Feather**

This 'whack-a-mole' game does not reward poise or clever tactics. Just keep pressing the hammer attack continuously and turn Amy in the direction of the targets. You get most points for smacking Sonic but if you hit Eggman it deducts 200 points, so beware his shiny head and stick to hammering your friends.

When you beat Dr Robotnik's score of 2,000 you are rewarded with the Warrior Feather. This gives you the Hammer Spin attack: hold down B and rotate the analogue stick to circle round like an olympic hammer thrower, bashing everything in sight. If you perform this move for too long Amy becomes dizzy and staggers around like a drunken fool. Which is nice. Incidentally, you can restart the game as often as you like to go for a really high score.



**05** When you've finished playing, go through the exit and you'll be in the central area of the Egg Carrier. There are three rooms to choose from. Hammer the button in front of the middle room to open it and enter the next stage.



#### 06 STAGE 1: Hot Shelter

Go to the end of the room and grab the wheel by holding B. Rotate the analogue stick to turn the wheel and open the door. Hammer the droid before it can freeze you then pick up all the bonuses. As you do so, Zero makes an unwelcome return. Clear the water by jumping across the platforms (if you fall in you can get back up by using the ladder) and spank the monkey, as it were, before using another spinning handle to open the door.

In the next room, collect the bonuses before making your way to the top of the stand and stepping on the button to release the water. You can now jump over to the floating platform and hop to the exit to spin open the door.

Avoid the spikes, jump up the



steps and drop down to the next room. Zero comes bursting in impolitely, so run to the steps and make the awkward jump across to the passageway. Go down it to reach the next section of the level.

You can smack open the toilet cubicles so the dirty mare can have a good nosy (and pick up some bonuses) before exiting the bathroom. Your old buddy Zero catches up with you again, so head to the right and quickly spin the door open before he can blast you. Drop down to some more rooms.

There are loads of bonuses to collect in the spinning cog room. Move around at your leisure, jumping across the cogs until you reach a red button. Step on this to reverse the direction of the cogs, then jump over to the opposite cog and travel up to the platform. Dodge the spiky balls and go through a few automatic doors then jump over to another red button. Activating this swings the bridge to the left and you can run along it and through another couple of doors.

Zero bursts in again, so quickly run to the steps and jump up to the platform. Collect the bonus and drop down to the rings before spinning the





wheel to lift you back up again. Drop down to the springboard and bounce off it to the exit.

In this room you have to pick up the coloured blocks, using Y, and put them on the corresponding coloured floor tiles. This opens the door and you can run up to the next platform where you have to repeat the puzzle. It's a bit of a nightmare this time, because good old Zero is trying to shoot you as you arrange the blocks. You'll notice the blue block is missing. To get it you have to bounce off the springboard to land on some girders where the block (and assorted bonuses) can be found.

After completing the puzzle run through to the final room where you can kill a load of monkeys before jumping up to the balloon and floating off to the end of the level.



**07** You are transported back in time to the ancient echidna village. Turn round and go through the door, then run up to the temple to meet Tikal. After a quick chat, Chaos emerges from the water and you find yourself back on the Egg Carrier.

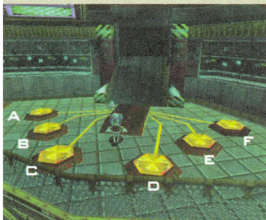
Go through the door and up to the deck. A lengthy cut-scene ensues where the dastardly Robotnik grabs your feathered friend and takes the Chaos Emerald. He then summons E-102 for a scrap with Sonic and, after you save the robot, Tails flies you away as the Egg Carrier explodes.

You touch down in Station Square and notice the little birdy has a picture of his family round his neck. Therefore, the sappy pink hedgehog heads off to Mystic Ruin to look for them.



### 08 ITEM: Long Hammer

Before you find the bird's family take a detour back to the Egg Carrier. It has crashed in the seas so you can now reach it using the Mystic Ruin boat. Take the yellow lift down to the Carrier's interior and when you come to the three doors go through the one on the right to the Hammer 'em up room. Beat your previous high score and you'll receive the Long Hammer.



**09** Head back to Mystic Ruin and take the minecart through to the forest area. Follow the path to the left until you come to the bridge. Enter and go round to the floor tiles. To open the door you have to illuminate all the tiles but, helpfully, it is the same system as in Sonic's game; C-A-F-D-A-B-F-E. Once open go through to Amy's final stage.



### 10 STAGE 3: Final Egg

Run away from Zero and dodge the pink beams, or give the robots who fire them a good hammering. Bounce off the springboards to the higher level and continue along smacking droids before picking up the extra life and turning left into the next room.

Carry on until you reach a red button and activate it to call the lift. Avoid Zero while the crab lift makes

its way up then go inside and get carried to the next bit. Follow the path and you'll come to a room with six doors – take the third door from the right. Run along until you reach a blue cannister, get inside it and shuffle over to the opening then get out, jump on top of the cannister and you'll be able to leap to the passageway. Run through to the balloon and the end of the stage.



**11** Leave the docking area and head back through the forest to Mystic Ruin train station. However, you don't want to catch a train, you want to go down to the boat and head back to the Egg Carrier for an emotional reunion.

The little bird flies off and is reunited with his pals, but the beautiful moment is ruined by Zero who blasts the poor creature out of



the sky. It's a case of, "Oh my God, you killed Birdy! You bastard!" and for Amy it's the final straw. Zero is about to get a good thumping.



### 11 Final Boss

To beat Zero you have to knock him into the electric fence and short circuit him, this makes the top of his head flip open, enabling you to give it a hammering.

At the beginning of the fight, run backwards to pick up a ring and, coincidentally, lure Zero towards the fence. Jump over the robot's shockwave attack and, before he can start it again, smack him into the fence and quickly hammer his bonce before it closes up. Do this three times and your stalker is well and truly fried ■



## TOP SECRETS

POWER STONE, SEGA RALLY, THOTD2, VF3TB

### POWER STONE

Publisher: Sega  
Release: October



The *Power Stone* Collection has 15 pages filled with lovely goodies, here's what you can get your hands on

PAGE 1 Nyoi-Bo staff

PAGE 2 Machine Gun

PAGE 3 Ray Gun

PAGE 4 Power Shield

There are four extra weapons to win, and you can get them by playing right the way through the game with four different characters.

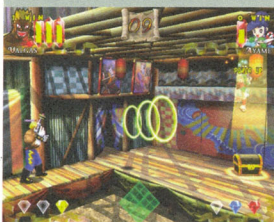
### PAGE 5 Virtual Battle

You get this after obtaining Valgas. It allows you to play against your Dreamcast from a first-person perspective. But, as with other first-person fighting views, it's an enjoyable diversion, but in actuality, it's impractical.

### PAGE 6 Dual Battle

Beat the game with Valgas on the normal difficulty level to unlock this mode. It's a Virtual Battle, like above, but for two players with the screen divided vertically.

### PAGE 7 Falcon's Aerial Adventure



### PAGE 8 Ayome's Shuriken Training



### PAGE 9 Gunrock's Gun Slots

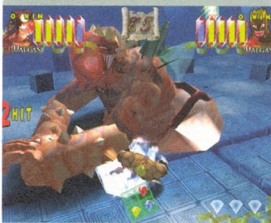
These are three minigames you can download and play on the VM. To unlock them beat the game a further three times with different characters than you used to win the extra weapons (there will now be one more character to play through as).

### PAGE 10 Play as Kraken

To unlock the first boss you'll have to beat the game with all of the eight characters available.

### PAGE 11 Play as Valgas

Play through the game as Kraken to unlock the second boss.



### PAGE 12 Play as Final Valgas

Beat the game with Valgas on difficulty 8 and Final Valgas will be unlocked. He can only be used in Vs mode on the original stage by one player per bout.

### PAGE 13 Scrap Book

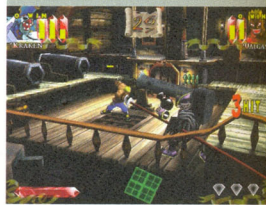
Get 1,000 on the VM to open up the scrap book which contains design sketches of the game.

### PAGE 14 Movie Theatre

This is unlocked after the first time you play through the game and it enables you to watch the end movies of each character.

### PAGE 15 Sound Test

Get 2,000 on the VM to unlock the the sound test options and play all these delightful tunes.



### SEGA RALLY

Publisher: Sega  
Release: October



### ALL CARS

There are ten bonus cars that can be unlocked in the game by finishing first in every year of the Ten Year Championship. One new car is accessed each subsequent year. ▶

# Special Reserve

Discount Club  
www.reserve.co.uk

**01279 321 321**  
ORDER ONLINE AT UKGAMES.COM

## How to Order

By telephone on 01279 321 321  
By fax on 01279 322 322  
By post at Special Reserve,  
P.O. Box 847, Harlow, CM21 9PH  
Free immediate cheque clearance  
By e-mail to [Orders@reserve.co.uk](mailto:Orders@reserve.co.uk)  
Online at <http://ukgames.com> or at any of the other Special Reserve addresses  
Or visit a Special Reserve Club Shop

Prices include VAT and delivery  
Fast, efficient, accurate despatch  
0% finance option - see below  
Market leader - established 12 years  
Official Sony, Nintendo & Sega supplier  
All genuine UK new boxed products  
**Open until 8 pm (5 pm Sun)**

We only supply members but trial membership is just 60p

**0% Pay in 9 Months!**  
10% deposit, no more to pay for 9 months and no interest, subject to status.  
Your total purchase must be over £200 including one hardware item  
0% APR if the balance is paid in full within nine months or 29.8% APR extended loan. Write details in the Club Magazine. Just ask for 0% finance when you order.

Special Reserve Discount Network  
**1 FREE Offer**  
Only one per address

There's no catch  
All you have to do is:  
Give your name and address  
(and your e-mail address if you have one)

Ask for a FREE MAGAZINE  
A FREE Special Reserve Club Magazine with details of over 2000 games, consoles and computer products at incredible discount prices all year round. Plus the latest release dates, our latest charts, lots of FREE competitions and full details of OUR 20 FREE MEMBERSHIP GIFTS.  
PLUS how to enter our £5000 F1 Fantasy and £5000 Football Fantasy games FREE  
A FREE Freola CD and Starter Guide is also available giving free internet access and a host of other features - please ask.  
Telephone 01279 321 321  
or go to [www.1free.co.uk](http://www.1free.co.uk)

# Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club, or trial membership from 60p (no gift). There is no obligation to buy anything and you can be any age. Claim a FREE GIFT if you buy any one item as you join or renew\*.

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS\*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Reddies - Save 5 for any gift

GIFTS SHOWN - claim yours when you join  
Caso Organiser, Rumble Pack for Nintendo 64, 3D Analogue Controller for Nintendo 64, Star Wars - Darth Maul Digital Watch, Goody Bag, Pair of PC Joysticks, Premier Football Mouse for PC, Joystick for PC, Seven Games Free for PC CD ROM, Mario Clock Radio, Mario Camera & Binocular Set, Free Giant Inflatable Armchair in green, yellow, purple or pink (add £3 carriage for armchair only) MORE GIFTS at UKGames.com or listen on 01279 321 321



## Nobody gives value like Special Reserve - check these prices

*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*	*BEST BUY*
<b>HOUSE OF DEAD 2</b> 32.99	<b>SEGA RALLY 2</b> 32.99	<b>SONIC ADVENTURE</b> 32.99	<b>SOUL CALIBUR</b> 32.99	<b>VIRTUA FIGHTER 3rd</b> 32.99	<b>RESIDENT EVIL CODE CALL</b> 32.99

## DREAMCAST WITH CONTROLLER 199.99 LESS £10\*

Official UK Dreamcast with BT approved modern built-in, Official Analogue Controller, RF Lead, Promo video

\*Deduct £10 off our price of any one other product bought at the same time as a Dreamcast. Compare this deal for example:  
Dreamcast with controller PLUS Sega Rally 2 £223.98 **SAVE £16**

### DREAMCAST GAMES

BLUE STINGER	29.99
BUGGY HEAT	29.99
CROC 2	PLEASE CALL
DYNAMITE COP 2	32.99
FORMULA 1	32.99
HOUSE OF THE DEAD 2	32.99
INCOMING	32.99
METROPOLIS STREET RACER	32.99
MILLENNIA SOLDIER - EXPENDABLE	33.99
NBA 2000	32.99
NFL QUARTERBACK CLUB 2000	32.99
PEN PEN	32.99
POWERSTONE	33.99
RAYMAN 2: GREAT ESCAPE	33.99
READY 2 RUMBLE (BOXING)	33.99
RED DOG	32.99
REDLINE RACER	PLEASE CALL
RESIDENT EVIL: CODE VERONICA	PLEASE CALL
SEGA BASS FISHING	32.99
SEGA RALLY 2	32.99
SHENMUE	PLEASE CALL
SONIC ADVENTURE	32.99
SOUL CALIBUR	32.99
SPEED DEVILS	32.99
TEST DRIVE 6	32.99
TOY COMMANDER	33.99
TRICKSTYLE	32.99
UEFA STRIKER	33.99
VIGILANTE 8 - SECOND OFFENCE	31.99
VIRTUA FIGHTER 3rd	32.99
VIRTUA STRIKER 2	33.99

### DREAMCAST PERIPHERALS

OFFICIAL CONTROLLER	19.99
Standard control pad for Dreamcast with 4 front facing buttons and 2 analogue triggers. 8 way digital control plus analogue control stick for optimum accuracy	
OFFICIAL LIGHT GUN FOR DREAMCAST	38.99
OFFICIAL STEERING WHEEL FOR DREAMCAST	44.99
SCART LEAD - DREAMCAST TO SCART TELEVISION	8.99
OFFICIAL ARCADE STICK FOR DREAMCAST	33.99
OFFICIAL KEYBOARD FOR DREAMCAST	19.99

### NEO GEO POCKET COLOR

THIS YEAR'S MUST HAVE

## NEO GEO POKET COLOUR 59.99

SIX AMAZING COLOURS TO CHOOSE FROM

CRUSH ROLLER 82%	20.99
FATAL FURY 88%	20.99
KING OF FIGHTERS 90%	20.99
METAL SLUG 94%	20.99
NEO TURF MASTER	20.99
NEO GEO CUP (FOOTBALL) 85%	20.99
PACMAN	20.99
POCKET TENNIS 82%	20.99
PUZZLE BOBBLE 92%	20.99
SAMURAI SHOWDOWN 2	20.99

## Special Reserve Big Club Shops

<b>BASILDON, ESSEX</b> ..... Unit 10, Festival Leisure Park, 01268 287 776 One mile from A127 Southend Arterial Road (Open 10.9 pm Fri, 10 pm Sat & 7 pm Sun)
<b>BRISTOL</b> ..... 351 Gloucester Road (A38) ..... 0117 924 5000 1 1/2 miles from the City Centre and just off Somerfield
<b>CHELMSFORD, ESSEX</b> ..... 43 Brookfield Road ..... 01245 348 777 Just around the corner from the bus station
<b>EGHAM, SURREY</b> ..... 168 High Street ..... 01784 473 444 Near Windsor and Staines. Just 1 mile off junction 13 on the M25
<b>NOTTINGHAM</b> ..... 164 Derby Road, Stapleford ..... 0115 949 1000 2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
<b>SAWRIDGEWORTH, HERTS</b> ..... The Maltings, Station Road ..... 01279 322 399 Just around the corner from the train station
<b>UPMINSTER, ESSEX</b> ..... 209/213 St Mary's Lane ..... 01708 225 544 2 miles from junction 29 of the M25. Opposite Somerfield Supermarket

At [www.freola.com](http://www.freola.com) we'll tell you how you could win a stunning Lotus Elise worth £24,000, a Beetle worth £18,000, and an Aprilia Scooter



## Special Reserve Discount Network

UKDREAMCAST.COM	The most powerful console yet - with internet
UKGAMES.COM	Cheapest games, plus thousands of reviews
UKN64.COM	Discounted Nintendo 64 games etc plus news
UKPLAYSTATION.COM	Discounted Playstation games etc plus news
UKCOMPUTING.COM	From leads to Pentium chips. It's here, it's cheap
UKRAM.COM	A search engine to ALL the best UK online shops
UKPRINTERS.COM	Discount printers & ink cartridges. Extra 10% off 3
MAXXP.COM	You have never seen a PC range like MAXXP 4d
UKDVD.COM	Vast selection of discounted DVD films and drives
UKSHOPPING.COM	Free entry to our brand new £5000 free entry VAT
FREOLA.COM	The UK's best FREE internet service ever - by far
No CD needed, choice of 800 e-mail addresses, free Tech Support. Just log on.	
FBFANTASY.COM	Free entry - 16 Dreamcasts and a PC to win
UKCHEATS.COM	Free entry to our brand new £5000 free entry VAT
WINACAR.CO.UK	Over 4000 game cheats and hints with search
	Loads of big free competitions and cars to win

Some items carry a £1 surcharge in the shops. Invariably some products listed may not yet be available and prices may change - please phone. SAVE = Saving off full recommended price. Sent to press 07/09/99. E & O. Inter-Mediate Ltd, 7/A Special Reserve, The Maltings, SawridgeWorth, Herts CM21 9PL

## TOP SECRETS

POWER STONE, SEGA RALLY, THOTD2, VF3TB

▶ finishing the same year in first place multiple times has no effect.

### YEAR

- 1 Subaru Impreza 555
- 2 Mitsubishi Lancer Evolution 4
- 3 Toyota Celica GT-Four ST-185
- 4 Mitsubishi Lancer Evolution 3
- 5 Peugeot 106 Maxi
- 6 Lancia Delta Integrale
- 7 Fiat 131 Abarth Rally
- 8 Peugeot 205 Turbo
- 9 Renault Alpine A110
- 10 Lancia 037 Rally

Two additional cars can be unlocked in the Arcade mode. The Renault Maxi Megane is won by finishing in the first seven on the Easy setting. The second car is won by finishing first on the Expert difficulty setting.

To get all twelve bonus cars without any work whatsoever, punch in this code at the title screen: Up-Down-Up-B-A-Left-B-B-Down.



### ALL TRACKS

All of the tracks in the Ten Year Championship (including the secret track available after completing the Championship) can be accessed by putting in this code at the title screen: Up-Left-Down-Right-B-A-B-Right-Down.

### 60 FRAMES PER SECOND

To get the game running at a constant 60 fps (at the expense of some track detail) put in the following at the title screen: Up-A-Down-Down-Left-Right-B-B-Down

### BONUS MINIGAME

Play through the Arcade mode until you reach the final Riviera track. On the first lap look for two cones on the outside of the final corner (it's a red

right-hander). Knock the cones over and you'll hear a chime.

Continue round on your second lap and on the left of the track after the second hairpin you'll see a new passage. Drive down it to a secret area full of cones, which you have to knock over in the time limit.

### ALTERNATE REPLAY VIEWS

During a replay press:

- X – side view
- Y – cockpit view
- A – behind the car view
- B – default TV camera



## THE HOUSE OF THE DEAD 2

Publisher: Sega

Release: October



### BONUS ROOM

To unlock the bonus room, you have to beat the game with all the hostages surviving.

### CATS

If you shoot the cats they will lead you to a bonus. Nice of them.

### UNLIMITED AMMO AND ONE SHOT KILLS

Complete each stage of the training mode on the five red star difficulty to get some lovely bonuses.

### NAPALM GUN

Get perfect head shots on the first three zombies in Stage One – their bonces will fly clean off their shoulders and the napalm gun will appear on the ground.

### EMPEROR AND FIGHT ALL BOSSES

Beat all the bosses in Boss Mode to unlock these two bonuses.

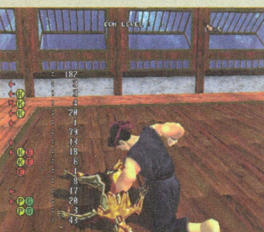
### UNLIMITED CREDIT (ORIGINAL MODE)

Complete Boss Mode, getting five red stars for all the bosses, and you'll be given unlimited credit and one shot kills in the game's original mode.

## VIRTUA FIGHTER 3TB

Publisher: Sega

Release: October



### ALTERNATE COSTUMES

At the character selection screen, hold the Start button while you select a character and they will be resplendent in their new cossie.

### ARCADE BACKGROUNDS

In Training, Normal or Team Battle modes you can change the backgrounds to the original arcade versions by letting the time elapse on the stage select screen.

### NEW TRAINING BACKGROUNDS

Go to the Training mode and hold Start while selecting a stage.



### SLOW MOTION REPLAY

Hold B at the 'KO' screen before the replay begins, and you'll be able to see the replay in slow motion.

### PLAY AS THE ALPHABET CHARACTER

Select Normal mode and, at the character selection screen, highlight Akira and press Start, highlight Lau and press Start and finally, highlight Pai, hold Start and press X. Now you can choose any character and they will be in the Alphabet version.

### PLAY AGAINST THE ALPHABET CHARACTER

Select Normal mode and, at the character selection screen, highlight Akira and press Start, highlight Lion and press Start and finally, highlight Pai and press Start. All of your opponents will be now be in their Alphabet guise.

### PLAY AS THE SILVER DURAL

Press Start+Y+A at the character selection screen. Both Silver and Gold are only available in Training mode.

### PLAY AS THE GOLD DURAL

Press Start+X+A at the character selection screen ■





# DON'T GET LEFT IN THE DARK



**Buy your Official UK Dreamcast today!**  
**THE LOWEST PRICE IN THE GALAXY**  
**Only £169.99 (RRP £199.99)**



## simplyGAMES

the best games  
the lowest prices  
free worldwide delivery  
0171 720 6767



### Dreamcast

house of the dead 2 (plus lightgun)  
soul calibur, shen mue, expendable, power stone

only £41.99  
each only £29.99

<http://www.simplygames.co.uk>

## COINING IT

LONG BEFORE DC, SEGA WAS THE KING OF THE ARCADES. TRY THESE...

### SEGA RALLY 2

Developer: AM R&D 2  
Release: Out Now

With the Dreamcast version of *Sega Rally 2* polished and ready for October 14, it seems like a good time to return to the coin-op on which it's based.

Released in Spring '98, the coin-op version of *Rally 2* came in several flavours, the tastiest of which featured a hydraulic system to slam the cabinet back-and-forth as you hit the accelerator. Minor whiplash worries aside, this remains the ultimate version to play, although it's worth watching the cost - certain piratical arcade owners charge £1.50 for a ride on this beast.

Both *Sega Rally 2* and its sequel stablemate *Daytona USA 2* suffered from the crushing brilliance of their forebears. The original games had set standards which were almost impossible to maintain, and benefited from being innovative and superb to play. Some games have all the luck.

When *Rally 2* strolled onto the scene, it was clear that the technological shift to Sega's Model 3 coin-op hardware was a major one. The framerate slipped along at a constant 60 frames per second, and the increase in graphical detail was enough to ensure you leapt for a chance to play. And that's when *Rally 2* faltered.

Where the original game had been a raw and raucous affair, the follow-up was quieter, somehow softened in the transition to its new hardware home. It wasn't alone, either, with *Daytona USA 2* soon to prove equally disappointing. While the new graphics were undoubtedly prettier, they added to the sense that this was a less thrilling machine. Delving below the surface revealed that *SR2* was a technical drive - but never really enjoyable.

That's perhaps why the home version hasn't stunned us in the way we expected - built, as it was, on soft ground. But the cheapest, loudest way to get your *SR* kicks lies in the bargain bin of your local game store: a Saturn and a UK copy of the original game ■



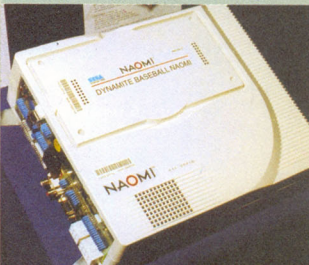
Below: Even though it never quite matched the raw brilliance of the original, *Sega Rally 2* is one of the best known coin-ops around



**Left:** Hey there, cheesy football game playing types. Did you know that *Virtua Striker 2 ver 2000* is typical arcade fare – fast and frantic. We'll be interested to see how it works on Dreamcast.

## WHAT THE HELL IS A NAOMI?

Sega's coin-op hardware enables the big arcade hits to make an appearance on Dreamcast



Sega's reputation as a leading arcade game producer is unquestionable. Many of the most memorable, innovative coin-ops the world has ever played have borne the mark of Sega's development departments. Anyone who's spent quality time and money in an arcade will know the company's creations: *OutRun*, *Space Harrier*, *Virtua Fighter*, *Daytona USA*, *Virtua Racing* – the list goes on and on.

Powering those smash hits has been a collection of mind-blowing hardware that has set the standard for other manufacturers to follow. Perhaps the most famous of all is the 'Model' series, which took Sega's games firmly into the 3D age. Namco, Konami and Capcom had little option but to follow suit after the gameplaying world went bonkers for the first *Virtua* titles.

Naomi is Sega's latest coin-op hardware, and for the dedicated Dreamcaster is probably the ultimate in desirability. That's because Naomi is essentially an even more powerful Dreamcast, with double the amount of main and video RAM (meaning that its graphic performance is increased – anyone who has upgraded their PC's RAM will know exactly what we're talking about).

The most significant thing about Naomi is that because it's so similar to Dreamcast, Sega can port the best Naomi games to its 128bit console faster than most developers get out of bed in the morning.

Sega's not the only one making Naomi titles – Capcom has already created the fantastic *Power Stone*, while Namco and others are also interested in the system. Capcom's forthcoming *Spawn* game is looking incredible, and there's much more to come.

Naomi is unquestionably a massive bonus for Dreamcast ■

## VIRTUA STRIKER v.2000

Developer: AM R&D 11  
Release: Out Now

Football, or should we say 'soccer', is Big In Japan. The national J-League licence is a hotly contested property, to match our own UEFAs and Michael Owens. Konami's respected *International Superstar Soccer Deluxe* carries the J-League brand, which at least means that a decent game has the licence.

With all of that in mind, It should come as no surprise that Nippon's coin-op king Sega has produced a line of arcade football games for several years. *Virtua Striker* first appeared as a Model 2 machine back in 1995, and proceeded to quietly make a name for itself, eventually leading to 1996's cunningly named sequel, *Virtua Striker 2*.

Running on the much-improved Model 3 hardware, the follow-up retained the simple three-buttons-and-a-stick control system which had worked

so well for the original game. It's a system which should be familiar to everyone who's played a football videogame: short pass, long pass and shoot when in possession of the ball, soft and hard tackles when not.

*Virtua Striker 2* has been updated three times over the years, with '98, '99 and 2000 versions. The last of these (featured here) has made the technological leap to Sega's Dreamcast-compatible Naomi hardware, and is due for a home conversion in early 2000.

While the gameplay is essentially

the same as ever – fast and simple (it is an arcade game, after all), the switch to Naomi has sharpened the visuals, thanks to its increased resolution. However, there are a few worrying moments of slowdown. It will be interesting to see how Dreamcast copes with the game, given that it's less powerful than Naomi.

Technical niggles aside, *Virtua Striker 2 v.2000*'s slot is worth dropping a few pounds into, especially if there's two of you to play it. All the national teams are selectable. Just don't pick England if you want to win ■



## NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADY WORLD OF IMPORT GAMING

### AIRFORCE DELTA

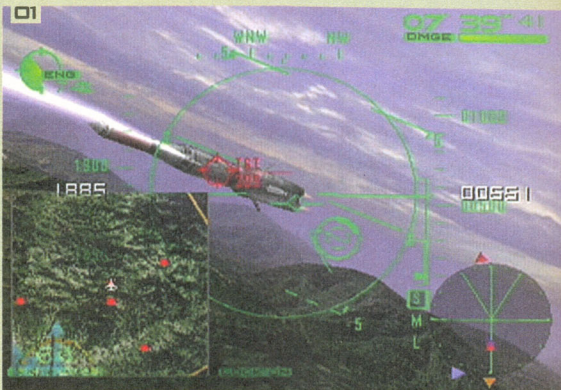
Publisher: Konami Developer: In-house Origin: Japan UK Release: Jan 2000

It seems we in the UK are going to have to wait until January for a PAL conversion of this excellent flight shoot 'em up, which is a pain, as it really is lovely. The set-up is simple – you play a mercenary pilot who's been given 20 missions to fly for some government or other. Each time you complete an assignment successfully, you get a wad of cash to buy new aeroplanes with. There are over 30 of the blighters to choose from, including the MiG 31, Tornado and Tomcat, and completing the whole game opens up yet more. It's Top Gun heaven.

The missions are pretty good too. Okay, so you're always going to be limited in this type of game to 'fly around a bit, shoot down some planes, and then blow up the ground target'

type affairs, but Konami has used a little invention. There's one mission, for example, that has you protecting a city from incoming cruise missiles – very reminiscent of a certain classic arcade game. You also get to blow up trains, industrial complexes, and great big boats which is incredibly satisfying (for added effect, try it while playing Take My Breath Away on the stereo and wearing aviator sunglasses – you could even snog a blonde flight instructor when you've finished). The intuitive controls are impressive too, as are the two separate radar facilities, which help you to pin-point exactly where baddies and allies are.

So, a great game with some incredible visuals and witty mission design. It's going to be a long wait for this beauty to land in the UK ■



- 01 Shoot the missile, save the city, impress the girls
- 02 The targeting system locks-on to enemy vehicles and buildings automatically. Just point and shoot. Baby
- 03 Missions have been designed with a little imagination. You're as likely to be shooting at chemical plants and trains as other aircraft
- 04 Zooming in between buildings is fun, but can result in unplanned landings (ie, crashes)
- 05 The external view is useful for people who are so uncoordinated they can't handle the in-cockpit display

### THE ASCII MISSION STICK

For those who like a little controller realism when indulging in flight simulation, Japanese joy pad manufacturer ASCII has just the thing. The Mission Stick is a huge slab of plastic with an ergonomically designed control stick and several fire buttons all placed in intuitive, easily accessible positions. The good thing is, you can

use it to play games that don't necessarily support the device: a control pad in the top left-hand corner allows you to configure your own button set-up, so you can control, say, after burners with your left hand, and missiles with your right. Although the stick itself isn't quite as responsive as it could be, playing *Airforce Delta* was more fun with this than the standard

controller (although it didn't make us any better at the game). However, purists would perhaps prefer a more conventional aircraft joystick, complete with several fire buttons and a couple of those weird cone bits on it. If we're lucky, ASCII could be working on one right now... ■



## SOUL CALIBUR

Publisher: Namco Developer: In-house Origin: Japan UK Release: November



Following on from last month's preview, we've managed to obtain a Japanese copy of Namco's much-heralded fighting game *Soul Calibur*. A massive re-working of 1998's coin-op of the same name, itself a sequel to *Tekken*'s sister title *Soul Edge*, *Calibur* has been popping gaming eyes out of their sockets since it first appeared at April's Tokyo Game Show. Understandably, we've played it to death.

It's impossible to write about *Soul Calibur* without first raving about how

good this game looks. The detail in both the characters and settings is astounding, rivalling even *Shenmue* (see page 056) for facial realism. Every single aspect of the graphics, from the lighting effects (of which there are lots), to the thousands of polygons that are packed into each fighter, is peerlessly created.

The game itself is more than a match for *Tekken 3* – and somehow simultaneously more accessible yet deeper. Each character has over a hundred different moves that it has to master, but you're still able to pick up

the pad and start playing straight away. In twoplayer mode, *Soul Calibur* has that wonderful ability to chain you to the screen for hours on end, making you promise yourself that, 'this will be the last go'.

Once the arcade mode has been hammered to exhaustion, there's the deceptively basic Mission Battle mode to explore (see below), which is a vast series of sub-games. It's reminiscent of playing *Gran Turismo*'s Full rather than Arcade mode. In every way imaginable, *Soul Calibur* is well and truly massive ■

## NAMCO TAKES SOUL CALIBUR INTO EXTRA TIME



### > MISSION MAP SCREEN

This is where it all begins. Choose your path wisely



### > MASSES OF MINIGAMES

Here you must defeat multiple Lizard Men



### > BONUS MATERIALS

You can unlock extras like the vocal sample player

## ESSENTIAL INFO

> **READ THIS FIRST**  
TO PLAY IMPORT GAMES, YOU NEED TO ENSURE THAT YOU HAVE THE NECESSARY TECHNICAL EQUIPMENT TO ACCESS THEM

> **DO YOU OWN:** A Japanese or American Dreamcast, or an add-on device that allows you to play games from either country?  
> **WHY THIS IS NECESSARY:** Have you heard of the term 'territorial lockout'? In essence, this is a feature within the European Dreamcast that prevents games from NTSC regions from running. All consoles – from the antiquated Mega Drive, to the ageing PlayStation – have this nasty trick hidden in their metaphorical sleeves. Sega, like other videogame giants, is loathe to condone the existence of the import scene. To get around this, you either need an NTSC machine, or an add-on device that fools the Dreamcast into thinking that it can play any game. Which, of course, it actually can. The latter does not exist yet but, traditionally, thirdparty manufacturers tend to start working on these add-ons after the launch of a new console.

> **DO YOU OWN:** A TV capable of displaying an NTSC signal?  
> **WHY THIS IS NECESSARY:** Before you rush out to buy an NTSC Dreamcast, you should take a long, hard look at your TV. Is it a dual-format model, capable of displaying both NTSC and PAL signals? If it's more than four years old, the chances are that it isn't. If it's a low-budget portable, it's also unlikely to fit the required bill. The best way to find out is to ask the manufacturer. If it's a PAL-only model, you'll need to buy a new TV. Plug an NTSC Dreamcast into it and, at best, you'll get a grainy, stretched and, above all, visually unpleasant black-and-white picture. At worst, you'll get a mess of rolling lines.

> **DO YOU OWN:** A step-down transformer, and either a SCART or S-video cable?  
> **WHY THESE ARE NECESSARY:** If you buy an NTSC Dreamcast, the retailer in question will prompt you into buying these, too. It's a good idea to consent to both. Japan and the US use different voltages to the UK, and plugging your Dreamcast straight into the mains will kill it forever. A 'step down', as they are known, regulates the voltage to a DC-friendly level.

A SCART or S-video cable is needed to link your TV and Dreamcast. If your TV is happy with NTSC signals, you will have sockets for one or both on top-range models. Generally, people argue that SCART offers a better quality of image, so opt for that if you have it. Some would even argue that bronze, silver or gold-plated versions of these – costing anything from £20 to £60 – offer an even better standard of picture. But do you really want to take things that seriously?

## NOT THE SAME CABLE

DC-UK'S REGULAR DELVE INTO THE SHADY WORLD OF IMPORT GAMING

# IMPORT REVIEWS



### STREET FIGHTER ZERO 3

Developer: Capcom  
UK release: November

It was the best of times, it was the worst of times," goes some dusty old book or other. Its name escapes us at this very moment, but the sentiment's spot-on for introductory purposes. *Street Fighter Zero 3* really is the best of games, and the worst of games.

For those familiar with its PlayStation equivalent, this latest member of the *Street Fighter* family requires little in the way of introduction. With over 30 characters – including welcome returns for *Super Street Fighter 2* faves Cammy and Fei-Long – it offers a comprehensive collection of fighters to choose from. And play modes? Loads.

The best bit, in case you haven't heard, is the World Tour mode. Mixing RPG-like stats and character growth with themed bouts and pseudo-non linear

progression, it's an absolutely brilliant idea. PlayStation magazines waxed lyrical about its considerable charms earlier this year, and were totally justified in doing so. It's ace. Furthermore, and this is cheery news for import fans, this Japanese version largely favours English text. Hooray for comprehensible menus and text messages!

You are, of course, dreading the arrival of the 'worst' bit. And naturally so. *Street Fighter Zero 3* should be the Dreamcast's premier 2D beat 'em up. Lamentably, though, *Zero 3* is low-res and (whisper it) a bit ugly. This is not the kind of arcade-perfect conversion that Dreamcast owners deserve. If only it weren't so maddeningly playable, we'd deliver a right royal kicking to its scruffy ass. But it isn't, so we won't. Take note of the fact that we're vexed, though.

Oh, and as Capcom are infamous for screwing the PAL market with sloppy, slow, border-heavy localisations, hardcore *Street Fighter* fans are advised to get this Japanese version, or wait for the forthcoming US release ■



### FRAME GRIDE

Developer: From Software  
UK release: Doubtful

Saturn owners and arcade-going regulars will doubtlessly recall *Virtual On*, a 3D fighting game. With robots. And that. A marriage of fast action and strategic overtones, it was a big hit in Japan. Western gamers, however, were largely indifferent towards it. The fools.

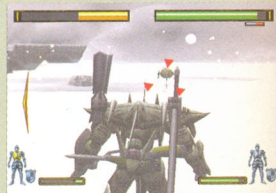
*Frame Gride*, at least in part, owes its existence to *Virtual On*. Superficially, the two are very similar, with two robots battling in a 3D arena, using special moves, scenery and limited flight capabilities in their rival-wrecking endeavours. From Software's take on the theme is a mite more heavyweight, though. Or, at least, they want you to believe it is.

Baffled by screen after screen of Japanese text, most gamers will be unable to enjoy the intricacies and varied options of *Frame Gride*'s quest mode.

They will, therefore, simply attempt to beat opponents by means of button bashing and long distance sniping. And what do you know? Such cynical tactics work just fine. That rather begs the question: why the hell bother wading through the menus?

Take a glance at the above picture. Does it, metaphorically, say "Top notch robot combat, mate!" Or does it, perchance, speak of unbalanced specials, endless repetition of 'sweet' moves and wars of attrition with ranged weapons? Are you treading on your copy of *Soul Calibur* in your haste to reach your local import store? Thought not.

Some Westerners are of the opinion that the ultimate thrill for a Japanese gamer would be to control a mechanoid schoolgirl. Ideally, she would flash her vividly-coloured pants while firing off outlandish special attacks. But we digress. With its Internet play option unusable, its depth-enhancing features incomprehensible and its visuals lacklustre, *Frame Gride* is a moribund experience. Avoid ■





## BUGGY HEAT

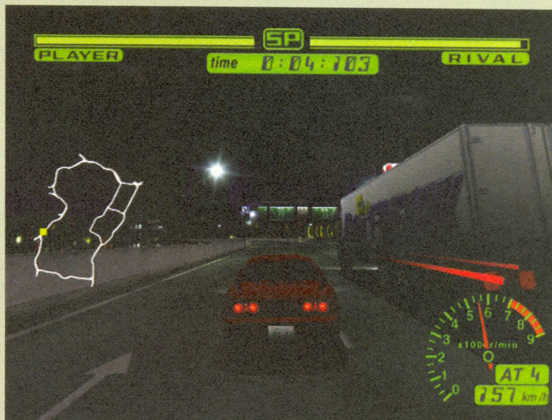
Developer: CSK Research Institute  
UK release: October

**B**uggy Heat promises to be fantastic, right up until the moment you race your first lap. Superficially, it does everything right. Championship mode? Check. Time trial, and all that? Check. Pleasant, though not outstanding course

visuals? Those too. In the minds of most players, the word 'bodes' could only be followed by 'well' prior to actual play.

The catch? The vehicles in *Buggy Heat* steer like cows. 'Dynamic' in the same sense that participants of a classic Roman orgy would be 'chaste', its vehicles respond like articulated lorries, rather than lightweight speed machines. They appear to glide, rather than ride – the handling of each buggy would reduce a mathematician to tears. In the *Buggy Heat* universe, Newton is a mis-spelling of a Welsh town and Copernicus is what VF3's Dural wears while slobbering around her flat on a Sunday morning.

*Buggy Heat* is not the worst driving game for the Dreamcast. But neither, by any stretch of the imagination, is it the best. Some may find its fantasy physics to their liking, but DC-UK does not count itself among their numbers. If you want, you can wait for a UK version instead. And then ignore that one, too ■



## TOKYO HIGHWAY BATTLE

Developer: Genki  
UK release: October

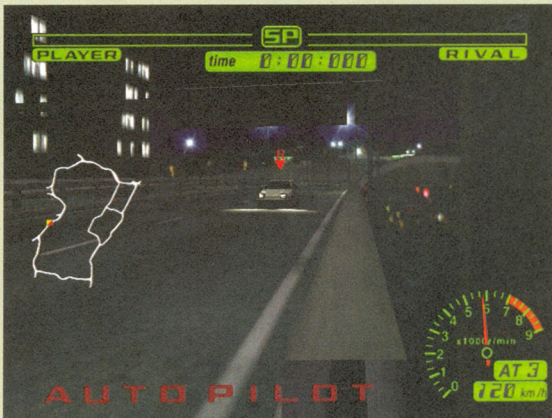
**P**rogress. It's a wonderful word. Unless, of course, it's applied to a game like *Tokyo Highway Battle*. In that context, it is

deeply ironic, caustically sarcastic and, naturally, completely irrelevant. While other arcade-style racers are embracing well-considered physics and ever more ambitious track designs, *THB* is more akin to first generation polygon racers. Realism isn't an issue here – you could have the most fantastical car handling in the world, but as long as it was consistent and convincing, it wouldn't matter.

In short, you have to believe as a player. With *THB*, it's hard to do that. With its vehicles gliding along like cardboard cut-outs, it's hard to shake off

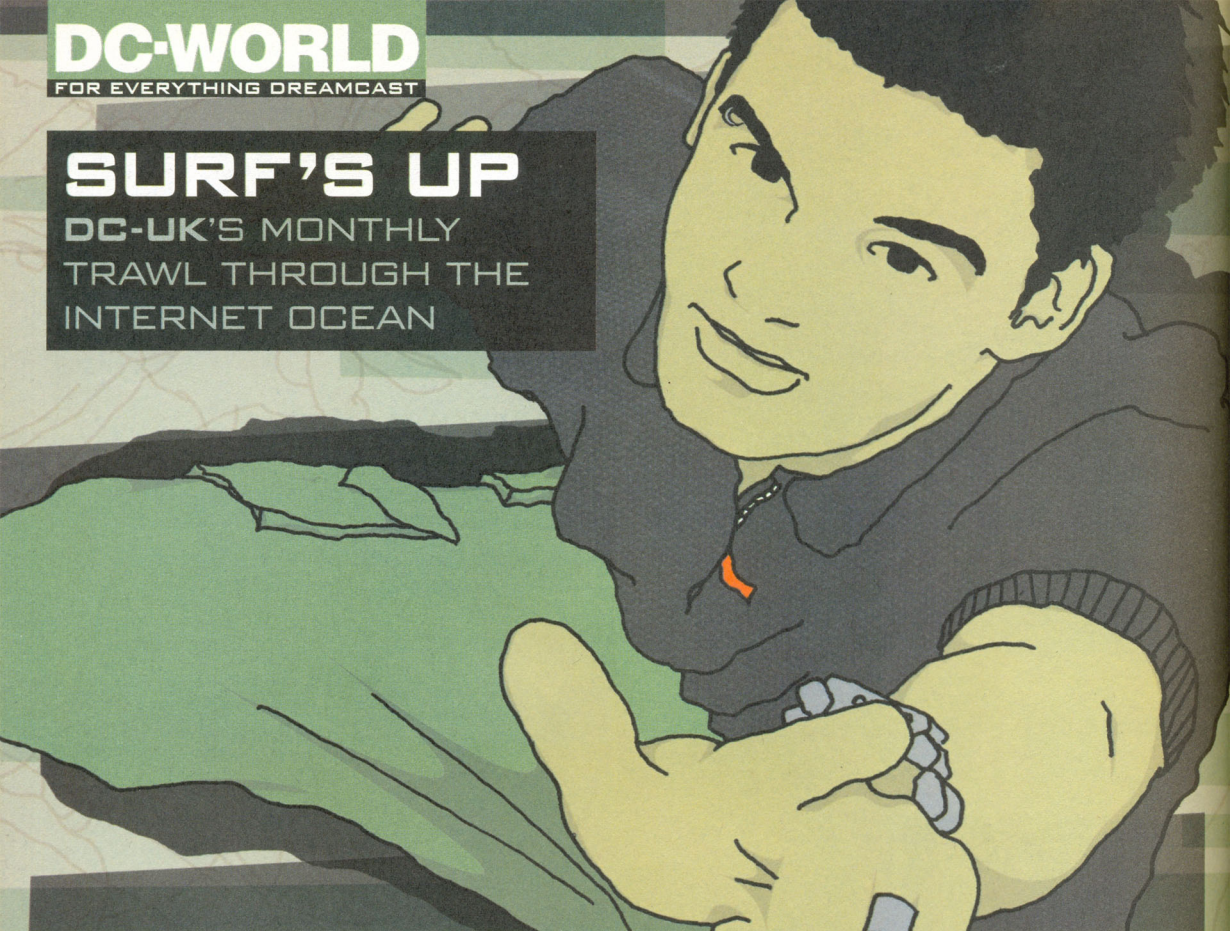
the feeling that you aren't, in fact, playing a re-make of *Frogger*. *Highway Battle* isn't much more than that. You weave between lanes to dodge oncoming cars and, eventually, you reach the lily pad. Ahem. We mean Checkpoint.

Despite a few pleasant visual effects and a crisp 60 fps frame rate, *Tokyo Highway Battle* is a complete non-event – an eminently forgettable, badly-designed blot on the Dreamcast landscape. Buy it in haste, and you'll repent at leisure. Heed our words... ■



## SURF'S UP

DC-UK'S MONTHLY  
TRAWL THROUGH THE  
INTERNET OCEAN



to the site, but it's limited, which means you won't be able to see the best bits.

So what will Dreamcasters find online? Well, the site is split into four sections: **Live**, **Info**, **Land** and **Shop**. And here's what they all do.



> This contains all the interactive stuff. The **Poll** section invites you to vote on a variety of (mostly) Dreamcast-related issues: the game you're most looking forward to, the sexiest game character and your favourite chocolate bar will all no doubt appear. Moving on, the **Cards** bit contains a collection of pretty email postcards to send to your buddies, while **Talk** allows you to get involved with online debates – just read what everyone else has written, hit 'Post a reply' and write a devastating opposing argument of wit and clarity (ie, not "Sega Rally sucks").



U t's the World Wide Web event of the year. No, not those crudely faked Britney Spears photos going around – we are, of course, referring to the launch of [www.dc-uk.co.uk](http://www.dc-uk.co.uk), our own scrumptious slice of the Internet pie.

If you're buying a Dreamcast on October 14, you'll be able to access the whole site through Sega's Internet service – if you surf using a PC, stop it. Stop it as soon as possible and buy a Dreamcast. For now though, PC users *can* get access





When you've finished flaming everyone, relax with **Music**, an excellent interactive audio toy. Simply click on the circles to set off a series of beats, samples and weird noises. Release the DJ within.



## // WHAT'S HOT

Section: INFO

> **Info** contains the guts of the site. **Express** will be updated daily with all the latest news and rumours from the world of Dreamcast gaming. Elsewhere, **Next** contains choice preview cuts, together with screenshots of forthcoming games, and **Now** is a handy database of our reviews and scores. Finally, the **Links** section is self-explanatory – lots of other lovely Internet places to visit; some Sega-related, some not.

## // ALL ABOUT US

Section: LAND

> **Land** is a frivolous extra, designed to tell you more about us, and about Sega. Check out the regularly updated images of the DC-UK office in **Cam**, read the intimate DC-UK **Diary**, grimace at our



## // SITES FOR SORE EYES

PLACES WE'VE BEEN TO THIS MONTH TO ESCAPE THE PRESSURE OF 'THAT DIFFICULT SECOND ISSUE'

### MANCHESTER CITY ([www.mfcfc.co.uk](http://www.mfcfc.co.uk))

The 'pretty good, really' official Manchester City Website.

### MANCHESTER UNITED ([www.mufc.com](http://www.mufc.com))

We don't really all hate Man United. Just Karl and Keith.

### EDDIE IZZARD ([www.izzard.com](http://www.izzard.com))

The official Website of that groovy fellow in make-up.

### AUTOTRADER ([www.autotrader.co.uk](http://www.autotrader.co.uk))

Caspar got his new phallic red beast from here. Bargain, apparently.

### THE INTERNET MOVIE DATABASE ([www.uk.imdb.com](http://www.uk.imdb.com))

A complete life-saver when it comes to remembering what film you've seen the car-parking attendant in Ferris Bueller's Day Off before.

ugly mugs and uneventful lives in the **Team** section, or take a trip down memory lane with **Past** – a Sega timeline bringing you almost 50 years of the company's illustrious history. More fun than herb gardening.

## // EASY MONEY

Section: SHOP

> Ecommerce is everywhere these days and the DC-UK site is no exception. In our **Shop**, you can subscribe to the printed magazine and, in the very near future, you'll be able to buy all the latest games without even switching off your Dreamcast and leaving the house. The perfect choice for agoraphobic shopaholic gamers everywhere ■



## // ESSENTIAL INFO

A quick guide to the most common Internet terms...

### BANDWIDTH

> The speed (the rate at which information can be transferred) of a connection between two computers on the Internet.

### BROWSER

> A WWW client – the software that runs on your computer and allows you to access the World Wide Web.

### CLIENT

> The Internet is based on a client/server model of information exchange. The client is the software you run on your computer. You tell the client what you want and it then requests this information from the server programs that are on the Internet and translates the response into readable text and graphics.

### ECOMMERCE

> A catch-all term referring to the business possibilities offered by the Internet. Online shopping is the most obvious example.

### FTP

> File Transfer Protocol – the standard by which computers can transfer data of all types from one machine to another. Originally FTP required a dedicated piece of client software, but nearly all the browsers can now deal with it themselves.

### HTML

> Stands for Hypertext Markup Language, one of the key elements of the World Wide Web. HTML is a set of commands that tell a browser how to display the information on a Web page – what size to make the text, where to put the picture, and so on.

### HTTP

> Hypertext Transfer Protocol – the standard by which browsers

(Web clients) request information from a Web server, via a URL.

### HYPERLINK

> By using hyperlinks, the author of a Web page can connect parts of that page to any other on the Web. The reader simply clicks on the link to be taken to that information.

### ISP

> Stands for Internet Service Provider, a company that allows access to the Internet. Your computer connects to the ISP's system via a modem and telephone line. Normally, the ISP servers also handle services such as email.

### LATENCY

> The bane of Internet gamers, latency refers to the time it takes for information to travel across the Net between your computer and the server.

### MODEM

> A device which allows one computer to connect to another via a telephone line, translating data to and from electronic impulses that are sent through the line.

### PROTOCOL

> In terms of the Internet, a protocol is a set of standards that allow different computers and software to communicate with each other.

### SEARCH ENGINE

> By connecting to a search engine Website, you can quickly and easily find the Websites you're interested in.

### SERVER

> The server is the program that runs on an Internet computer system and responds to requests for information from clients running on other computers. There are different types of server – Web servers and email servers.

### URL

> Stands for Uniform Resource Locator, the part of HTTP that specifies exactly where a specific page or other piece of WWW information can be found.

### WWW

> Stands for World Wide Web, the set of protocols that have made the Internet so popular. The WWW allows information to be stored as Web pages, which are normally organised into Websites – collections of pages about the same subject – which are in turn stored on specific Web servers ■

Been to any good sites recently? You send 'em, and we'll print 'em

E-MAIL: [dcuk@futurenet.co.uk](mailto:dcuk@futurenet.co.uk)

FAX: 01225 732297

WRITE:

# DC-UK

Future Publishing PLC,  
30 Monmouth Street, Bath, BA1 2BW

## POWERED DOWN

RELAX, CHILL OUT: IT'S  
THE TOYS YOU CAN BRING  
GAMES TO LIFE WITH



### ■ SUBBUTEO

Making the leap from *UEFA Striker* to actually kicking a ball about with your mates, getting chafed legs and muddy knees, can be quite a tricky one.

So don't start getting those groin strains just yet, and ease your way into sporting life via a classic twoplayer that remains as exciting today as it ever was.

Subbuteo, the game of champions, has lost none of its charms over the years, and the FA cup that comes with it is so life-like, it's unreal. Mind you, now that Karl has nicked it and stuck Leeds colours on it, it looks incredibly fake. I mean... Leeds?

**Subbuteo: £25.50**



### BOXING GLOVE

You've read the review (page 016), and in a couple of weeks you'll be playing the game. Hopefully, you've laughed at the exceptionally funny interview with Afro (page 062), too, and now it's time to leave *Ready 2 Rumble* to the amateurs and get professional with your own set of gloves and a

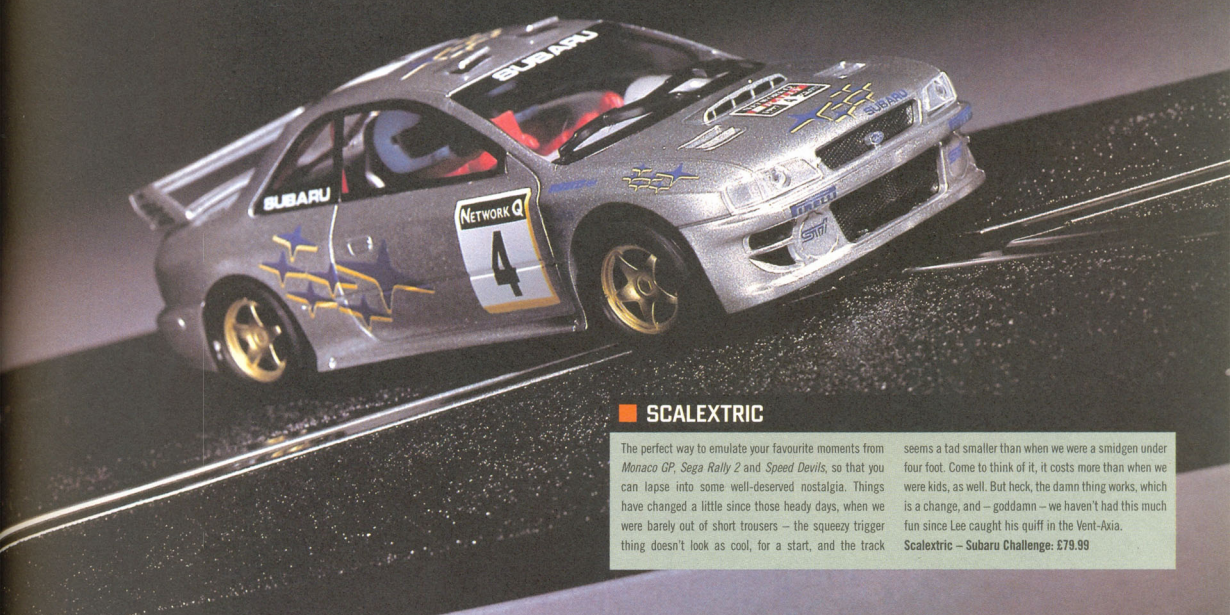
suitable punch-bag (preferably inanimate at this stage in the proceedings). You could take lessons or rely on that time you watched Raging Bull when you were 15. Before you know it, you'll be humming the theme tune to Rocky and wearing a headband. **Boxing Glove:** Sod all – we half-inched it



### SONIC ADVENTURE VIDEO

One needs to be, in the heady and dangerous world of gaming, wary of fatal injuries like RSI. So, in an effort to ease the stresses and strains, Sega has kindly bought out this Sonic video for your relaxation and enjoyment. The film features the little fellow getting into all sorts of scrapes. Dr Robotnik plays the evil, um, Dr

Robotnik, and someone called Sara provides the love interest. Whether that will mean scenes of a sexual nature or not has yet to be discovered. Possibly one for the little people, although I'm sure they won't mind you borrowing it for a Saturday night in with your loved one. **Sonic Adventure Video:** £12.99



### SCALEXTRIC

The perfect way to emulate your favourite moments from *Monaco GP*, *Sega Rally 2* and *Speed Devils*, so that you can lapse into some well-deserved nostalgia. Things have changed a little since those heady days, when we were barely out of short trousers – the squeazy trigger thing doesn't look as cool, for a start, and the track

seems a tad smaller than when we were a smidgen under four foot. Come to think of it, it costs more than when we were kids, as well. But heck, the damn thing works, which is a change, and – goddamn – we haven't had this much fun since Lee caught his quiff in the Vent-Axia. **Scalextric – Subaru Challenge:** £79.99

## POWERED DOWN

THIS MONTH, IT'S ESTHER'S TURN TO TELL YOU WHAT WE DO WHEN YOU'RE NOT WATCHING

**T**he second issue of a magazine is notoriously the hardest, and we have to admit that it's been a right old struggle.

However, we've managed to scrape by and we're all rather pleased with ourselves, thank you very much. And that's despite such hectic social events as the team meal and Sega's free ECTS piss-up. Not to mention Keith's car dying, Steve's table-dancing and the office Scalextric ■

# TEAM DIARY



**16/08** First day of the new issue. No-one does any work, and Caspar comes in late "because it's raining". Karl consumes an entire carton of tomato juice in a brave effort to emulate Dot Cotton – the resemblance is startling. No-one buys any cake, although Monday is officially Cake Day. Very depressed. We've all decided to bring in a food item that reflects the area we come from – Christian has promised to bring in a 'Clark's pie', which is, apparently, classic Bristolian cuisine. Steve's bringing a haggis, and I'm lumbered with trying to find jellied eels. Yummy.

**19/08** PlayStation Power's football team, with Chris, Karl and Lee bringing up the rear, beat PC Format (with our Steve) 32-3. Steve is not a happy shopper this morning. But by the afternoon they're all getting along swimmingly and discussing the various merits of Sporty Spice's new tanned grown-up look, as opposed to the innocence of her shell-suited past. Chris is up for the young girl look. We avoid him for a bit.

**25/08** The entire team went out to dinner last night. And the highlights of the evening were as follows: Keith disrobed in the restaurant (under duress, to be fair) and was then heard saying rather loudly, "Hands up who didn't see my cock". Needless to say, no hands went up. All of us (including Little Keith, as he is now known) then retired to the nearest public house, where Lee tried his best to escape the attentions of a young lady who was trying to work her not inconsiderable charms on him, Steve danced like he was doing the wild thing to music, I slapped Karl for no apparent reason, and Caspar let the side down by

leaving early, saying that he was feeling "a bit unwell". Girl.

**31/08** Bank holiday weekend has seen us all arrive at the office this morning refreshed, revived and hungover. I'm mourning the loss of a fingernail, so am less chatty than usual in my grief.

Karl has decided that he is multilingual, but has yet to cross the bridge of pronunciation, and continues to refer to 'ciabatta' as 'see-ya-batter' – we've decided not to correct him in the hope that he'll have to go to a posh dinner and will be spat on by Tara P-T when he asks her to pass the bread. What larks.

**01/09** Today is a dark day in DC-UK. Keith drove his mustard yellow Volvo 340 to Hallmark Car Salvage this morning to sell it for scrap. After three "glorious motoring years", it finally gave up the dust and failed its MOT. He walked in this morning a lesser man because of his loss, and we shall be observing a minute's silence towards the end of the day as a mark of respect. The

world seems a more brutal place than yesterday, but we battle on in the face of adversity, and Keith is bravely struggling to keep himself together. Flowers should be sent to the usual address.

**03/09** The Webcam is up and running. Lots of 'comedy' moments ensue – I've lost count of how many pairs of trousers it's been down the front of. Don't let small children or impressive animals log on.

We're all going to ECTS on Sunday, which I'm supposed to find thrilling, but I'm sure I'll find some excuse to find a nearby pub to go and get bladdered in while the boys talk shop with the Tefalheads. The Sega launch party in the evening should be good – lots of famous people, you see. A friend has bet me £50 to snog Adam 'Ian Beale' Woodyatt, so I'm on the prowl. It's not exactly Robbie Williams, but it might get me into Tatler.

**06/09** My head feels as though it's ready to implode after last night's over-indulgences. It was a great party – but Ian Beale was sadly not present. The guy



- 01** Karl displays his devilish side, as he pours himself another of those delicious tomato drinks
- 02** Ah, Mr Day, what a joy it is to work with such a sensitive, caring young man
- 03** Showing my usual ladylike reserve when it comes to all things cake-like
- 04** Yup, pished again. Keith in the midst of perfectly innocent 'meeting' with industry colleague

## STEPHEN LAWSON'S COMPLETELY IRRELEVANT HIP-HOP COLUMN

**H**ip-hop, I love it. I remember doing robotics while my mate busted backpacks at the local dance. The crowd loved us, too. It didn't seem to matter that we were crap. That was the mid-'80s, before I realised there was more to hip-hop than trying your darndest to impress the ladies. Things have moved on since then and despite my 'flair' on the dancefloor, I've still never been kissed. Anyway, I like my hip-hop the way I like my games: cutting edge, hard and intelligent. So every month I'll bring you the best releases out there in the hip-hop world. Enjoy...

### MC MELL 'O'

> **MellozDaMan**  
Back in the early '90s, Mell O was Britain's answer to Chuck D – only fresher. Now he's back with the UK's one-man production powerhouse, Mark B (Missing Linx, Task Force, Blade). MellozDaMan is an obvious choice for the A side, with Mark's trademark tougher-than-tyson beats fuelling Mell O's fiery rhymes a treat. The B side, Hedz Don't Know is even



rougher, with Mark's production taking a more abstract, angular turn.  
**Hot wax?** 🔥 🔥 🔥

### AIM

> **Cold Water Music**  
Aim pulls together an impressive cast of emcees on his debut LP for Grand Central. AG, of Show and AG, drops his elastic flow over True to Hip Hop's suitably rubbery groove, and Q 'n' C put in a fine performance on top of The Force's smoothed-out horny beats. The star of the show, though, is YZ who laces Aim's club-rocking Ain't Got Time to Waste with three



verses in the style and persona of three different emcees. Class.  
**Hot wax?** 🔥 🔥 🔥



## MIX 'N' MATCH

# BODY PARTS

THE MOST HIDEOUS PART OF THE ENTIRE MAGAZINE. KIDS, WE WARN YOU: DON'T TRY THIS AT HOME...

**S**o that you can build a better picture of the team – hey, even get to know us (God forbid that you would ever be so unlucky), we've decided to give away a little part of ourselves every month. That's right, just cut out and keep the different shots of sections of our ugly mugs and, one day, you'll have a DC-UK team of your own to treasure.

However, if we were in your position, we'd opt for the far more interesting route of gathering together the various noses, eyes, ears and other bits that will be coming your way. And eventually you'll

be able to create a bastardised photofit of 'Mr Dreamcast' with which to scare young children. Who knows, one day we might even give something away to the most horrific/hilarious/handsome (well, maybe not the last) DC-UK photofit you can create.

We're moving up the body this month, as opposed to the many letters we've had in requesting us to go southwards (you dirty, dirty people), and are now concentrating on our eyes. Next month, who knows? If we go by the most popular request, it might just be a sealed section. Keep those fingers crossed ■

## THIS MONTH: THE EYES



CASPAR FIELD  
EDITOR

WE'RE ALL LOOK A LITTLE STRAINED THIS MONTH, BUT NONE ARE WORSE THAN MR LAWSON'S HIDEOUS BULGING OPTIC. HE ALWAYS SAID HE WAS THE STUFF OF LEGEND



LEE HART  
STAFF WRITER



STEPHEN LAWSON  
PRODUCTION ASSISTANT



KARL JAUQUES  
DEPUTY ART EDITOR



KEITH STUART  
ASSOCIATE EDITOR



ESTHER WOODMAN  
DEPUTY EDITOR



CHRISTIAN DAY  
ART EDITOR



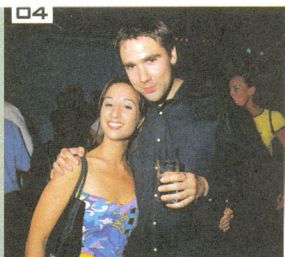
ONE OF US IS UNFORTUNATE ENOUGH TO HAVE THIS ATTACHED TO THEIR FACE, WHO...?

## NEXT ISSUE: THE CHINS



that plays Mini-Me in The Spy Who Shagged Me was there, and some bird from Channel Five who no-one recognised. We wangled our way into the VIP enclosure, where the drink of choice was tequila, and Keith transformed into a ladeez man, manhandling any passing piece of totty he could find. I behaved myself admirably, but overslept on the train on the way back and ended up in Newport. Caspar, on the other hand, wobbled back to the hotel and insulted the staff.

So, four more days to go, the entire mag to write, and the sweet, sweet memory of Keith's bits. What a month. Sigh ■



## LIFE

### In Memory/Blinded Reality

Life is one third of Phi Life Cypher, one of the UK's most intelligent and forward-thinking groups. In Memory is dedicated to Stephen Lawrence and deals with the subject of Stephen's murder with intelligence and a hint of rudebwoy swagger.

Musically, Blinded Reality typifies the Phi Life Cypher sound: fat beats sprinkled with hypnotically melodic, ethereal loops.

UK hip-hop has come of age.

Hot wax? 🔥🔥🔥🔥

Next issue...

# Soul Calibur

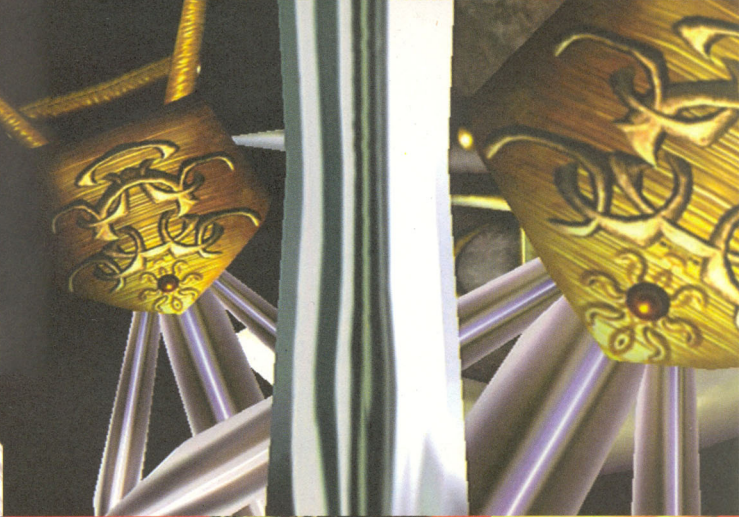
**Namco's razor-sharp release** reviewed in full:  
can **Dreamcast's supergame** fail to impress?

Plus: Loads more **reviews**, the DC-Express, **stacks  
of previews**, and the **finest of features**

**DC-UK**  
DREAMCAST MAGAZINE



*The Sega Dreamcast source*  
Release **#03** boarding **Tuesday October 26**



# Use your loaf...



...and get a daily slice of news,  
previews and reviews

[www.futuregamer.com](http://www.futuregamer.com)

PlayStation, N64, Dreamcast and PC news, previews and reviews updated daily and delivered to your mailbox.



## FANTASY WORLD



Mail Order: 0498 897770  
Tel: 01782 279294

www.anotherworld.co.uk



# £199.99



SONIC



BUGGY HEAT



COOL BOARDERS



METROPOLIS



SOUL CALIBUR



# Dreamcast

THE UK DREAMCAST IS LAUNCHED ON THURSDAY 14th OCTOBER 1999.

e-mail [sales@anotherworld.co.uk](mailto:sales@anotherworld.co.uk)

IF YOU PRE-ORDER THE UK CONSOLE WITH ANOTHER WORLD WE WILL PROVIDE YOU WITH A £5 DISCOUNT VOUCHER OFF ANY OF THE LAUNCH SOFTWARE TITLES.

PARTICIPATING STORES:  
FANTASY WORLD 10 MARKET SQUARE, HANLEY, STOKE ON TRENT TEL: 01782 279 294  
ANOTHER WORLD 23 SILVER STREET, LEICESTER TEL: 0115 251 5395  
ANOTHER WORLD 11 MARKET STREET, NOTTINGHAM TEL: 0115 9484122  
ANOTHER WORLD 42/43 CASTLEFIELDS, DERBY TEL: 01332 206906  
MAIL ORDER TEL: 0498 897770

## LAUNCH TITLES

- BLUE STINGER
- DYNAMITE COP
- HOUSE OF DEAD 2
- HYDRO THUNDER
- INCOMING
- JIMMY WHITE 2: CUE BALL
- MARVEL VS CAPCOM
- EXPENDABLE
- MONACO GP RACING 2
- MORTAL KOMBAT GOLD
- NFL BLITZ
- PENPEN
- POWERSTONE
- READY 2 RUMBLE
- RED DOG
- SEGA BASS FISHING
- SEGA RALLY 2
- SONIC ADVENTURE
- TOKYO HIGHWAY CHALLENGE
- TOY COMMANDER
- TRICKSTYLE
- UEFA STRIKER
- VIRTUA FIGHTER 3TB
- AEROWINGS

LAUNCH TITLES  
£39.99 OR LESS



10 MARKET SQUARE ARCADE, HANLEY, STOKE ON TRENT, ST1 1SU

WEBSITE: [www.anotherworld.co.uk](http://www.anotherworld.co.uk)

TEL: 0498 897770 / 01782 279294  
IMPORT & UK MAIL ORDER

POWERSTONE / POP N MUSIC / MARVEL VS CAPCOM / BLUE STINGER / HOUSE OF DEAD 2 / PSYCHIC FORCE 2012 / AERO DANCING / SEGA RALLY 2 / SONIC ADVENTURE DIGITAL HORSEBARCHING / GET BASS FISHING / BUGGY HEAT / KING OF FIGHTERS 99 / THE HARD ARCADE / CLIMAX LANDERS / METROPOLITAN HIGHWAY BATTLE / KING OF FIGHTERS 99 / SPACE GRIFFIN / AIR FORCE BETA / STREETFIGHTER ZERO 3 / LAMPY / BUGGY HEAT / LAMPY / TOUKEN / RETOUZEN / 4 SPACS / GRIPPER / AIR FORCE BETA  
**WE STOCK JAPANESE DREAMCAST, ALL GAMES, STEERING WHEELS, ARCADE STICK, VMF RUMBLE PACK, SCART CABLES, EXTRA GUNS ETC. DREAMCAST console (Japan) £160**



PLAYSTATION UK	IMPORT PLAYSTATION	N64	SEGA SATURN JAPANESE
SQUID REAPER	FIRE PRO WRESTLING (JAP)	JET FORCE GEMINI	STREET FIGHTER ZERO
SOUL REAPER	PRO CRUISE (JAP)	PERFECT DARK	DUNGEONS & DRAGONS COOL
DRIVE ME FANTASY 4	LEGEND OF MINA (JAP)	WOLF FIGHTER 2 (USA)	GRANDIA DIGITAL MUSIC
STEVEN SODERBERG	SEGA FIGHTERS 1 (JAP)	COKE BATTLE 2 (JAP)	PHANTOM SILVER GUN
WFF ATTITUDE	METAL HEARTS 2 (JAP)	MARIO GOLF 64 (USA)	SHINING FORCE 3 PARTS 20
CAPCOM GENERATIONS	SEGA GEAR SINGAPORE (JAP)	SMASH BROTHERS (USA)	POWER DRIFT
CRACK 2	LINEAR SILVERSTAR STORY (USA)	POKEMON SNAP (USA)	YAMURE SAVOIR
DINO CRISIS	RACE COODON (USA)	CASTLE LEMNA (USA)	SELESTON ACTION RETURNS
INDIANA JONES	SHADOW MADNESS (USA)	POCKET MONSTERS 2	X-MEN VS STREET FIGHTER
ALL TITLES £24.99 OR LESS	FINAL FANTASY TACTICS (USA)	EVANGELION (JAP)	NETA SLUG

## JAPANESE SOFTWARE

AERO DANCING	GET BASS FISHING + CONTROL	MY TRACKMAN HORSE RACING	SENGOKU TURB
ALL JAPAN PRO WRESTLING 4	GIANT GRAM WRESTLING	PEN PEN TRICELON	SEVENTH CROSS

JAPANESE WALLSCROLLS (CLOTH) INC. PARASITE EVE. FFT. GHOST IN SHELL. EVANGELION ETC. ACTION FIGURES INC. RESIDENT EVIL 1 AND 2. TURK 2. CRASH, BANDA, X-MEN VS STREET FIGHTER, ZELDA, MUSIC INC. FFT. SONIC OREAM METAL GEAR. XENODRAGONS, TACTICS + 1000 MORE. KEYCHAINS INC. TEEKEN 3, FFT, ZELDA, SEGA, MARVEL, NINTENDO ETC.

Sony Pocketstation in stock now. Jap mags in stock for Dreamcast, N64, PlayStation

**GAME MUSIC** SAGA FRONTIER, PARASITE EVE, FINAL FANTASY TACTICS, FINAL FANTASY 4, PANZER DRAGON  
SAGA, DANCE DANCE REVOLUTION, FINAL FANTASY 4 + 079/08, 09B, 09C, 09D, 09E, 09F, 09G, 09H, 09I, 09J, 09K, 09L, 09M, 09N, 09O, 09P, 09Q, 09R, 09S, 09T, 09U, 09V, 09W, 09X, 09Y, 09Z

**IN STOCK NOW** NINENDO POCKET 64/99 BASEBALL, SOCCER, TENNIS, KOF '94, SAMURAI SPIRIT, PUZZLE  
**THOUSANDS OF NEW AND USED GAMES IN STOCK**

WE ALSO TRADE AS **ANOTHER WORLD** Ask for Colin Diamond on all IMPORT QUERIES  
NOTTINGHAM: 11 MARKET STREET Tel: 0115 949 4122  
DERBY: 42/43 CASTLEFIELDS, MAIN CENTRE Tel: 01332 206 806  
LEICESTER: 23 SILVER STREET Tel: 0115 251 5266  
WOLVERHAMPTON: 23 VICTORIA STREET Tel: 01902 717 440

# CYBER + NET

Video Games Experts

The Best Mail Order Games on the Internet

Tel: 0181-789 7196 MAIL ORDER!

287 PUTNEY BRIDGE ROAD  
LONDON SW15 2PT

Opening Hours  
11am to 11pm Monday - Sunday

Visit our web site at: [www.cybernet-filmstudio.com](http://www.cybernet-filmstudio.com)

**Special Offer!**  
Buy Any Game and Get 2nd for Half Price

Only one request per person, valid until end of October 1999. Copies may be purchased at point of sale.

# MASTER-CART

CONSOLES & GAMES UK

DERBYSHIRE'S PREMIER STOCKISTS OF ALL LEADING CONSOLES & GAMES

CALL NOW FOR LATEST DREAMCAST PRICES! MAIL ORDER OR OFF THE SHELF GAMES!

DREAMCAST S.A.E. FOR FULL LIST	DISCOUNTS FOR MULTIPLE GAME ORDERS OVER £100	
DREAMCAST CONSOLE ASIAN WITH GAME £204 inc. ROB	*Refer to the right of this page for prices without your retailer's mark-up for the better advantage to the buyer.	
DREAMCAST CONSOLE ASIAN NO GAME/ROB £194		
3 GAME PACK, VMF & EXTRA PAD ASIAN £404 inc. ROB		
HOUSE OF THE DEAD WITH GUN £60.99	AIFFORCE DELTA £49.99	MONACO GP 2 £44.99
GIANT GRAM PRO £49.99	SOUL CALIBUR £49.99	GET RAGE £54.99
TOKYO HIGHWAY £49.99	BUGGY HEAT £49.99	POWERSTONE £49.99
EXPENDABLE £49.99	SEGA RALLY 2 £49.99	STREET FIGHTER 5 £49.99
BLUE STINGER £44.99	SONIC £49.99	FRAME GRIDE £49.99
KOP 99 £49.99	DYNA COP 2 £49.99	ALL JAPAN 2 £49.99

RESTORE EVERY 3 DAYS

COME AND SEE OUR GAMES UNIT!  
UNIT 22, THE MARKET HALL, CHESTERFIELD, DERBYSHIRE S40 1AR

ALL GAMES INCLUDE KOP, VMF AND 2PC

TEL: 01246-232645 email: [mastercart@aol.com](mailto:mastercart@aol.com)

# FANTASIA CONSOLES

All UK launch games available.  
US & Japanese imports available.  
All peripherals stocked.  
PSX, N64, Saturn also catered for.  
Trade-ins welcome • Good prices given

440 HIGH STREET • LINCOLN  
01522 514553

# C.A. GAMES

UK & IMPORT GAMES NEW & SECOND HAND

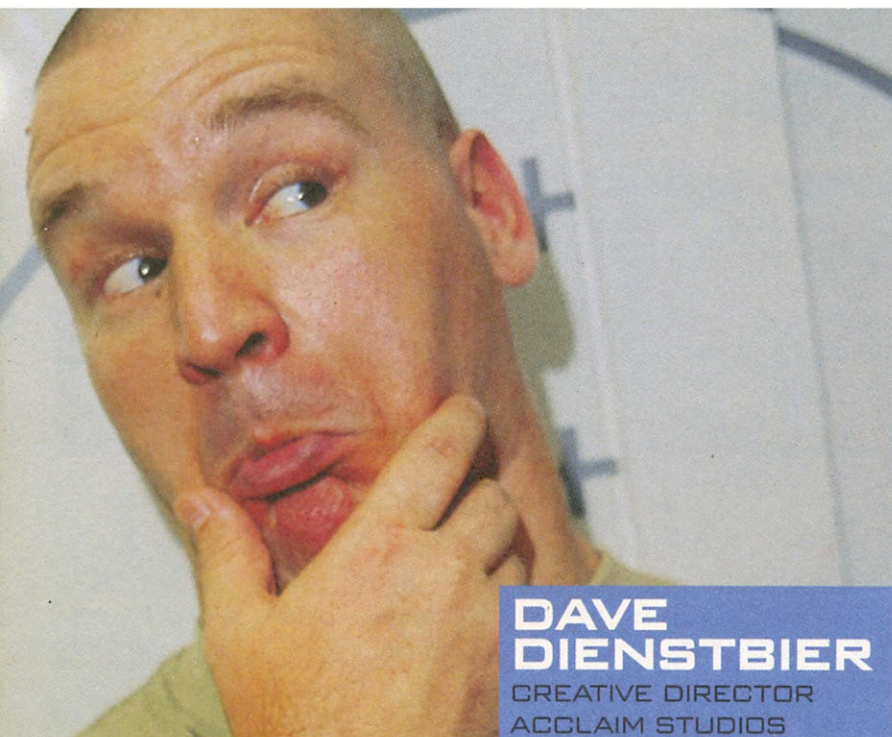
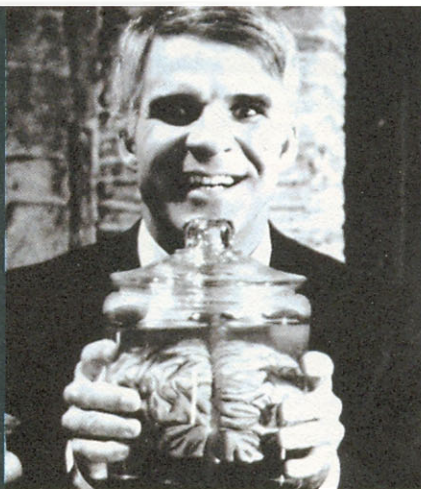
0141 334 3901  
[www.cagames.co.uk](http://www.cagames.co.uk)

WE ALSO STOCK PSX & N64 TITLES

C.A. GAMES, DE COURCY'S ARCADE, HILLHEAD, GLASGOW G12 8AA

# Brain in a jar

Entertaining yourself as a disembodied brain would be a tough job – unless you had five Dreamcast games with you, that is...



**DAVE DIENSTBIER**  
CREATIVE DIRECTOR  
ACCLAIM STUDIOS

**A**s the designer of Acclaim's N64 hit *Turok: Dinosaur Hunter*, Dave Dienstbier was almost single-handedly (well, apart from the others on the development team) responsible for changing the 'kids console' image of Nintendo's machine. Which is no mean feat, believe us.

Aside from tending to his ever-expanding collection of "Critters" (a bewildering array of chameleons, frogs and lizards), fooling around Texas in his 190 mph Dodge Viper GTS, and pumping large amounts of iron, Dave's an avid game player. Oh, and he's also been promoted to the role of Creative Director over all of Acclaim's international development studios, thanks to the massive success of *Turok*.

"I've had just about every system on the planet," he explains, "A Lynx, a TurboGrafx – I didn't even regret buying my Atari Jaguar because I got *Tempest*

*2000*, which is worth the system price alone. It's like having your own arcade machine, only cooler. But then I bought a 32X, which I regretted," he adds with a laugh.

So what does he think of Sega's latest creation – has he forgiven them for their miserable Mega Drive add-on? "Dreamcast is gonna be the biggest pre-order I've ever made," Dave enthuses, "System, extra controller, VMs, lightgun and 12 games – that's a bucket load of money right there." That sounds like a pretty big yes, then.

We've listed his top five DC games on the right, but of the other titles he says, "I like *Get Bass* – it's oddly addictive. *Sega Rally 2*, I've got that one, even though I only think it's kind of okay. But when you see it running on a \$200 home console, you gotta be impressed." And you can't say fairer than that, right? ■



■ **Ready 2 Rumble**

"This has to be number one, just because it's a blast. It's hysterical, too. I love the design of the characters, and it plays really well. It's not just a button masher. You can really tell when the other guy is going for a body shot, you can read it, and that makes playing it really enjoyable."



■ **Soul Calibur**

"This is just breath-taking. Visually there's nothing on the system which competes with it, but I've never been a huge fighting game fan, and I just have more fun with *Ready 2 Rumble*. But *Soul Calibur* is a fighting game fan's fighting game."



■ **The House Of The Dead 2**

"A lightgun game isn't really something I'm usually attracted to because it has pretty limited replay. Once you've been through it a few times, it's kind of like, well, 'There you go'. But it's so well done, and it's so enjoyable, and it converts so well from the arcade."



■ **Power Stone**

"It's probably the first game that heralds a growth in adventure games in general. If you took it and put in the context of a sweeping storyline, that's just got lots of room to grow."



■ **Sonic Adventure**

"From what I can tell, it's much improved from the Japanese version. Although I might tie this with *NFL 2000*, because that's a hell of a nice looking American Football game."



Tel. 01993 844885  
 Fax. 01993 840750  
 www.excitementdirect.com



# AHEAD OF ITS TIME

ORDER YOUR Dreamcast™ MACHINE NOW FOR ONLY...

# ...£189.99

**& GET A FREE SCART CABLE WORTH £9.99**

**There's no deposit to pay.** You don't pay until the day of despatch.

**1st Class service Guarantee.** All machines are official consoles and are fully guaranteed by us. We offer full after sales support. If your machine is faulty we will collect it from your door and replace it free of charge.

**Fast Free delivery.** Price includes delivery within 2 working days to most areas in the U.K.

**Money back Guarantee.** If you are not completely delighted with your purchase for any reason you may return it to us within 3 days of receipt and we will happily exchange it for you or send you a refund. Simply ring for authorisation and return it to us by recorded delivery. We will make a small handling charge of 10% (minimum £5) of the purchase price and we would ask that you return the item in perfect condition.

## ACCESSORIES

**OFFICIAL CONTROL PAD - £19.99**



**DREAM PAD - £17.99**  
 (£16.99 for two or more)  
 High quality pad. VMS & Vibration Pak slots. Tactile rubber grips, available in White, Red, Blue, Green, Yellow & Purple.

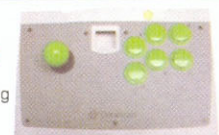


**VMS MEMORY CARD - £19.99**



**KEYBOARD - £19.99**

**ARCADE STICK - £29.99**  
 - A must for fighting games.



**OFFICIAL LIGHT GUN - £29.99**  
 - Slot for VMS. Works great with a Rumble Pak.



**DREAM BLASTER - £22.99**  
 - Precision optics for increased accuracy. 3 fire modes. Slot for Vibration Pak. Ergonomic. Ambidextrous.

**OFFICIAL STEERING WHEEL - £39.99**  
 - High quality. Very responsive.



**MAD KATZ STEERING WHEEL - £35.99**

**FORCE PAK - £15.99**  
 - Works with all compatible Vibration games, adds realism. Available in White, Red, Blue, Green, Yellow & Purple.



**DREAM STATION - £17.99** - Don't make a mess on the floor. The Dream Station neatly holds your console & pads and makes a cool piece of furniture.



**CONSOLE CASE - £17.99**  
 - Roomy, durable, lightweight and waterproof.



**VIBRATION PAK SCART CABLE - £19.99** (Improves sound & picture quality)  
**S VIDEO CABLE - £9.99** (gives superior quality with s-video compatible TV's)  
**AV CABLE - £9.99**  
**JOYPAD EXTENDER CABLE - £9.99**  
**RF UNIT - £15.99**

## GAMES

### GAMES DUE 23/9/99

- BLUE STINGER £32.99
- EXPENDABLE £32.99
- INCOMING £32.99
- MONACO GRAND PRIX £32.99
- POWERSTONE £32.99
- SEGA RALLY 2 £32.99
- SONIC ADVENTURES £32.99
- SPEED DEVILS £32.99
- TRICKSTYLE £32.99
- VIRTUA FIGHTER 3tb £32.99

### GAMES DUE BEFORE 31/10/99

- AEROWINGS £32.99
- CUEBALL £32.99
- DYNAMITE COP 2 £32.99
- HOUSE OF THE DEAD 2 £32.99
- HYDRO THUNDER £32.99
- MARVEL vs CAPCOM £32.99
- MORTAL KOMBAT GOLD £32.99
- NFL BLITZ 2000 £32.99
- PEN PEN £32.99
- READY TO RUMBLE £32.99

- RED DOG £32.99
- SEGA BASS FISHING £32.99
- TOKYO HIGHWAY CHALLENGE £32.99
- TOY COMMANDER £32.99
- UEFA STRIKER £32.99



Excitement Direct Limited, 1st floor, Streatfield House, Alvescot Road, Carterton, Oxford OX18 3XZ.

PRICES & SUBJECT TO CHANGE. PLEASE THEREFORE PHONE TO CONFIRM PRICES. PRICES CORRECT AT TIME OF GOING TO PRESS. ESOE.

# burn rubber.



American arcade racing  
in true hot-rod spirit

**COMING SOON**



Cutting edge racing simulation game

**COMING SOON**



The official racing game  
of the Suzuki Alstare Team

**COMING SOON**

## live the dream.

RACE STARTS 23.9.99



Dreamcast

© 1999 Ubi Soft Entertainment Ltd. "Monaco Grand Prix Racing Simulation" and "Ubi Soft" are trademarks of Ubi Soft Entertainment Ltd. "Monaco Grand Prix" is a trademark of A.C.M. Automobile Club de Monaco. All rights reserved. © 1999 Criterion Software Ltd. Published by Ubi Soft Entertainment under license from Criterion Software Limited.

All other trademarks belong to their respective holders. © Alstare 21.8.98 Sega and Dreamcast are registered trademarks of Sega Enterprises Ltd.

Ubi Soft  
ENTERTAINMENT