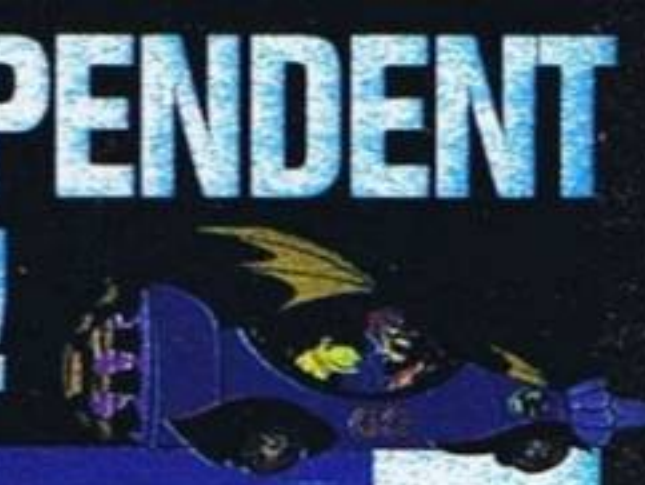


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**EXCLUSIVE!** Sega just keeps on trucking!

## HALF-LIFE

**EXCLUSIVE!** First Dreamcast shots revealed!

## WACKY RACES

Madcap racing action!



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# content

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ISSUE  
99

Welcome to your dreams

## Editorial

> It's been one of those months, the kind that you would rather forget. Not only did we have a shorter deadline to put the magazine together, but I was also, for the most part, still lauding it up in Tokyo which meant that I returned to Blighty with something of a bump.

Moreover, it seems that the fickle finger of fate has conspired to make life just that little bit trickier at every turn – it almost looked like we were never going to get this magazine finished!

Obviously, you will have noticed that *Half-Life* is conspicuous by its absence on our cover as promised – don't ask... We can assure you that we will be featuring the game on the cover in the near future – just not when we had planned... In spite of everything we've nevertheless still managed to rake in the exclusives ('natch) to bring to you the best Dreamcast magazine that a paltry £2.99 can buy.

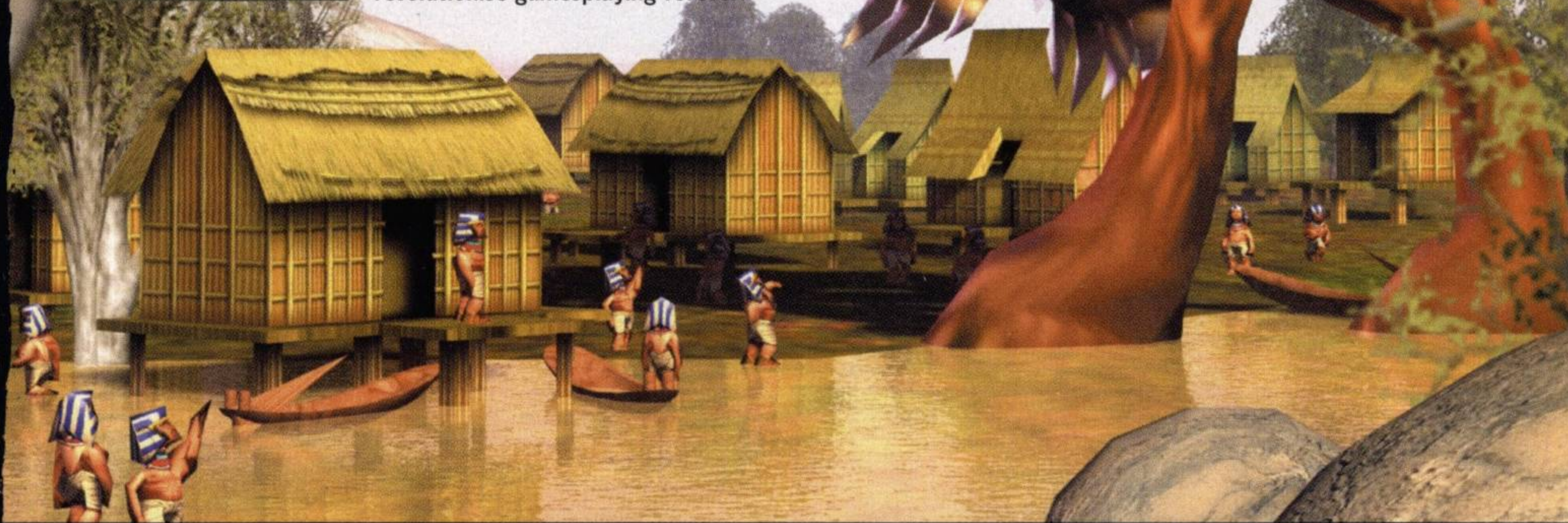
Right that's it, I am going back to hiding under the desk where I have spent much of the month hiding from the harsh realities of magazinedom (or something). Fortunately, I have a trip to Los Angeles next month – there's nothing like seeing a whole raft of fantastic new games to bring a smile back to my face. Unfortunately for me, I have to come back... Maybe it'll be a lot easier next month. I sure hope so...

Simon "Reggie" Phillips  
Editor



## Black & White

42 > We get our hands on the game that looks set to revolutionise gamesplaying forever!



## Features



## VIRTUA TENNIS

42 > It's a smash! Sega brings the world of tennis to life in your local arcade!



## THE BIG REVIEW



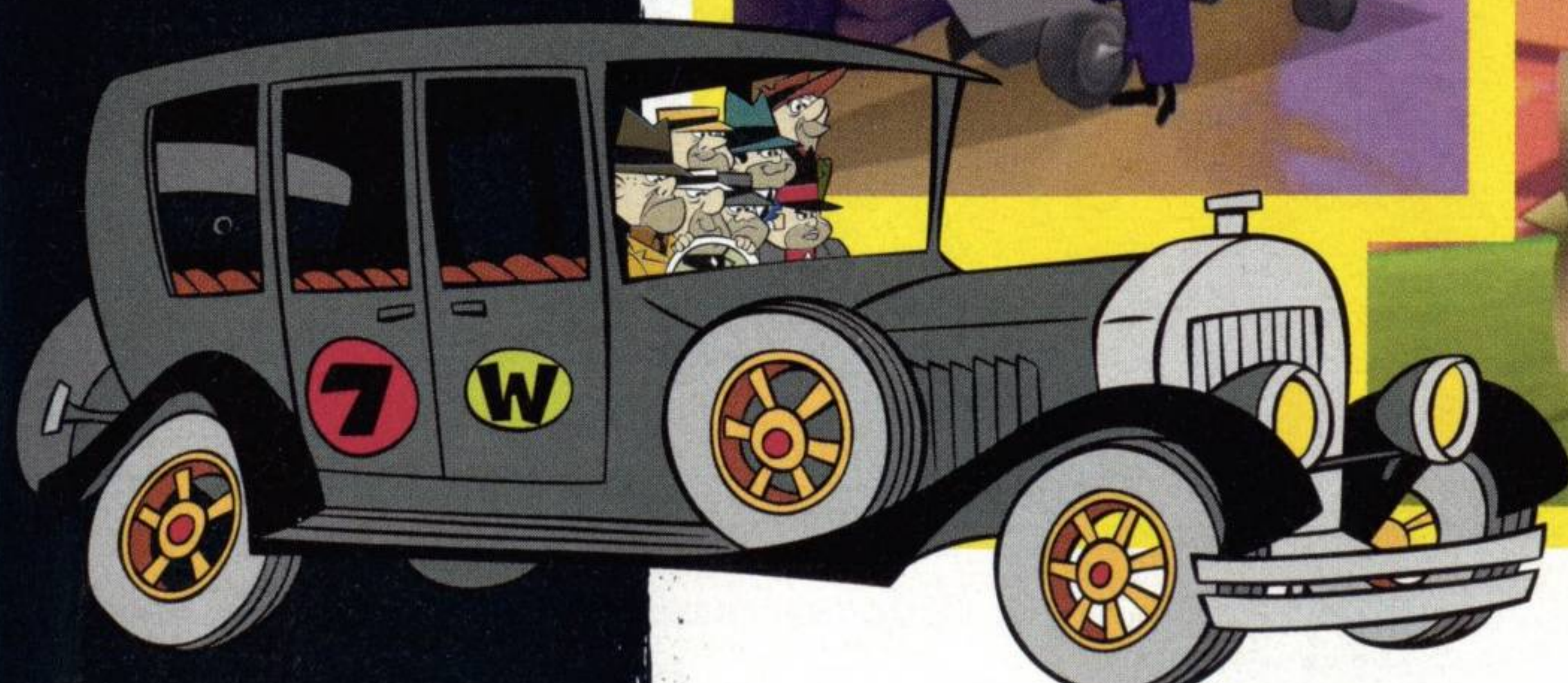
## WACKY RACES

48 > Those crazy cartoon antics have been brought to life in the craziest racer ever to grace the Dreamcast!



## AT A GLANCE red hot GAMES

> Trenty's legendary chilli has nothing on the sheer heat generated by these very pages, so handle with care...





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Giant Gram All Japan Wrestling  
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Incoming  
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Jojo's Bizarre Adventure  
King Of The Fighters Dream Match '99  
Legacy Of Kain: Soul Reaver  
Marvel Vs Capcom  
Metropolitan Highway Battle  
Millenium Soldier: Expendable  
Monaco Grand Prix  
Mortal Kombat Gold  
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Rippin Riders: Coolboarders Burrn  
Sega Bass Fishing: Get Bass  
Sega Rally 2  
Seventh Cross  
Shadowman  
Shotuko Highway Battle  
Slave Zero  
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(High Way Challenge)  
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Welcome to your dreams

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- for the inspiration!



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56 > The most fearsome animals in the jungle prepare to make a killing on the Dreamcast!

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Your queries and your views are all welcome here. This is the place where you get to express yourself and share with us whatever you feel like getting off your chest!

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### Dream Moment 114

We do play every game that we receive to death and as we do so we make a note of those amazing moments of joy that only the Dreamcast can provide.

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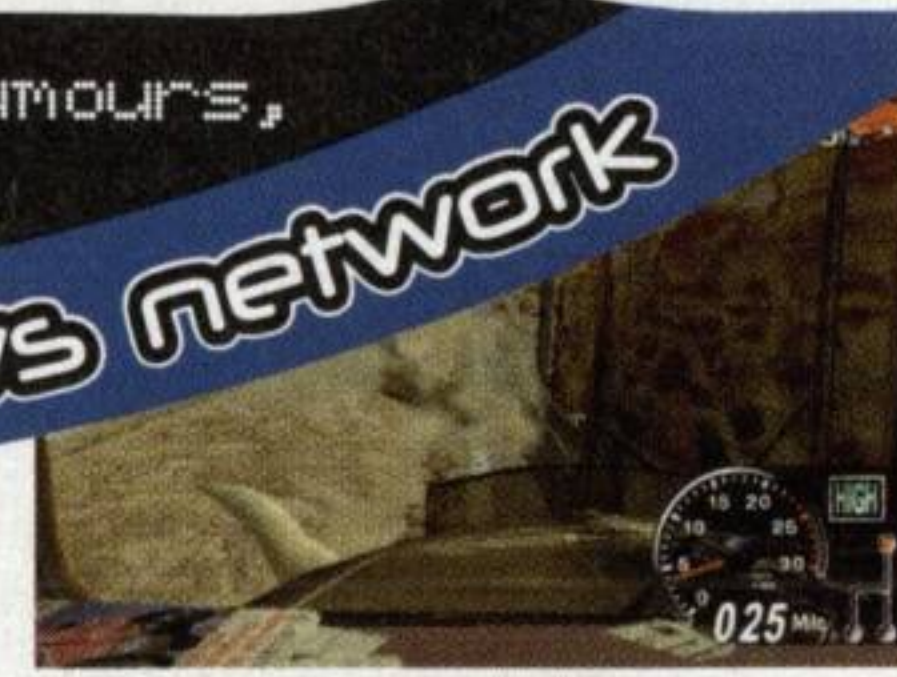


# NEWS

>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<



Dreamcast world news network



# 18Wheeler: Amer



Four wheels not good enough for you? How about 18? Welcome to some serious trucking action...

Go on admit it. You've always wanted to be a trucker, travelling across the world with whatever cargo you've been deigned worthy to carry, leading a double life and all that. It's a responsible and an incredibly satisfying job, don't you know (no, really it is!) Well maybe not, and in any case *18Wheeler* is set to change all our stereotypical views of lorry drivers, just as *Crazy Taxi* redefined our opinions of taxi drivers (are you still looking at me?) It will fulfil all your big truck fantasies.

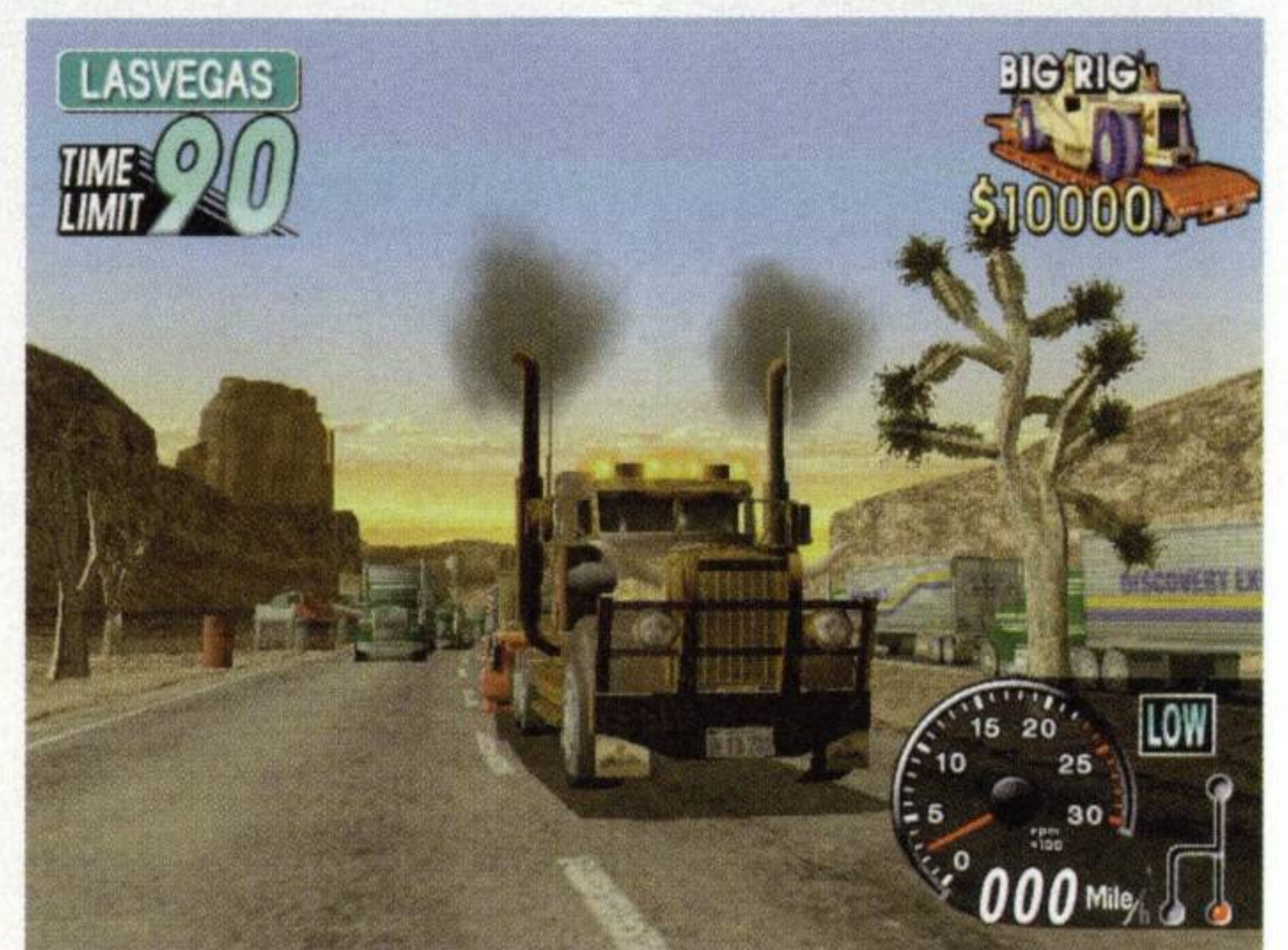
### It's Wheelie Ace

We knew it had to happen at some stage, but Sega has now confirmed that a Dreamcast version of *18Wheeler: American Pro*

*Trucker* is planned for release later this year. The game is the latest in Sega's line of 'real-life simulations', along with the aforementioned *Crazy Taxi*, so if you thought that the Dreamcast port of that game was something special then you can expect the same sort of thrill-a-minute action from the home version of *18Wheeler* – just ask anyone who's played it in the arcades and they'll tell you what a beast it is.

The aim of the game is simple – get your cargo from A to B in one piece in as quick a time as possible and collect your wages. How you do this is up to you, but it's certainly not as easy as it sounds as once you're on the inter-state highway, rival truckers will try to cut you up while road

the big story







# BIG ISSUES

Every month we scour the globe to bring to you the most exciting games coverage. This issue is no exception...

## Jet Set Radio

Get your skates on as Sega do it again!



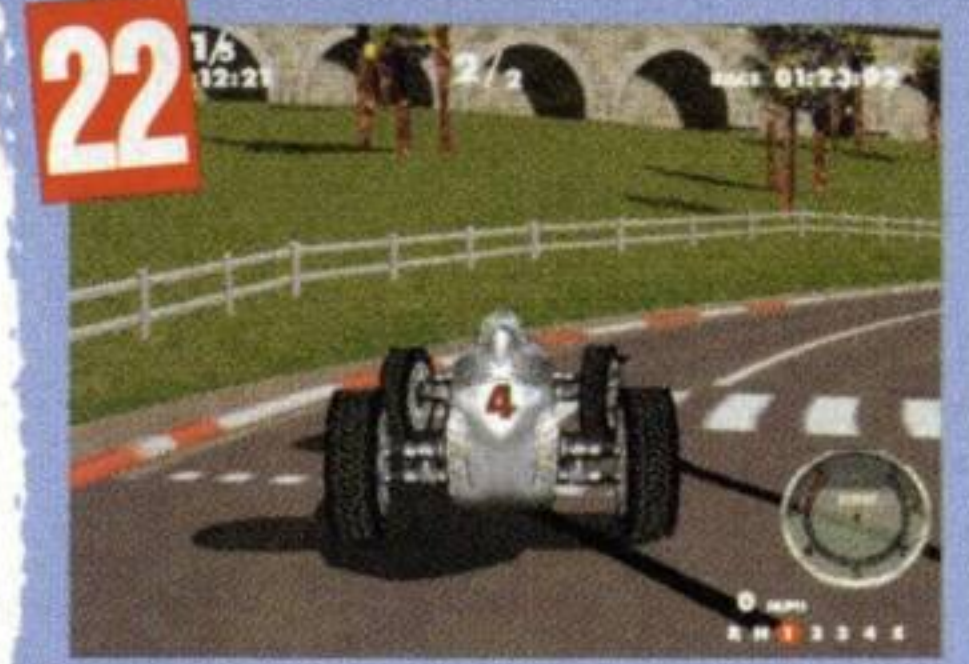
## Half-Life

You won't believe how good it's looking...



## Spirit of Sprint

Motor racing from the olden days.



## Quark

And we thought that it was a design package...



## Nightmare Creatures 2

Prepare to be afraid...



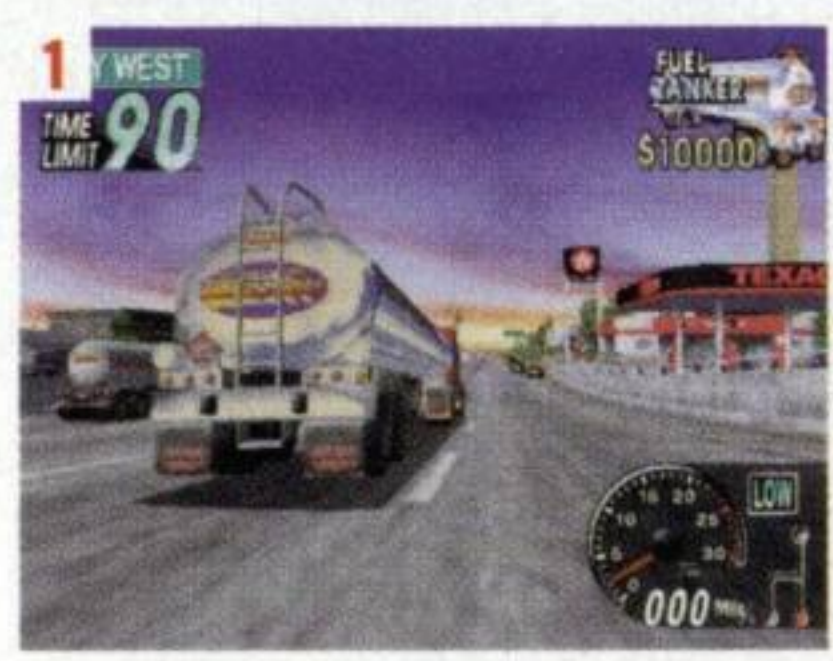
# ican Pro Trucker

users just refuse to get out of your way. At which stage it all turns nasty. If anybody dares refuse to get out of your way (and let's face it, who'd want to get into a fight with a 30 ton truck?) simply let rip on your horn, and if they still refuse to get out of your way just ram them off the road. Road rage... sometimes you just can't help it.

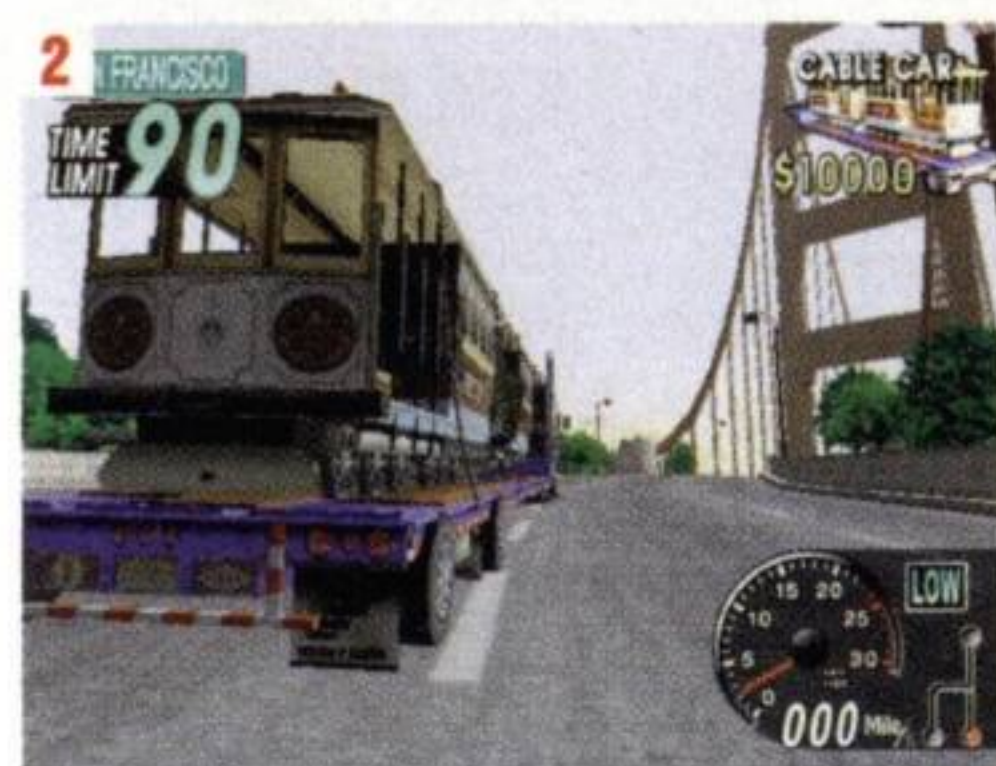
## Trucking It

However, like the Dreamcast version of *Crazy Taxi*, Sega is planning to incorporate a whole host of mini-games, as well as extra courses and trucks, to give the game a higher replayability value. This all sounds incredibly promising and if Sega can get it anywhere near as good as *CT* then we can rest easy that we're in for another spectacularly brilliant game. At the moment it's been slated for a release round about autumn time, although anyone lucky enough to be going to E3 in Los Angeles might just get a glimpse of a playable demo. See you there!

**"If you thought Crazy Taxi was special then you can expect the same sort of thrill-a-minute action from 18Wheeler!"**

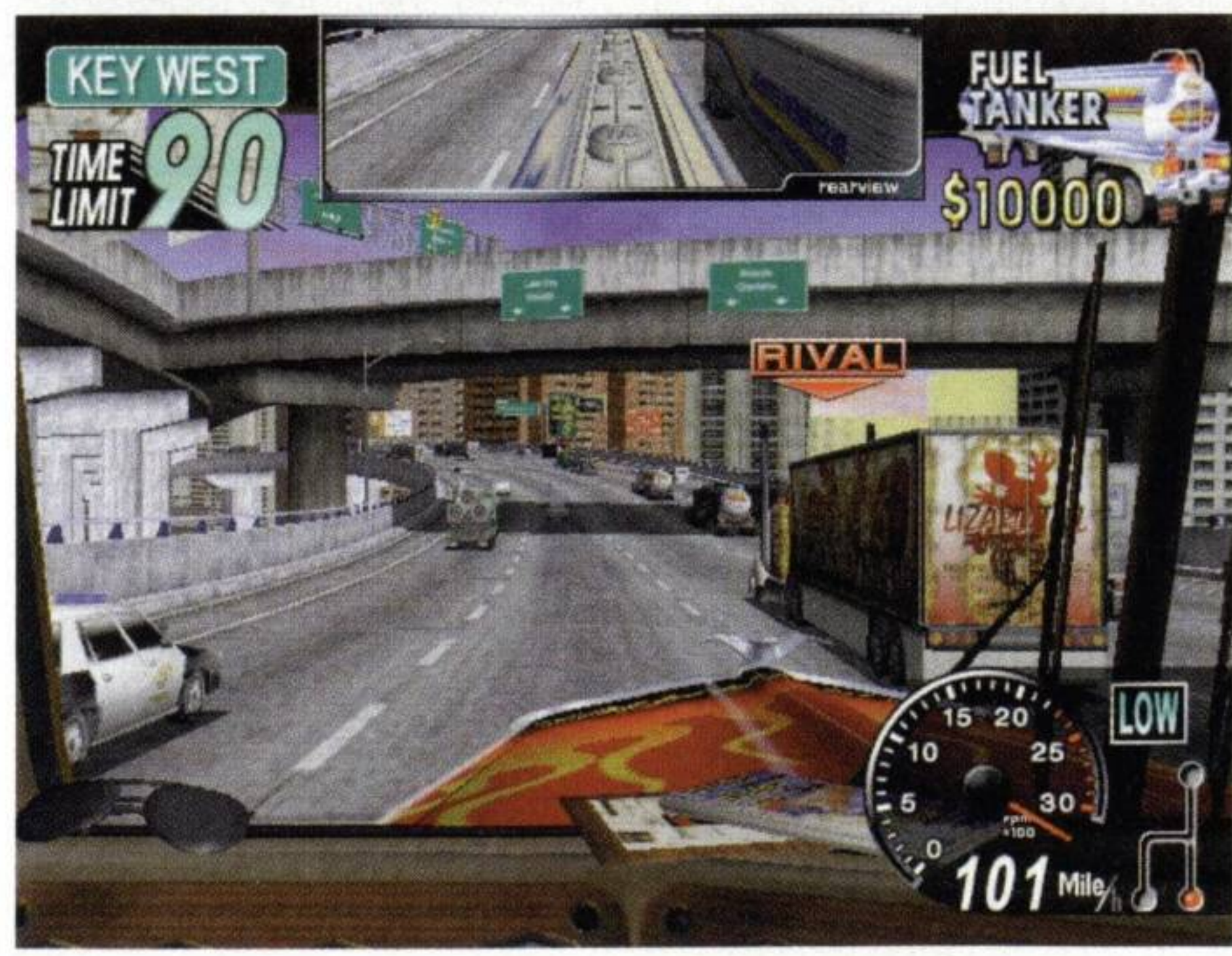


[1] The in-truck views give a perfect simulation. [2] Loads vary from cable cars to oil tanks and big rigs. [3] The game looks graphically awesome.



## EXTRA EXTRA

> In the arcade version of the game there are only five trucks and four stages from which to choose, but fear not as the Dreamcast version will undoubtedly have a greater selection of both. If there was a trucker's heaven, surely this would be it.



## IT'S ALL REAL

> *18Wheeler* is the latest in Sega's line of 'real-life simulations', along with *Crazy Taxi*, *Jambo! Safari*, *Emergency Call Ambulance* and *Brave Fire Fighters*. So, if you fancy a change of profession...







## THE RUMOUR MILL

### Dreamcast Gets Hit For 10Six

Segasoft announced at the Tokyo Games Show that it will be bringing its multiplayer online real-time strategy game, *10Six*, to Dreamcast as well as PC. The game can support up to 999,999 players at once, although no details of what extras the Dreamcast version will feature have been revealed yet. This announcement certainly points to a bright future for online gaming for Dreamcast owners.

### Dreamcast Pulls The Ripcord

Things are certainly looking up for Sega and Dreamcast this month, especially in light of the successful PS2 launch in Japan, as PC games publisher Ripcord have revealed further substantial support for the system. The company will be publishing six titles for Dreamcast, including *Spec Ops Online*, *GorkaMorka* and *Legend of The Blade Masters*, four of which will be fully Internet compatible.

### MP3 Details

Last month we brought you news of an MP3 playing VM unit for the Dreamcast, and now we can bring you some exact details of what it will be capable of. The MP3 player, which was on display at the TGS, will have 64 megabytes of disc space which equates to about two hours of music. It's expected that it will retail for under \$100 in the states, although no European price has been set for it. Nonetheless, these are exciting times for Sega and Dreamcast owners.

### All In A Blaze

Rumour has it that Game Arts is intending to release *Gun Griffon Blaze* on the Dreamcast in Japan later this year. The game, a combat simulation, is already on its way to the PS2 so this news would certainly be a boost for Sega and Dreamcast.

### Dreamcast Gets Captored

By all accounts from our sources in Japan, Sega is currently working on a new action snapshot game for the Dreamcast based on the Japanese anime series *Card Captor Sakura*. No details have been released yet but it is scheduled for a release in the latter part of this year.



NEWS

# Video(games) Killed The Radio Star

## Jet Set Radio details announced...

> It seems that Sega has an uncanny knack of coming up with the most bizarre concept for games, while at the same time being totally ingenious and just as thrilling. *Jet Set Radio* is one of those games. So, what's the score? The aim of the game is to skate around Tokyo armed with a load of spray paint cans, with the sole desire of spreading graffiti anywhere and everywhere. That is until the police catch up with you and try to slam the cuffs on you, at which point you do a runner. In other words, it's just like living in Brixton.

The gameplay of *Jet Set Radio* can only be described as a mix between *Crazy Taxi*, *Tony*

*Hawk's Pro Skater* and *Etch-A-Sketch* and just like *Crazy Taxi*, the game is set in a thriving, totally interactive and graphically awesome city. As you dash between your 'jobs' you can pull off all the crazy tricks that you'd expect to see in *Tony Hawk's*, so you can imagine just how much fun this game is going to be to play!

In terms of features, *Jet Set Radio* offers over ten different characters and over five levels to skate around causing as much chaos as possible. All look fantastic and come with some of the coolest music you're likely to find in a videogame, as well as totally mad gameplay, *Jet Set Radio* is on the fast track to success.



"Skate around causing as much chaos as you see fit!"



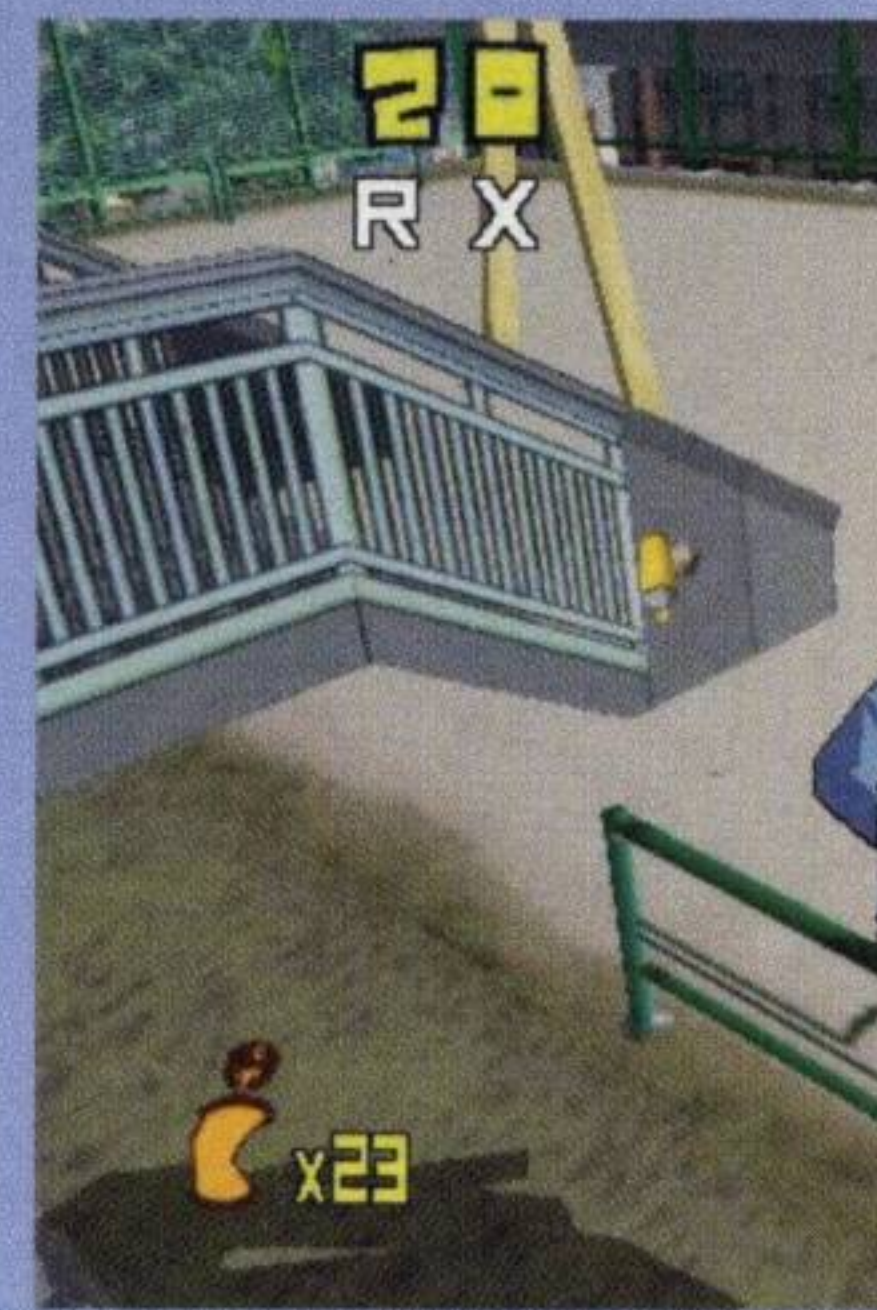
## The Artists

> There's loads of characters in the game with mad names including Beat, Gum, Combo, Code, Nuts, Yo Yo and Plug. They all have different skills and strengths meaning that there will be someone for everyone.



## SKATING THE STREETS

> If you thought that *Tony Hawk's Pro Skateboarding* was going to be the only game where you could pull off some cool skating moves then you're wrong. *Jet Set Radio* gives you the opportunity to perform all the cool grinds, jumps and other moves that you'd expect from a specialist skating game.







# Quake In Your Boots

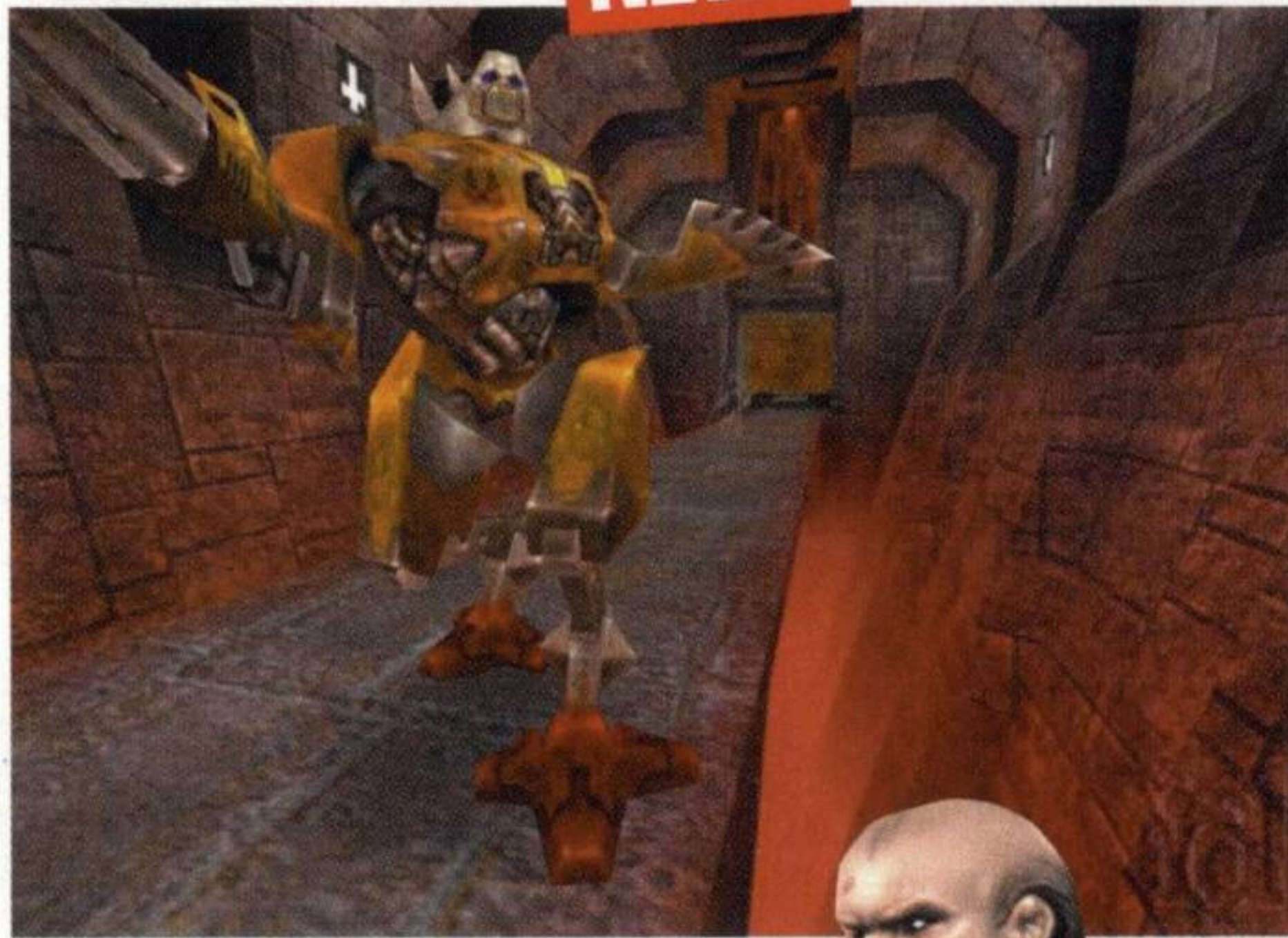
Quake III Arena confirmed at last!

**NEWS**

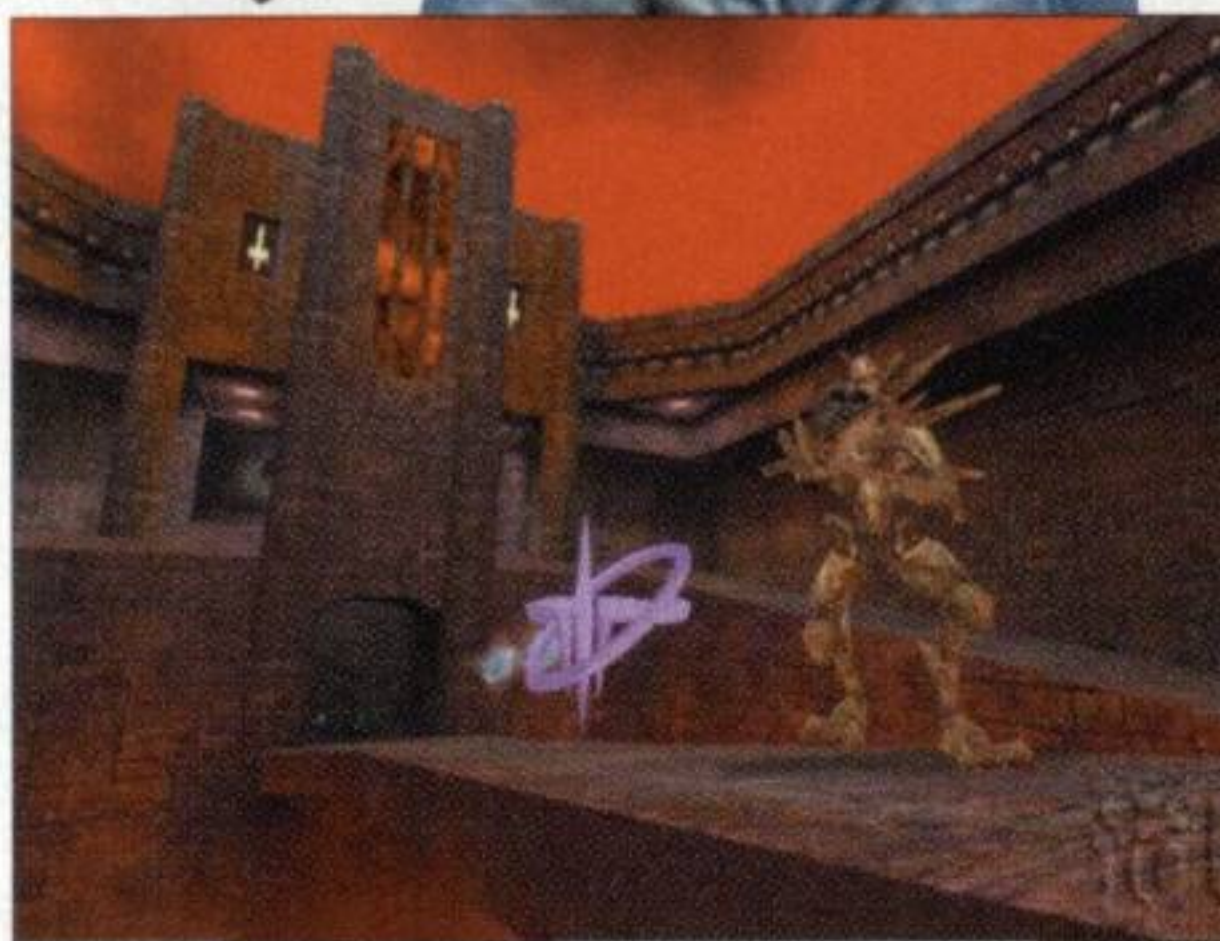
As if bringing huge PC titles like *Black And White* and *Half-Life* to the Dreamcast wasn't enough, Sega has gone and done it again. Even though we've said it was going to happen millions of times in past issues, we've finally been told what we want to hear... *Quake III Arena* is coming to the Dreamcast! At last!

Obviously, this is the best thing that could have happened for Sega. After all, what better game to bring to a machine that has such potential in the online gaming market? We know for certain that id Software is planning to take full advantage of the Dreamcast's online features, even going so far as to make it possible for DC and PC owners to play against each other! Talk about amazing!

Aside from this, very little info is known about the game



at the moment. Rest assured though – as soon as we find anything else out, you'll find out too! Watch this space for more details...

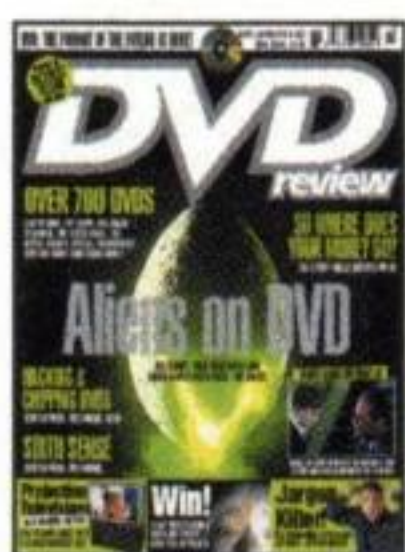


## Also Available From Paragon Publishing

### DVD Review

ISSN: 1466-593X

Hope you're not easily scared, because *DVD Review 12* features some of the finest bone-chillers ever made! As well as the *Alien* box set, we also review *The Sixth Sense*, *The Blair Witch Project*, *John Carpenter's Vampires* and – eek! – the terror that is *Runaway Bride!*



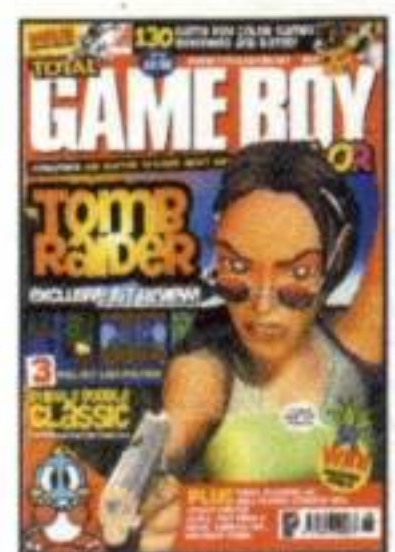
ISSUE > 12

£3.99

### Total Game Boy Color

ISSN: 1464-5909

Things are taking off in *Game Boy Color* this month as *Lara Croft* makes her debut on the hand-held. Sweaty palms for all! And if that isn't enough for you there's reviews of *Rainbow Six*, *Test Drive 6*, *Carmageddon* and *Bubble Bobble*. What more could you want?



ISSUE > 8

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### Dreamcast Solutions

ISSN: 1466-2390

It's been a long time coming but finally issue 4 has arrived! If you're stuck on *Tomb Raider 4*, *Soul Reaver*, *Rayman 2* or *MDK2* then you'll want to pick up a copy because we've got full guides for all four games! With tips for *Slave Zero* too, you can't miss it!



ISSUE > 4

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Sega Bass Fishing

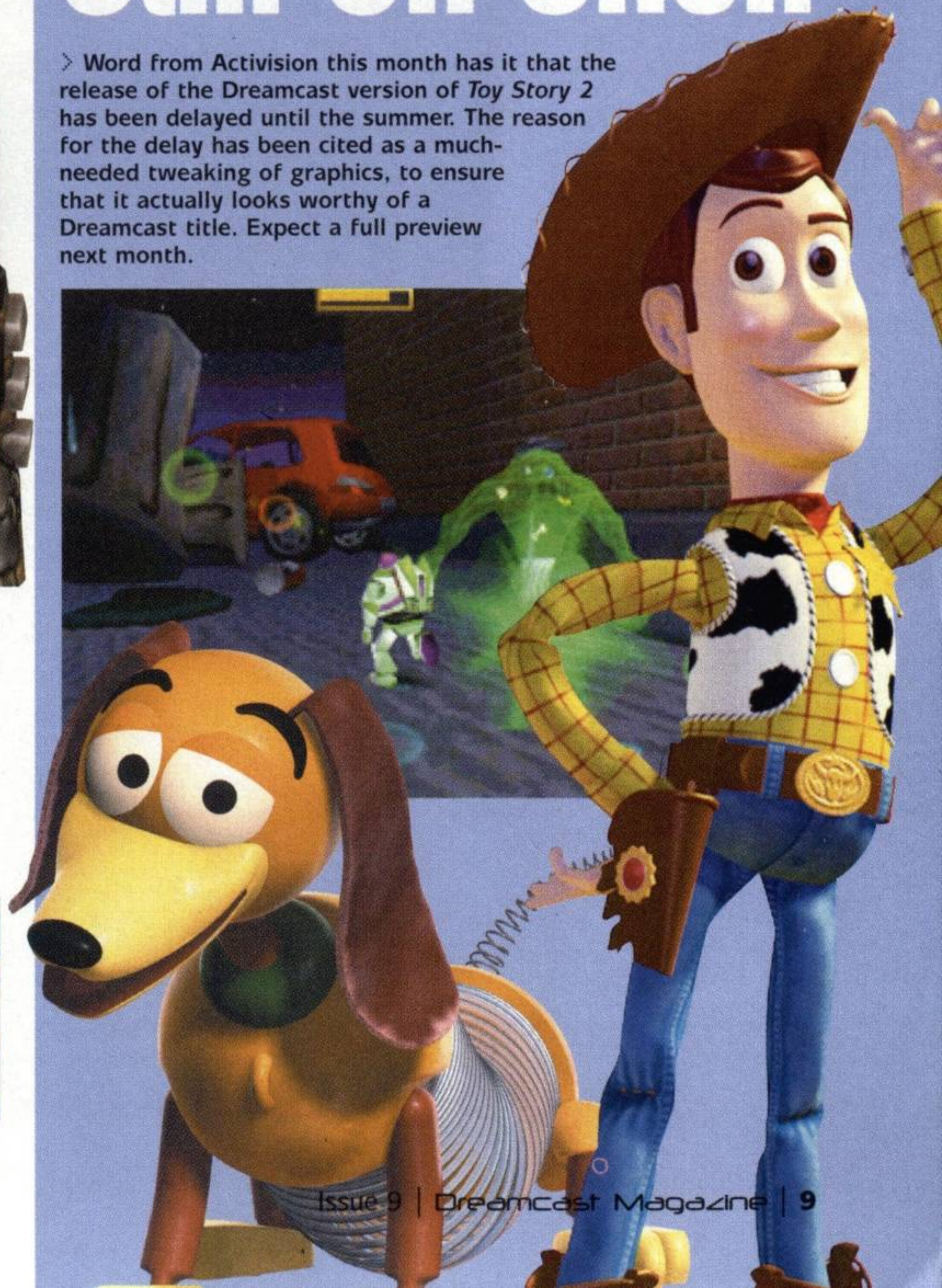
## Dreamcast Charts

> *Crazy Taxi* flies back up the charts now that supplies have been replenished. Even so, *Sega Bass Fishing* has stormed into pole position now that Sega has finally managed to release it.

This month	Last month	Game	Publisher	DM score
1	–	Sega Bass Fishing	Sega	80%
2	9	Crazy Taxi	Sega	94%
3	–	Resident Evil 2	Virgin	73%
4	1	Tomb Raider 4: Last Revelation	Eidos	88%
5	2	Rayman 2: The Great Escape	Ubisoft	92%
6	–	Red Dog	Sega	85%
7	–	Jojo's Bizarre Adventure	Virgin	71%
8	3	Soul Reaver: Legacy Of Kain	Eidos	90%
9	–	Slave Zero	Infogrames	70%
10	4	Virtua Striker 2 v2000.1	Sega	78%

## Toy Story 2 Still On Shelf

> Word from Activision this month has it that the release of the Dreamcast version of *Toy Story 2* has been delayed until the summer. The reason for the delay has been cited as a much-needed tweaking of graphics, to ensure that it actually looks worthy of a Dreamcast title. Expect a full preview next month.







**PREVIEW**

# Super Magnetic Neo

## Crave's new platformer – is it the one?

As you may be able to judge from the odd-sounding title, *Super Magnetic Neo* is certainly one of the most original games we've seen in a long while. At first glance, you could be forgiven for thinking that it was just another *Crash Bandicoot* rip-off, where you run into the screen, collecting coins and killing the bad guys... but you'd be wrong. True, it does incorporate various forms of the usual platformer fare but the way it makes you think is like nothing you've ever experienced before...

Taking the role of Neo, it's your job to stop the evil Pinki

from doing something rather nasty – God knows what it might be, but seeing as how Pinki is a mouse costume-wearing baby girl, you know it can't be good. Anyhow, getting through the various worlds before you is a little tougher than just running from A to B; if you think 'magnets', you'll get the right idea. By using Neo's different magnets (North and South, obviously) on the relevant platforms, you can repel yourself across great chasms or grab hold of items

by attracting yourself towards them. Does that sound incredibly complicated or is it just us?

It's a strange concept to explain but it works surprisingly well. Working out exactly which button to press in different situations is one of those brain-burning tasks but once you get the hang of it, the whole thing becomes second nature. Puzzle fans beware – this is one game that's going to keep you going for a long time when Crave finally decide to unleash it on us in the next few months...

**"It's a strange concept to explain but it works surprisingly well!"**



**1** The game's even more kaleidoscopic than Pen Pen. **2** You only need a basic knowledge of science to work out how the magnets work. **3** Hey, it's your very own desert island, with a palm tree!



**WISH YOU WERE HERE?**

As is the norm for typically cartoon-styled games like this (so that's virtually every Sonic game under the sun then), *Super Magnetic Neo* takes us to a plethora of locations during Neo's quest. Marvel at the sight of the great Egyptian pyramid! Gasp as you slide down those snowy slopes, dodging icicles as you go! Go "Oooh!" when you try to cross the tropical islands and end up falling in the sea! The list goes on...



**information**

Publisher	Crave
Developer	Genki
Players	1
% complete	80%

anticipation rating eighty percent

TBA

**NEWS**

## Sonic Booming

New Sonic game on the horizon?

Rumours flying around this month point towards two new Sonic games and not just one. We already knew about *Sonic 2*, which should be on show at E3, but the new game, tentatively entitled *Sonic Shuffle*, is news to us. According to all reports it's a multiplayer game in a similar vein to *Mario Party* on the N64, hence its highly original name of *Sonic Party*. Hopefully more details will emerge on the game at E3, so expect a full update in next month's issue.



# It's 'Wet Your Pants' Time

## Resident Evil – Code: Veronica is just moments away...

On behalf of everyone at DREAMCAST MAGAZINE and Eidos, we'd like to humbly apologise for keeping you, the Dreamcast-owning public, waiting for so long. Through no fault of its own, Eidos has had virtually every Dreamcast owner out there waiting for months until the time was right. Now though, the waiting is over. Yes, ladies and gentlemen – *Resident Evil – Code: Veronica* is finally coming to a PAL Dreamcast near you. Yes!

Here at DREAMCAST MAGAZINE, we've been wanting to rave on about how good this game is for ages. We had the Japanese version from the moment it hit the shelves. We watched as the American version appeared and was gobbled up immediately by US gamers. Well, now it's our turn – in less than 30 days, you can read our huge first PAL review right here. Whatever you do, don't touch that dial – you know you can't do without it!

**UPDATE**





# Pussy Cat?



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

**Acclaim**  
[www.acclaim.com](http://www.acclaim.com)

**PC**  
**CD-ROM**

  
Dreamcast



> One of the more tantalising rumours going around this month concerns Crave Entertainment and a snow-based racing game. According to rumours the game is called *Sno-Cross Championship Racing* and will feature Yamaha-branded sleds as well as real-life locations and a track editor! Sounds pretty sweet to us, so let's just hope that it's true.



## NEWS

# Dreamcast Goes Off-Road (Again)

## 4x4 Evolution rides onto DC

There's yet more off-road racing action on its way to Dreamcast as Terminal Reality and GOD are set to bring *4x4 Evolution* to the system this summer. The game offers an Internet multiplayer option where up to four Dreamcast users will be able to race against each other online. President of Terminal Reality, Mark Randel, stated that, "*4x4 Evolution* is a very unique game in that it will be the first third-party development game with online capabilities. This online technology supports connections between players using a Sega Dreamcast, Mac or PC versions of the game, thus allowing gamers to compete head-to-head with each other regardless of platform." Whoever said that the racing genre was dead?



## FOUR BY FOURS

> Can't wait until the summer for a bit of 4x4 driving action? Then check out *4Wheel Thunder*, *Buggy Heat* or *V-Rally 2* to satisfy your passion for off-road shenanigans.



## HOT bytes

> We've just got a copy of *Powerstone 2* into the office and we've yet to stop playing and sample the real world for the first time in a week! Unfortunately it came in too late for this issue, but you can rest assured that there'll be a full review in next month's mag!

> When we sent Alex up to London to check out Lionhead's *Black & White* we didn't expect him to come back in a dazed state, gibbering such phrases as, "Awesome. Best game ever... ever." A six-paged feature later and he's still reeling from the experience. Mind you, from what we've seen, we can't blame him.

> When the offer for an exclusive review of *Wacky Races* jumped upon us we were hardly prepared for what was to come. Sure we'd seen the screenshots, but nothing could prepare us for the hours of fun we've had indulging ourselves in this cartoon classic.

## COLD cuts

> Once again we've shot our load early, as the European release of *Dead Or Alive 2* has been put back all the way to August! Where else are we expected to get a fistful of girly action now?

> We're not resentful or anything but Simon's swanning off to Los Angeles for a week in the sun at the start of May, leaving us monkeys towing the line and getting the mag together. At least it'll mean a week of peace, quiet... and no abuse!

> If you remember last month Martin blew up two of our Dreamcasts, so when he sent them off he thought he'd get them chipped too. Great idea you might think. Well, sure enough when they came back they refused to work in colour on our screens, meaning another trip to the vets... doh!

# PC DC PC Games Heading For Dreamcast

We stroke our crystal globes in the hope that these PC gems make it to our favourite little home console...



## DOGS OF WAR

Guilty Parties  
Talonsoft/Silicon Dreams

### What's It All About?

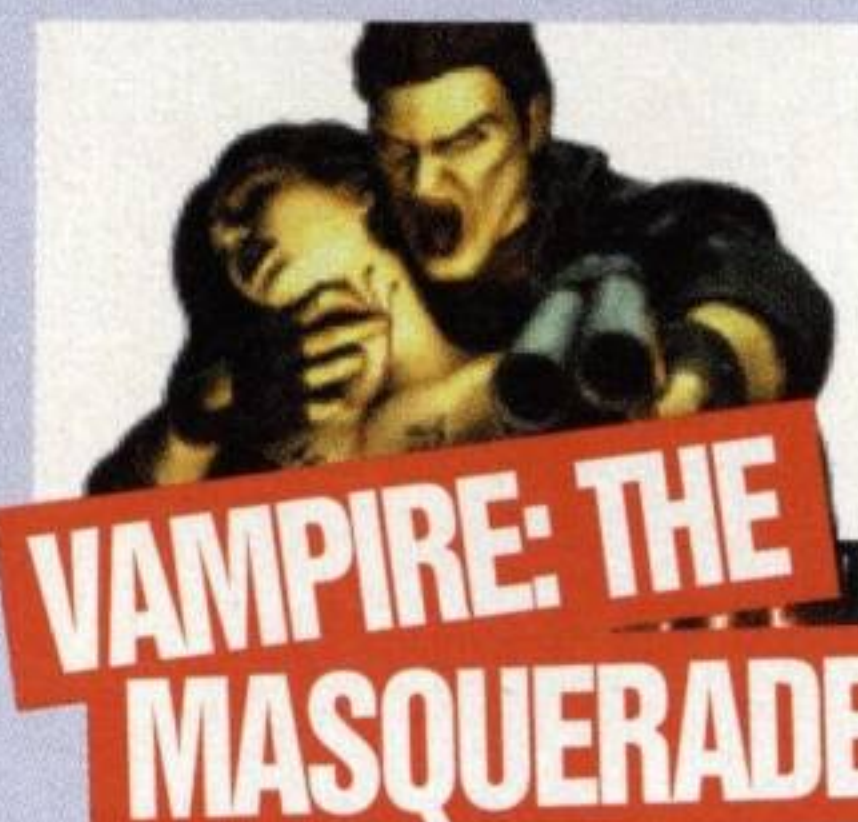
It's war! And it's with dogs! Well, not quite - originally called *WarMonkeys*, *Dogs Of War* is a real-time strategy-based game where you have to conquer alien worlds. You can pick from one of three teams as well; the good guys, the mercenaries or the alien bugs... think 'Starship Troopers: The Game' and you're halfway there...

### When's It Coming?

Due for release on the PC in the very near future, our 'man in the know' tells us that a Dreamcast version is entirely possible - which means that they've (ahem) looked into the possibility of a Dreamcast version already. He wouldn't go into more detail though, even when we made him listen to Steps and gave him a nasty Chinese Burn. What a guy!

### The Bottom Line

One rule - everyone fights, no-one quits. Now go squish some bugs!



## VAMPIRE: THE MASQUERADE

Guilty Parties  
Activision/Nihilistic

### What's It All About?

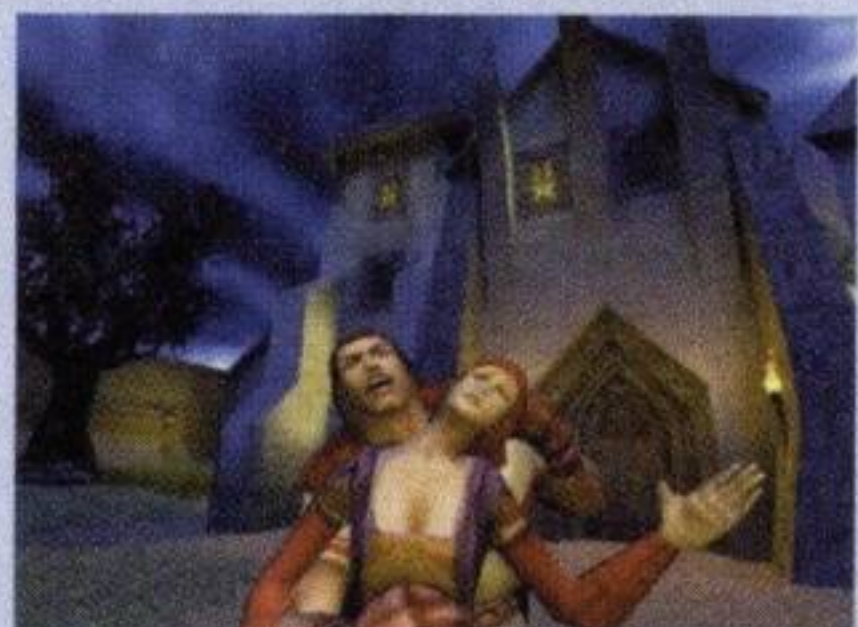
Based on the D&D-style role-playing games, *Vampire: The Masquerade* turns the tables and makes you the bad guy. As a vampire, it's your job to drink some blood, slay some hunters and turn some pretty young ladies while keeping an eye on those other vampires who might have it in for you. Just because you're a nasty baddie, doesn't mean you're the only one...

### When's It Coming?

The PC version is coming along rather nicely and should be coming out in the near future. Rumours of a Dreamcast version have been circulating for ages, despite things going a bit quiet recently. Still, the multiplayer mode would work fantastically on the old DC...

### The Bottom Line

One freshly-slain maiden to go please - hold the garlic.





# HELL-CAT!



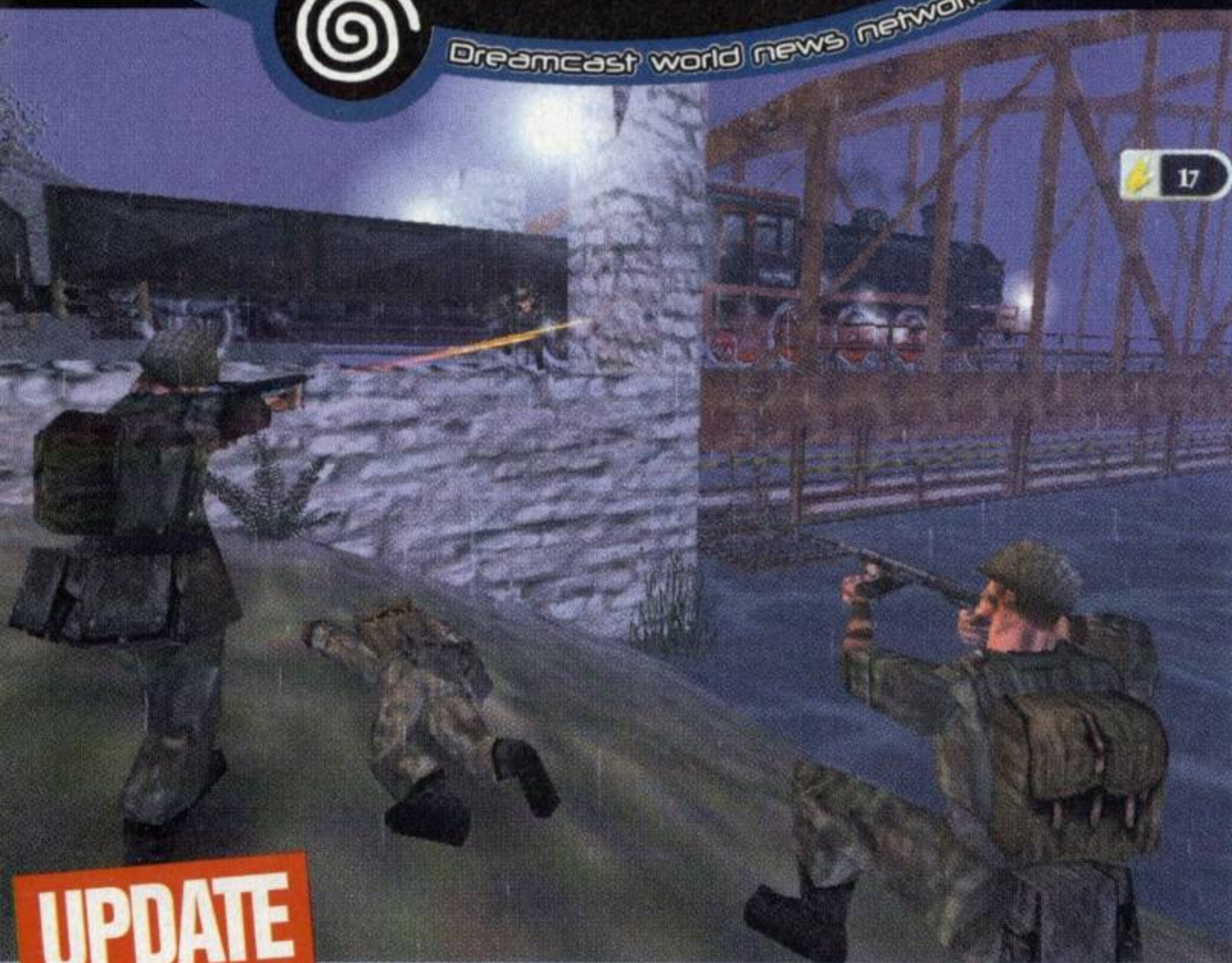
**Acclaim**  
www.acclaim.com



**PC**  
**CD-ROM**







**UPDATE**

## Guns At The Ready

### Hidden & Dangerous looking dangerous

A couple of months back we brought you news of Liquid Dreams' World War II epic and PC smash, *Hidden & Dangerous*, coming to Dreamcast. So with a June release fast approaching we thought we'd take a trip up to Take 2 Interactive to see how it was getting along – and man were we impressed!

Although the version of the game that we had a crack at was still relatively early in production it nonetheless looked pretty swish to say the least.

We certainly can't wait till it's released now since our appetites have been so tantalisingly whetted, but I guess we'll just have to sit and twiddle our thumbs along with you lot for now. Expect a full review in the next couple of months or so, and in the meantime, get polishing those guns!



**NEWS**



## Going Down

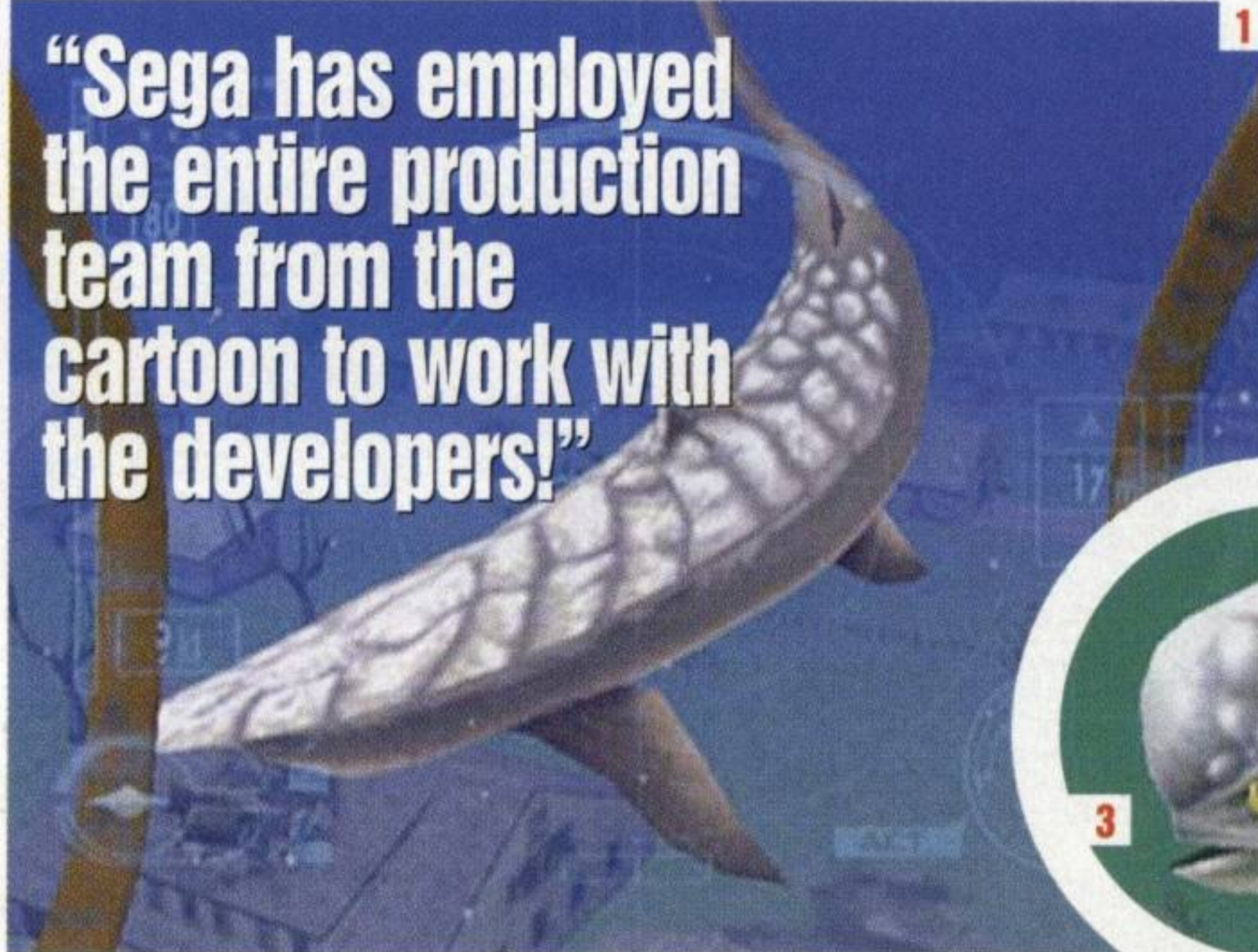
### Blue Submarine No.6 details revealed

Last month we brought you news of a game based on the Japanese animé series *Blue Submarine No.6: Time & Tide*, but now we can go one better and reveal some screenshots and details of the upcoming Sega game. The game is being described as an 'ocean salvage adventure', a whole new genre that Sega has cooked up for the game, where you must scour the ocean floors searching for various items and any other goodies that you might be able to use as currency.

To ensure that the game remains faithful to the Japanese animé series, Sega has employed the entire production team from the cartoon to work with the developers – now if that's not what you call attention to detail then we don't know what is. In the meantime, check out these latest screenshots and start practicing your diving skills – you're gonna need them.

### It's A Fishy Business

Judging by these screenshots it doesn't look as if *Blue Submarine* will just be about scouring the ocean floors for treasures. Check out the size of these really ugly looking fish! They're looking hungry and here's betting that you're on the main menu.



"Sega has employed the entire production team from the cartoon to work with the developers!"

1



2



3

[1] Even in your submarine you're hardly safe from sharks this big! [2] The ocean depths are full of weird fishes, so avoid them when scavenging for treasure. [3] My God, it's Simon Phillips first thing in the morning! Scary!

**Dreamcast MOST WANTED**



### Quake III Arena

Finally, it's been confirmed! The mother of all deathmatch games is at last winging its way to your beloved Dreamcast and what's more, you'll be able to play against PC gamers over the Internet as well! This is possibly the best thing that could have happened to the DC – now all we have to do is wait...

### Tony Hawk's Skateboarding

It isn't far away but after playing enough of the game to do a monster preview this month, we can hardly wait for Tony and his chums to arrive on the Dreamcast. This is certainly the best damn skating game we've ever seen... and they've already announced *Tony Hawk's 2* as well! Argh! Brain overload!

### Power Stone 2

Nooooo! It's looking more and more as if the powers on high are conspiring against us – thanks to various shortened deadlines, we didn't get to play *Power Stone 2* this month! Still, that just means that next issue we'll be able to dedicate a whole 20 pages to it, won't we Simon? Err... Simon?

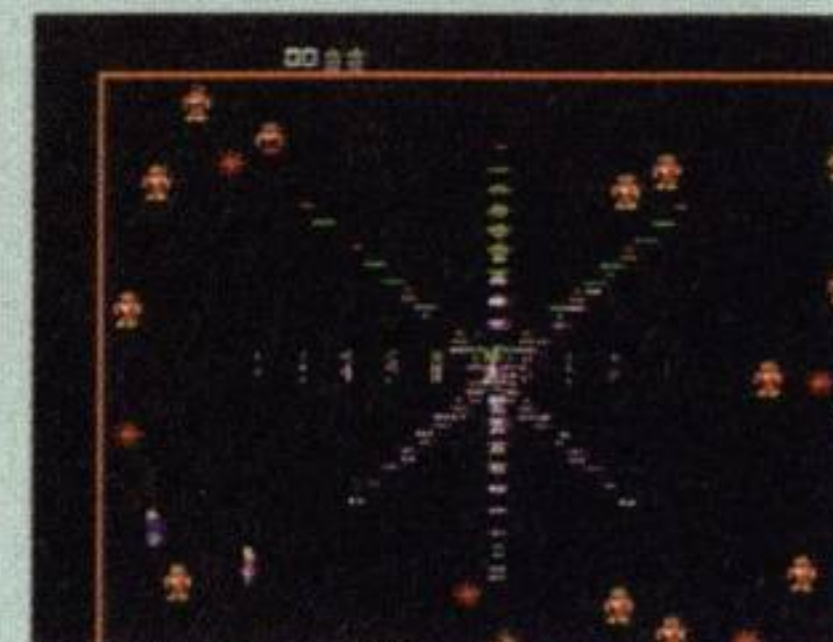
## It's All In The Past

### Midway goes all retro...

Midway confirmed this month that it would be bringing a series of *Midway's Arcade's Greatest Hits* packages to Dreamcast later this year. The first package, which should see a release sometime during the summer, will

include such classics as *Joust*, *Robotron*, *Defender*, *Defender 2*, *Sinistar* and *Bubbles*. The second and third packages will feature, among others, *Spy Hunter*, *Joust 2*, *Splat*, *Moon Patrol*, *720 Skateboarding*, *Road Blasters*, *Paperboy*, *Marble Madness* and best of all, *Gauntlet*. So if you fancy a trip down memory lane you know where to go... we'll be waiting for you.

**NEWS**







**NEWS**

# Telling Tales

## Sega releases details of Napple Tale RPG

As we mentioned last month Sega is on a bit of a roll with the announcement of new games. One such game was *Napple Tale: Arisia In Daydream*, a game that Sega had on display at last month's Tokyo Games Show, but now we can bring you the first gameplay details. The game has two worlds –

one of which is an actual world and one of which is a daydream world – over which the adventures take place. In the real world, time exists as usual but in the daydream world there is no concept of time, meaning that real world concepts and natural laws are violated. According to Sega there will be an overall story

line to the game which will involve a major conflict, as well as plenty of mini-scenarios. Sound weird to you? Us too.

Amusingly enough, Sega has apparently employed a group of women to oversee the game's development so as to make sure that it doesn't exploit women. Oh well, it didn't stop Tecmo producing *Dead Or Alive 2*. Still, it certainly sounds like an interesting title to say the least, so here at Dreamcast Towers, we'll be watching its progress with interest.



## Bad Apples

As with any RPG adventure game you can expect the usual assortment of baddies and end-of-level bosses from *Napple Tale*. Just don't be fooled by their innocent looks and smiles 'cos believe us, they're not as cute as they look!



"It certainly sounds like an interesting title to say the least!"

# It's Really Cool

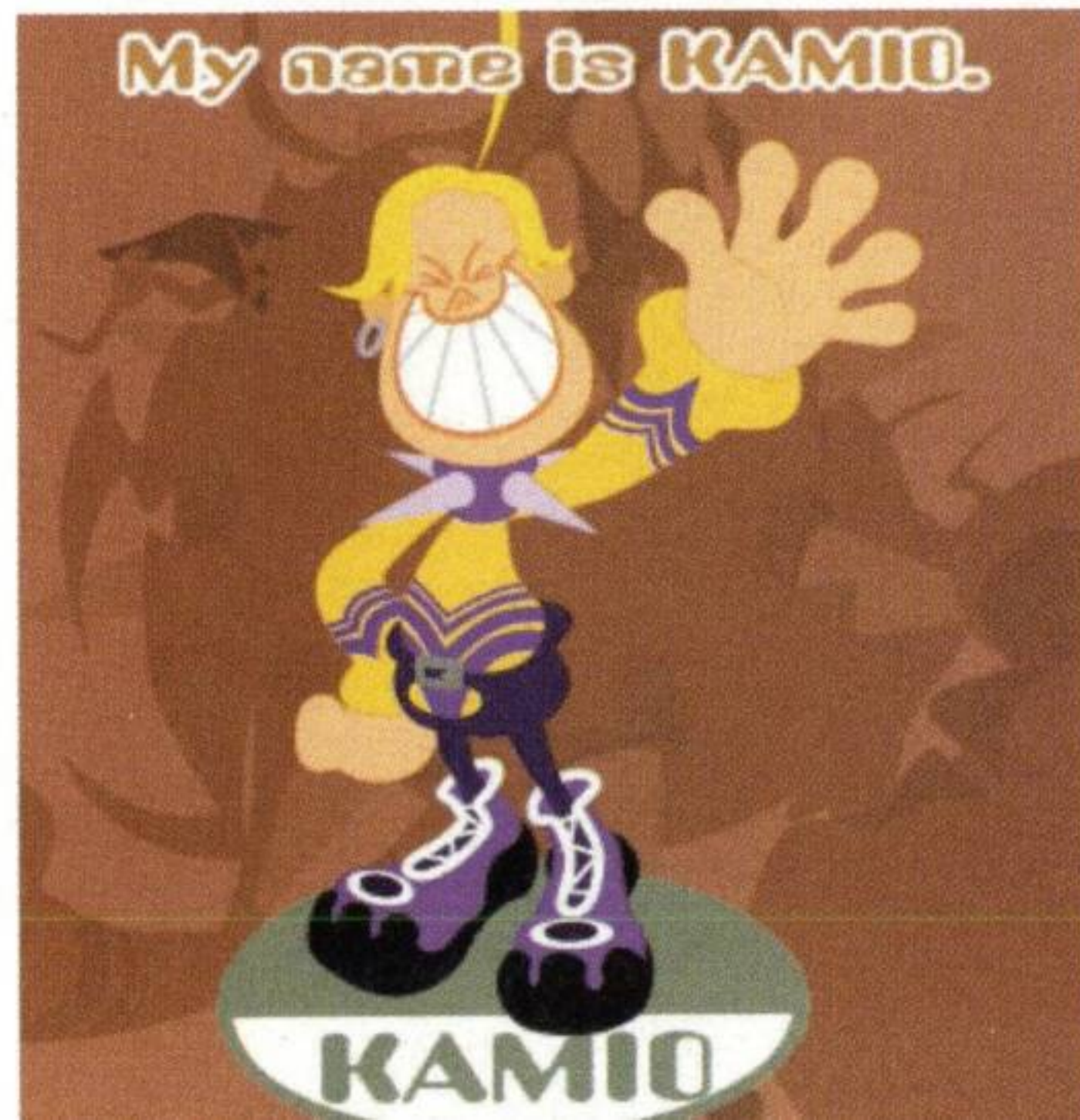
Cool Cool Toon soon

**NEWS**



At last the mystery behind SNK's forthcoming title, *Cool Cool Toon*, is starting to thin as more and more details of the game are slowly revealed. As well as announcing the game's characters, SNK has at last announced some details of the gameplay. There will be two modes of play, the first of which is Flitz, where you must press buttons in conjunction with the picture placed on the

screen, thus making the characters dance along to the music... in other words a bit like *Parappa the Rapper*. The second mode, Notty, involves making music instead of responding to it; you will have to listen to a tune and then re-compose it as accurately as possible. Yet another totally mad Japanese game then.



# Competition

# WIN!



# LG Electronics MP3 Players

The musical revolution is upon us, as downloadable music from the Internet is becoming more and more popular. However, it's all well and good downloading your favourite tunes to the hard-drive of your computer, but what you really want is to be able to do is take them with you. Which is just what LG Electronics' MP3 player allows you to do. Even better is the fact that we've teamed up exclusively with LG Electronics to give you the chance to win one of three of their new MP3 players (worth £170 each) making you the envy of all your friends. To win one of these great prizes simply get your head around this question:

## Q. The Spice Girls or B\*Witched?

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 31 June.

**MP3 For Me**  
**Dreamcast Magazine**  
**Paragon Publishing Ltd**  
**Paragon House**  
**St Peter's Road**  
**Bournemouth**  
**BH1 2JS**

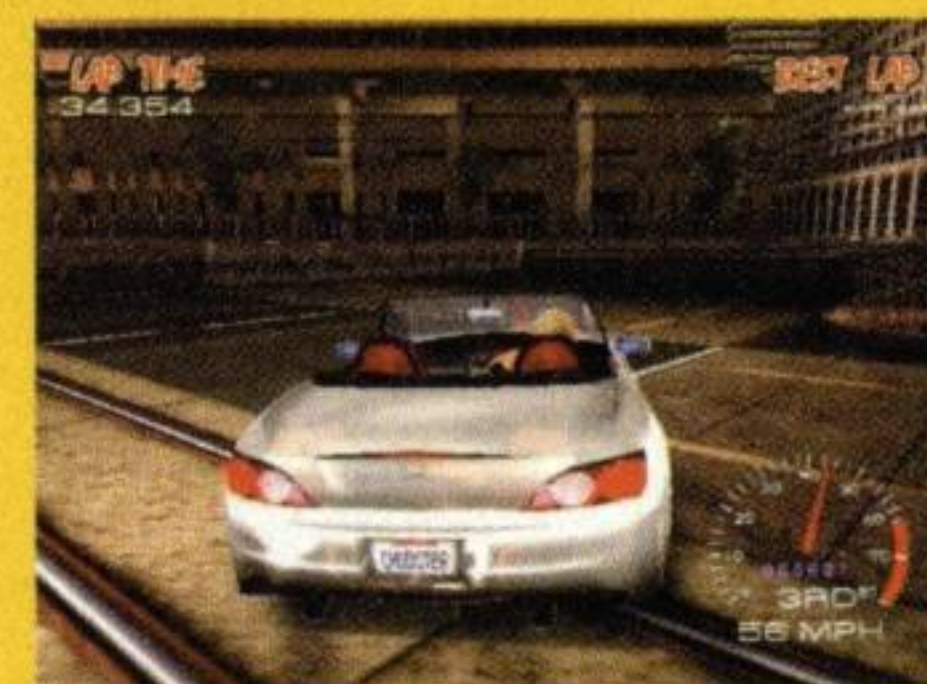
The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors LG Electronics may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

# Spooky Shadows

## Ghost racing For MSR

**UPDATE**

When Bizarre Creations announced that its much-hyped racing game *MSR* would come packaged with some online features, drivers worldwide stopped what they were doing and waited to hear what exactly they would be. Would we at last be able to race against other fanatics half way across the world? 'Fraid not. Instead of online racing, what you're going to get is the so-called 'Online Time Exchange' where you will be able to upload your own times and download other player's times. However, when you download another person's game you will be able to race against their ghost car, so in essence you will still be racing against another 'unknown' player, which sounds nearly as good as real online racing. Expect a full preview of the game in next month's issue.





史上最大の恐怖ゲーム! 謎の湖に封印された悪魔の呪い...

## House Of Horror

NEWS



### Illbleed details released...

> Last month we brought you news of Climax Graphic's follow-up to *Blue Stinger*, the survival horror game *Illbleed*, but now we can bring you further details. The game is set in a haunted house called Illbleed, filled with death traps and monsters, which has been built by a mysterious man called Michael. But here's where the fun starts. He's posted a \$1 million prize for anyone who's stupid enough to go into the house and escape from it alive... and the only way anyone has got out is in a coffin. The game is set to have a couple of neat features, a 'Heart Beat System' and a 'Sense Meter'. All this certainly makes *Illbleed* sound like a pretty cool game, but whether this will be the case remains to be seen.

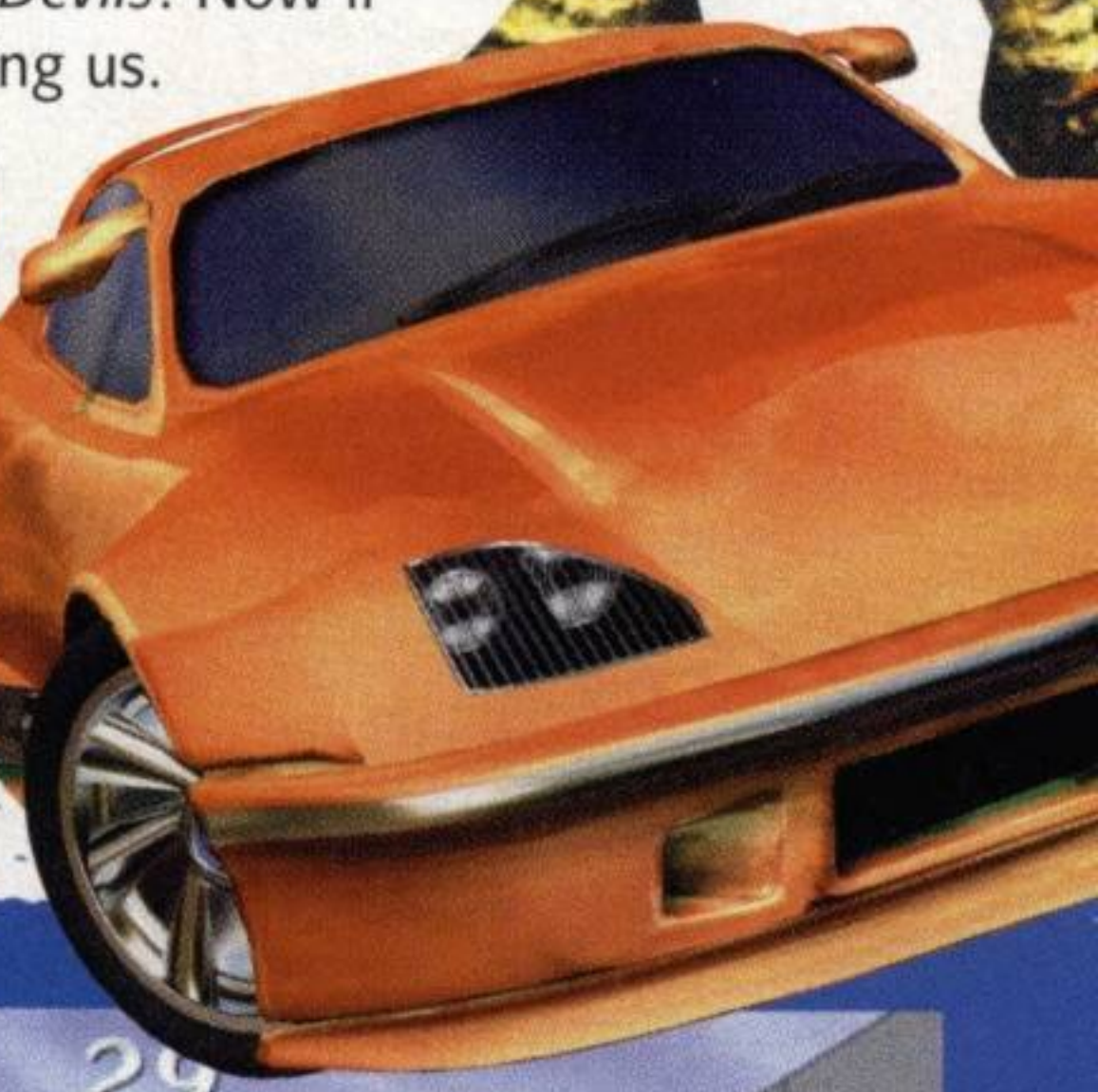
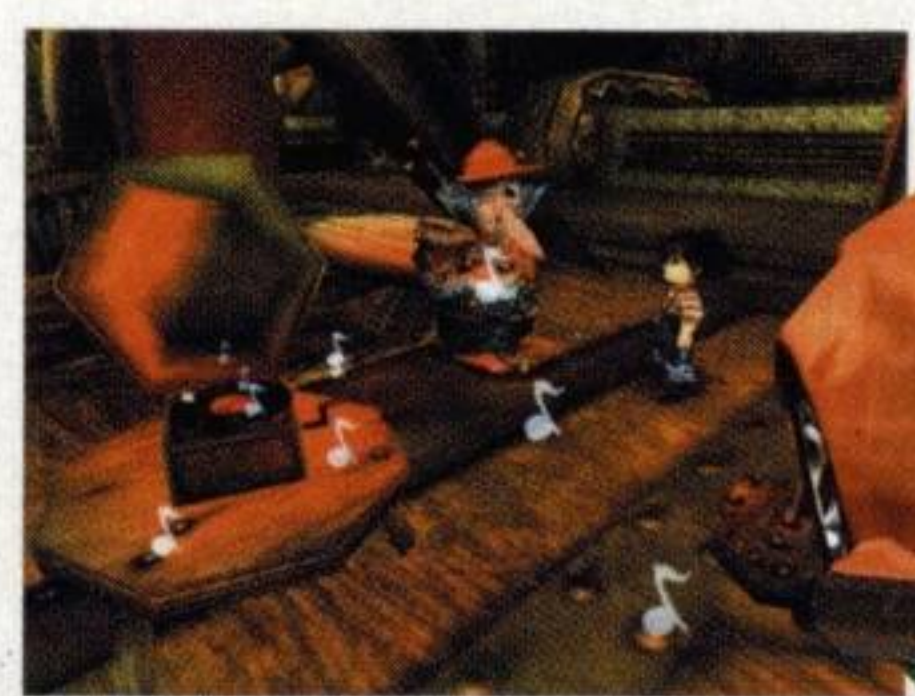


NEWS

## Ubi Snacks!

### Ubi Soft unveils five new titles for Dreamcast

So far French Publisher Ubi Soft has been one of the big third-party publishers to show strong support for Sega and the Dreamcast, and that support looks to be going one step further if recent rumours are to be believed. We already knew that *F1 Championship*, *VIP*, *Stupid Invaders* and *Heroes 3 Might & Magic* are in development for the system, but according to a release list displayed at ebworld.com there are five more titles in the works too. If this list is to be believed the company is working on *POD 2*, a follow up to *POD* on the PC, as well as *Evil Twin*, *Peace Makers* and *Dragon Rider*. Nothing is known of these games, although it is hoped that announcements regarding them will be made at next month's E3 in LA. However, the most exciting title on the list is *Speed Devils 2*, a follow-up to the successful launch title *Speed Devils*. Now if that were true then it'd make a lot of people very happy, including us.



# So Ferrari So Good

## Ten Thrustmaster Ferrari Racing Wheels up for grabs

It's not often that you get a steering wheel peripheral that makes you believe that you really are behind the wheel of a car, but Thrustmaster's Ferrari licensed steering wheel does just that. In a word, it's awesome and we've got ten of them to give away in an exclusive competition. So, if it's the perfect racing experience that you seek, then look no further - answer the following question, slam it on a postcard and get it in the post to us... now!

**Q. What are the names of the two drivers who are driving for the Ferrari F1 team this year?**

When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 31 June.

**I Want To Drive A Ferrari**  
Dreamcast Magazine  
Paragon Publishing Ltd  
Paragon House  
St Peter's Road  
Bournemouth  
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Guillemot/Thrustmaster may not enter. The winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

# WIN!







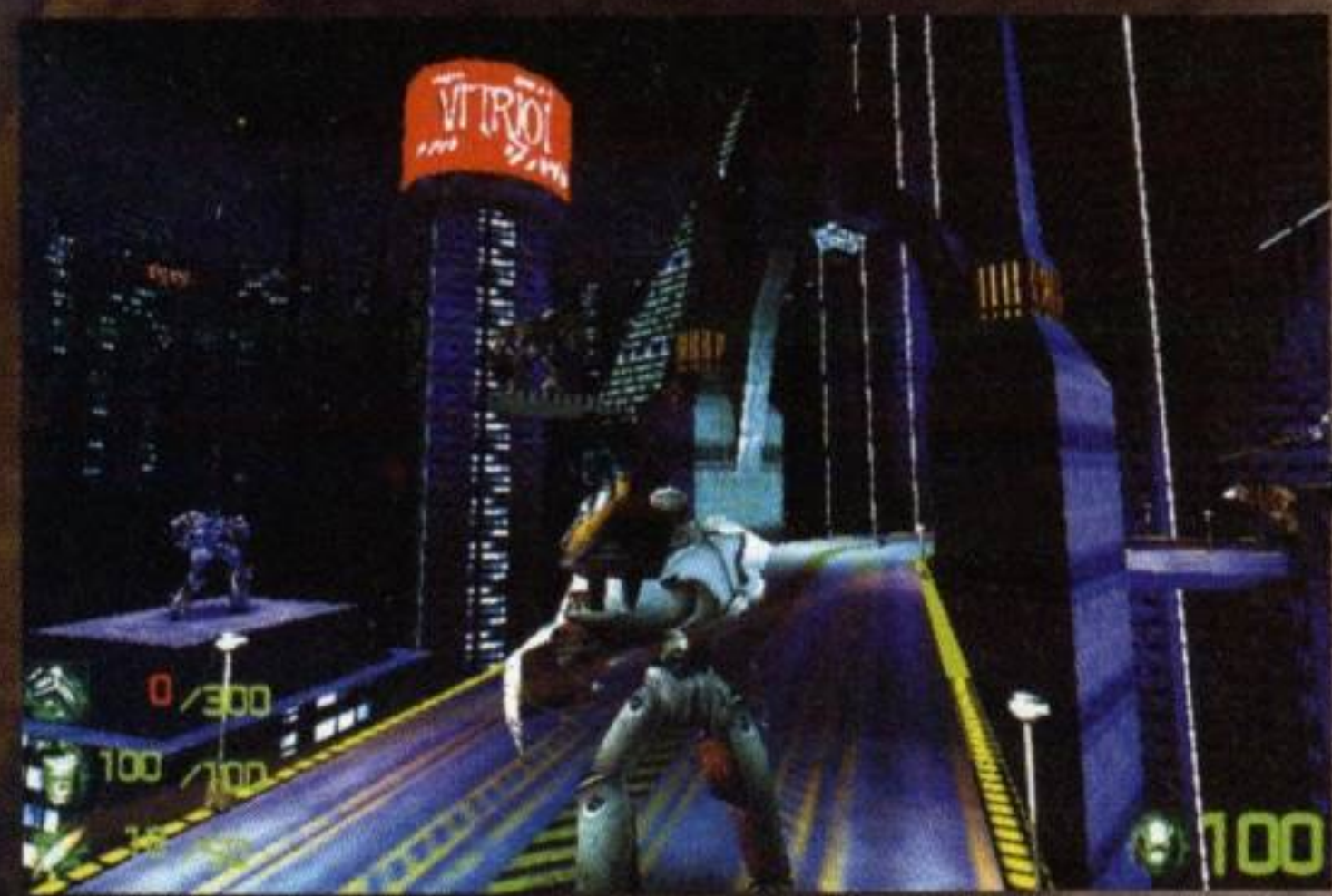
**“... A GAME OF EPIC PROPORTIONS  
...THE GRAPHICS ARE SUPERB...”**

**DREAMCAST MONTHLY 8/10**

**“...A TOP ARCADE TITLE,  
WITH STORMING ACTION...”**

**PC GAMER 82%**

# SOMETHING BIG IS ABOUT TO HIT THE STREETS



# SLAVE ZERO™

**THE NEXT BIG THING**

**16 CITY-SPANNING MISSIONS, CAR CRUSHING, ENVIRONMENTAL INTERACTION,  
RAGING 3D GRAPHICS AND SOUND, BATTLE READY MULTIPLAY MODES**





### It All Goes Bottom Up

> Bottom Up, the Japanese software company who brought us Tee Off Golf over here and Jet Coaster Dream in Japan, declared bankruptcy last month. The rights to the Dreamcast games that it was working on, including Jet Coaster Dream 2, have been sold to another anonymous publisher.

## Software Release Schedules

### UK Release Schedule

Title	Date	Publisher
V-Rally 2	12 May	Infogrames
Chu Chu Rocket!	12 May	Sega
MDK 2	12 May	Virgin
Fur Fighters	26 May	Acclaim
Tony Hawk's Skateboarding	26 May	Crave
Wacky Racers	26 May	Infogrames
Ecco The Dolphin	26 May	Sega
F1	May	Ubi Soft
GTA 2	May	Take 2
South Park Rally	May	Acclaim
Street Fighter Alpha 3	May	Virgin
Stupid Invaders	May	Ubi Soft
Arcatera	June	Ubi Soft
Extreme Sports	Spring	Sega
Hidden & Dangerous	Spring	Take 2
Heroes Of Might & Magic III	Spring	Ubi Soft
Sega GT: Homologation	Spring	Sega
Take The Bullet	Spring	Sega
Major League Soccer	Summer	Konami
Silver	30 Jun	Infogrames
Deep Fighter	June	Ubi Soft
Gauntlet Legends	June	Midway
Resident Evil Code: Veronica	June	Eidos
M-SR	July	Sega
Ultimate Fighting Championship	Autumn	Crave
Independence War 2	Autumn	Infogrames
Space Race	Autumn	Infogrames
San Francisco Rush 2049	Autumn	Midway
Dead Or Alive 2	Autumn	Acclaim
Cyprien	Sept	Ubi Soft
Supreme Snowboarders	Sept	Infogrames
Alone In The Dark 4	3 Nov	Infogrames
Virtua Fighter 4	Late-2000	Sega
Sonic Adventure 2	Xmas 2000	Sega
Donald Duck	Early-2001	Ubi Soft
Animated Batman: Vehicle Adventures	Early-2001	Ubi Soft

### Japanese Release Schedule

Title	Date	Publisher
Bikkuriman 2000	2 May	Sega
Communication Logic Puzzle Battle	11 May	Forty Five
Marionette Company 2	18 May	Microcabin
Kyuen no Kizuna Sairin Shou	18 May	FOG
Dee Dee Planet	18 May	Sega
Sakura Wars 1	25 May	Sega
Innocent Tears	25 May	Global Ent
Bird Cage Kapitel 5	25 May	Sega
Rent-A-Hero	25 May	Sega
Super Runabout	25 May	Climax
M-SR	Spring	Sega
Super Hero Avengers	Spring	Banpresto
Lack Of Love	Spring	Ascii
Pokekano	8 June	TBA
Animaster	15 June	Aki
Iron Storm 3	22 June	Sega
Tokyo Highway Battle 2	22 June	Genki
Roommate Novel: Yuka Satou	29 June	Polystar
Game Of Life	29 June	Takara
Record Of Lodoss War	29 June	ESP
Jet Set Radio	29 June	Sega
StreetFighter III 3rd Strike	29 June	Capcom
Mr Driller	29 June	Namco
Memories Off	June	Kid
Re-Volt	June	Acclaim
Dogu Senki	June	TBA
Bird Cage Kapitel 6	27 July	Sega
Rune Caster	July	TBA
Ring: Legend Of Nibelungen	July	TBA
Cool Cool Toon	July	SNK
Zusar Vasar	July	Real Vision
Sentimental Graffiti 2	July	NEC

### US Release Schedule

Title	Date	Publisher
Space Invaders	2 May	Activision
Arcatera: The Dark Brotherhood	3 May	Ubi Soft
Caesar's Palace 2000	10 May	Interplay
Industrial Spy: Operation Espionage	29 May	UFO
Fur Fighters	May	Acclaim
Gauntlet Legends	May	Midway
StreetFighter III: Double Impact	May	Capcom
Tony Hawk's Pro Skater	May	Crave
Draconus: Cult Of The Wyrn	May	Crave
Arena League Football	May	Midway
StreetFighter Alpha 3	May	Capcom
Tech Romancer	May	Capcom
4Wheel Thunder	May	Midway
Nightmare Creatures 2	May	Konami
Omikron: The Nomad Soul	May	Eidos
Microsoft Combat Flight Simulator	2 June	Konami
Dark Angel	16 June	Metro3D
Midway Arcade Flashback	28 June	Midway
Bust-A-Move 4	June	Acclaim
South Park Rally	June	Acclaim
NFL Quarterback Club 2001	June	Acclaim
Jeremy McGrath Supercross 2000	June	Acclaim
Demolition Racer: No Exit	June	Infogrames
Space Channel 5	June	Sega
Spec Ops: Omega Squad	June	Ripcord
Legend Of The BladeMasters	June	Ripcord
ESPN Baseball Tonight	June	Konami
Toy Story 2	June	Activision
D2	June	Sega
Star Trek: New Worlds	1 July	Interplay
ECW Anarchy Rules	2 Aug	Acclaim
Sydney 2000	2 Aug	Eidos
Armada 2	31 Aug	Metro 3D



UPDATE

# There's Life At Last!

## First Half-Life screens unveiled

Well we might not have been able to bring you the fabled world exclusive preview of the Dreamcast version of Valve's *Half-Life* this month, but at least we've been able to track down some screenshots of the game for you to salivate over. Any worries that the Dreamcast version of the ground-breaking

PC shoot-'em-up wouldn't look as good as the PC version should be wiped away by the looks of these and we think you'll agree with us that they look particularly awesome. With more details and screens being revealed at next month's E3 in LA, you can expect a whole host more next issue. So till then, enjoy!



[1] The subway proves to be a dangerous place. [2] With 20 minutes to go, the bouncers inform you that you have to take your drink to the door. [3] Don't fancy yours much!



## SPOT THE DIFFERENCE

> When we say that these screenshots look every bit as good as the PC version does, we really do mean it. Just compare the Dreamcast shots to these PC shots and you'll see that we're not lying.





**Pop N Music Keeps On Popping**

> One of the most successful series of Dreamcast games over in Japan has been Konami's *Pop N Music* and with the release of the third in the series just around the corner, Konami has already announced a fourth. Geez, those Japanese are crazy.

**EA Dreamcast Bound?**

> Is it possible? Is EA finally going to jump on board with Sega and Dreamcast? It certainly looks to be the case if we're to believe the rumour that a game entitled *Nitro 2000* is set for release on the console round about October time. The game would be WCW branded, but then we only have to ask, do we really want another wrestling game? Still, it's certainly promising news.

# Worms Party Like It's 2000

## New Worms game announced

When Team 17 announced that *Worms Armageddon* would be the final title in the highly successful *Worms* series, it seemed that it was the end of an era. But news filtering in this month is that an online version of the game is to be released later this year going under the title of *Worms World Party*.

The game will allow players from all over the world to battle it out to see who is the true *Worms* champion, with up to six players on each team. Apart from that, the game will also feature a whole bunch of extra features and modes not seen in previous games, including mini-games for the VM unit. Sounds good to us.

### What's A Worm Do?

> As well as WORMPOT, Fortress, Bully and Goliath game modes, over 40 multiplayer missions, world location maps, expanded training modes and an all-new tournament mode there will also be mini-games to play on the VM units and user-definable gravestones and flags. Cool!



**NEWS**

# A-mazing!

## Namco announces game number three

**NEWS**

Last month Namco announced that its second Dreamcast game would be *Mr. Driller* and not *Soul Calibur 2*, and this month the company has gone and announced yet another Dreamcast bound game... and no, it's still not *Soul Calibur 2*. Namco's third game for Sega's console will be none other than *Ms. Pac Man Maze Madness*, the follow up to *Mr. Pac Man's Maze Madness*.

The game will be set in a lush 3-D environment and will feature over 180 mazes, loads of puzzles and a whole bunch of other gameplay features. Undoubtedly one of the best features of the game, however, is going to be the multiplayer mode which will feature three different tournament games and support up to four players. Rather worryingly, though, there are no plans for any network play as of yet, something we can only hope they implement before the game's released in October.



# Robot Wars!

## Win 6 Droid Developer Kits from Lego

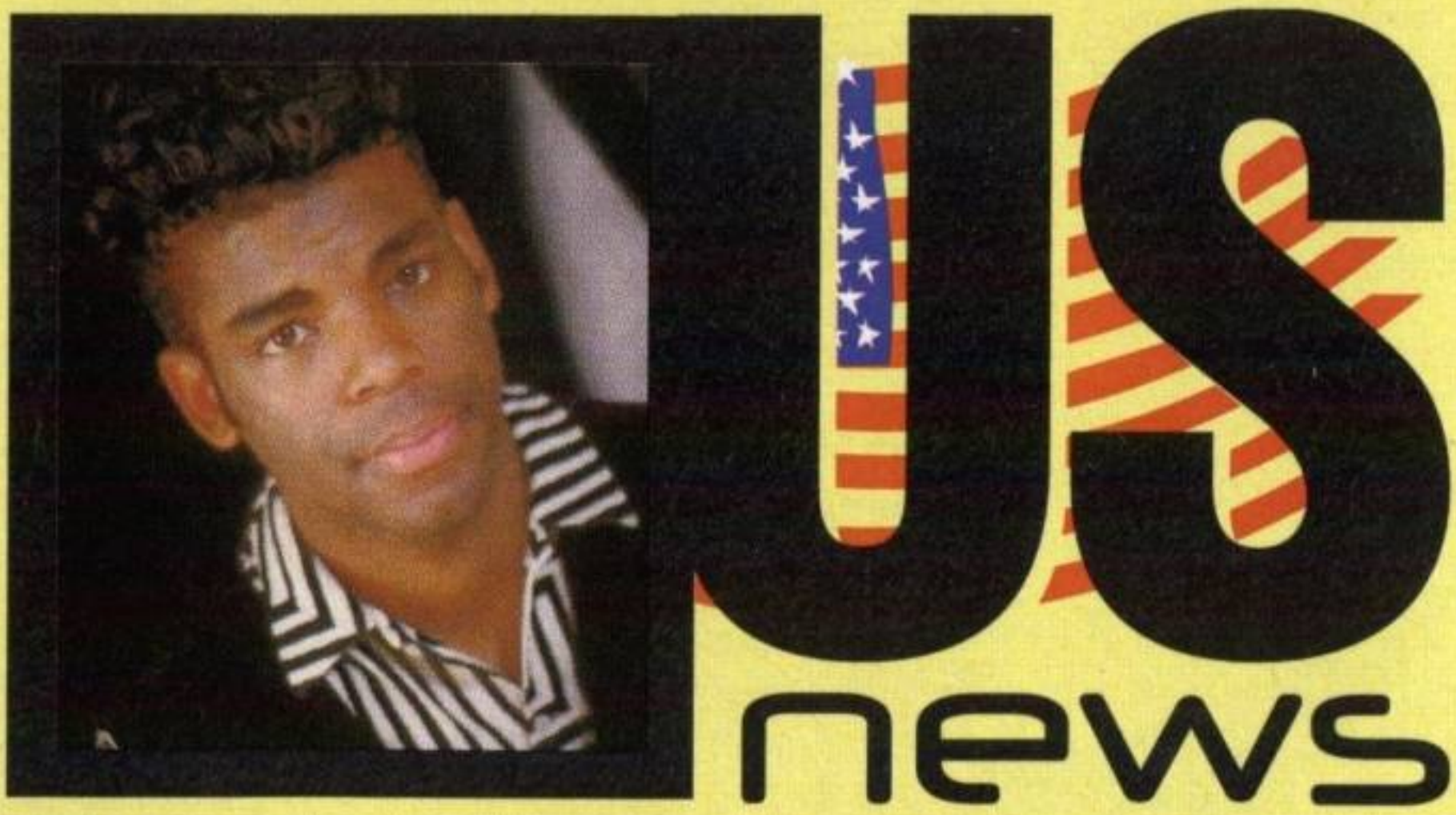
We've all seen how Anakin Skywalker put C3PO together in *The Phantom Menace*, and let's be honest, he made it look pretty goddamn easy. So do you reckon that you could do it? Well here's your chance, as we've got six Droid Developer Kits from the LEGO Mindstorm range to give away to six lucky readers. To win, all you have to do is construct your very own robot (using whatever junk you have about the house) and send it in to us. We'll choose the best six and dish out these top prizes accordingly.

**God Of Creation Competition**  
**Dreamcast Magazine**  
**Paragon Publishing Ltd**  
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Need the hottest info from the United States of Dreamcast? Just ask Dan Francisco – he's the man with the plan!

## Sega Hits The Peaks

➤ **Sega is really pushing the boat out over here in regards**

to its support of the sports scene. Having already supported the NHL Breakout Tour and booked a spot in the Pacific Bell Park baseball stadium, the company has now gone and sponsored AGG Indoor, a snowboarding event in Chicago that's taking place in August. The event will feature a snowboarding quarterpipe competition as well as live music and other sports demonstrations, with a mass of Sega advertising and promotions around the stadium, including a load of Dreamcast demo kiosks. With all this in mind, it looks as if Sega is determined to make the Dreamcast a success stateside, and with two million units already shifted, it looks as if it's doing a pretty good job of it so far.



## Competition

### AirHogs

**AirHogs Planes Up For Grabs**

➤ They might look a little strange but they're fairly ace fun to play with, just as long as you're in a big wide space 'cos they fly a fair old distance (if the wind's right!). We've got five AirHogs to give-away (RRP £21.99) to the lucky readers who can answer this question.

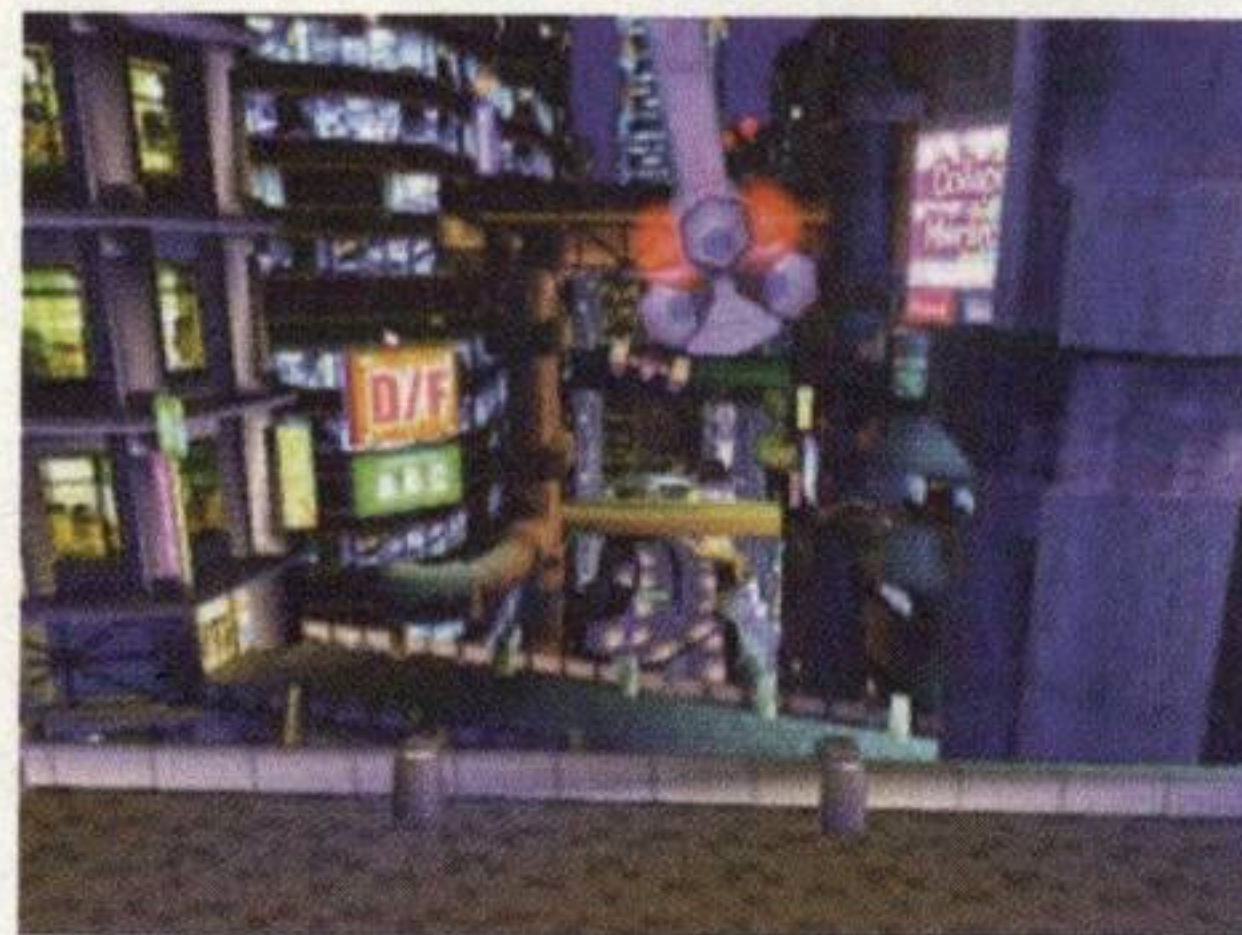
**Q. What was the name of the cop in the hit Eighties show The Dukes Of Hazard?**

When you know the answer (or at least think you do) send it on a postcard headed Flying Pigs Competition to the usual address.

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## Sega Goes Online



➤ Last month bore witness to one of the biggest announcements in gaming history as Sega of America revealed the birth of a new company, Sega.com. The company will be an ISP (Internet Service Provider) in its own right and will be the home of an internet service to be known as SegaNet. This new ISP will have all the features of AOL including chat messaging functions. But what does all this mean for Sega and online gaming? If we were to say a gaming revolution, we wouldn't be far from the truth.

Online gaming is at the heart of this new service with the express aim to make online gaming as fulfilling an experience as it ought be. By dialling into Sega's servers, gamers will have direct access to the Sega network for playing games, thereby optimising the capabilities of the system.

But with so many other ISPs available, is Sega.com going to be worth it? Once again, the answer is a resounding 'Yes'. If you sign up for two years of SegaNet service you will receive a free Dreamcast and keyboard, but if you already own one, you will receive a \$200 cheque from Sega. Thank you very much! The best thing of all, though, is that you don't have to be a Dreamcast user to sign up to the

### Online Games

➤ 12 online games are already expected, including *Quake III*, *NBA2K1*, *NFL2K1* and *Phantasy Star Online*, with plenty more under the 'Rumoured' banner.

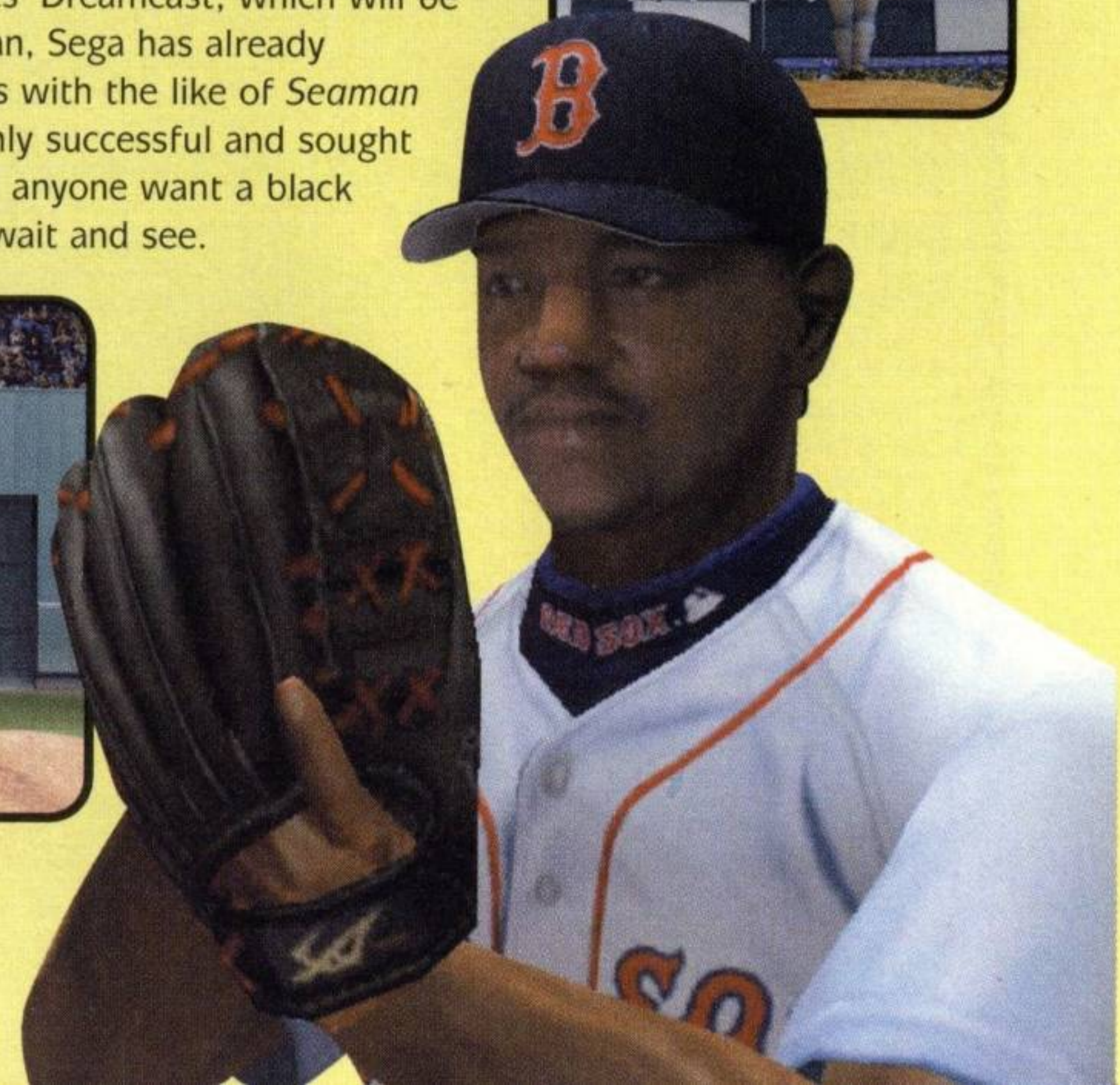
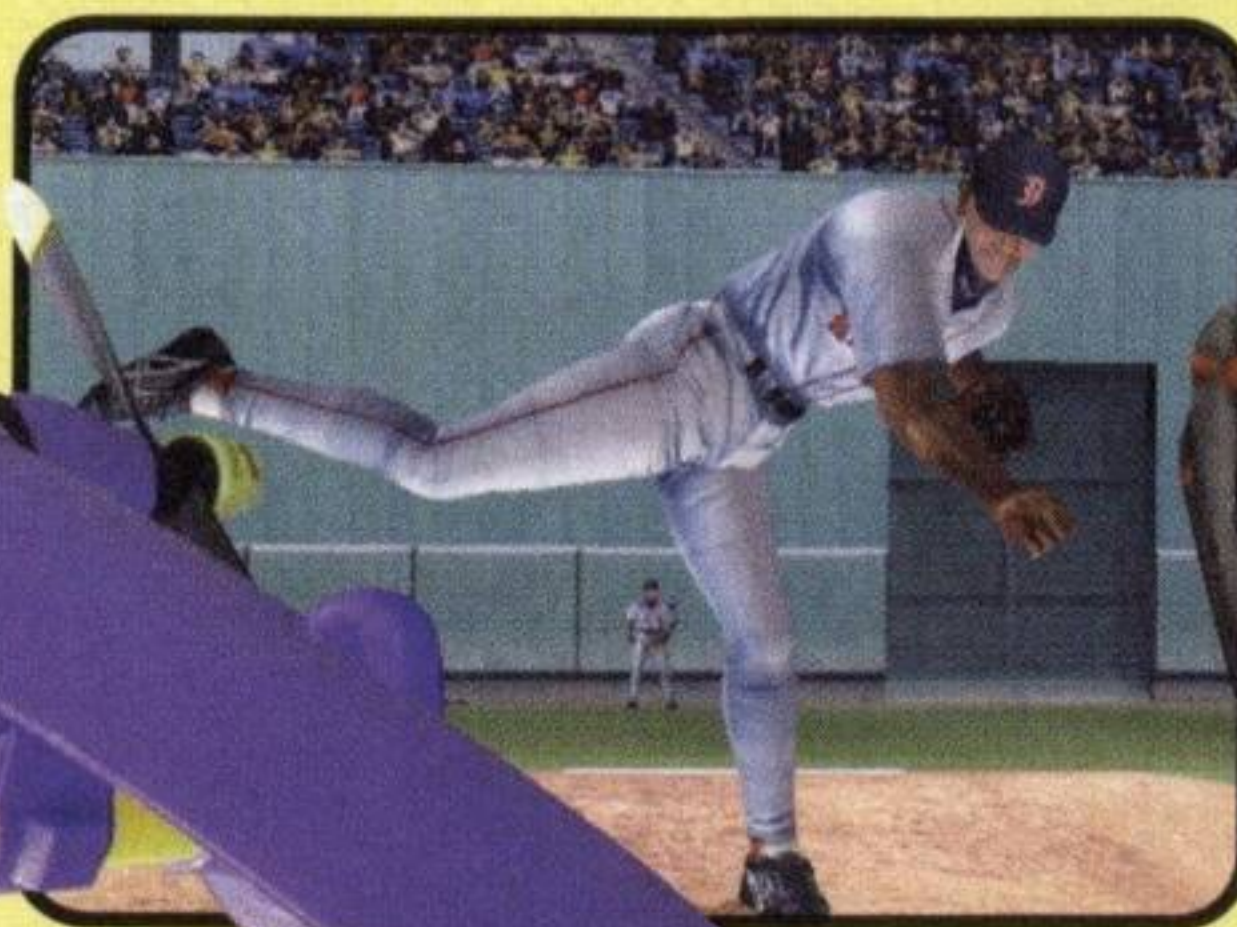
**"If you sign up for two years of SegaNet service you will receive a free Dreamcast and keyboard!"**

network as PC owners can too. Not content just to offer this great deal, Sega.com is also making sure that SegaNet will be faster than any other ISP. What more could you possibly want?



## Sega Sports New Colours

➤ With the Dreamcast, Sega changed its colour scheme for the first time from plain black to plain grey, no doubt in an effort to distance it from the failure of its predecessor, the Saturn. But now Sega of America has announced that it intends to produce a special edition 'Sega Sports' Dreamcast, which will be black in colour, later this year. In Japan, Sega has already released various coloured Dreamcasts with the like of *Seaman* and *Hello Kitty*, which have been highly successful and sought after – but the question remains, will anyone want a black Dreamcast. Guess we'll just have to wait and see.





**Driller Thriller**

> Last month Namco announced that its second Dreamcast game would be *Mr. Driller*, but what it failed to tell us then was that the game would have full network support. Not only will you be able to download extra levels from the Namco Web site, but players will also be able to battle against each other over the Internet.



NEWS  
**Jap**

Konnichiwa! Tomomi Yu, our special Japanese correspondent, reports all the news from the land of the rising sun.

# Dreamcast Goes Mega(Drive)

With Sony boasting how its PlayStation2 will be able to play old PlayStation games, Sega of Japan has now retorted by releasing an official statement in regards to the DreamLibrary. This system will allow Japanese gamers to play hundreds of old Megadrive and PC Engine games on their Dreamcasts – how cool?

But it's not going to be a case of going down the local second-hand shop and buying the games as it's all going to be done over the Internet, so instead of buying a game outright, you will download it and store it on your Dreamcast's VM unit. However, it's still going to cost a bit to download the games, though only a little. According to Sega of Japan, it will cost around 300 Yen (less than two pounds) to download and play a game for two days and will go up accordingly.

If you think there's going to be a shortage of quality games to download then think again as 15 companies, including Capcom,

Namco, Atlus and Sega itself, have agreed to let their games be used. Games that have been rumoured to be making an appearance so far include *Phantasy Star*, *Gain Ground*, *Flicky* and *Puyo Puyo*, although many more games will be available when the system is up and running.

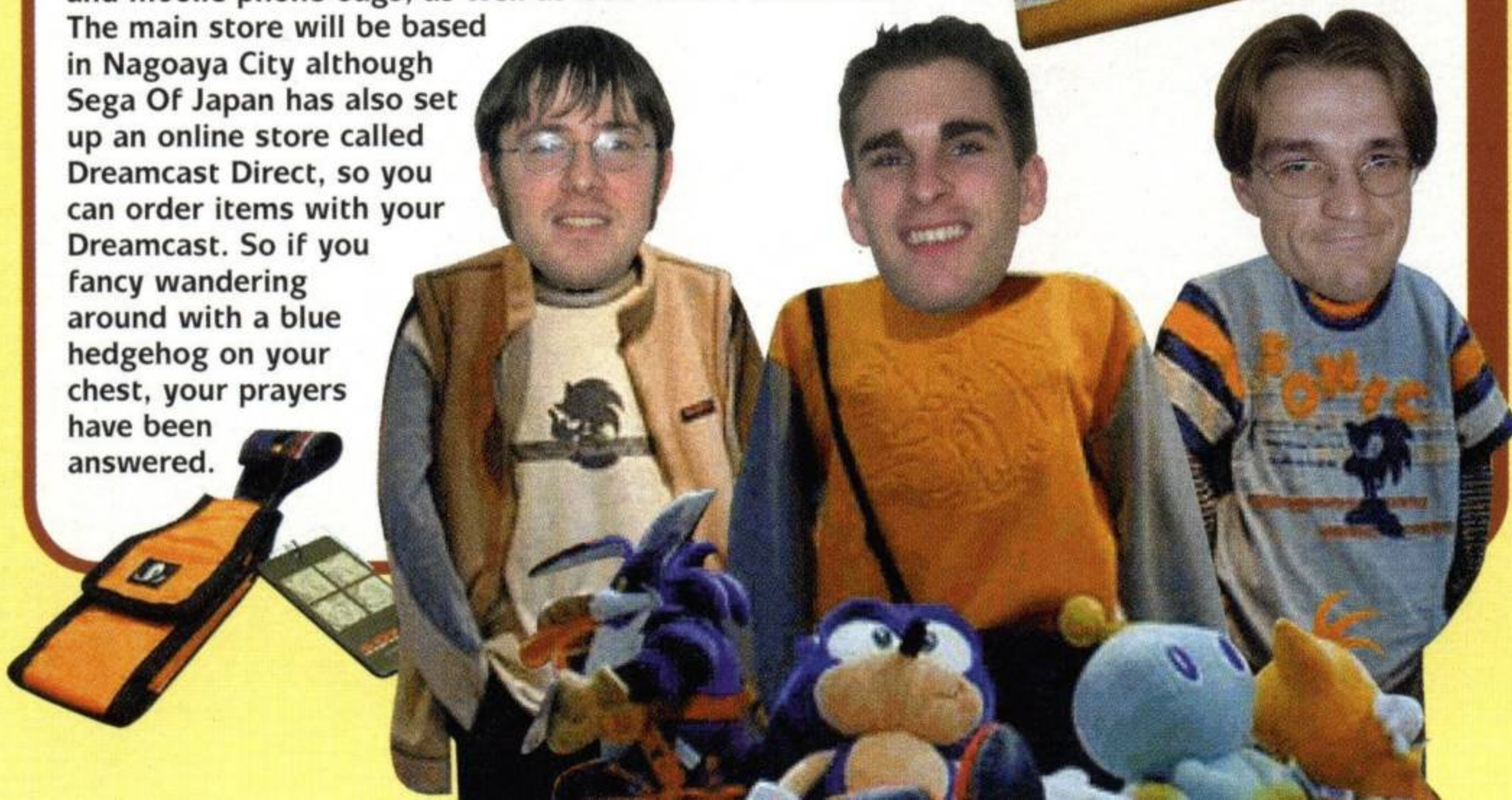
This is indeed ground-breaking stuff from Sega and we can only hope that a similar system is made available in the UK. In the meantime, you might consider emigrating to Japan as the system will be released there along with the latest version of the Dream Passport software at the end of April.



## SONIC TURNS TO FASHION

### Dreamcast team in fashionable clothing shocker!

> It seems that no ground is safe from the all conquering video-games market as now Sega of Japan has launched a brand of clothes called 'Sonic Fashion Project'. What is the world coming to? In addition to a range of clothes splattered with the likes of Sonic and Tails there will also be backpacks and mobile phone bags, as well as God knows what else. The main store will be based in Nagoya City although Sega Of Japan has also set up an online store called Dreamcast Direct, so you can order items with your Dreamcast. So if you fancy wandering around with a blue hedgehog on your chest, your prayers have been answered.



## Import Charts

> What's hot and what's not on Dreamcast in Japan and America? DREAMCAST MAGAZINE has sniffed out each territory's most popular games for your delectation.

### Jap Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	2	Marvel Vs Capcom 2	Capcom	92%
2	-	Jikkyou Powerful Pro Baseball DC Edition	Konami	-
3	-	The Typing Of The Dead	Sega	-
4	-	King Of The Fighters '99: Evolution	SNK	72%
5	5	Crazy Taxi	Sega	94%

### US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	1	Resident Evil – Code: Veronica	Capcom	93%
2	2	Dead Or Alive 2	Tecmo	92%
3	-	Rainbow Six	Majesco	-
4	-	Maken X	Sega	75%
5	-	Star Wars: Racer	Activision	-

## Competition

> With *Alien Legacy* just released on DVD we thought that we'd get together with 20th Century Fox Home Entertainment and give one lucky reader the chance to win the entire boxset on DVD and four runners-up one of the individual films on the same format. To win one of these prizes and to spook up your life, just answer the following question:

**WIN ALIEN DVDS**

**Q. What's the name of the female actress who plays the main role in the Alien films?**



When you think you know the answer, stick it on a postcard headed Alien Infestation to the usual address, making sure that it gets to us no later than 31 June.

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Gotta get back in time... to July 1995. Why? Because that's where we've plucked this issue's look at a bygone age from... it's Sega Pro! Hoorah!

Despite the sun shining brighter than a bright shining... err, thing, *Sega Pro* managed to make it out onto the newsstands everywhere. After all, it's not like any of the team would rather be out in the glorious sunshine when they could be bringing you another issue of the best-selling Sega magazine around, is it guys? Err... guys? GUYS?



### Yesterday's News

The July '95 issue of *Sega Pro* brought you the very latest news from that year's E3 show such as *Mortal Kombat 3* (ooh), the original *Rayman* (ahh) and *StreetFighter: The Movie* (eww). Thankfully, the 'Games Animal' himself, Dave 'Check Out My Bandanna' Perry, went out to the show so that you didn't have to suffer those horrible free hotels, late-night drinking parties and beautiful ladies that LA had to offer...

### Yesterday's Games

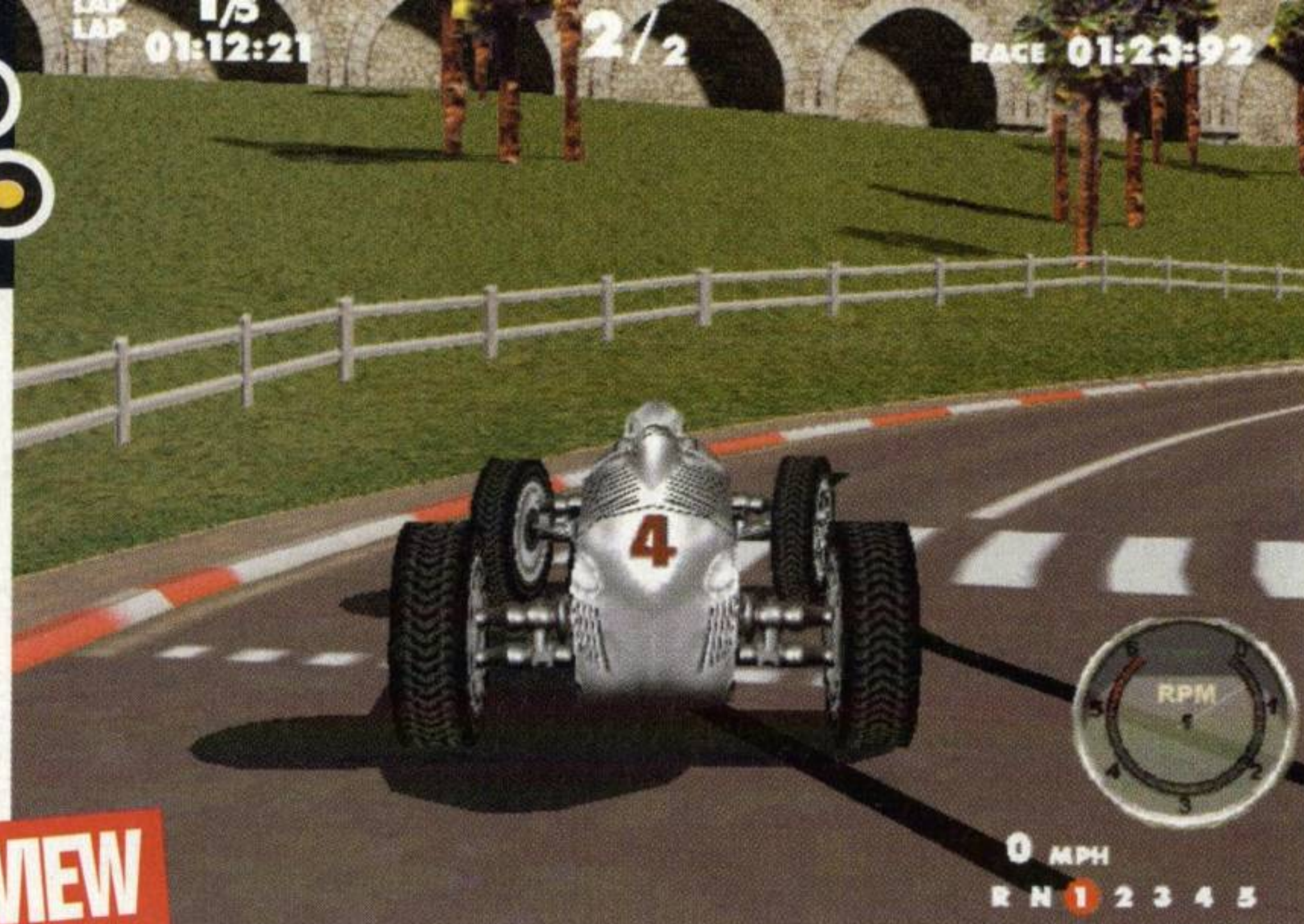
Pulling off another of those famous 'exclusive' reviews that they were so good at, *Sega Pro* managed to bring you the ultimate summer game; *Pete Sampras Tennis '96!* There was also *BrainDead 13* on the Saturn, *Cobra* on the Mega-CD and one other 'surprise' title. Ever heard of *Zero The Kamikaze Squirrel*? Nope, didn't think so.

### Top Of Yesterday's Pops

Rather depressingly, the best games around for Sega in mid-1995 consisted of *Eternal Champions CD*, *Street Racer*, *Virtua Fighter* and *Daytona USA*. We're glad those days are over...



PREVIEW



# Spirit Of Sprint 1937

## The golden age of motor racing!

It might all be hi-tech, fully computerised cars that bomb round tracks at over 200mph nowadays, but it hasn't always been that way. Cue the past. It's 1937 and racing fever is just hitting mainland Europe with anyone who's mad enough jumping into a car, putting his life at risk and driving as fast as possible. The fact that death lay hidden around just about every corner wasn't an issue. Sound like your cup of tea? Then welcome to *Spirit Of Sprint*, a game that looks to re-create that adrenaline-fuelled air while keeping all the flair and speed of the modern sport.

### Whisky Chaser

Well what's the point in that, you might well ask, when we've got the likes of *F1 World GP* to satisfy our need for speed. Good question. *Spirit Of Sprint* is designed to offer more of a challenge, with an emphasis on skill rather than power, as it's damn hard

to control a car that has a three foot wide steering wheel. The game requires you to embark upon a career that will span a Decade Championship, over which time you will progress from rookie to champion... or at least that's the idea. As you race through the years you'll gain more experience and money so that you can continuously upgrade your car. As the years pass, more tracks are built and old ones are updated, so you'll never have a whole season without a new challenge, which is certainly a good thing.

### Speed Devil

However, it's not just championship racing that *Spirit Of Sprint* offers but also Arcade, Single Race and Scenario modes of play, meaning that even if it's just a quick hit of speed that you're in need of, it's not going to be a problem. Just how fast the game is going to be remains a mystery, but it can hardly be as speedy as all the

## TRACK SIDE

*Spirit Of Sprint 1937* will have 15 different courses which have been designed to reflect the type of tracks that were used during the Twenties and Thirties. They come from across the world and include AVUS, Brooklands, the Nurburg-Ring, Monza, Pau, Roosevelt Raceway, Targa Florio, Lasarte and Indianapolis. So, plenty to be getting on with then.

## information

Publisher	Acclaim
Developer	Broadsword Interactive
Players	1
% complete	80%



anticipation rating  
seventy percent



other racing games that are around at the moment due to the restrictions of its era. Nonetheless, it certainly sounds like an interesting title so we'll just have to wait and see how it shapes up.

**"Spirit Of Sprint looks to re-create that adrenaline-fuelled air while keeping all the flair and speed of the modern sport!"**





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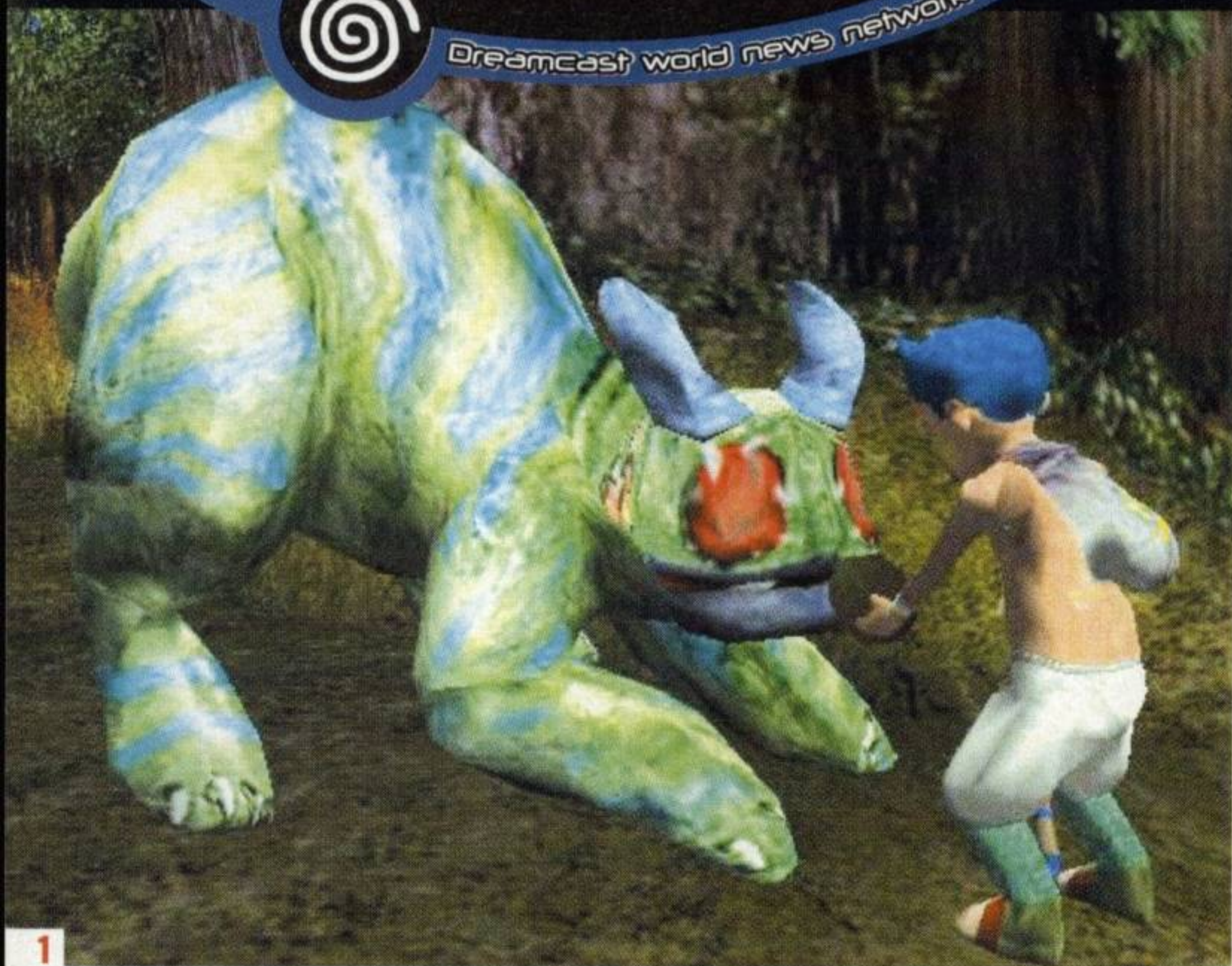
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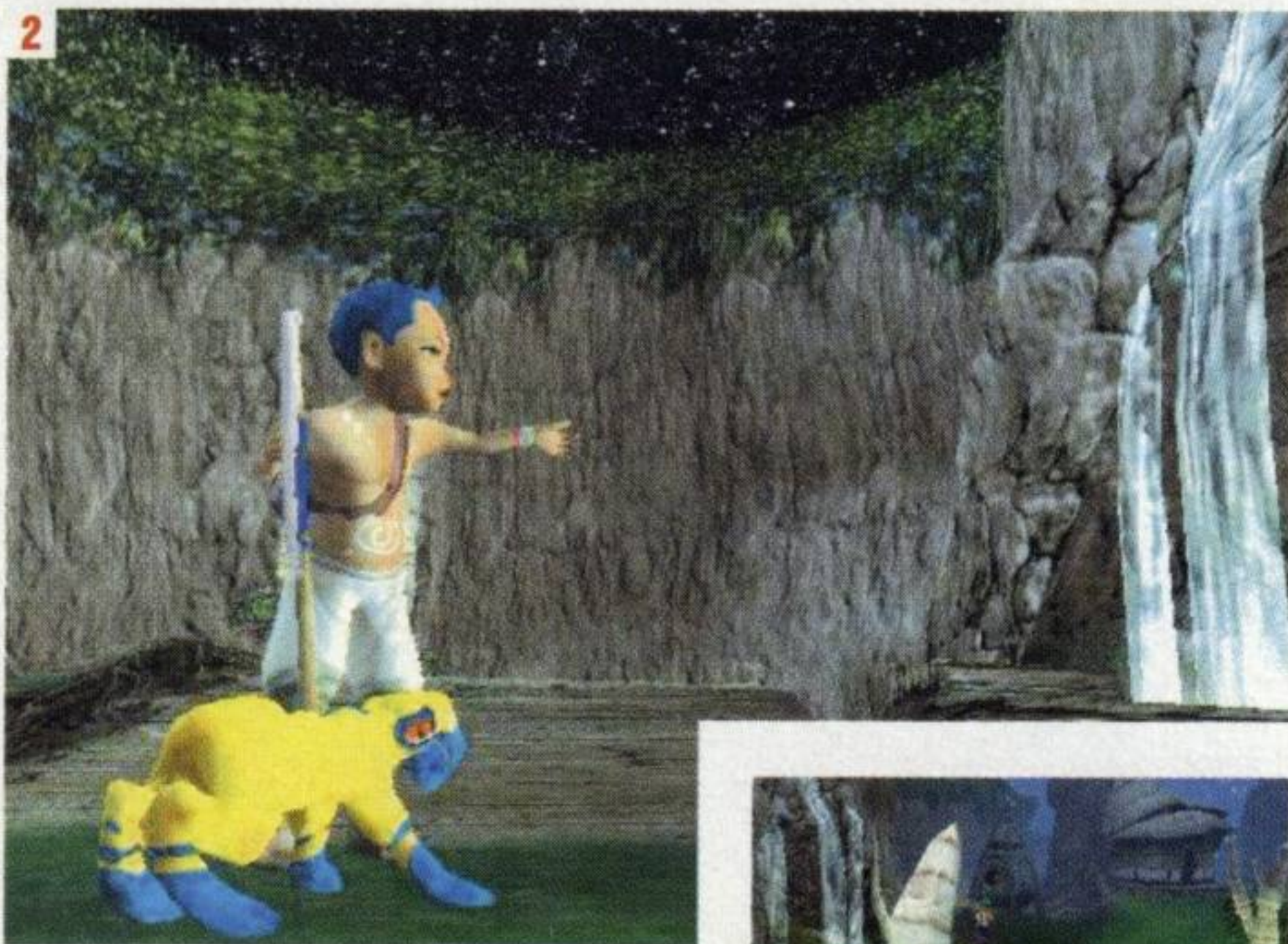


# Quark

FIRST LOOK!



Parallel universes, mysterious animals, adventurous kids – welcome to the world of Quark.



[1] The family pet, Rover, ate them out of house and home. [2] No matter how hard they tried, the custard simply wouldn't wash off. It was time for some desperate measures.



With Quantic Dream's first Dreamcast title, *Omikron: The Nomad Soul*, taking the gamer deep into the future with David Bowie, its follow-up title, the enigmatic sounding *Quark*, looks to take us to another universe altogether. If it's weird, wonderful and totally enchanting that you're after then *Quark* could be the game to satisfy all your whims.

## Animal Magic

The action of *Quark* takes place over two parallel, yet totally contrasting, universes, one of which is a medieval realm full of fantasy and magic while the other is set in a

contemporary, though dilapidated, London town. The game follows the story of the young adventurer Waki and his sister Una; both are trapped in the different dimensions and you must help unravel the mysteries surrounding them. In each of the universes there are a number of strange and bizarre animals which you can control, whose powers you can harness to aid you on your adventures. Una, who is stuck in London, has a dog and a bird to help her out, while Waki has the bizarre creatures of the fairy tale world to accompany him.

The magical fairy tale story bears semblance to *Zelda* on

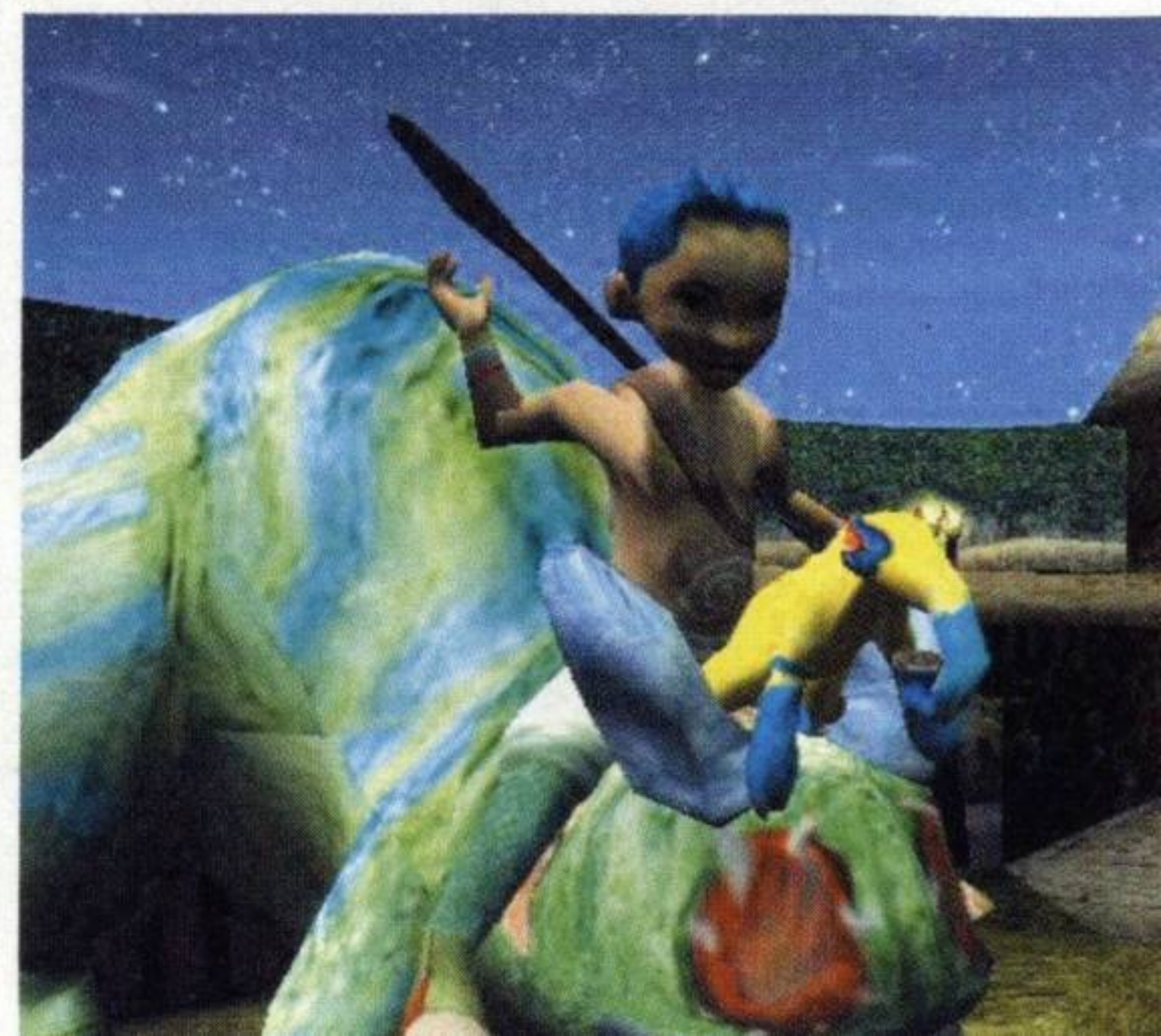
the N64, and graphically the game looks to be in a similar vein too... not that that's a bad thing. However, it's going to be a fair old while until we get to see any more of the game as it's still early on in production, but rest assured that we'll keep you up-to-date. This is one title we're going to follow closely, as it sounds like it's going to be a bit of a blinder.

## information

Publisher	TBA
Developer	Quantic Dream
Players	1
% complete	50%



anticipation rating eighty-five percent



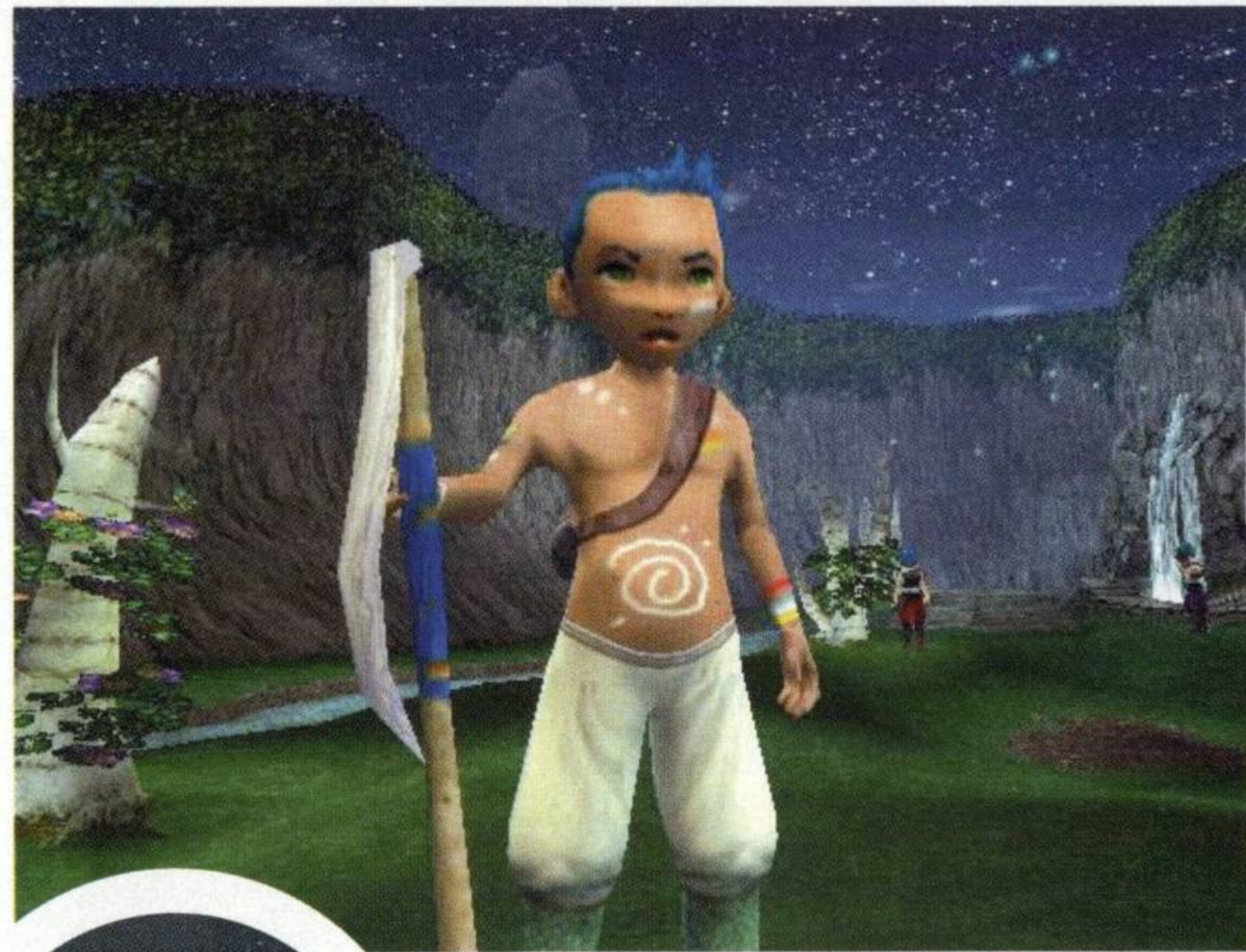


# ARTY FARTY

> Even though the game is still early in development there's a fair amount of concept artwork to help visualise what the end product is going to look like - and we think you'll agree that it's going to be another of those classic Dreamcast games judging by this little lot.



"If it's weird, wonderful and totally enchanting that you're after then Quark could be the game to satisfy all your whims..."



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# femme2femme

## Tekken Tag Tournament Vs Dead or Alive 2 on PS2



Get your ringside seat for the battle of the century! The second wave of PS2 games has arrived, and in it comes two of the most potent fighting forces ever seen. Namco's awesome **Tekken Tag Tournament** takes on Tecmo's bouncy **Dead Or Alive 2**. So which will be crowned the greatest PS2 fighting game?



& N-Gen Racing/Silent Bomber/F1 2000  
Muppet Race Mania/Jedi Power Battles  
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- Cool Boarders Burrn
- Crazy Taxi
- Cueball (Jimmy White 2)
- Daytona USA 2
- Deadly Skies
- Dynamite Cop
- Dynamite Delta
- ECW Hardcore Revolution
- Elemental Gimmick Gear
- Evolution 1, 2
- Expendable
- Fighting Force 2
- Flag To Flag
- Giga Wings
- Hardcore Heat
- House Of The Dead 2
- Hydro Thunder
- Incoming
- Jimmy White 2 Cueball
- Jojo's Bizarre Adventure
- King Of The Fighters
- Dream Match '99
- Marvel Vs Capcom
- Metropolitan Highway Battle
- Millennium Soldier: Expendable
- Monaco Grand Prix
- NBA 2k, Showtime

- NFL 2k, Blitz 2000
- NFL Quarterback Club 2000
- Pop 'N Music
- Powerstone
- Psychic Force 2012
- Resident Evil 2, Code Veronica
- Re-Volt
- Ripin' Riders: Coolboarders Burrn
- Sega Bass Fishing: Get Bass
- Sega Rally 2
- Shadow Man
- Shotoko Highway Battle
- Slave Zero
- Sonic Adventure
- Soul Calibur
- Soul Reaver L.O.K.
- South Park
- Speed Devil
- Star Gladiator 2
- Street Fighter 3, Impact, Alpha
- Super Speed Racing
- Suzuki Alistare Extreme Racing
- Tee Off
- Test Drive 6
- TNN Motorsports Hardcore Heat
- Tokyo Extreme Racer High Way Challenge
- Tomb Raider 4
- Toukon Retsuden 4
- Toy Commander
- Toy Story 2
- Trickstyle
- UEFA Striker
- Vigilante 8: Second Offence
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- Wild Metal
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- Zombie Revenge

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**PREVIEW**

# Nightmare C

**Get ready for the fright of your life!**

It's 1934 and one hundred years have passed since the horrific and blood splattering antics of Adam Crowley in London town. Since then, the world has been free from the nightmare, but now it's back and back with a vengeance. There's more blood, more deaths and more chilling atmospheres than before, making it one terrifying business. Make sure you've got a change of underwear to hand - you're gonna need it!

## The Nightmare Continues

*Nightmare Creatures 2* picks up the story a century after the original game, only this time the action's moved to the streets of Paris, where the killing is even more gruesome than before. But fear not, this isn't your standard horror/survival title à la *Resident Evil* as instead of taking on the role of a hero looking to save the world, you take on the guise of one Herbert Wallace, a deranged psychotic. Having escaped from the cruel experiments of

Adam Crowley, the nefarious and demonic scientist from the first game, Wallace is not a happy bunny (as well as being a little mad in the head) and is after some severe revenge. So it's time for rampaging around the once-serene streets of Paris, causing death and destruction as you hunt down Crowley with the soul ambition of sending him to hell in a ball of fire.

## Lock The Door

In terms of gameplay and graphics, this sequel looks to be far more advanced than the original, with a heavy emphasis on creating an effectively chilling cinematic atmosphere. The detail of the impressively large environments and characters has been improved no end, and you can even see blood dripping down the walls after particularly brutal killings. Not one for the faint-hearted, this game! The characters themselves have a load of new moves and along with some improved gameplay mechanics it looks as if this is going to be one scary beast of a game.



**information**

<b>Publisher</b>	Konami
<b>Developer</b>	Kalisto
<b>Players</b>	1
<b>% complete</b>	80%

anticipation rating seventy percent

Jun





# reatures 2

[1] Getting in at the local nightclub was fraught with problems. [2] The haberdashery had some slim pickings — looks like another season where grey is the 'new' black... [3] Mediation is all very well but a knife gets things done much quicker.



"The killing is even more gruesome than before!"

## Creature Comforts

> You can rest assured that *Nightmare Creatures 2* will have its fair share of nasty looking creatures wandering around the equally dark and foreboding environments. Make sure that you've got a clean pair of pants at hand just in case it comes to the worst.



## Dream Casting

> Attention all you George Lucas wannabes! If you've ever fancied chancing your arm at bringing your favourite games to the big screen then take a leaf out of our book. This month, we attempt to push the script for the biggest blockbuster of them all — *MDK2!*

### The Pitch

Everyone loves sci-fi B-movies, right? Well, that's why 'MDK2: The Movie' is going to be such a big hit at the box office.



Just imagine it — the earth's under threat from a hostile alien force and there's only one man that can stop them... err, actually there's two men and a dog but who's counting? Cue plenty of mad explosion sequences, tongue-in-cheek moments between the good guys and the peak of observational comedy — six-armed dog takes a leak on the evil emperor's leg.

### Kurt Hectic — Ben Affleck

He proved himself as a 'thin Bruce Willis' in the action-packed *Armageddon*, so we reckon Ben's more than enough man to save the world for a second time.



### Max The Dog — Alf

Okay, we know that he's just one of those forgotten Eighties puppet icons from the US but we love him just the same. He's perfect for the wise-cracking six armed dog... despite only having two. Damn.



### Doctor Fluke Hawkins — Christopher Lloyd

After his turn as Doc Emmett Brown in the *Back To The Future* series, how could we pick anyone else to be the crazy, invention-loving creator of the Neoprene suit?



### Zizzy Ballooba — Paul McKenna (Again)

Back by popular demand (because his agent insisted on it) Paul once again takes a prime place among this month's cast. Why? Because of Zizzy's hypnotic stare, that's why. It's not because we like Paul. Honest.



### Shwang Shwing — Barney The Dinosaur

Yes, it's another top children's TV entertainer/puppet. But look closer... make him a bit taller, slap a pair of red sunglasses on his face and... it's him! It's Shwang Shwing!



### The BFB — Prof Stephen Hawking

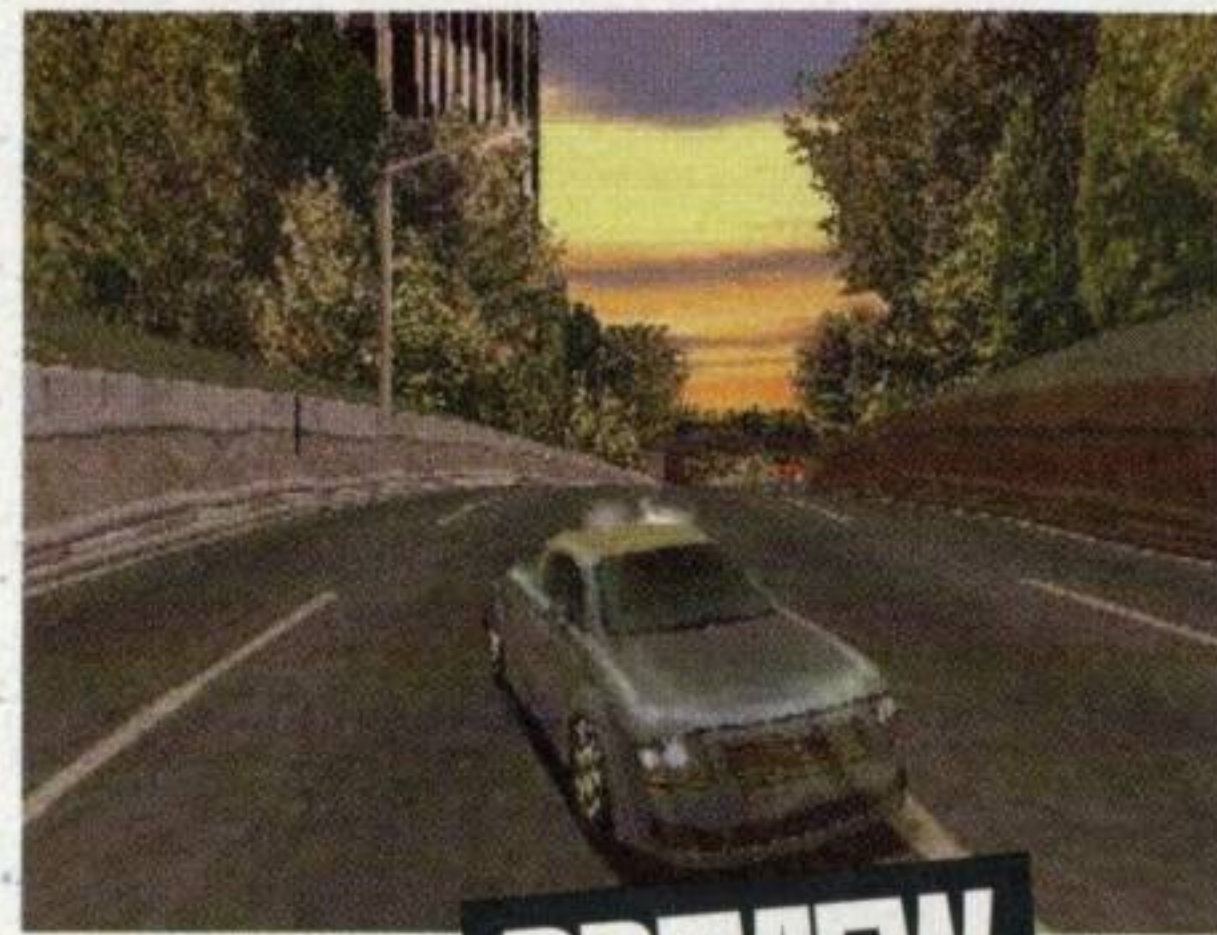
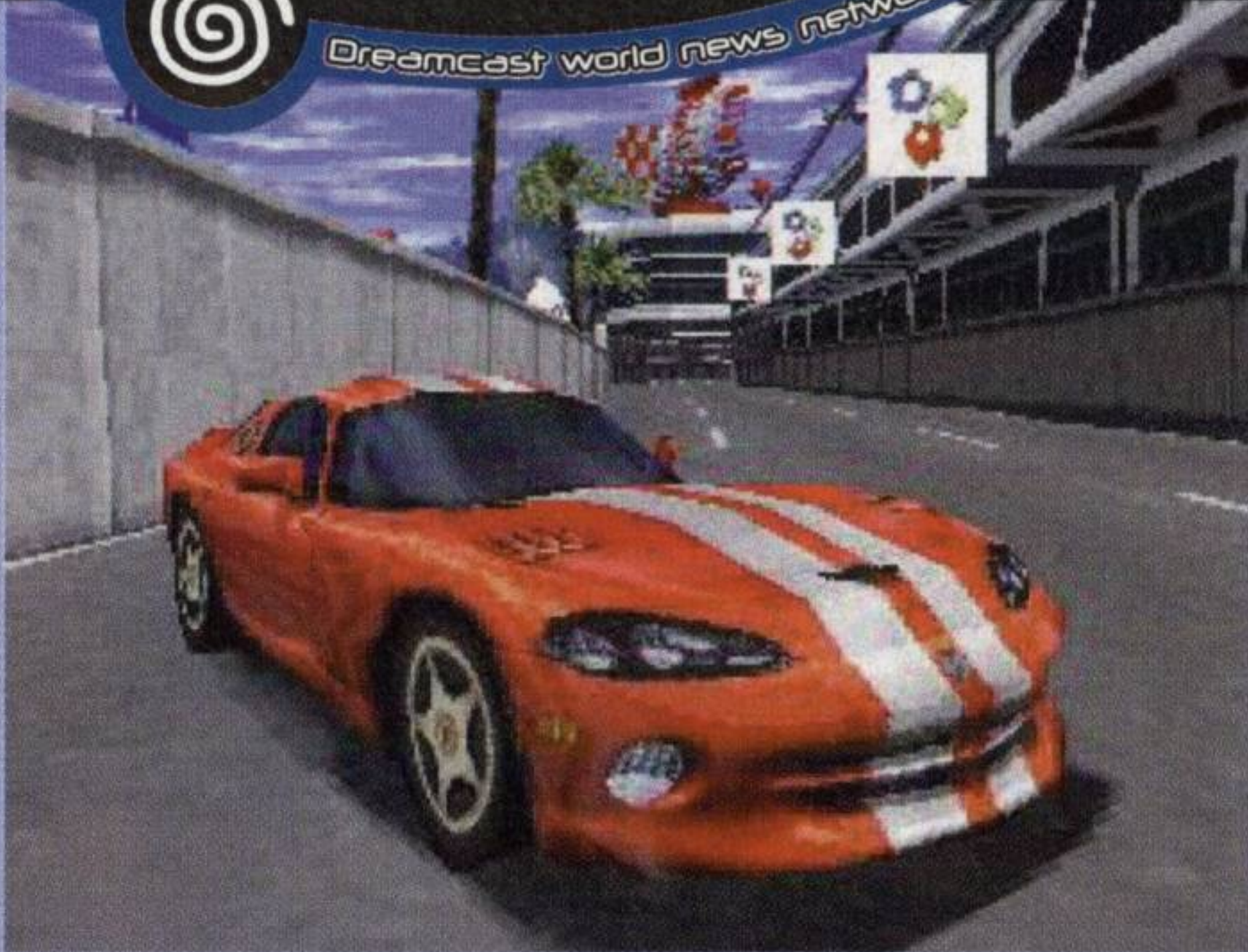
Do you know anyone else that could play the part of a super-intelligent alien overlord in a flying wheelchair? Nope, neither do we — Prof Hawking it is, then...







Dreamcast world news network



PREVIEW

# Vanishing

Is the racing genre vanishing up its own arse? Not if Vanishing Point has anything to do with it...

Okay, so we're all getting a little bored of racing games now (13 at the last count) yet still developers insist on plaguing us with them. So what's *Vanishing Point* got that makes it so different from all the others and therefore a game worth spending £40 on?

### Making A Point

More *Sega GT* than *Sega Rally*, *Vanishing Point* takes to the roads with a whole

host of licensed cars (including BMW and Ford and) which you must unlock as you make your way through the game. There's none of this namby-pamby off-road rally rubbish – it's straight forward road racing for the real men amongst you (well maybe). But man, is it going to be fast. It's also looking pretty fine too, if these screens are anything to go by, and if there's an equally impressive frame rate to go with it, you can be sure of a visually superb game come September.

But where *Vanishing Point* gets one up on its rivals is in what it has to offer in terms of modes and options of play. There's the usual championship-styled mode, only this time it's called Tournament and there are 32 of them. Yep, that's right – a whopping great big 32 different tournaments to whizz around and conquer. There's also a Rally mode and best of all a Stunt Driver mode where you must negotiate courses full of jumps and various obstacles with points awarded/deducted for speed, accuracy and penalties.



softography

previous works >

- > Shadow Man
- > Revolt

acclaim





# POINT 2 POINT

> A Mini versus a tanker. Hmmm, I wonder which is going to come off better?



# Point

Cool! All this and we haven't even mentioned the superlative multiplayer mode yet.

Within the multiplayer option, there are five separate modes of play – Head To Head, Knockout, League, Winner Stays On and Balloon Buster – designed to keep you hooked for hours on end. No details have been released concerning online play yet, but considering that it's out round about the time when full online gaming is

planned, we can only hope. Considering that the online racing plans for *MSR* have recently been scrapped, it would also be a definite plus and one that we can only urge the developers to include.

Whether or not *Vanishing Point* will play as well as it sounds remains to be seen but you can rest assured that we'll do our best to get our hands on a preview copy and report back as soon as possible.

**“Where Vanishing Point gets one up on its rivals is in what it has to offer in terms of modes and options of play!”**

## information

**Publisher** Acclaim  
**Developer** Clockwork Games  
**Players** 2  
**% complete** 60%



anticipation rating  
ninety percent

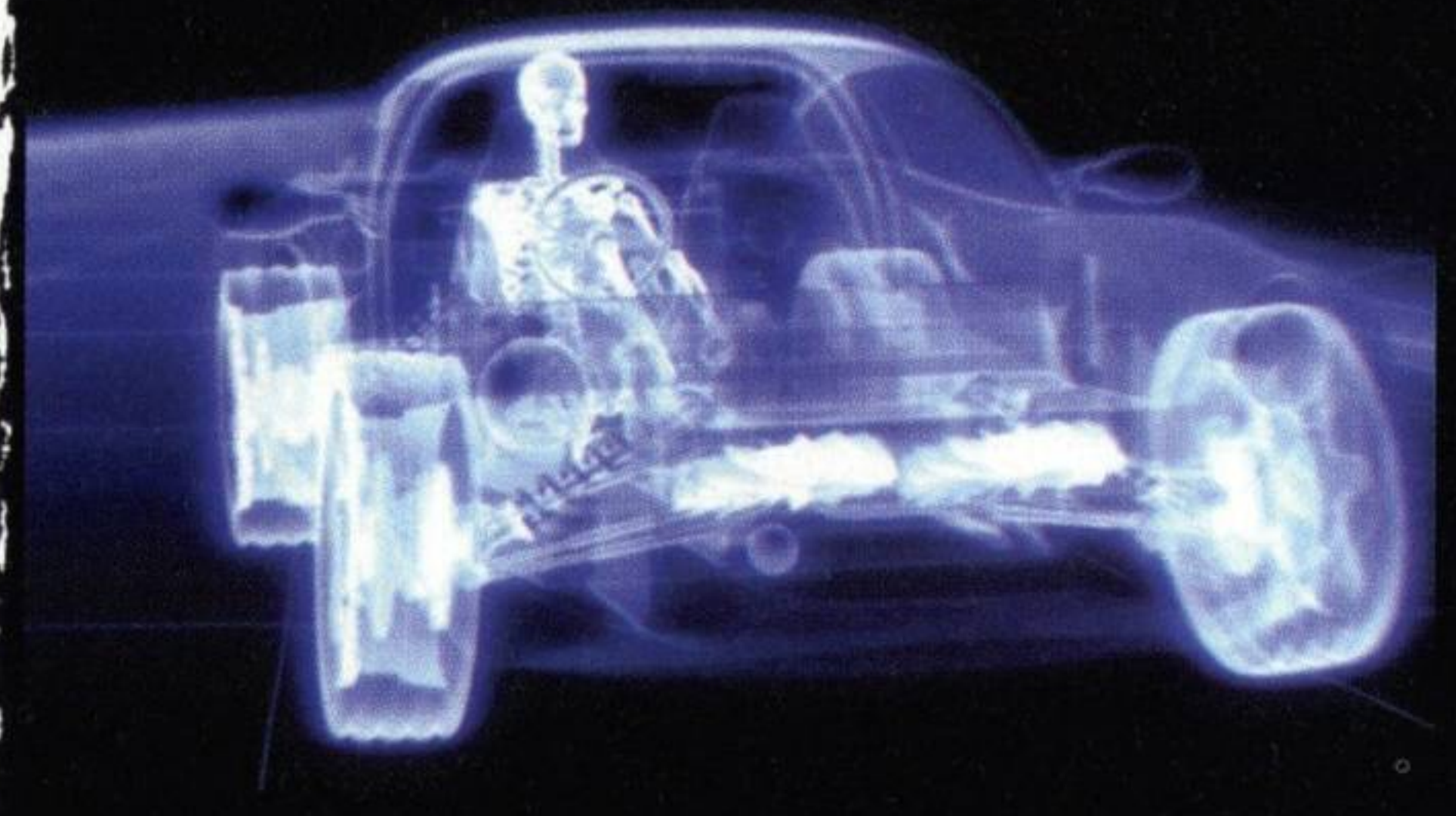
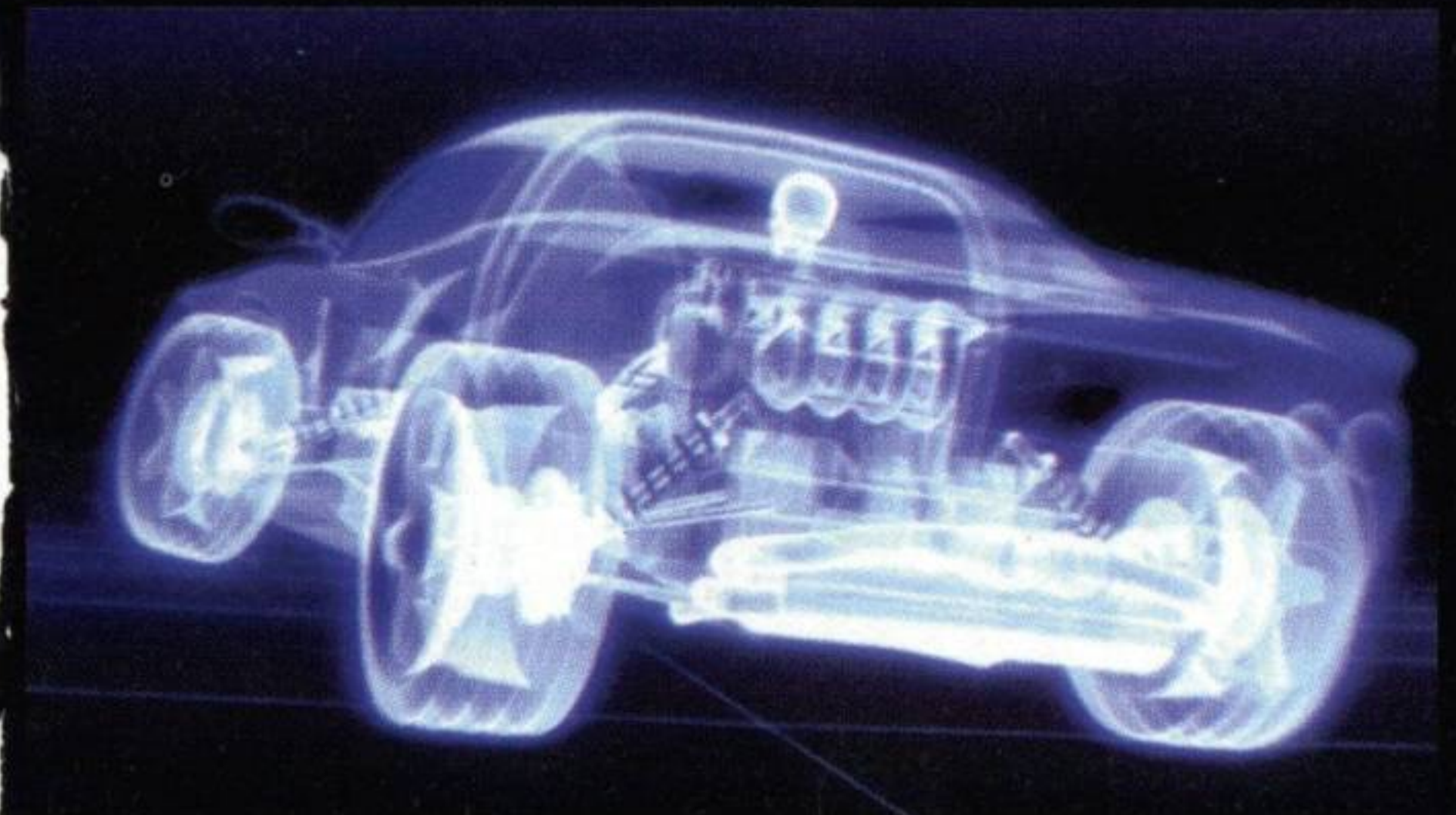
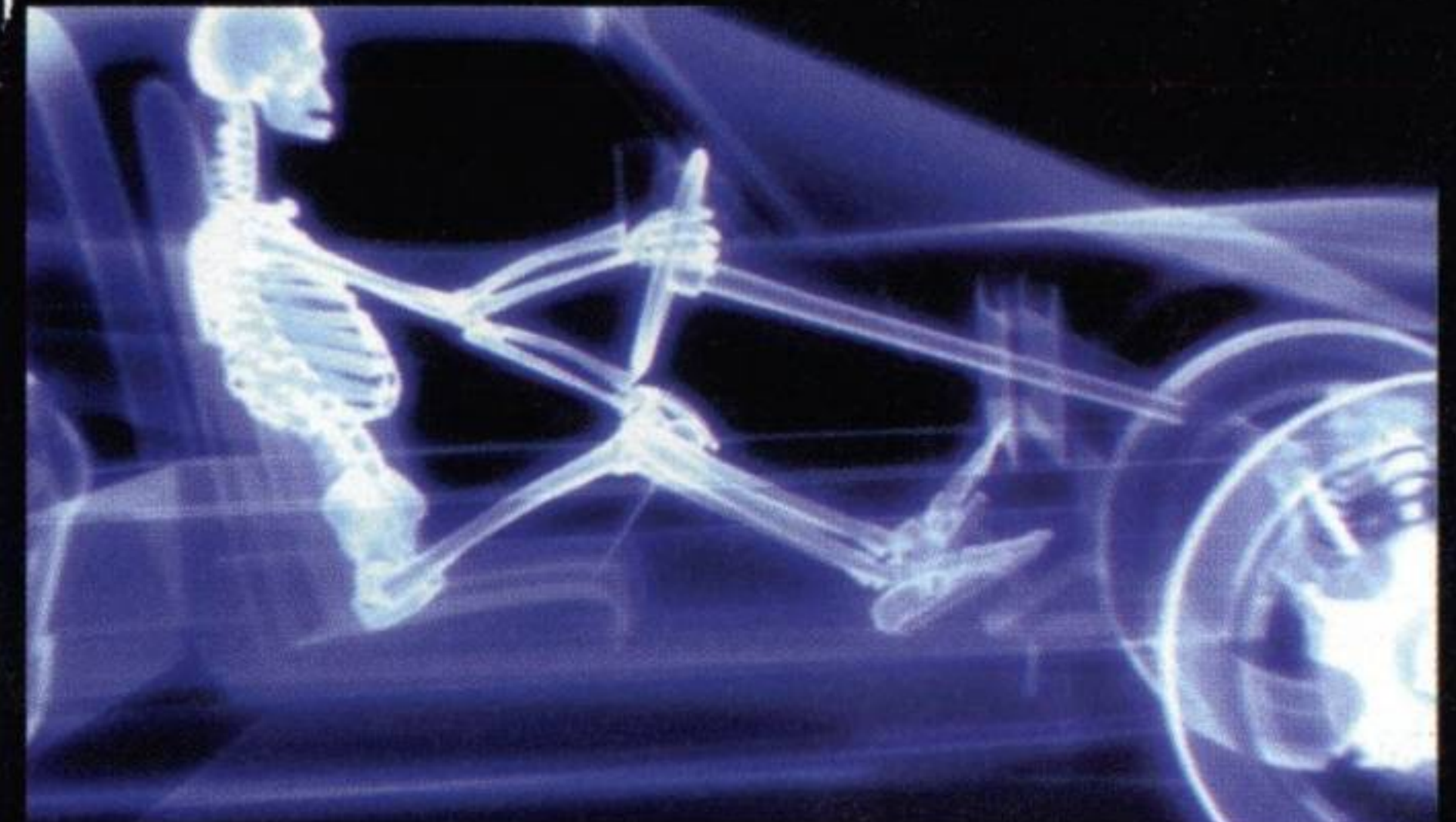


[1] The car behind is a Toyota. [2] Not particularly fast, the camper van at least looks ultra-realistic! [3] Big, bold and a pig to control – the Viper makes an appearance in this top racing game. [4] On our wages, this is the closest we'll ever get to driving a BMW!



## X-RAY SPECS

> It's not just the in-game graphics that look sweeter than sweet – so too does some of the concept artwork for it. Just check out these highly cool x-ray images of the cars. Now if that doesn't do it for you, nothing will.





# forecast.

latest games previewed

web site | www.crave.com



## Tony

Come get your boards, it's time for some serious skateboarding trickery – and don't forget to bring some attitude too!

When Crave Entertainment triumphantly declared that it would be bringing *Tony Hawk's Skateboarding* to Dreamcast back in February there was a collective cheer from around the world, and more than a few cans were cracked open in celebration. And for no small reason were there such scenes of rejoicing, as since its launch on the PlayStation in the middle of last year, critics and players alike have hailed it as one of the best games on the system. And that's a system with over 700 games, hence the fervent excitement over a Dreamcast version.

### Board Games

The beauty of the game lies in the gameplay as, just like a spoilt child, it demands your attention at all times, refusing to allow you to get on with the mundanity of your everyday, soulless life. The aim of the game, for those still locked in the cupboard of ignorance, is, like all the best things in life, incredibly simple – skate around an area performing as many tricks as you can in a set time. The action of *Tony Hawk's Skateboarding* (and it really is all action) takes place over a number of different courses/areas, including the mall, warehouses and schools, each of which offers a splattering of different challenges for the wannabe pro skater. Add to that ten skaters with attitude, amongst whom are the likes of real-life boarders Andrew Reynolds, Elissa Steamer and of course the maestro himself, Tony Hawk, and you've got a game which is going keep you busy for a fair old while.

There are loads of objects on which to perform your bone-breaking-defying stunts including railings, ramps and half-pipes, all of which help bolster your



**softography**  
previous works >

- > Tokyo Highway Challenge
- > AeroWings

Crave



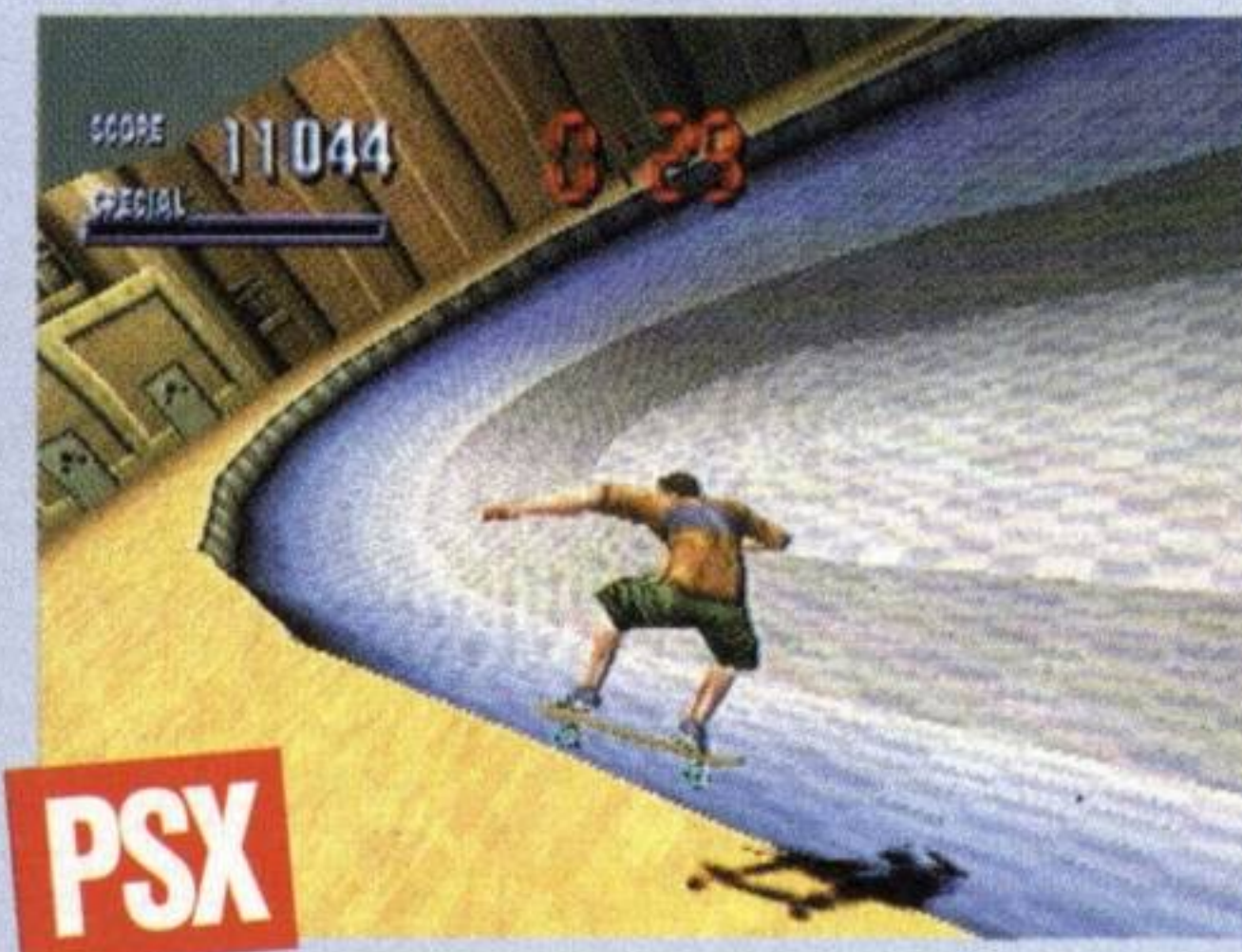


Sliding down the railings is great fun once you've mastered it.



**PSX Vs Dreamcast**

> So, you're still not convinced of the Dreamcast's graphical superiority over the lowly PSX? Then we suggest you put your glasses on and check out just how much better the Dreamcast version of the game is. No contest, we think you'll agree. Case closed.



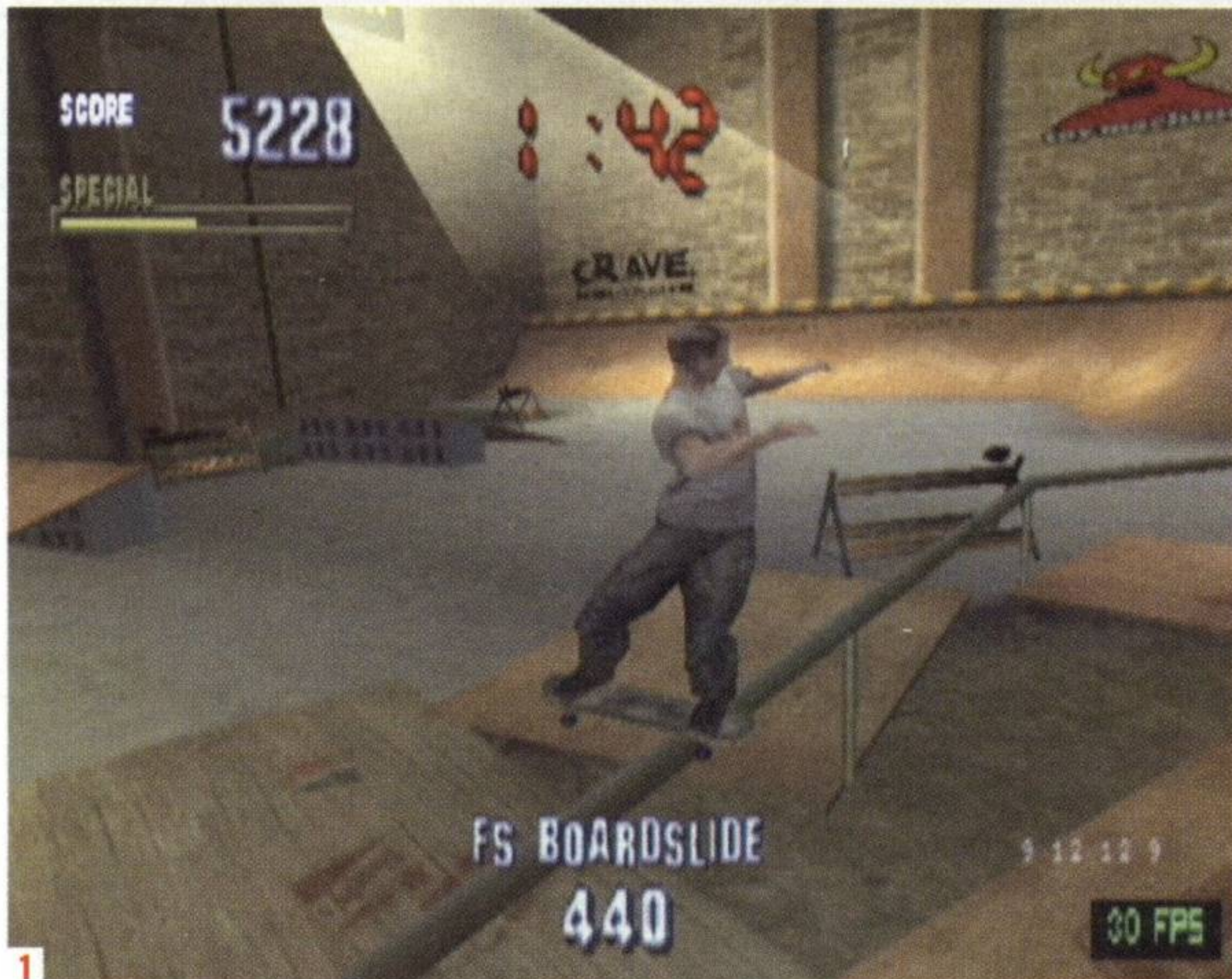
# Hawk's Skateboarding

score. The epitome of simplicity yet simultaneously the epitome of addiction. Rest assured – once you sit down in front of this game you won't be getting up again. It really is that sort of game – incredibly frustrating, extraordinarily addictive and marvellously enjoyable. You'd never have thought that riding around on a skateboard was so much fun, but once you've savoured the delights of *Tony Hawk's Skateboarding*, your opinions will be forever altered.

**Skate And Chips**

If all this makes you think that *Tony Hawk's Skateboarding* is just another PlayStation port then think again, as although it is essentially the same as other versions, it isn't just a cheap 'n' cheerful port. It's set to be infinitely better than previous incarnations – and not just in terms of quality of visuals and sound. As well as sprucing up the graphical and audio content of the game to 128bit standards (the whole game will run in super hi-res) Crave has also added a whole host of brand spanking new features, not least of which is the addition of a four-player mode.

The two-player Versus mode in the original was awesome fun to play, so just imagine how fantastic it's going to be with four players crowded around the TV screen screaming at it frenetically. Now hold that thought, because in a couple of months it's going to be reality. And that's not all, as there's set to be a load of new options and special features, although what exactly these are remains to be seen, since it's all being carefully kept under wraps. What is known, however, is that there will be expanded season play and this, coupled with everything else, means that this is one mightily tantalising prospect. Roll on the summer!



[1] Grinding – it might look easy, but it's a difficult skill to learn. [2] Graphically the game is infinitely better than the PSX and N64 versions. [3] Prepare yourself for loads of mid-air stunts... just make sure you've got the padding on!



coming soon to your Dreamcast >

**Dreamcast** magazine

anticipation rating **Jun**

<b>Publisher</b>	Crave Entertainment
<b>Developer</b>	Treyarch
<b>Players</b>	4
<b>% complete</b>	80%



summing up > *Tony Hawk's Skateboarding* on Dreamcast, even in these early stages, is proving itself to be a must-own game.

**“The Dreamcast version of the game isn't just a cheap 'n' cheerful port as it's set to be infinitely better than previous incarnations...”**





**"GO AND HAVE SOME FUN" SAID DA  
A COPY OF RESIDENT**





**DDY FROG, HANDING YOUNG FREDDIE  
EVIL 2 ON DREAMCAST.**



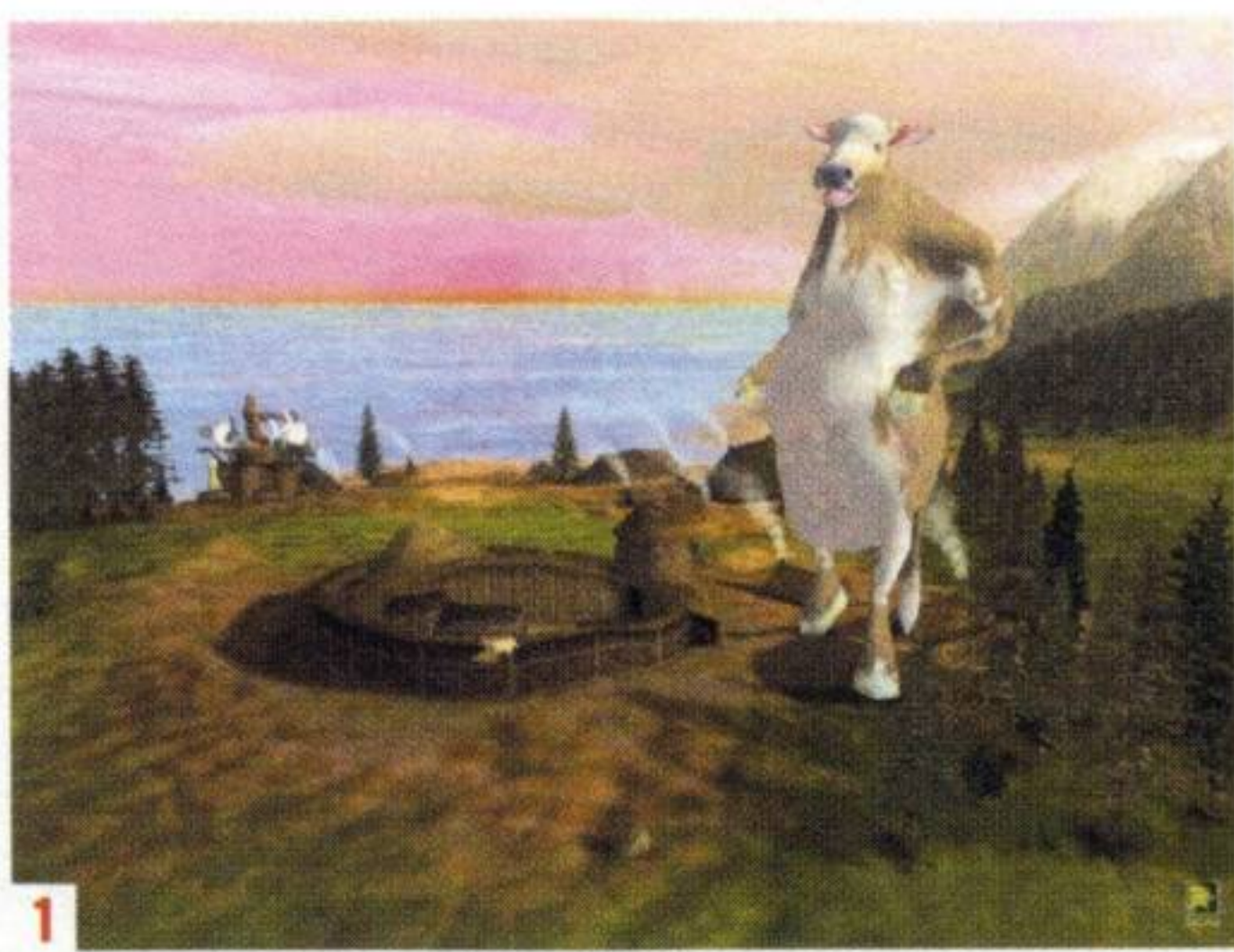


**PC DC**  
**SPECIAL**

Ever fancied being God? Peter Molyneux has and this, his seventh God-sim, is bigger than ever before. Welcome to your world.

# Black & Wh





1



“Black & White is going to fully exploit the Internet capabilities of the Dreamcast...”



2



3

[1] These creatures tower over the villages. [2] For a cow this size, jumping over the moon should be simple. [3] The fighting sequences in the game look as if they're going to be awesome. [4] It hardly seems a fair match, a monkey against a tortoise, but at least it'll be interesting.



4

Life's full of lessons and throughout it people will forever be teaching you one thing or another. One such lesson is that not everything in life is black and white. Well, they're going to have to rewrite that, as it's all set to change. From now on the only thing that's going to be in your life is *Black & White*, the latest God-sim from legendary games developer Peter Molyneux and his band of merry men from Lionhead Studios. However, don't be fooled by the title of the game, as it's potentially laced with irony. Believe us, everything included is a long, long way from being as plain and simple as black and white. In fact, if we're going to take the analogy further, the content of the game is more like a kaleidoscope of heavenly colours, as rich and effervescent as you could possibly imagine. The thing is, though, that however vivid and wild your imagination is, nothing can prepare you for the revolution in gaming that *Black & White* is set to bring with it. It is going to be the ultimate lesson in life. Interested? Then read on...

### First, There Was A God

The God-sim was first introduced way back in 1987 with *Populous* and since then it's a genre that Peter Molyneux has made his own, with games like *PowerMonger*, *Magic Carpet* and *Theme Park* towing the line. Now it's come to the end of that line and the crowning point, as *Black & White* looks to totally eclipse all that's gone before, taking it to an altogether higher plain, pulling gamers to their knees, mouths agape in awe. Believe us when we say that this game will knock you out of this world, because we're still floating around in space awaiting re-entry.

Imagine the perfect world, the glorious Eden. A paradise of small islands home to

eight very different tribes who have everything they need except just one thing – a God. You are that God and you must rule your tribe as you best see fit, whether that be as a nefarious tyrant or as a peace loving deity is entirely up to you. There is no right or wrong, good or bad, because there is no-one to answer to but yourself. Just so long as the tribe keep worshipping you and your powers keep increasing, you will be a successful God. Sound pretty easy, huh? Well think again as this is one of the most ingenious, groundbreaking and in-depth games ever created.

### It's All In a Deity's Work

Unlike previous God-sims, *Black & White* is heavily story-based and you must play through this story to complete the game with the express aim of becoming the one and only all-powerful God. You must start off by getting your tribe to honour and worship you and how you do this is up to you. You can be a good and rewarding God or a fearful one, just so long as the tribesman worship you, thus making you more powerful.

Within your tribal area you can do anything and everything you like, along with solving numerous missions and puzzles, missions that come from the minions that worship you. One example is of a woman praying to you to help find her missing brother who is dying – how you deal with this situation is entirely up to you, although you will get advice from two little helpers, a devil and an angel. You can either be a kind God by finding her brother and curing him or show your displeasure at being taken for granted by killing the brother in front of the woman – although there are many more ways in which to deal with the situation. The power, the glory and the decision are yours. After all, you are God.

## ANIMAL ACTION

> Although the game will only offer three creatures to begin with, there will be a further 12 to choose from later on in the game. Two of these will be exclusive to the Dreamcast version but their identity has yet to be revealed – who's going to place a bet on seeing a giant blue hedgehog? The other creatures are as follows: bear, cow, goat, horse, leopard, lion, pig, polar bear, sheep, tiger, tortoise, wolf and a zebra.



continued >

**softography**  
previous works >

- > Populous
- > Theme Park
- > Magic Carpet

Peter Molyneux

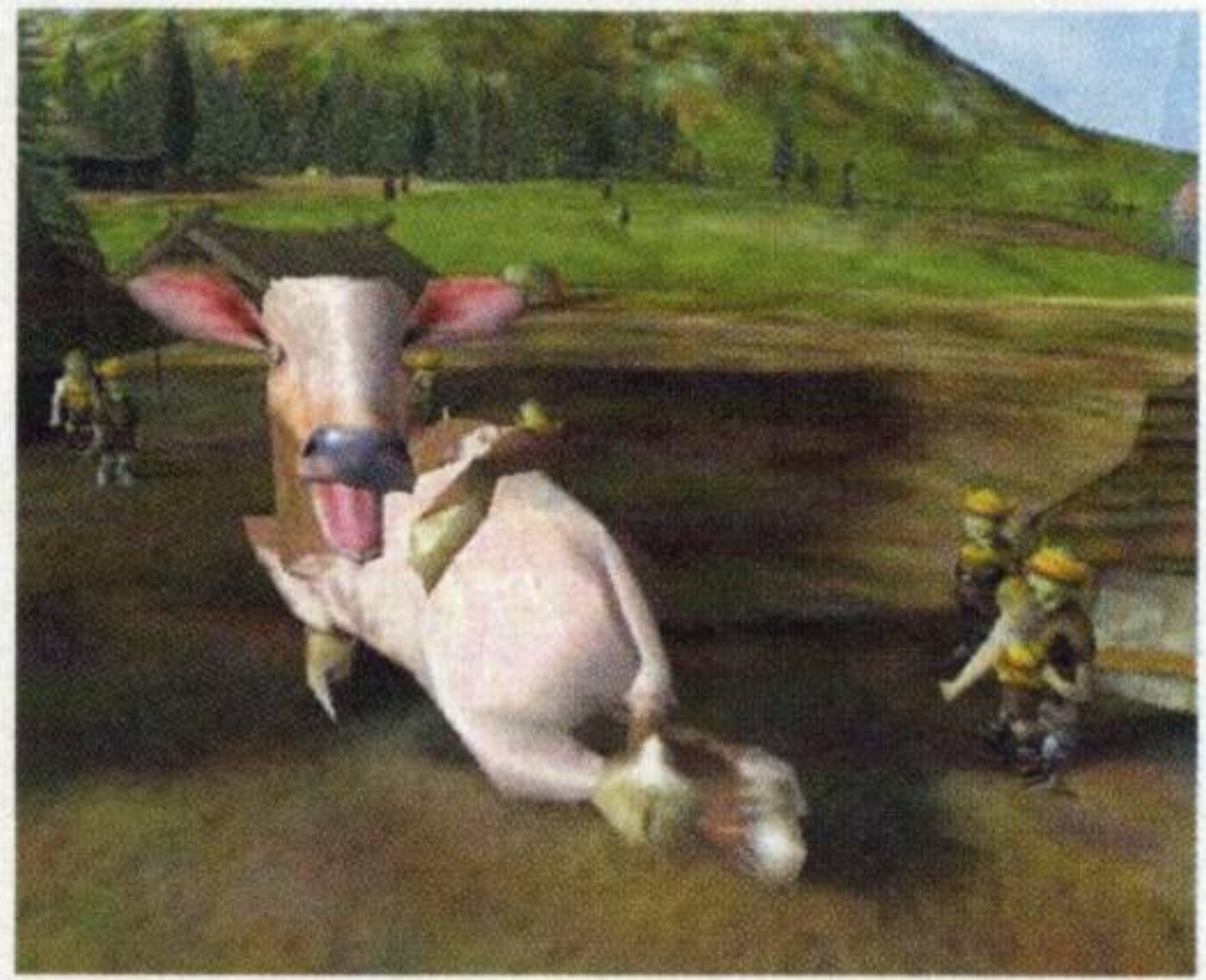
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# in development

web site | www.lionhead.com

Future games in-depth



training including, amongst other things, toilet training, as well as more advanced actions like spell casting, up-rooting trees and break-dancing! According to Peter Molyneux, "You can quite literally teach them to sh\*t on other players." How cool?

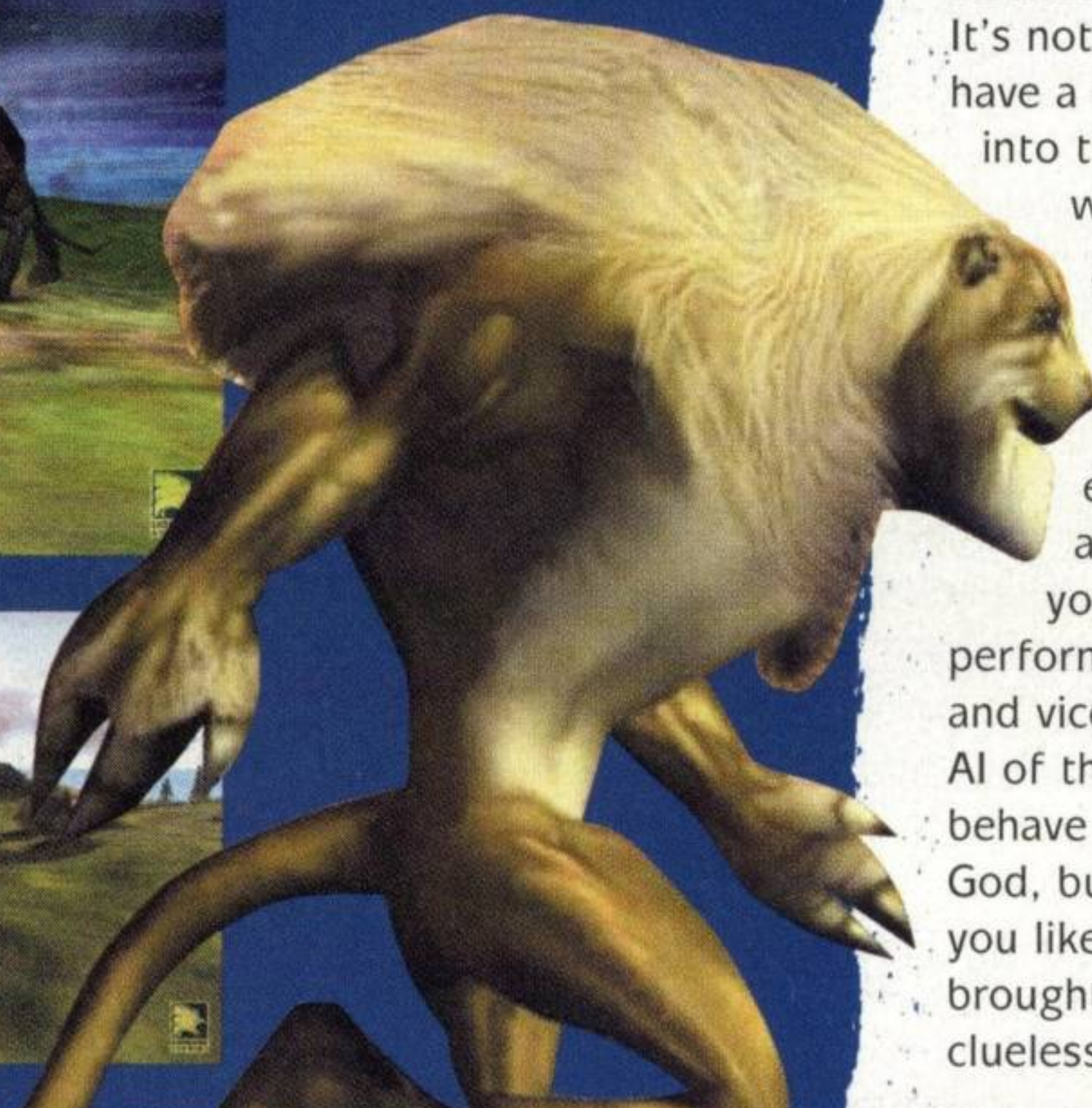
You can also reward and discipline your creature for his behaviour by either slapping him around a bit or affectionately stroking him in all the right areas. In this respect your creature will, in essence, become you, as it will display your personality and characteristics, as well as acting according to how you would in a situation. In other words, you are synonymous beings. The advanced nature of this AI system is quite phenomenal and is one of the most incredible features of the game. When you see it you'll know why, as it really is quite astounding.

As well as developing mentally, the creatures will grow and change physically depending on their lifestyle and behaviour. So if your creature is rather too fond of food, it will visibly get fatter and if it likes throwing rocks and fighting, it will become more muscular. However, the most impressive feature about the creatures' development is that they will grow to resemble their nature. For example, if you choose the sheep as your

## Animal Affairs

It's not a solitary business, however, as you have a creature to help you rule, to instill fear into the tribesmen or to help them...

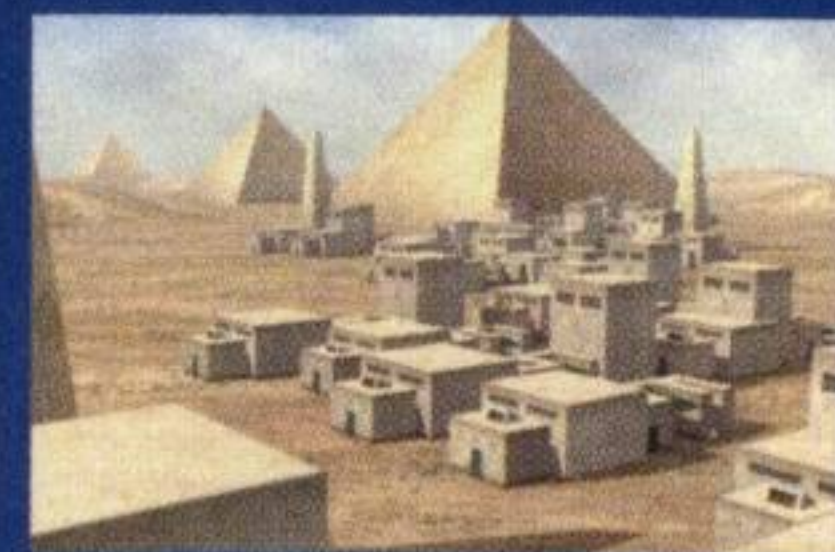
whatever you want. At the start of the game there is a choice of three creatures – a cow, an ape and a tiger – and the creature that you choose will be your prodigy. It will develop in every way, especially in its nature, according to how you use or abuse your position in the tribe. So, if you perform acts of evil, so too will your creature and vice-versa, as he will know no better. The AI of the creature means it learns how to behave from watching your own behaviour as God, but you can also teach it to do whatever you like. Considering that when they're brought into the world they're totally clueless, this means you are involved in basic



**"Nothing can prepare you for the revolution in gaming that Black & White is set to bring with it!"**

## It's A Tribal Thing

> The game features eight different tribes who you must get to worship you, thus making you the supreme God of Eden. The tribes that are on offer are the Aztecs, Celts, Norse, North American Indians, Greeks, Egyptians, Tibetans and the Japanese, all of whom have different traits and approaches to religion. It's therefore up to you to make them honour and pray to you by whatever means are at your disposal.





## NOW THAT'S MAGIC

> Magic and miracles have always been, and always will be, a trait that all Gods have had, and the Gods of *Black & White* are no different. Whether you decide to be a good God or an evil one there are plenty of spells to satisfy all your Godly whims. There's lightning, storms and fireballs for the more destructive ones amongst you, whilst for the people-loving Gods there's the power of healing, creating food and protection, amongst many others.



creature and you teach it to be good and virtuous, it will become all fluffy and huggable. In contrast, if you train it in the art of evil it will become more ram-like and demonic in appearance. Now, if that's not neat then we don't know what is.

### Online Action

But it's not just a case of getting lost in the game within the solitary confines of your room as *Black & White* is going to fully exploit the Internet capabilities of the Dreamcast in a number of ways. First and foremost, there is going to be an online area called 'The Gathering' where you can take your creature to chat to other players, to teach each other new skills, or even to have a good old scrap. You will also be able to download the weather from outside your window into the game by visiting a weather Web site. Obviously you won't want to be doing that over here with the lovely British weather, but you get the point. The creatures will also, according to Peter Molyneux, have, "An overwhelming urge to create their own Web site, detailing all its favourite things, like a scrap book." This is, of course, an immensely cool idea as you'll be able to go and check out what other player's creatures are like before you dare confront

them in battle or engage in a bit of wheeling and dealing. The game will also utilise the VM unit of the console; a trip out on is likened to being taken out for a walk, an experience that the creatures will really enjoy. Mad? Maybe. Ingenious? Definitely.

### Garden Of Eden

All this, and we haven't even mentioned how incredibly gorgeous the game looks... but then you can probably tell that anyway by these screenshots. The whole world of Eden is fabulously rendered, incredibly detailed and generally, is of the highest quality all round. Every aspect of the games visual effects is quite overwhelming on first sight and to say that they are awe-inspiring wouldn't be praising it enough. It might be a cliché (and frankly who cares) but quite simply, *Black & White* absolutely must be seen to be believed. Which just about sums the entire game up perfectly. With a release on the PC just around the corner, Dreamcast owners are going to have to wait a little while longer until they can get their teeth into what is undoubtedly going to be an experience that revolutionises console gaming. But it's a wait that's going to be well worth it. Gaming utopia here we come!



**"The whole world of Eden is fabulously rendered, incredibly detailed and generally, is of the highest quality all round!"**



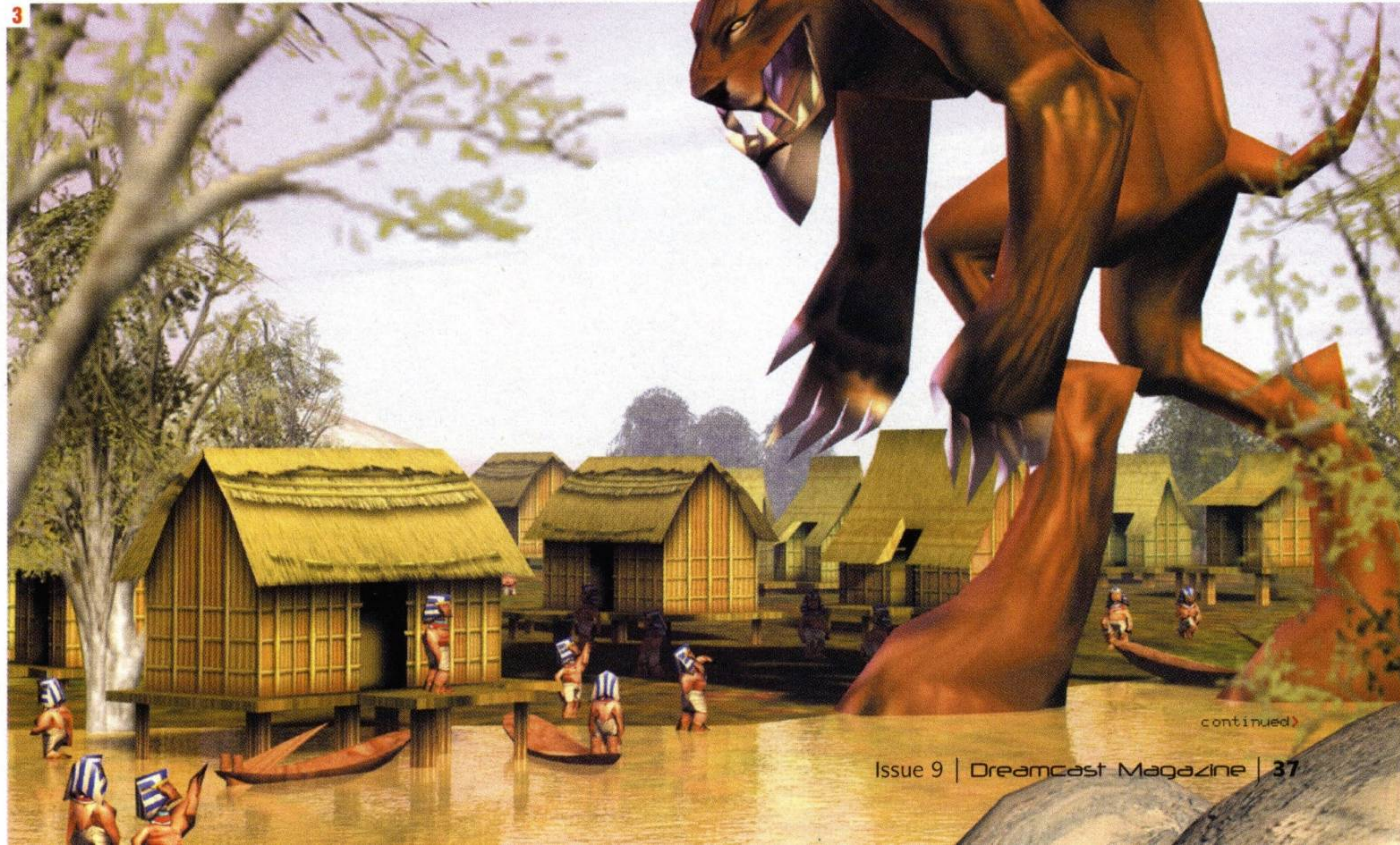
Publisher	TBA
Developer	Lionhead Studios
Players	1
% complete	40%



summing up>  
Peter Molyneux is looking to create the most sophisticated and advanced game ever, with features that you could only ever dream of. Read our lips - this is going to be huge.



[1] Use the Hand of God to instruct your creature to do what you want. [2] If your cow becomes evil it will take on the appearance of a red-eyed bull. [3] You're going to obey a God this big!



continued>



# in development

continued >

Future games in-depth

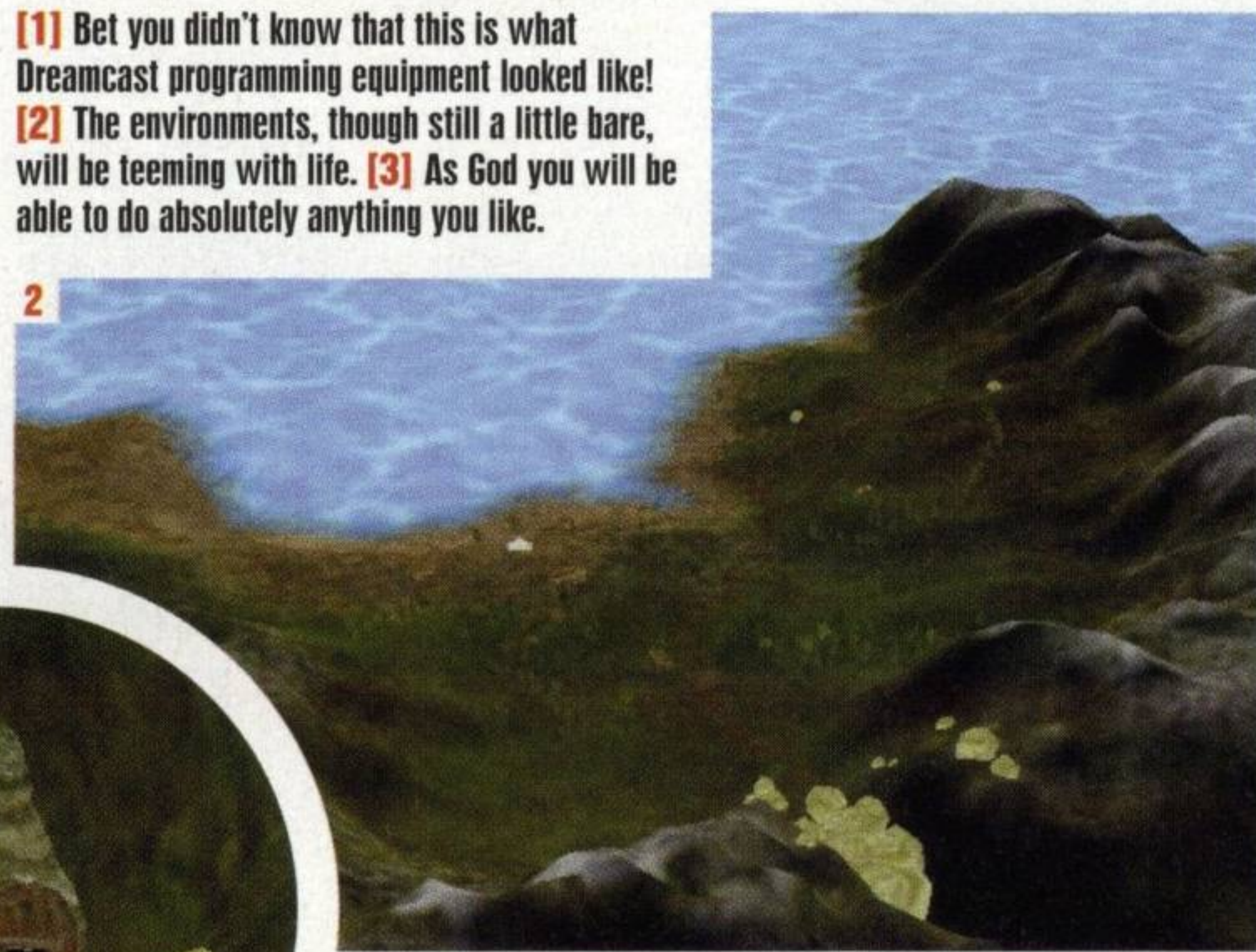


## Dreamcast Diary – Part 1

*Black & White*, developed by Peter Molyneux and Lionhead Studios, is one of the most highly anticipated PC game launches of all time. Dreamcast owners can now look forward to the game's release too, after a recent publishing agreement with Sega. In the first of a new monthly series, Pete Hawley, Lionhead's Producer, guides us through the process of converting from PC to DC.



[1] Bet you didn't know that this is what Dreamcast programming equipment looked like!  
[2] The environments, though still a little bare, will be teeming with life. [3] As God you will be able to do absolutely anything you like.

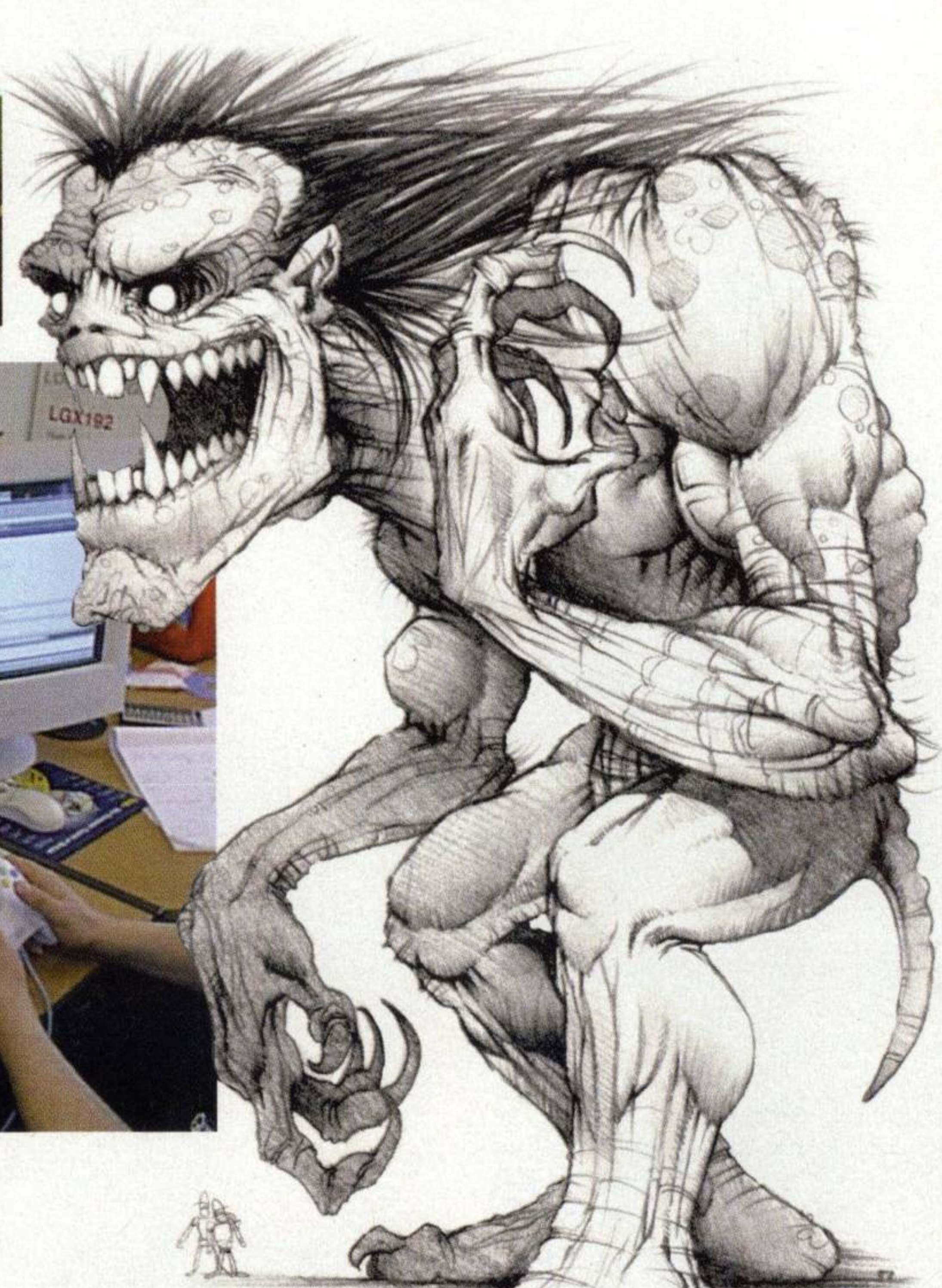
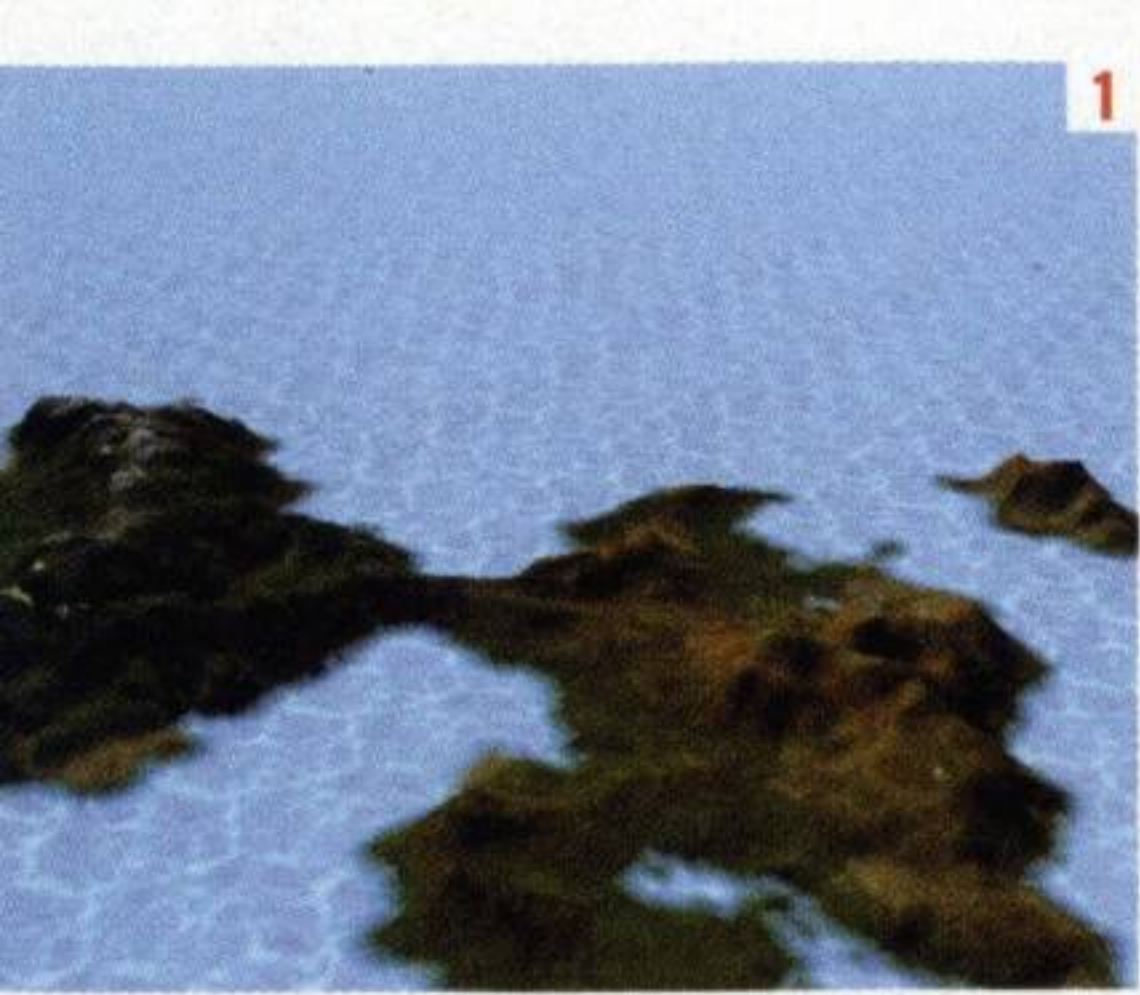


### PC-DC

Before the launch of the Dreamcast, there was much speculation in the press relating to the portability of successful PC titles to the Dreamcast and how easy this would be. Most surmised that it would be a fairly trivial affair and estimated a development time of around two months. This may still be the case if you make a direct conversion, level for level, polygon by polygon and icon for icon. But where do you start when you're converting a behemoth like *Black & White* to the Dreamcast? Well, aside from the technical implications, there are a number of other key gameplay elements to consider before you even set fingers to keyboards.

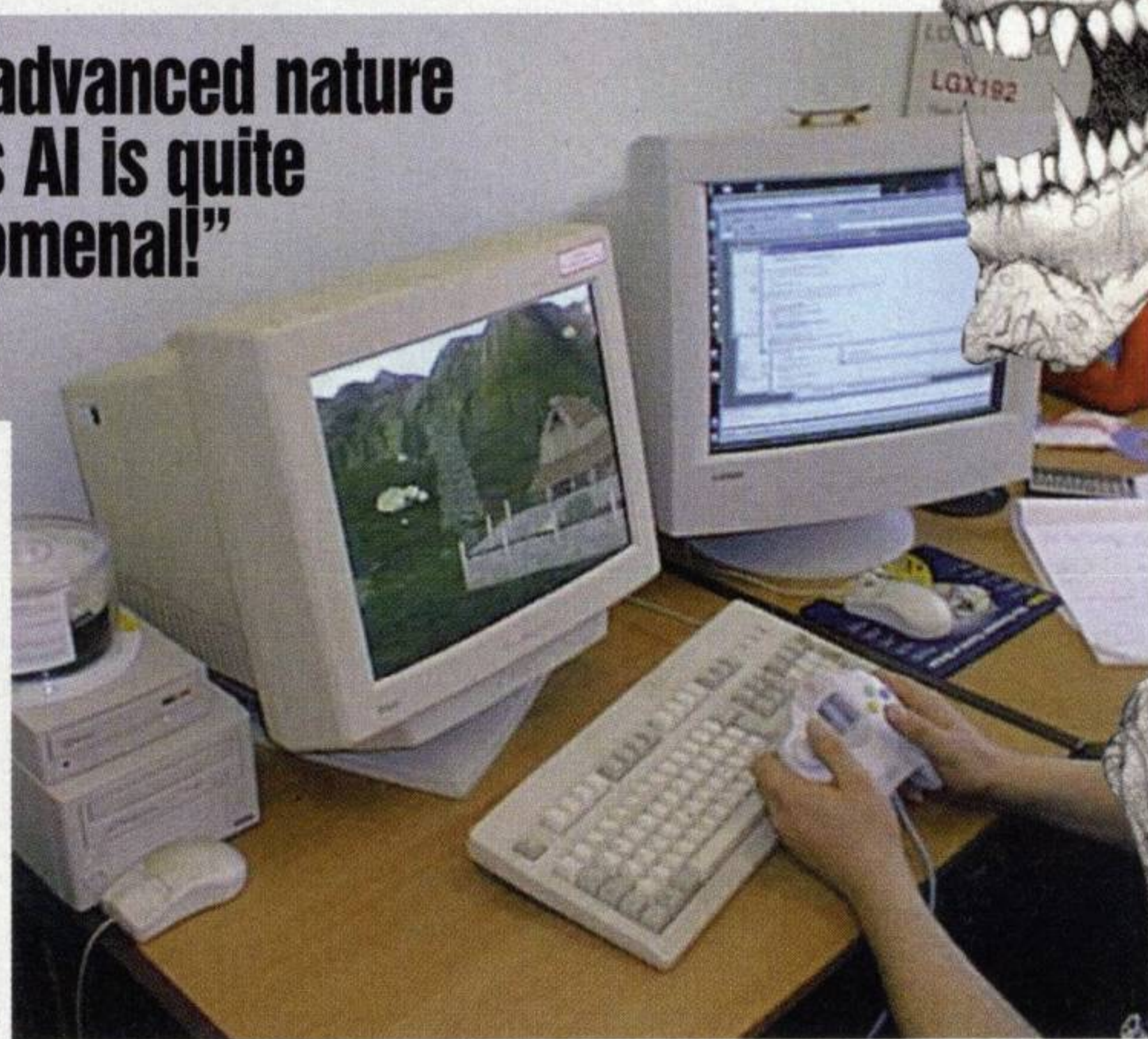






**"The advanced nature of this AI is quite phenomenal!"**

[1] You'll be able to zoom in and out of the landscape at your own pleasure. [2] There's a whole world of life for you to control throughout the game. [3] No it's not a giant phallic object, it's a monolith... honest guy! [4] Farmer Jones would love a pad like this.



### Control Method

The most obvious is the control method. PC games have never traditionally ported well to console, especially first-person shooters and real-time strategy games. This is because it's very difficult to achieve the accuracy, precision and flexibility of a mouse using a standard game controller, even with the addition of an analogue stick. So the first thing we did was to look at all the possible player actions, spell castings, landscape and creature interactions available to the player and how they could all be effectively converted to the Dreamcast controller.

### The Hand Of God

*Black & White* is unique because the only interface between you, the rich game world and all its inhabitants is the 'Hand of God'. This revolutionary system is a great help when converting to Dreamcast because traditionally console game players are used to clean-screen, clutter-free game screens. The Hand is used to direct and influence every aspect of the *Black & White* universe.

### Interaction

As an example, one of the key elements of the game (which I'll go into greater detail in a later diary) is your direct interaction with your creature. If your creature misbehaves or he does as he's told, then you need to interact with him to let him know how you feel about his recent actions. So if you ask him to wander into a

village and help the people cut down trees and he does so, you may want to rub his belly. This tells him he's been a good boy. However, if he ignores your wishes and instead decides to take a giant dump on the village square (killing many young women and children in the process) then you need to slap him to his senses so he won't do it again. This is all done using the 'Hand' and getting this essential game mechanic right has been our first ambitious step.

### Where Now?

Currently, our conversion team at Krisalis Software are working very hard on populating the *Black & White* landscape with a stunning selection of trees, villages and other elements of the landscape that make *Black & White* look so enchanting and realistic. The next step is to implement the creature into the Dreamcast version - next month, I'll be explaining the process behind getting the creature into the game and how we go about animating them and bringing them to life.









THIS GAME IS  
SO FAST THAT  
BY THE TIME YOU  
FINISH THIS  
SENTENCE, HE'LL BE  
A MILE AWAY.

(TOP SPEED 600 MPH)

**STAR WARS**<sup>TM</sup>  
EPISODE I  
**RACER**<sup>TM</sup>





# Virtua Tennis

## SEGA PROFESSIONAL

Tim Henman come in, your time is up. There's a new kid on the block and it's absolutely ace. Ladies and gentlemen, quiet please – I give you Virtua Tennis.

With the summer just around the corner people are already stretching their arms and legs while dusting down their tennis racquets, but is it going to be the grass courts of Wimbledon that people flock to for a bit of the action or the local arcade? Arcade supremo Alex Warren went to investigate.

### Smash And Grab

It might come as a surprise to many that *Virtua Tennis* is (as far as we're aware) the first tennis game to appear in arcade form. It's a surprise because tennis games on home consoles have always been very successful on any format, being both impressive and addictive to play.

Remember *Smash Tennis* on the SNES? It might have looked as ropy as hell but it was great fun to play. More recently there's been *Anna Kournikova Smash Tennis* for the PlayStation, which also caused quite a stir in the gaming community (for more than just one

reason no doubt), proving once and for all that there was a market for tennis games. So the folk at Sega, in all their wisdom, have taken it upon themselves to deliver *Virtua Tennis* upon us like a gift from the gods because, girls and boys, this is a truly sumptuous game.

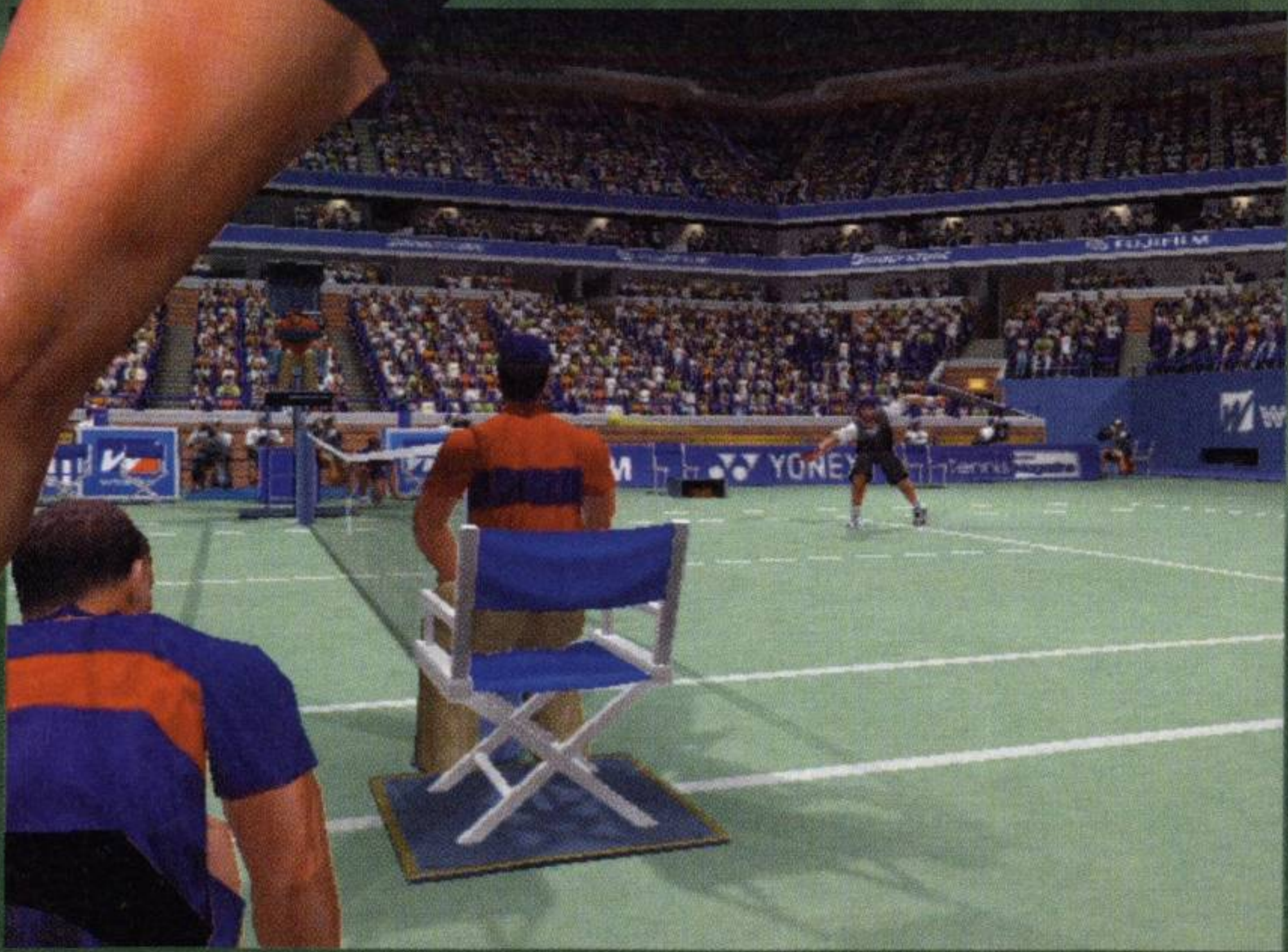
### It's An Ace

As soon as you step up to *Virtua Tennis* you know that you're going to be seated in the lap of gaming luxury. The display screen catches your eye as soon as you enter the arcade hall, serenely beckoning you to come on over and have a go... and before you know it your hand's diving into your pocket with your fingers scrambling around searching for a ticket to tennis heaven. Then you just insert the golden nugget and you're away. Ooooh, suits you sir!

Once you're in, there's a choice of eight tennis superstars to choose from, including the likes of Tim Henman, Jim Courier, Carlos Moya and Mark

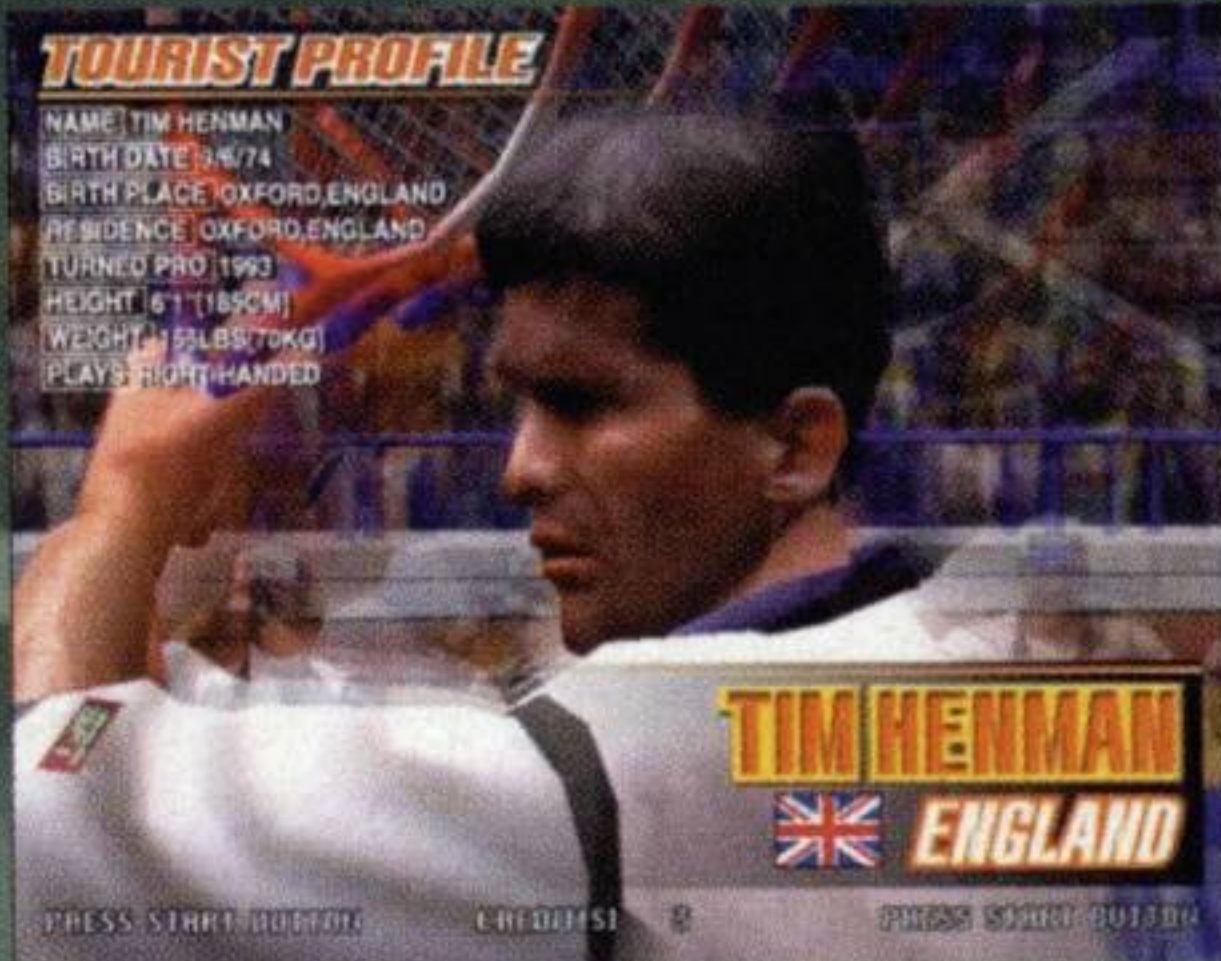
**"Virtua Tennis is like a gift from the gods because, girls and boys, this is a truly sumptuous game!"**

ARCADE  
SPECIAL





# nis TENNIS



Philippoussis. Strangely enough there's no Sampras or Agassi, no doubt due to their over-inflated egos not wanting to stoop so low... well, it's their loss. With player chosen, the action begins as you descend into the tennis arena to have your skills matched to the limits. There are five rounds to get through before you can proclaim yourself a tennis expert, with matches in Australia, France, England and America. However, none of the venues are real-life ones (although they blatantly look exactly the same) so instead of playing at Wimbledon, you're playing at the Old English Championship instead.

## Grand Slam

Which leads smoothly onto the actual gameplay, which is where the real beauty of *Virtua Tennis* lies seductively in wait. In a word, it is fan-bloody-tastic. No two

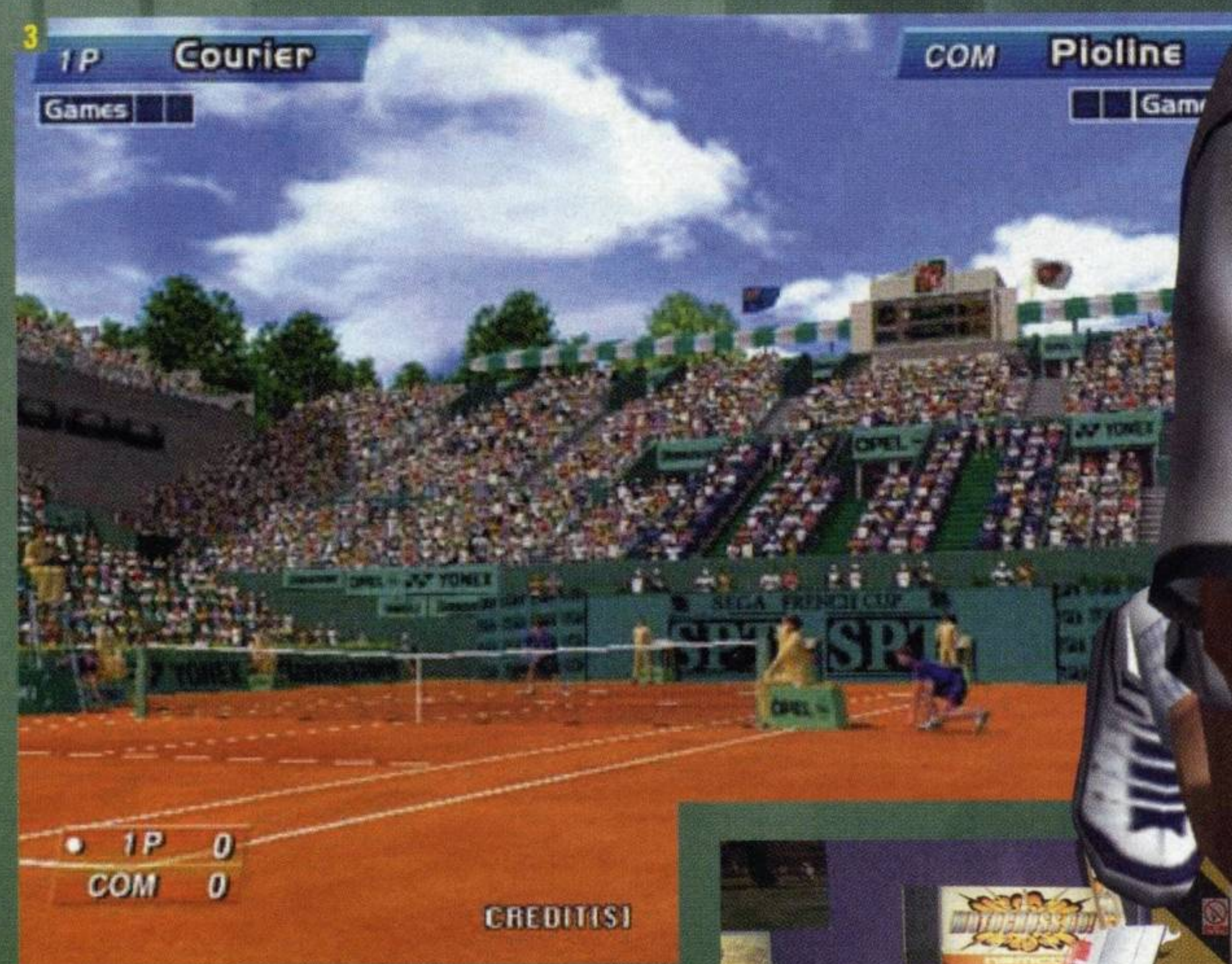


## RIGHT SMASHED

Tennis fans of the world unite. You don't have to be athletic and sporty to play *Virtua Tennis*, and if you don't believe us just ask this lot of Wimbledon wannabes...



[1] Get that backhand in shape, you're going to need it against this opposition. [2] It's not often you see spare seats at the French Open... and it's not even raining! [3] The graphics of the game are quite phenomenal.



## Russ Shill

Age: 22

Occupation: Student

Thoughts on *Virtua Tennis*: The graphics are really good and it looks pretty realistic, especially the player's faces. I guess it's quite similar to *Virtua Striker* in that respect as well as in its control. It's definitely good fun to play, although it does need more levels. By far the best tennis game I've ever played and I'd definitely buy it on Dreamcast.

## Ivy Fang

Age: 20

Occupation: Student

Thoughts on *Virtua Tennis*: It's more girl friendly than a lot of the other arcade games here and more fun to play than *Virtua Striker*. It looks good, plays well and is fun to play. I'd say that it was probably the second best game in the arcades after *Crazy Taxi*.

continued >



**“Sega has incorporated some of the best graphics you’re likely to see in an arcade sports title into Virtua Tennis!”**



[1] Well, you can only pray for rain when you’re about to lose like this. [2] Not only is it great fun playing this game, it’s also damn hard work. [3] Phwoar! That whiff’s enough to put anyone off their game.

ways about it. Anybody and everybody will be able to walk up to this game and pick it up with ease, because it is so ridiculously simple and consumer friendly. The control is absolutely exceptional, with two buttons for shots and lobs, whilst the responsiveness of the players to the movement of the arcade stick is as effective as it would be in your dreams. Better still, it is totally addictive. As soon as you lose a match and the continue timer starts to tick down you will, without fail, reach instinctively for another pound coin to help prolong the pleasure. It really is that much fun, even more so when you’re pitting your wits against the might of an equally fanatical friend. In the end, all it means is that

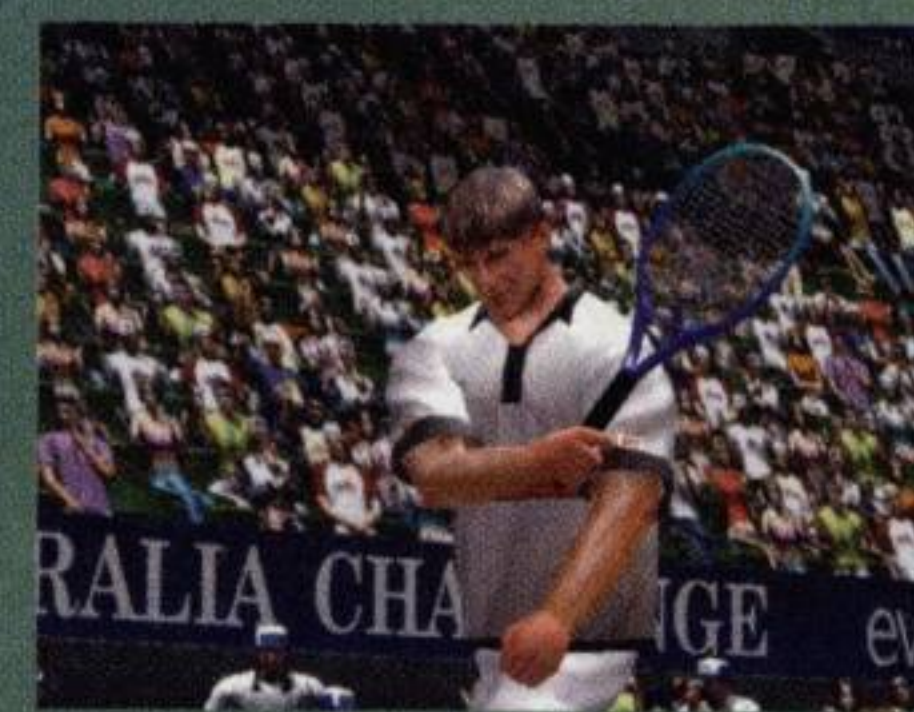
before you know it you’ll be £10 poorer than you were before you allowed yourself to be reeled in and smashed around the court. But then again that’s the true test of an arcade game, a test that *Virtua Tennis* manages to pass with eyes shut and hands tied behind its back.

Not content just to offer totally engrossing gameplay, Sega has also incorporated some of the best graphics you’re likely to see in an arcade sports title into *Virtua Tennis*. The animation of the players is as fluid as you’ll see anywhere else and they even look like who they’re supposed to be, unlike in other titles. The pace is also of an exceptionally high tempo, with a smoother than smooth 60fps all the way,

thus helping to recreate the speed and atmosphere of the real thing. Indeed, it’s a beautiful, beautiful thing.

### No Strings Attached

The Dreamcast version will, of course, be just as awesome and considering that it’s already well into development, you can expect a release round about, ooh let’s think... Wimbledon time. Of course a Dreamcast version (currently known as *Power Smash Tennis*) will feature more than just an Arcade mode and should also have a few more courts and players to choose from too. Any chance of a few ladies though, Sega? Well we wouldn’t want you to be seen as sexually biased or politically incorrect, would we now?



### Aan D

Age: 23

Occupation: Student

**Thoughts on Virtua Tennis:** It’s definitely the best tennis game I’ve ever played. The graphics are superb while the movement is really smooth. It’s the sort of game that you can’t help coming back to time and again. It’s definitely worth getting on Dreamcast as it’s quite perfect.

### Sarah Whitney

Age: 17

Occupation: Student

**Thoughts on Virtua Tennis:** It looks really good and is definitely a game that I would come back and play again, although I think that there should be some female characters to play as.

### Darren Whitney

Age: 21

Occupation: Plumber

**Thoughts on Virtua Tennis:** It’s not my sort of game at all but I still enjoyed playing it. You can get really into it, especially when you’re playing against a mate. It’s easy to pick up and simple to play too, which is good. It’s fairly realistic as well, but I don’t know if I’d play it again.

### Andy Blyth

Age: 20

Occupation: Salesman

**Thoughts on Virtua Tennis:** For starters it looks really good and realistic, as well as being easy to pick up and play. You can just walk up to it and get right into it, which is a really good thing. The control ‘s pretty good too and helps make it a laugh to play. I don’t know if I’d buy it on Dreamcast, but I would certainly be tempted.







PICK



THE



BEST



LINE



UP



AND



WIN



TICKETS



FOR



COPA



AMERICA

SEGA

With Dreamarena Fantasy Football 2000 you could manage Europe's greatest side. To enter, register on Dreamarena between May 15 and June 10 and pick a team from any of the 352 players competing this summer. If you've got a winning line-up, you and a friend could be off to Colombia for the Copa America next summer.



Dreamcast™

Dream**arena** Fantasy Football 2000



# the game

Guide to Dreamcast gaming



THE BIG REVIEW

## Wacky Races

48

The most fun four people can have with a Dreamcast!

### REVIEWS

### UK Reviews



#### Sword Of The Berserk: Guts' Rage

52 Wild stab in the dark or a cut above the rest? We put this slasher through its paces.



#### Fur Fighters

56 The animals come out armed to the teeth and ready for some serious action weapon-based fun! Have you got what it takes?



#### GTA2

60 Courting controversy on every single system that it has appeared on, Take 2's crime-'em-up has its collar felt.



#### V-Rally 2 Expert Edition

62 A game that might just topple Sega Rally 2's dominance as the one and only Dreamcast rally game.



#### Sega Worldwide Soccer 2000: Euro Edition

66 A footie game that actually does justice to the beautiful game!





# AS All the latest Dreamcast games reviewed and rated!

## ESSENTIAL INFO

All the information that you need to know can be found here – publisher, developer, peripherals and more!

## COMPANY WEB SITE

Check out the game online at the software company's Web site – you might as well use that built-in modem!

## VM INFO

Sega's cool memory card and PDA has some unique features. They are all detailed in this special section.

## AWESOME MOMENT

A stand out moment from our extensive playtest of the game – prepare to be amazed!

## 2nd OPINION

As if one expert opinion wasn't enough, we give you a further point of view to help you make those informed purchases!

## DM RATING

A synopsis of the game. If you are too lazy to read the whole review then this will tell you if it's worth selling your granny for.

## Dreamcast THE magazine SCORING SYSTEM MADE EASY

90% + above

Stop everything and raid the piggy bank because games with an Ultra award are superb and must be bought!



75% – 89%

Now we're talking. Games that get 75% and above are seriously worth buying, if not entirely perfect.

50% – 74%

Games that are enjoyable – particularly if you are a fan of the genre – but just aren't fantastic.

25% – 49%

Still not particularly good and definitely in the 'avoid like the plague' territory.

24% – 0%

A very, very poor game and one that nobody deserves to be saddled with – not even your worst enemy!

## Reviews Import Reviews

- 70> King Of The Fighters '99
- 74> Puzzle Bobble 4
- 74> Gunbird 2
- 74> Treasure Strike
- 74> Time Stalkers
- 74> Carrier
- 74> Sakura Wars Song Show: Oogami Ichiro Funtouki
- Resident Evil wannabe that falls short of the mark...

## Dream team

This month, we've mostly been thinking about... holidays.

### Simon Phillips

Having just come back from Japan, our beloved Editor just wants to hide and has spent most of the month under his desk. Not that we mind...  
Game of the month – Fur Fighters



### Martin Mathers

Having narrowly missed a trip to Texas by the thinnest of margins, Mathers needs to get to somewhere where his mobile doesn't work. Sorry!  
Game of the month – Wacky Races



### Alex Warren

Wozza doesn't take holidays, he's soooooo decadent that he actually pays someone to go on holiday for him.  
Game of the month – Virtual Poaching



### Nick Trent

Chief colouring-in man Trent can smell trouble about a mile off... everyday is a day closer to that European tour...  
Game of the month – GTA2





Dreamcast  
magazine  
**ULTRA**

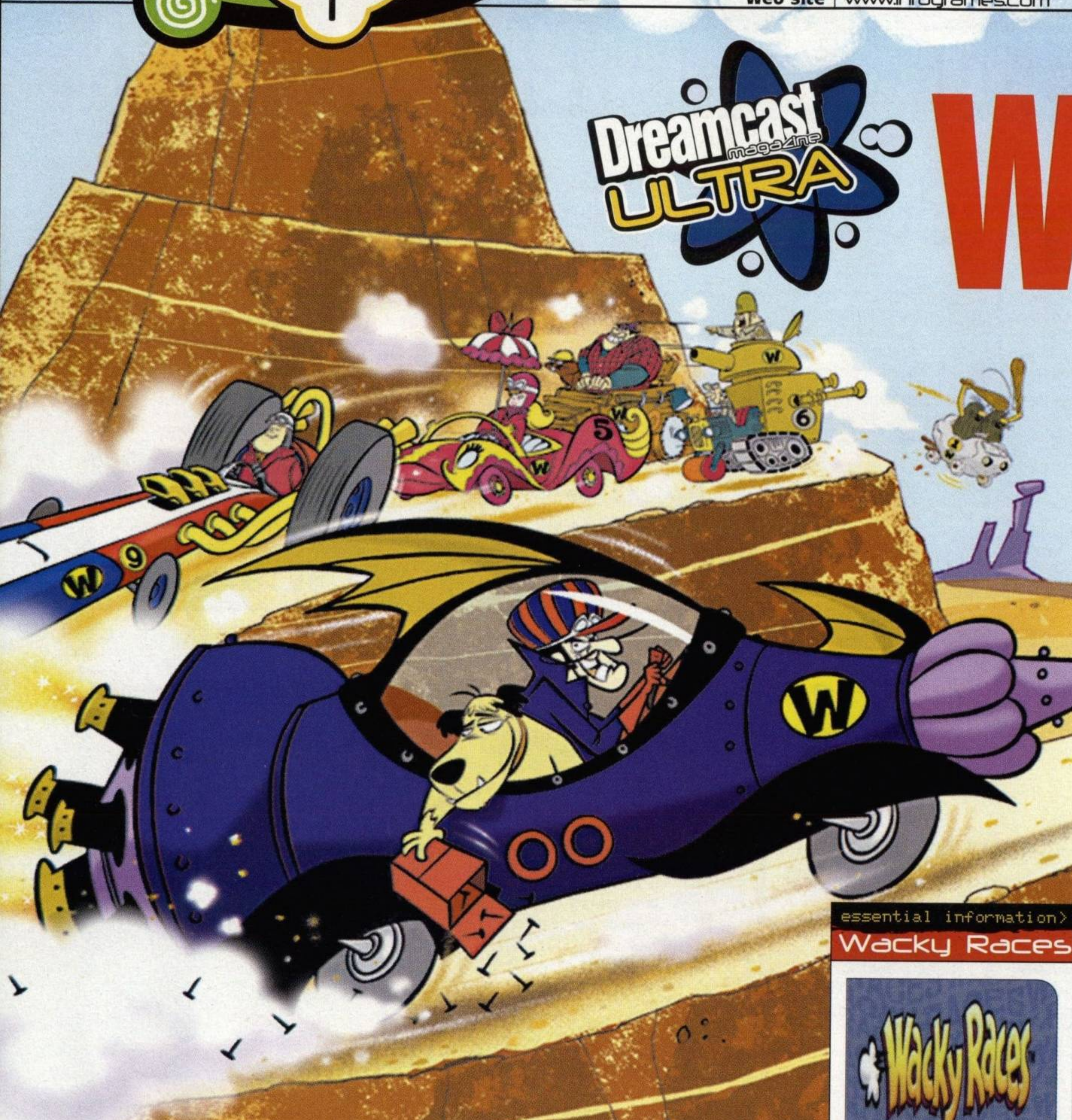
# Wacky

It's racing... and it's just the tiniest bit wacky. Eh? Well, what more do you want us to say? It's Wacky Races!

Right, hands up if you fall into one of the following categories: 'Under 12-years-old', 'Over 20-years-old', 'Unemployed' or 'Just too damn big to leave your house'. If you're waving your hand in the air like a madman now, then you'll probably know about *Wacky Races* – an ancient cartoon from the late Sixties/early Seventies still being shown on Cartoon Network today, where loads of 'madcap' characters (including the very first appearance of Dick Dastardly and Mutley) raced for what seems like no reason at all. Strange? Yep. Popular? Certainly – and most definitely an obvious target for a 'fun' racing game. Now there's a coincidence, because Infogrames have finally brought *Wacky Races* to the Dreamcast in the form of a 'fun' (as in 'not realistic') racing game. What are the chances of that, eh?

## And They're Off!

As soon as you start the game, you'll be able to tell that it's based on a cartoon – everything about the way the game looks just screams "Animation!" Rolling green hills, wide blue lakes, tall purple mountains... it's all so typically hand-drawn and gorgeous-looking that you'll just have to marvel at it. Everyone that walked past us when we were playing this stopped to comment on how good



essential information >

### Wacky Races



**Publisher** Infogrames  
**Developer** Infogrames  
**Origin** UK  
**Price** £39.99  
**Genre** Racing  
**Release** May 26

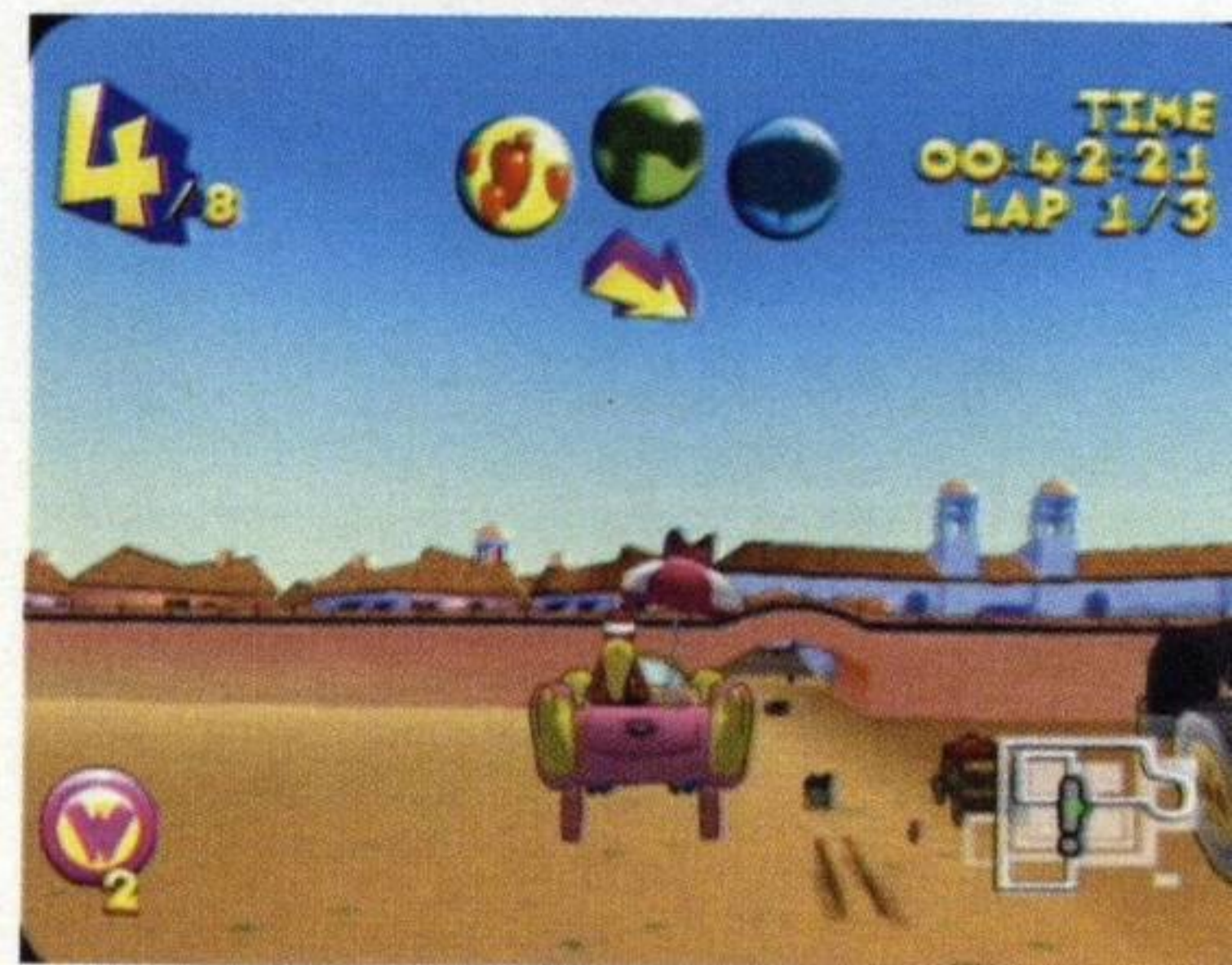


visual memory

## VM

Information

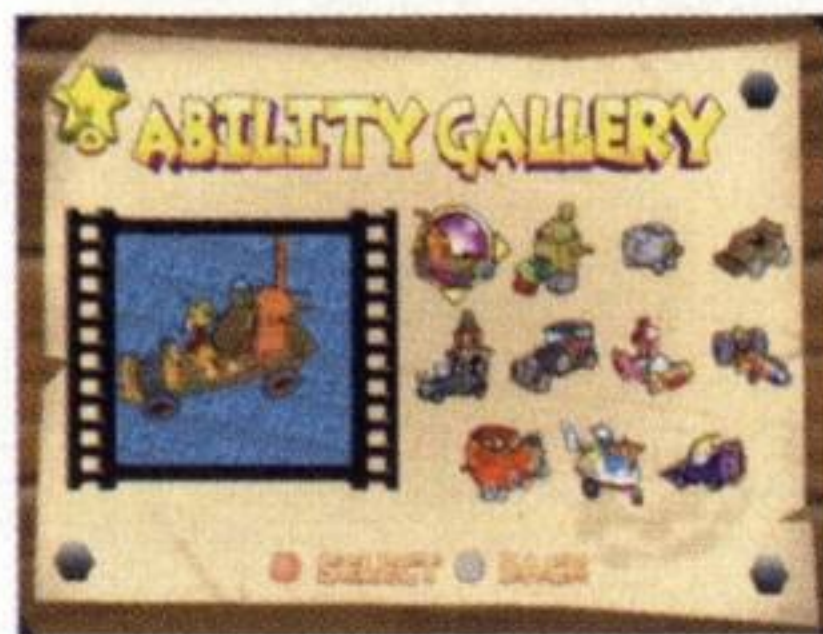
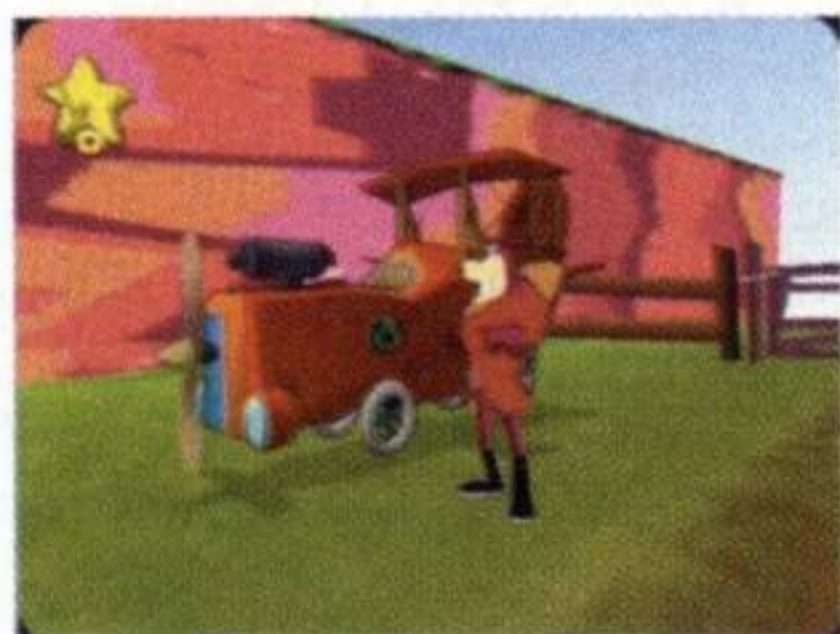
Save position	Y
Logo during play	Y
Mini-game	N







# Races



**infoburst**  
Extra information

- > *Wacky Races* ran as a cartoon between 1968 and 1970 and spawned two sequels – *Dastardly And Mutley* and *The Perils Of Penelope Pitstop*.
- > Hanna Barbera (the guys behind *Wacky Races*) are still making cartoons... despite both being over 80!
- > As well as *Wacky Races*, Hanna Barbera also created cartoons such as *The Flintstones*, *Hong Kong Phooey* and *Yogi Bear*.

the game looked, as well as laughing at all the in-game sound effects. Using clips and sound bites from the cartoon series (as well as a rather nifty commentary by comedian Greg Proops), Infogrames have managed to capture the whole *Wacky Races* feel to a tee – with quotes from all the racers being shouted out all over the place, you'd be hard pushed not to think you were actually watching the cartoon!

Unless you've never EVER seen an episode of *Wacky Races*, you'll recognise most of the characters straight away. From the off, you can choose between eight of the eleven racers in total – from The Slag Brothers in their Boulder Mobile and the lovely Penelope Pitstop to Peter Perfect and his Turbo Terrific, there's a wide range of weird and wacky characters on offer. Of course, there are a few secret racers as well that you can't pick to begin with... once you get into the game and start ploughing through the various challenges on offer though, you'll soon unlock them and have the chance to race in the Crimson Haybailer, Convert-A-Car or even the Mean Machine itself...

## Hey-elp! Hey-elp!

However, all of the lovely graphics and sounds would mean sod all if there wasn't an enjoyable and lasting game behind it all... thankfully, that's the one thing that hasn't been forgotten. This is more than your average 'speed-around-the-track' racing game – although there is the basic option to just go for a quick spin around any of the 16 courses in Time Trial mode, where this game really picks up the pace is in the Wacky Championship. Set over three distinct areas (Wild Frontier, Snowfall Peak and Redwood Valley), you've got to race through the tracks to collect Star Medals – the more you collect, the more tracks you can race on. It's not that simple though; once you've placed first on all the tracks in one location, you've got to race in the Wacky Cup to see who's the best over the course of all five tracks. After that, you've got the Golden Mutley Challenge (where you have to collect 10 Golden Mutley trophies AND finish in first place on each course), the Battle Arena Challenge and even the Team 00 Challenge... yep, this one's going to last you for a long while.

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



## So Much To Do...

> You think you'll be able to whizz through the game and have it clocked in no time? Think again, buddy – there's more challenges and races than any other racing game, so you'll be playing for ages!

### 1. Track Challenge

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

### 2. Wacky Cup Challenge

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

### 3. Golden Mutley Challenge

Now comes the hard part – although this challenge is in the same vein as the Track Challenge (choose a track, race and come first), you need to collect 10 Golden Mutley trophies as well before finishing. Not easy.

### 4. Battle Arena Challenge

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

### 5. Team 00 Challenge

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



continued >



continued >

## WHEN WE WERE KIDS...

> Ever wanted your favourite cartoon transformed into a videogame? We have – that's why we had a quick brainstorm and came up with the top three cartoons from when we were young that should be brought up to date...

### Mysterious Cities Of Gold

A rather epic cartoon series following Esteban and his friend Zia on their journeys to find the Lost City of Gold. We wouldn't really mind what the game was like, as long as it had the original music at the start... aaaah, aaah-aaaah, Cities Of Gold!

### Batfink

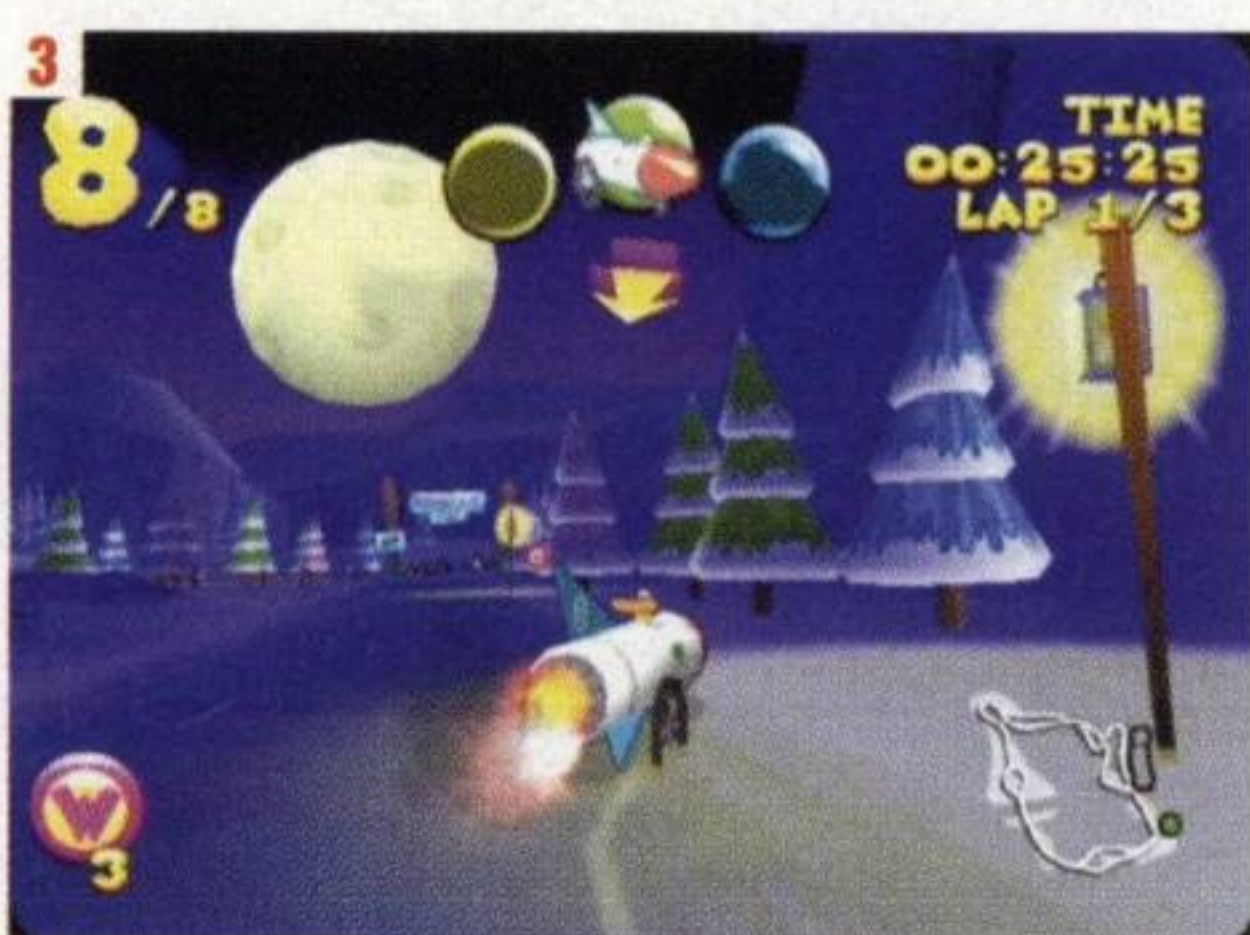
Everyone in our day wanted to be Batfink. Maybe so their Supersonic Sonar Radars could help them or just because nobody could harm them, because their wings were like a shield of steel. Either way, they'd be handy in a fight.

### Ulysses 31

Exactly why bringing Greek mythology into the 31st century was a good idea, we don't know – but it worked. According to the Eighties rock intro music, Ulysses was special because no-one else could do the things he did. Cor, we'd like to see that...



**[1]** Watch out Penelope – the Army Surplus Special is right behind you! Get moving, girl! **[2]** Try not to collide with the scenery too much! **[3]** Faster than a speeding bullet, it's the Convert-A-Car! Wow!



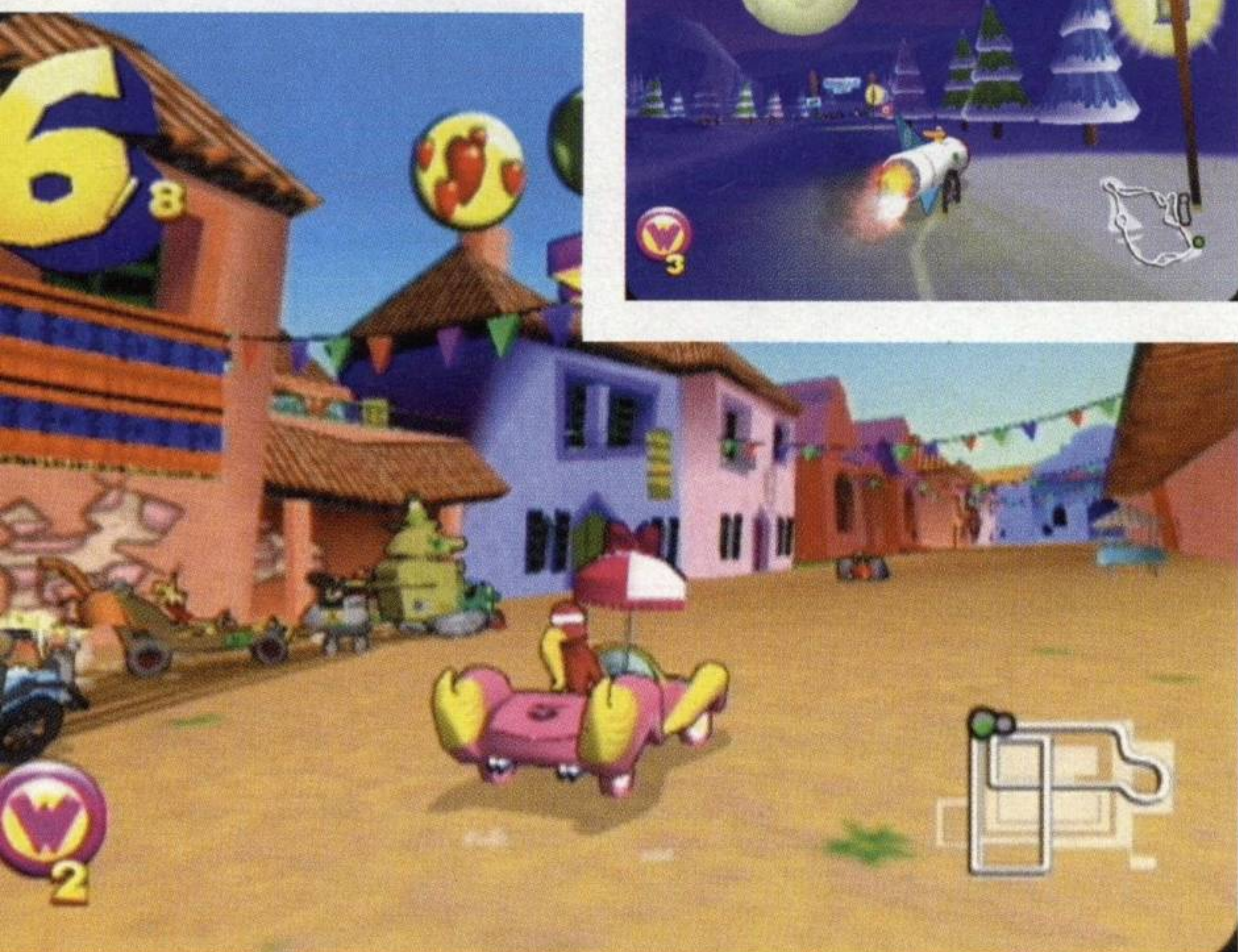
In keeping with the cartoonish 'dirty tricks' style of the cartoon, each racer has their own range of special weapons and gadgets that can be used to help get them to the finish line first. A wide variety of shields, speed boosts and weapon attacks are on offer but each car starts with only three of its full arsenal. In order to get your hands on more of them, you'll need to try your hand at the special 'Boss' character races... believe us when we say that these are NOT easy. It might be just a one-on-one race to the finish line but Pat Pending, The Red Max and Dick Dastardly don't give up without a fight – if you want to get your hands on those extra weapons (and ultimately race as the three Boss characters), you're really going to have to work for it...

### Drat And Double Drat!

So what you've got here is a gorgeous-looking racing game with some brilliant sound effects and plenty of gameplay to back it all up... but what's wrong with it? Well, not much – like we said, there's plenty of challenges and replay value to keep you going for a while, plus it

## 2nd opinion

> Well, what more can I say? *Wacky Races* is a truly wonderful game... not to mention suitably wacky. Graphically and aurally it's incredibly faithful to the cartoon and re-creates all the old magic to perfection. In other words it's complete mayhem and fantastic fun to play on your own or with a load of friends. More than anything else it serves as a trip down memory lane where we can reminisce about our misspent childhoods and pretend that we're kids again. But then what would you expect from adults who play games for a living?  
**Alex Warren**



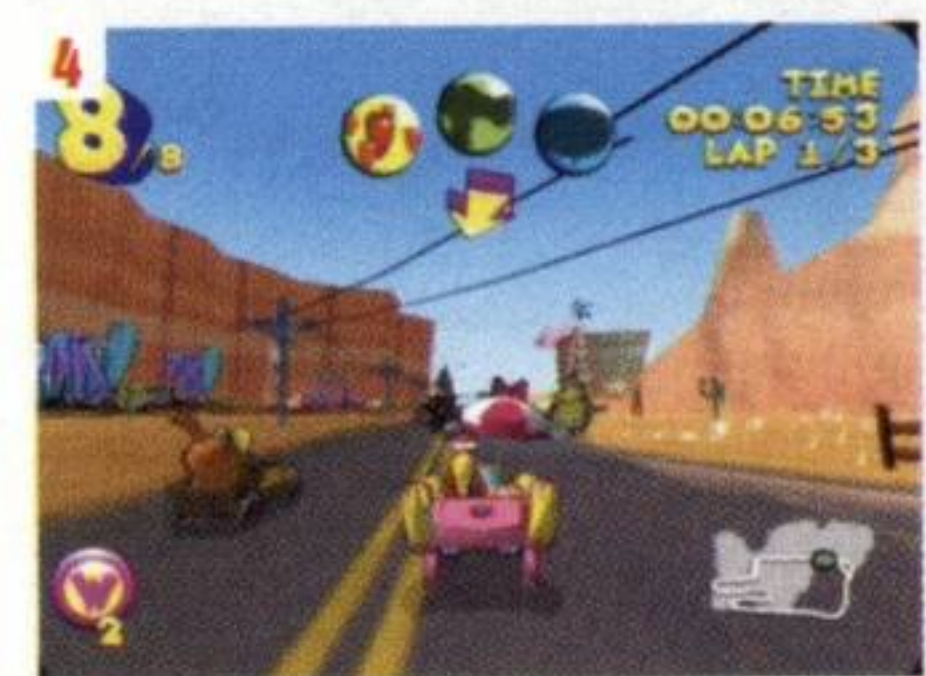
certainly looks and sounds like the cartoon. Of course, that could be a problem all in itself – some people might be turned off by the fact that it's based on a cartoon and think that it's a game for kids. On the other hand, it's not exactly the easiest game we've ever played (the computer cars seem to keep up, no matter how well you drive) and so kids might get fed up because they can't do it. Bit of a catch 22, we admit – however, we'd rather that the game offers a bit of a challenge than just be aimed at a younger market for the sake of it.

The other problem that we've got is a bit of a strange one because you'll only be able to agree with us if you've got experience with other games consoles. If you've ever played *Diddy Kong Racing* on the N64, you'll know what a fun racing game should be like; loads of tracks, plenty of different challenges and some interesting characters to boot. Infogrames obviously noticed this as well because *Wacky Races* is remarkably similar to Rare's monkey-based racer in every way. 'Boss' races against stronger characters? Been there, done that. Battle

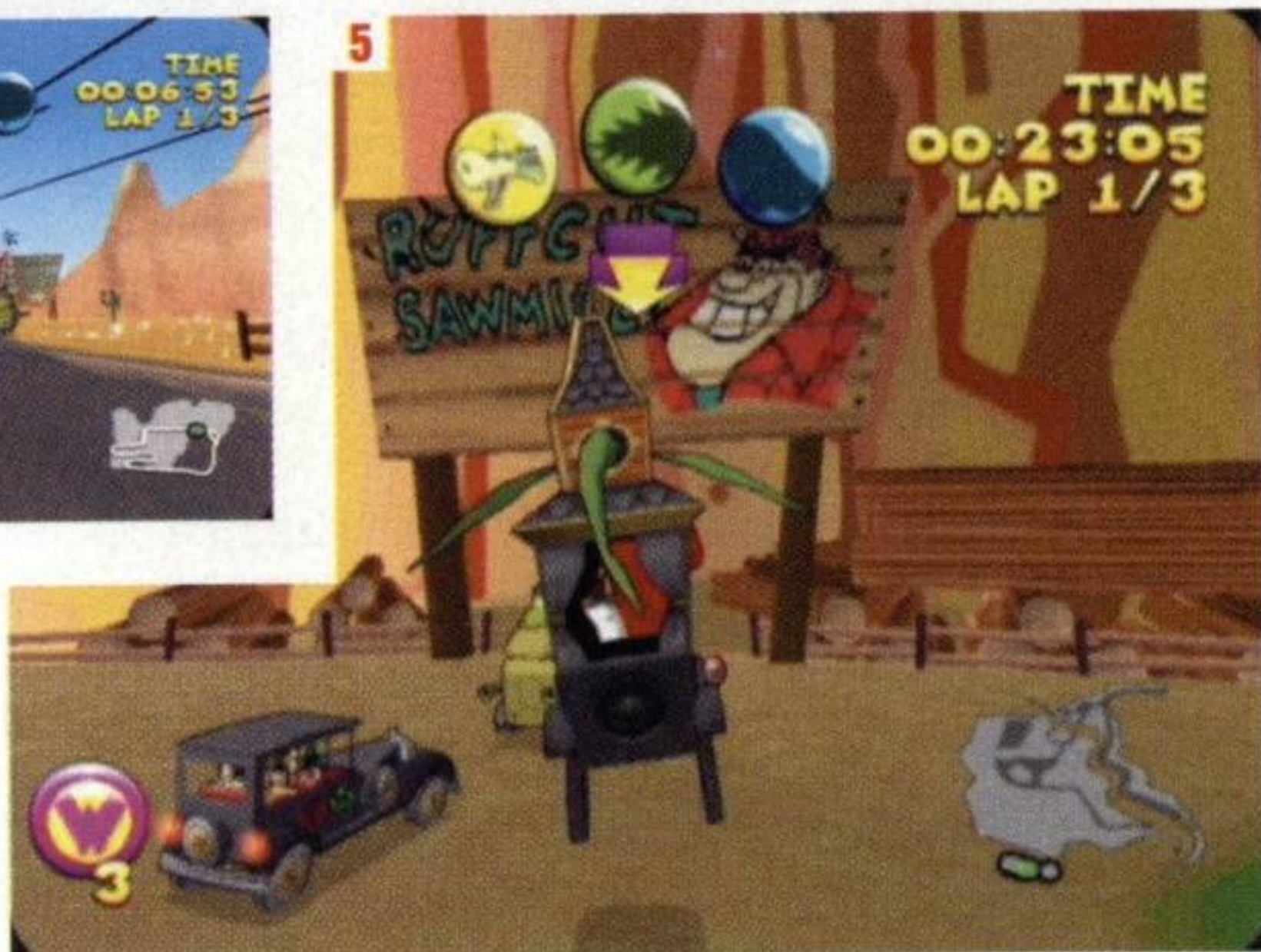




**“All of the lovely graphics and sounds would mean sod all if there wasn’t an enjoyable and lasting game behind it all...”**



[4] The Compact Pussycat is bringing up the rear of the pack...  
[5] Take to the skies with Dragon Flight Power! These weapons really come in handy!



Arenas? Seen it all before. Replace the Golden Mutley trophies with Silver Nintendo coins and even that idea starts to look slightly rehashed. Some might say that imitation is the best form of flattery, but realistically it's just an example of the 'If it ain't broke, don't fix it' mentality that results in the mass production of sub-standard games... Street Fighter, anyone?

Don't get us wrong though – it's not a bad thing, we're just being overly picky. Despite 'borrowing' ideas from games preceding it, *Wacky Races* doesn't seem to suffer from it in any way. If anything, the game manages to take these ideas and put them together to produce one of the best non-realistic racing games we've ever seen. Maybe it's just because it makes us reminisce back to our school days, playing marbles in the playground and eating fish fingers for tea... or maybe we just like the game. Either way whether you love, hate or couldn't care less about the cartoon, you know you've gotta have it. Just thank the Lord that they didn't decide to make a Scooby-Doo game instead...

**Martin Mathers**

summing up the game >

# Dreamcast magazine

© pinion

<b>WACKY</b>	<b>CACKY</b>
<ul style="list-style-type: none"> <li>Looks and sounds exactly like the cartoon!</li> <li>Easy to get into, but will last for ages</li> <li>Gotta love those crazy characters!</li> </ul>	<ul style="list-style-type: none"> <li>Might be tough for 'the kids'.</li> <li>Talk about stealing other games' ideas...</li> <li>Oh, you! Cheating cars a-go-go.</li> </ul>
<b>VISUALS</b>	92%
<b>SOUNDS</b>	89%
<b>GAMEPLAY</b>	90%
<b>VALUE</b>	92%

**DM Rating 93%**

summing up >

> A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!

alternatively >

- Pen Pen
- South Park Rally



> Unless you never seen a cartoon in your life, you'll recognise at least a few of the wacky racers as they pull up onto the starting grid. For those of you who are less educated in the ways of *Wacky Races* though, here's a quick look at the line-up...

- Car No. 1 – The Boulder Mobile**  
 Drivers: The Slag Brothers (Rock and Gravel)  
 Best Weapon: Pterodactyl Flight
- Car No. 2 – The Creepy Coupe**  
 Drivers: The Gruesome Twosome (Big and Little)  
 Best Weapon: Dragon Breath Power
- Car No. 3 – The Convert-A-Car**  
 Driver: Professor Pat Pending  
 Best Weapon: Bowling Ball
- Car No. 4 – The Crimson Haybailer**  
 Driver: The Red Max  
 Best Weapon: Splat-Attack Paintballs
- Car No. 5 – The Compact Pussycat**  
 Driver: Penelope Pitstop  
 Best Weapon: Para Shield Power
- Car No. 6 – The Army Surplus Special**  
 Drivers: Sergeant Blast and Private Meekly  
 Best Weapon: Bazooka Boost Power
- Car No. 7 – The Bullet Proof Bomb**  
 Drivers: The Ant Hill Mob  
 Best Weapon: Concrete-A-Coat Gun
- Car No. 8 – The Arkansas Chugga-Bug**  
 Drivers: Luke and Blubber Bear  
 Best Weapon: Chugga Boom
- Car No. 9 – The Turbo Terrific**  
 Driver: Peter Perfect  
 Best Weapon: Super Rubber Power
- Car No. 10 – The Buzz Wagon**  
 Drivers: Rufus Ruffcut and Sawtooth  
 Best Weapon: Hover Wagon
- Car No. 00 – The Mean Machine**  
 Drivers: Dick Dastardly And Mutley  
 Best Weapon: Dastardly Shrinking Ray





# Sword Of The

essential information >

## Sword Of The Berserk



**Publisher** Eidos  
**Developer** Yukes  
**Origin** Japan  
**Price** £39.99  
**Genre** Action/Adventure  
**Release** May



Visual Memory

### VM Information

Save position	Y
Logo during play	Y
Mini-game	N

Fancy a bit of hack with your slash? Then look no further; *Sword Of The Berserk: Guts' Rage* has all you need... and much, much more.



**Bloodthirsty psychopaths of the world rejoice! At last, here is a game to satisfy all your red-blooded urges to kill anything that dares cross the path you walk. Swords at the ready lads; there's lashings of blood to be had along with plenty of gore for desert.**



### Blood Bath

First things first though, as it's not quite as simple as all that. In fact it's quite complicated due to an intensely-driven story, full of plot and character development. Basically (it's a Martinism) you take on the role of the caped-crusader Gattsu (Guts to his friends, don't you know), a wandering mercenary who likes to cause mayhem with his seven-foot long sword. He's a nice guy really though (honest) as he's on a mission to find a cure for his deeply traumatised girlfriend, Casca, as well as wreaking revenge on those who made her lose it, a clan known as the 'God Hand'. His wanderings lead him to a region and town where a dreaded pestilence is spreading like wild fire.



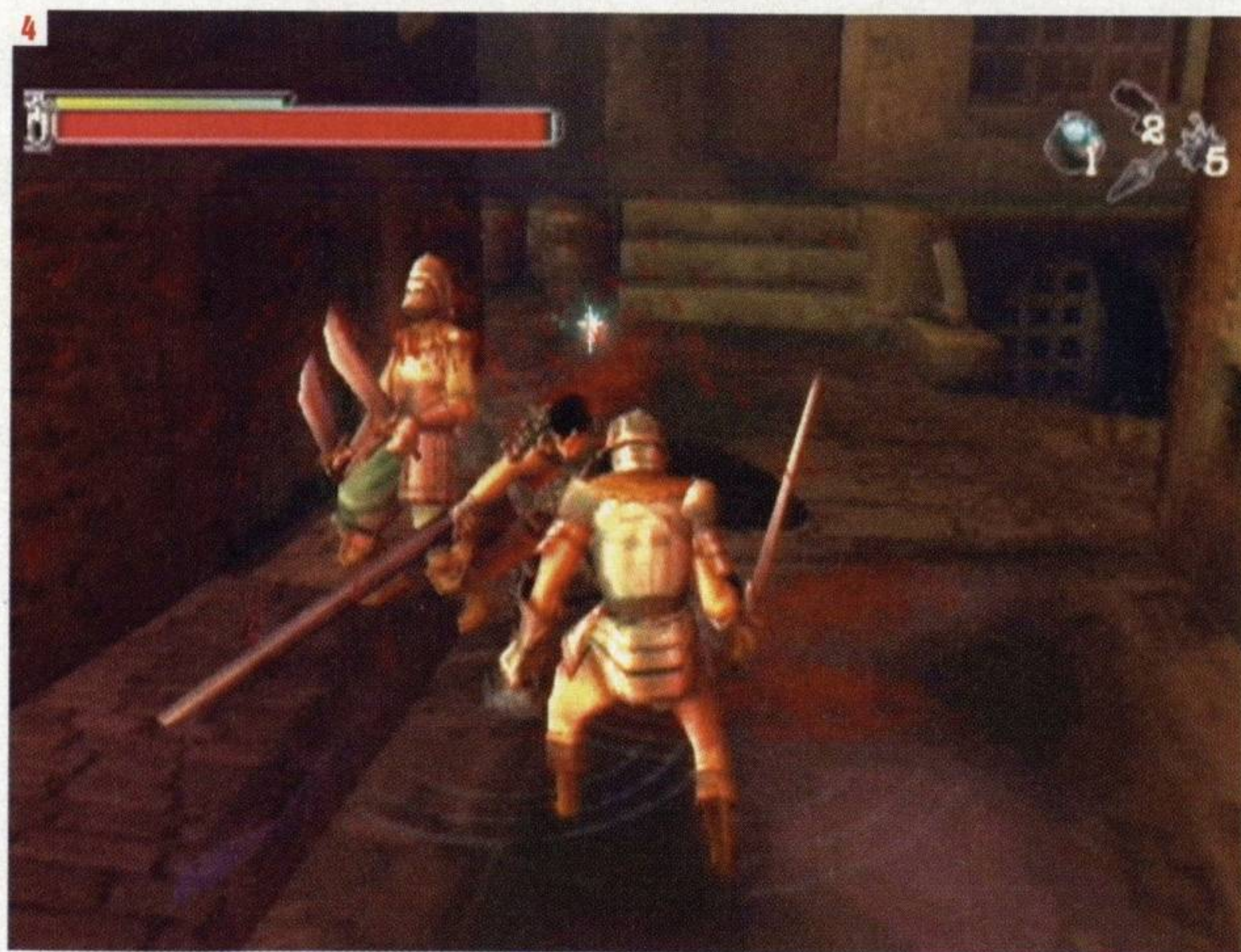
[1] If you go down to the woods today you're sure of a big and scary surprise. [2] My that's a big sword. Yeah? Well it's not as big as mine! [3] It's not really a bad case of red-eye, it's just Gattsu going totally and utterly berserk. [4] There's no messing with Gattsu when he's in this sort of mood - it's all hack and slash from hereon in.

The disease is embodied by a parasitic plant known as Mandragora which attaches itself to its hosts, human and animal alike, before transforming them into a rabid genetic creature. Pleasant stuff. Your job is to kill all the Mandragorans and anything else that gets in your way, to get to the bottom of the mysterious plant's purpose, before finally finding the cure for your ailing missus. Phew. Got there in the end. Talk about a story line.

### Cut It There

However, this might all sound great but herein lies the fundamental problem that plagues *Sword Of The Berserk*. Some critics were worried (although wrongly) that *Shenmue* was going to be more of an interactive movie than a game due to its story heavy premise, and this is exactly the trap that *Sword Of The Berserk* has fallen head first into. To push the story along, the game makes use of an unprecedented amount of cut-scenes which ultimately kill off the tension. Cut-scenes in games are a great thing if used appropriately, but in this case the developers seem to have gone way over the top as cinematic sequences constitute over two thirds of the game. Understandably, cut-scenes are necessary

**"There's lashings of blood"**





Going berserk has its bloodthirsty pleasures. Raise the blood level and let rip.



# Berserk

## GUTS' RAGE



in a story-heavy game such as this, but to make them so prominent that they take over almost the entire game is taking it a little too far. So, instead of interspersing cut-scenes into the action of the game the reverse is applicable here, with the action interspersed amongst the cut-scenes which is, as you might guess, far from being a good thing. After ten minutes of watching the story progress, you get pretty bored waiting for the time when you're actually allowed to do something (and even then it hardly seems worth the wait). Admittedly you can skip them, but that's not the point.

### Give Me Gore

This isn't to say that when the action kicks in it isn't fun, however, because that certainly isn't the case. In fact, far

from it. After all who wouldn't, or indeed couldn't, have a whole lotta fun wielding a seven-foot sword called The Dragon Slayer, slicing anything and everything in sight into fleshy little pieces? Exactly. The problem is that the pleasure is always curtailed just as you're really getting carried away with the mass killing thing. Quite simply, killing has never been so gratuitous or satisfying, but just as you turn a corner ready to face another bunch of Mandragoran mutants, sword dripping with blood, low and behold another cut-scene steals the pleasure from you. Goddamn!

However, the gameplay's not all about hacking and slashing your way through hordes of grotesque Mandragoran as there are a whole

**to be had along with plenty of gore for dessert!"**



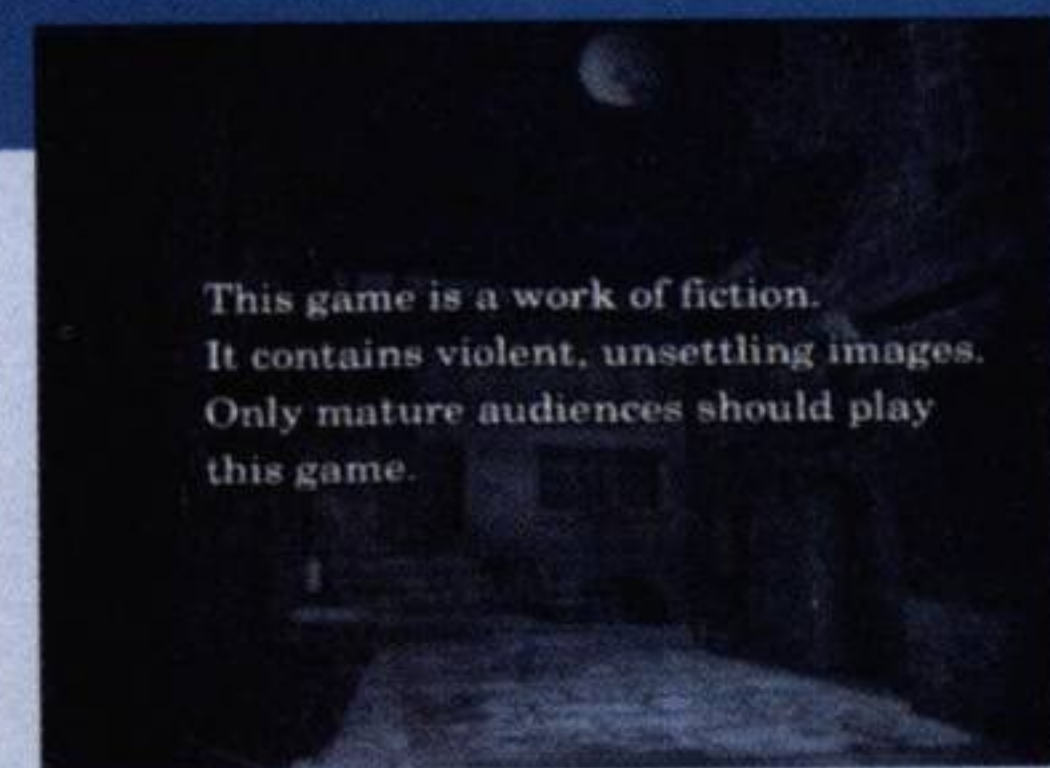
[5] Get out of my way or I'll be forced to kill you. [6] Puck the elfin fairy will follow you around on some of your wanderings. [7] It's not just Mandragorans you meet, but skeletons and spirits too. [8] Beware — don't use giant swords in enclosed areas.



### IT'S CERTIFIED

> It won't have escaped your notice that *Sword Of The Berserk* is a little over the top in its blood count, hence the 18 certificate for the game. The language isn't much better either, so no wonder the game carries the opening warning that it does.

This game is a work of fiction. It contains violent, unsettling images. Only mature audiences should play this game.



continued



continued >

## THE MANDRAGORAN MENAGERIE

> It's not just humans that are affected by the parasitic Mandragora plant but animals too. In the forest you'll meet some hideously deformed creatures including frogs, bears and dogs. Lovely stuff!



## "After all, who wouldn't, or indeed couldn't, have a whole lotta fun wielding a seven-foot sword?"

host of other weapons that allow you to dispense with your foes in yet more interesting (and bloody) ways. As well as having a big chopper tucked into your trousers you've also got daggers and a crossbow mounted on your wrist to help dispose of any unwanted attackers... oh, and there's the grenades too. On top of that, there are some occasionally distracting Quick Timer Events incorporated into the game where you must press buttons in order to avoid other unsavoury things happening to you, the outcome of which will help determine your progress through the level.

But if that isn't enough for you, there's an added incentive to keep playing the game called the 'Prize Box', where there are various bonuses which can be opened by completing the game on the different difficulty settings. For example, if you finish it on the Easy setting you will be able to play as Puck against the Mandragoran nasties, or if you finish it on the Normal mode you'll open up a Battle Arena where you'll be able to fight the game's bosses. It might not be much, but it's enough to make the game more worthwhile than it otherwise would be.

### It's Meaty

However, despite the somewhat lacklustre amount of gameplay, *Sword Of The Berserk* is an otherwise fine example of the capabilities of the Dreamcast. Both the visual effects of the game and the audio accompaniment are of the highest quality, and are almost enough to

save the game from the shackles that the cut-scenes impart upon it. Almost. While the graphics of the cut-scenes are straight out of the top drawer, those of the action are no less impressive. The animation of the various Mandragoran freaks is particularly good, and the developers have succeeded in creating some of the most gruesome-looking monsters since *Resident Evil 2*.

But by far and away the most striking feature of the game is the audio quality and more precisely, the voice-acting that is ever present throughout the cut-scenes (or should that be mini-movies?) Unlike in so many other games where the voice-overs are of a generally poor quality, those employed in *Sword Of The Berserk* are really good, something almost unheard of in videogames. There's genuine emotion and feeling in the voices, making the characters wholly believable, and this lends a further pleasurable dimension to the game (as well as making it even more movie-esque).

However, in the end it's not quite enough, leaving *Sword Of The Berserk: Guts' Rage* as a game that agonisingly fails to reach its true potential – agonising because it could easily have been a whole lot better than it actually is. When you're in the thick of the action it is genuinely great fun to indulge in, however much of a pacifist you are, but the plethora of long cut-scenes and lack of varied gameplay means that before long you'll have had enough and will turn your attentions elsewhere.

Alex Warren

- > The game was first released in Japan last year, but it has since been given a much higher blood count.
- > In Japan the game was simply known as *Berserk*, but we're not sure why the appendages have been added to the title.
- > The voice-overs have been done by actors from such cartoon classics as Disney's *Beauty And The Beast*. Cool.
- > This is an 18-rated game so stay away kids – we don't want to warp your fragile little minds.

## 2nd opinion

> You know, it's not often I agree with Alex but I have to say that he's hit the nail on the head with this one. *Sword Of The Berserk* is an incredibly enjoyable game simply because of the fact that you can chop people in half left, right and centre without fear of retribution. The problem is, there's just not enough mindless violence to make a whole game – you'll spend most of your time sitting there watching *another* cut-scene instead. Oh, and the controls can be a pain in the arse too... especially when you keep hitting the walls with your sword. Argh! Good, but not good enough. Sorry. Martin Mathers

## summing up the game > Dreamcast magazine

### @pinion

#### SLASH

- ⊕ Well-acted voice-overs
- ⊕ Decent story line
- ⊕ Well-designed creatures

#### GASH

- ⊖ Too many long cut-scenes
- ⊖ Awkward and clumsy control
- ⊖ Limited gameplay

VISUALS	78%
SOUNDS	88%
GAMEPLAY	73%
VALUE	65%

## DM Rating 73%

summing up >  
> As much fun as *Sword Of The Berserk* is, there just isn't enough of it. There's far too many cut-scenes and not enough action.

alternatively >

- > *Dragons Blood*
- > *Soul Reaver*





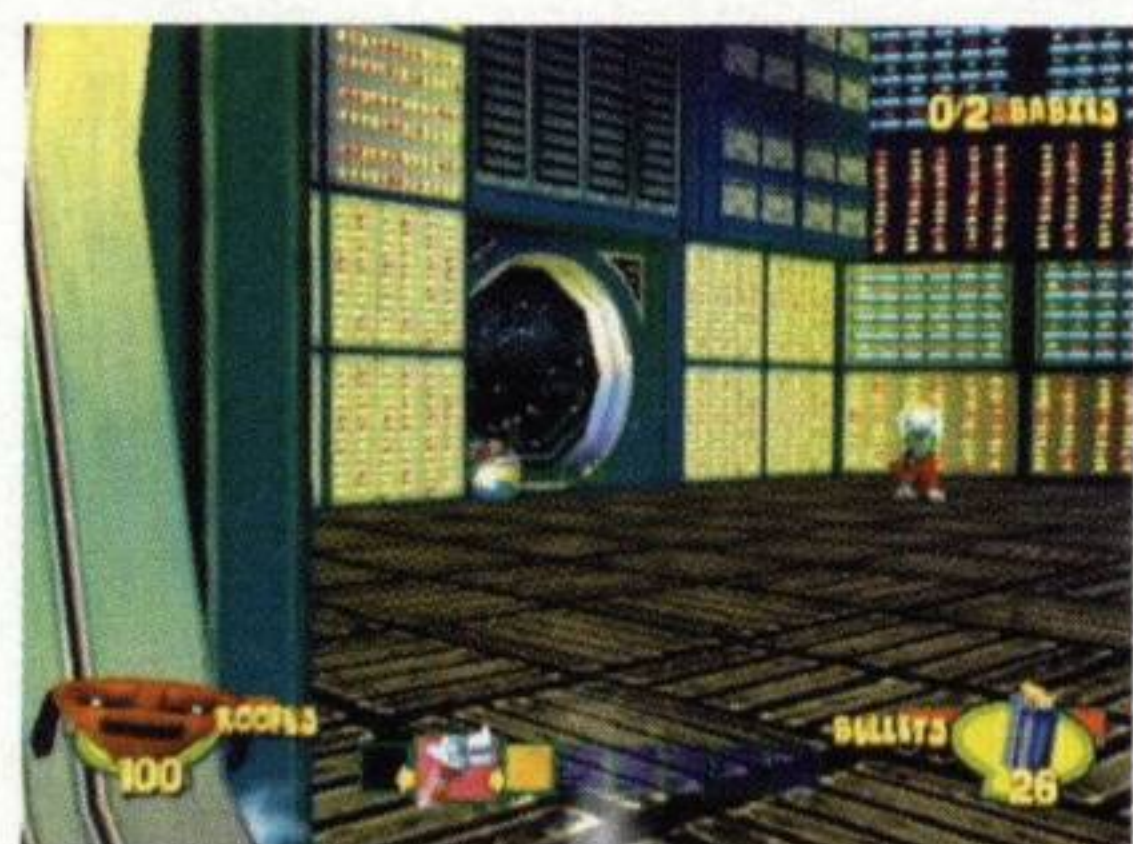
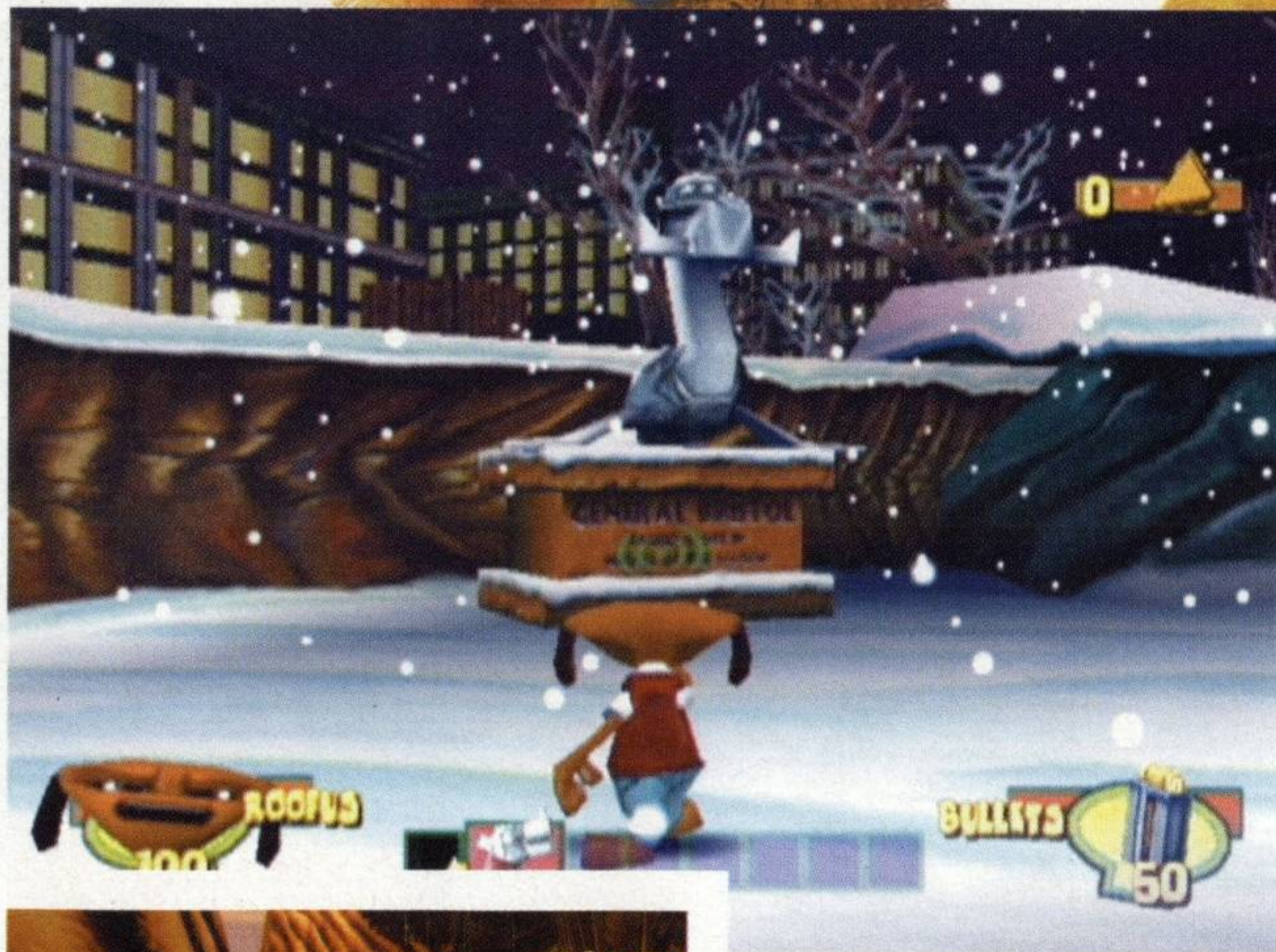


# SPIRIT OF SPEED 1937



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## essential information > Fur Fighters



**Publisher** Acclaim  
**Developer** Bizarre Creations  
**Origin** UK  
**Price** £39.99  
**Genre** 3-D Adventure/  
 Shoot-'em-up  
**Release** Out now



four players



vibration pack



modem



### visual memory

## VM Information

Save position Y  
 Logo during play Y  
 Mini-game N

# FUR

Hurrah! It's not a fighting game, it doesn't involve racing but it's not quite as original as you might think – at least not if you've ever owned an N64...

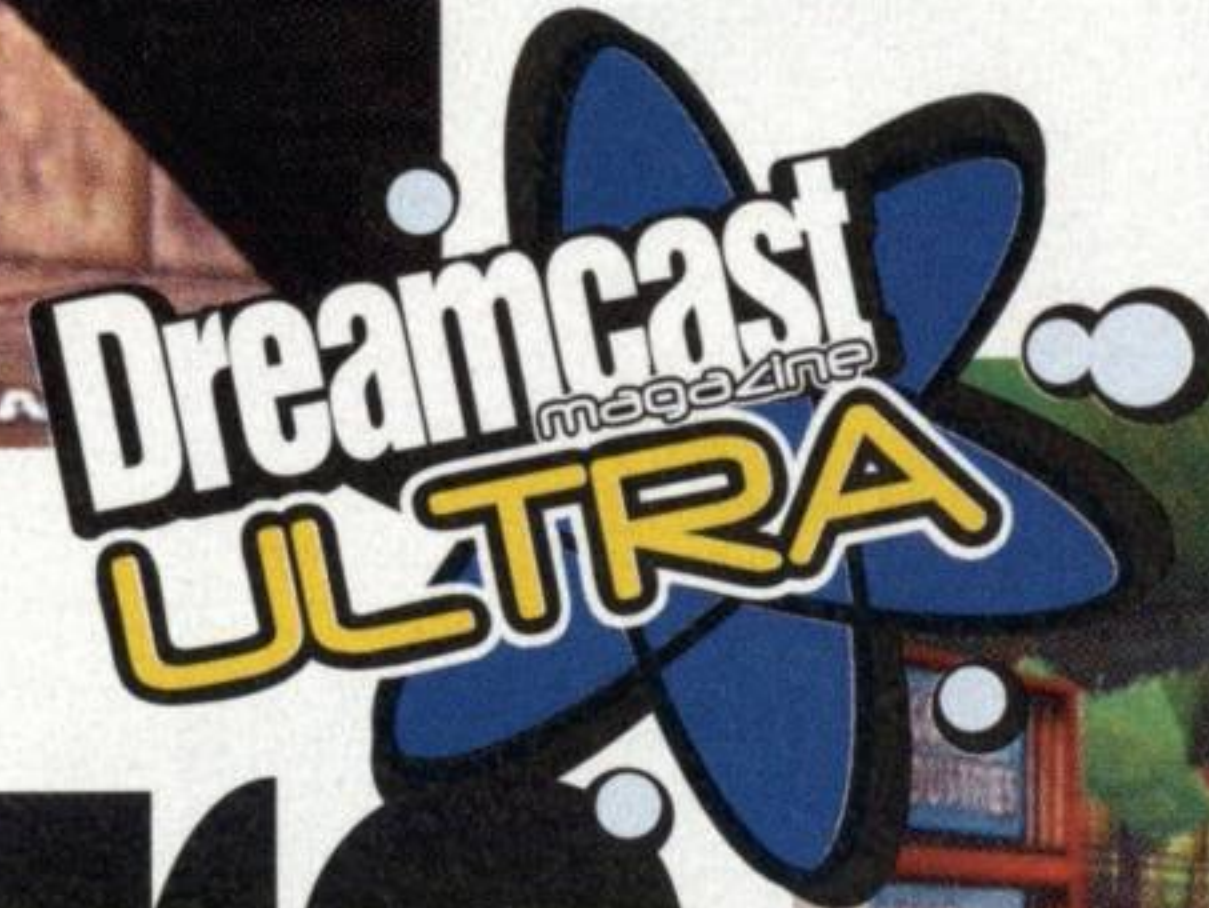




The mini-games are ace. Here you have to land a plane to rescue a little baby!



[1] Roofus goes on a shooting spree. [2] Hurray! Juliette has rescued one of her little babies. [3] Sometimes it's perfectly obvious what you are expected to do. Most of the time it is less clear.



# Fighters

**Fur Fighters has been strangely absent from the DREAMCAST** MAGAZINE offices, which is always a worry. When people don't send us games to preview we get apprehensive... after all, it's not easy making games and we're well aware that too many games are only of passing interest – some are just plain awful and we feel sorry for the poor buggers that have given up precious hours of their life to develop a game that is at best pitiful. So, when Acclaim didn't send us *Fur Fighters* our minds began to think about men in tights (you know the ones: can't act, can't wrestle but like to spend a good long time in the gym). We thought that perhaps *Fur Fighters* was going to be another game that would be added to our collection of dust gatherers/coasters/frisbees. Fortunately, for us, for you and for the people at

Bizarre Creations (who we like, because they are silly) it turns out that the game is rather good, perhaps (and this depends on what you want from a game: more later) not quite good as the games that it patently (ahem) borrows from, but actually a damn sight better than we'd hoped...

**“Tonight Matthew, I'm going to be an N64!”**

Take one part *Jet Force Gemini* to two equal measures of *Super Mario 64* and *Banjo-Kazooie* and you have the closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find. It's all there, including the comedy animals (who have special abilities that need to be utilised to access specific areas) which smack of *Banjo* and *Donkey Kong 64*; there are six baby Fur Fighters to rescue

**“In spite of the cutesy characters, the game is really more appropriate for more serious gamers...”**

per level. Equally familiar are the 100 Telepoint crystals (that allow you to access the game's many different worlds) to find, which are somewhat reminiscent of the gold coins and musical notes that Mario and the dynamic duo that is Banjo-Kazooie are in constant search of. Moreover, the 3-D environs are somewhat derivative, lifted straight from the Rare school of comedy worlds; everyone speaks the same kind of Grammelot that is the mainstay of Rare games. If you didn't know any better, this could indeed be an N64 game. This is no bad thing and you could argue that after the raft of

**infoburst**

Extra information

- > 'Furballs' (as the game was originally known) was considered too 'cute' a name so the 'harder' *Fur Fighters* was chosen.
- > Along with MSR, Bizarre Creations is aiming to do for the Dreamcast what Rare do for the N64. *Fur Fighters* goes some way to establishing the company as the UK's best developers for the Dreamcast.

continued >



continued



## SUPER FURRY ANIMALS

Here are the six mean Fur Fighters at your disposal...



ROOFUS

Species: Dog  
Age: 12 years  
Height: 1.7 Metres  
Blood Group: 'A'  
Special Skill: Burrowing (soft ground)



JULIETTE

Species: Cat  
Age: 5 years  
Height: 1.6 Metres  
Blood Group: 'AB'  
Special Skill: Climbing



CHANG

Species: Firefox (Chinese Panda)  
Age: 7 years  
Height: 1.3 Metres  
Blood Group: 'B'  
Special Skill: Squeezes through holes



RICO

Species: Rockhopper Penguin  
Age: 5 years  
Height: 1.8 Metres  
Blood Group: 'O'  
Special Skill: Swimming



BUNGALOW

Species: Kangaroo  
Age: 7 years  
Height: 2.0 Metres  
Blood Group: 'A'  
Special Skill: High jumps.



TWEEK

Species: Dragon  
Age: 0.002 years  
Height: 2.2 Metres  
Blood Group: 'A'  
Special Skill: Gliding (long distances)

unoriginal games (usually involving some sort of pugilism) developers would have to release some much-needed original titles for the Dreamcast. And where better to find inspiration than on the N64 which is, despite its abject failure to captivate any other audience than either kids or 'hardcore' gamers, home to some of the finest gaming experiences around.

### Furry Tales

As with most games of this genre the story is, at best, slight, so here goes... all the little animals lived in Fur Fighters Village (a sort of utopian world where each species took long walks together hand in hand, picked flowers and enjoyed sunsets believing that their existence was somewhat blessed). All of this was ruined by General Viggo (boo, hiss) who decided to invade the village but was subsequently defeated by the guile of the Fur Fighters, who upon victory decided (not unlike ourselves upon completing a magazine) to go out for a few pints of the fizzy stuff. Smarting from defeat, General Viggo returned to the village and kidnapped all the ickle children (er, cubs, kittens, joeys... you get the general idea) contained therein.

*Fur Fighters* puts you in charge of their rescue attempt and ultimate defeat of the nasty General Viggo which means that you'll have to get to grips with the six eponymous hero's skills (see boxout) to best achieve this end. Using the Fur

Fighters Village as the hub of the game, you first have to be put through your paces by the now-deceased and in full spectral form General Bristol, who will show you in essence how to play the game and how it all works, from what the Telepoints do to what each character's skills are (and how best to utilise them). In essence, it's a damn fine introduction to a fairly exacting and demanding game. It's not particularly original - virtually every game of its ilk employs a similar method to familiarise players with the game - but it does work.

### Let's Go To Work!

Once training is completed you're off to battle Viggo's minions and rescue your families, and so the action begins in the comedy-titled New Quack City. Control is via the now familiar D-pad for movement, analogue stick for camera control (for those dodgy 3-D camera moments) and trigger buttons for jumping and firing respectively. It does the job and it never feels cumbersome. Which is nice, especially as Bizarre Creations has opted to make each of the worlds huge. Whether you are in space, the garden, home or deepest jungle, the vastness of the zones is almost beguiling in looks but often bewildering for the casual player.

One criticism that can be levelled at *Fur Fighters* is that it feels, at times, far too big for its own good, and whilst you soak in the admittedly gorgeous graphics, it is all





> With so many other quality action/adventure games already on the Dreamcast you'd hardly think that a bunch of moth-eaten furballs (sorry, Fur Fighters) could cut it on the big stage. But they do because, despite first impressions, *Fur Fighters* is a mighty fine game. It might have similarities to the likes of *Banjo-Kazooie* and *Donkey Kong 64* but what's wrong with nicking an already highly successful idea and putting it through the mixer? Exactly. Visually, it's a fantastic game and at times it's nothing short of awesome-looking. Definitely one for the kids and for big brother.  
**Alex Warren**



[1] Roofus does away with the Pink Panther. [2] The Fur Fighters Village is where you'll start the game and where you'll do your training. [3] The space station, complete with comedy low gravity. Which is nice...

**"The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find!"**

too easy to become lost without any idea as to what you are supposed to be doing. If it were a Rare or Nintendo title, it would be a lot more obvious so that anyone could play with relative ease. *Fur Fighters* isn't like that, and one suspects that in spite of the cutesy characters, the game is really more appropriate for more serious gamers who are prepared to revel in the humour and enjoy trawling through levels to find that one missing baby that will allow you to progress to another world – casual gamers need not apply.

However, what lifts *Fur Fighters* to loftier climes is the multiplayer game which, had there been more than the token six levels, might have warranted purchase of the game alone (a deathmatch sequel, perhaps?) With more than a few nods to *Quake* (albeit in a comedy guise) it's good to see that Bizarre Creations has added a little something extra, and as opposed to the appalling multiplayer deathmatch mode seen in *Donkey Kong 64*, it actually works very well and serves as something a little bit more than a distraction from the main event – nice one!

To conclude, *Fur Fighters* is an enjoyable romp filled with a good, if uneven, mixture of puzzles and action. It's certainly not as easy or as obvious as the games that it borrows ideas from, but if you want an extremely challenging, funny game that just happens to have the best (thus far) multiplayer deathmatch game on the Dreamcast then *Fur Fighters* is certainly worth a look.

**Simon Phillips**



summing up the game >  
**Dreamcast**  
magazine  
@pinion

**FUR**

- Gorgeous graphics
- Fantastic multiplayer game
- Mammoth game that'll take ages to complete

**SLUR**

- Tricky to get to grips with
- Misleadingly cute – it's not a kids game
- Ex, that's about it...

VISUALS	93%
SOUNDS	89%
GAMEPLAY	85%
VALUE	92%

**DM Rating 91%**

summing up  
> The cute graphics belie the devilishly difficult game. Buy only if you're hard enough!

alternatively >

- > Toy Commander
- > MDK2

**SEE THE FUR FLY!**

> With the addition of the first-person perspective, *Fur Fighters* has the finest gun-based multiplayer game yet to grace the Dreamcast. Again, it may look cartoony, but with more than a nod to other games of the genre, this should keep you happy for many months to come!





# GTA2

Gangland warfare. Road rage. Uzis at dawn. It could only ever be GTA2 come to wreak havoc on your Dreamcast.

Some games ooze violence. Others are just so crammed full of the stuff that one touch from a slightly impetuous being and the whole thing will go up in smoke. *GTA2* is one such game. Be warned – this game will make murderous, heartless, road-raged souls of all and sundry, no matter how pious you might think you are. Prepare to be shocked. Prepare to sell your soul to Satan. Welcome to the criminal hotbed of *GTA2*.

## It's A Killer

When the first game was released back in 1997 it received widespread condemnation from all quarters, and it even caught the eyes of MPs who tried to get it banned... unsuccessfully. Which is good news for all you wannabe criminals who fancy a bit of notoriety, and not so good news for your parents. Hey, at least it keeps you off the streets... for now. What *GTA2* offers in terms of gameplay is totally unique and although it takes a while to get to grips with the control and the general methods of the game, it is ultimately utterly satisfying and murderously good fun to play.

## Ganglands

The background story to *GTA2* is like something straight out of *Goodfellas* or *The Blue Brothers*, with gangsters polluting the streets and cops, FBI agents and even the army chasing after you, vying to be the ones to bring you down. You're a lone ranger operating within the city with the sole objective of thieving and earning as much hard cash as possible (\$1,000,000) in order to get to the next sector of the game, of which there are three (Downtown, Residential and Industrial). But the ultimate aim – the jewel in the crown – is to become the leader of the city's crime syndicates, head honcho, the king of New York – but it ain't going to be easy.

Within each sector there are three gangs – made up of either the Loonies, Zaibatsu, Yakuza, Rednecks, SRS Scientists, Russians or the Krishnas – for whom you can do jobs in order to get the necessary cash. It might sound easy enough, but here's the catch. Unsurprisingly, all the gangs have an inbred hate of each other, which means that if you do work for one gang, the

### essential information >

## GTA2



**Publisher** Take 2 Interactive  
**Developer** Liquid Games  
**Origin** UK  
**Price** £39.99  
**Genre** Crime  
**Release** 20 May



one players



arcade stick



vibration pack



### visual memory

## VM information

Save position Y  
 Logo during play Y  
 Mini-game N

## infoburst

Extra information >

- > There are more than 70 missions to complete over three sectors.
- > The game carries an 18 certificate for its violence, even though no-one actually ever dies!





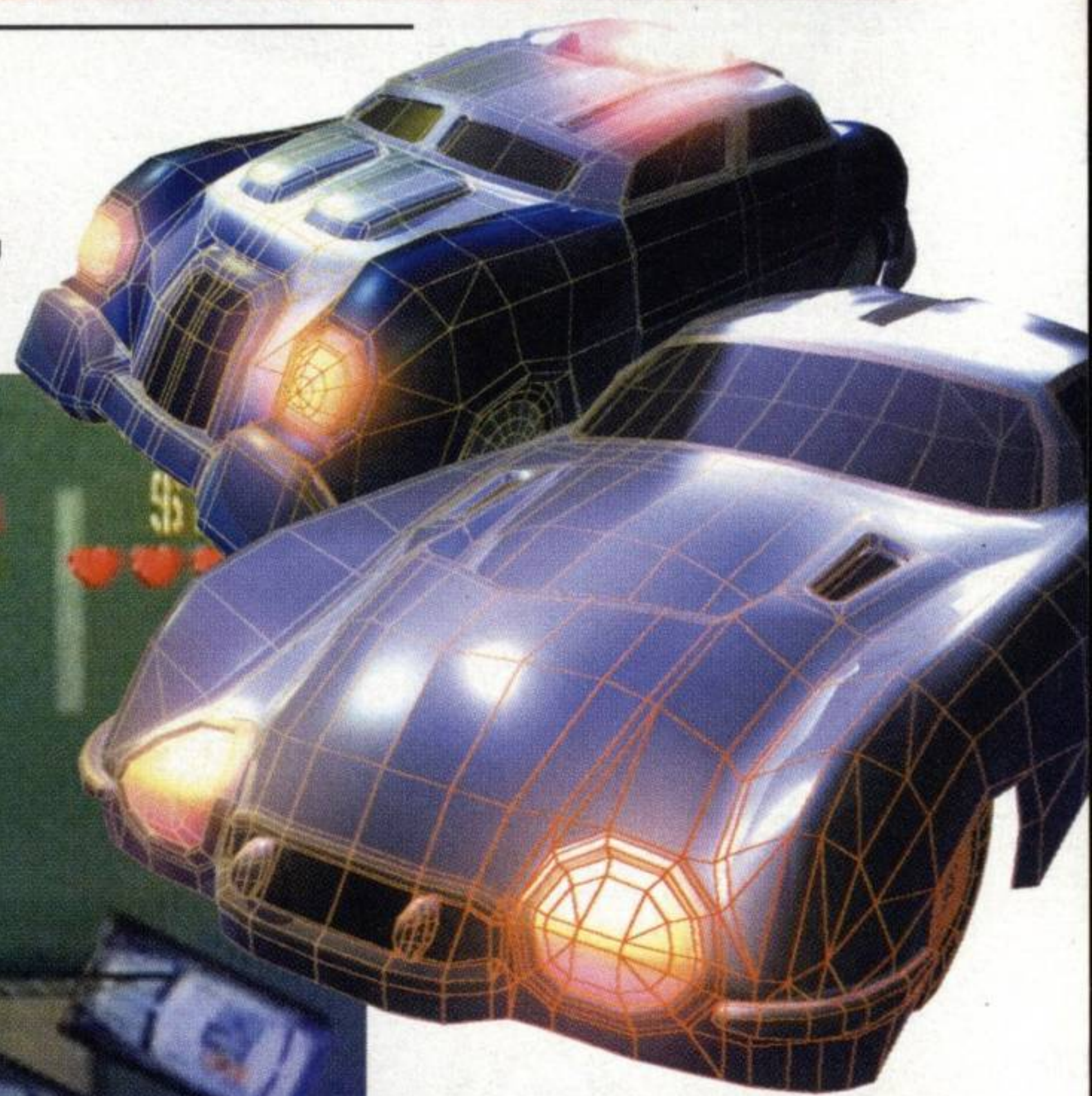
You can't beat going on a 'killing frenzy' and frying some poor souls alive!



**[1]** Get the flame thrower out and you'll have a guaranteed blast. **[2]** Kill the cops to save yourself from incarceration. **[3]** It's not easy stealing a car when cops are all over the place.



**"A veritable feast of madcap, adrenaline-pumping action!"**



others aren't going to be too impressed with you. In each sector you have a 'Respect' level from the gangs and if that falls below a certain level they're going to shoot at you every opportunity they get. It's up to you to use your diplomatic skills and play them for the fools they are. But it's a dangerous game and your life's on the line.

## Bloodbath

However, if you thought that the gang members were your biggest problem then think again, because the cops are hot on your heels, gagging to bust you for your crimes. For every atrocity you commit, be it gunning down or even running down innocent by-standers, stealing cars or blowing up buildings, the cops' interest in your activities will increase until they bust you before throwing you out onto the streets. This means that you have to be on your toes at all times because with an entire city out for your blood, it's far from a safe place to be. All this makes for some of the most thrilling and varied gameplay yet seen on the Dreamcast, as it combines elements of driving games, adventure games and beat-'em-ups, thus making for a veritable feast of madcap, adrenaline-pumping action. And believe us, it really is mad.

## Gunned Down

However, although the gameplay of *GTA2* is by far and away the best aspect of the game it doesn't slack in the other departments like some games are apt to. Graphically, *GTA2* is hardly of a next-gen quality with its top down view, but nonetheless it does have some really

good effects, not least of which is the light-sourcing on the explosions that frequent the city-scape. There's no room for argument where the frame rate is concerned, with slow-down and other graphical glitches nowhere to be seen – even when the screen is littered with burnt out cars and dying pedestrians. Even the sound effects of the game don't let it down, with a refreshingly varied amount of music blaring from the car radios, making for a suitable accompaniment to the action.

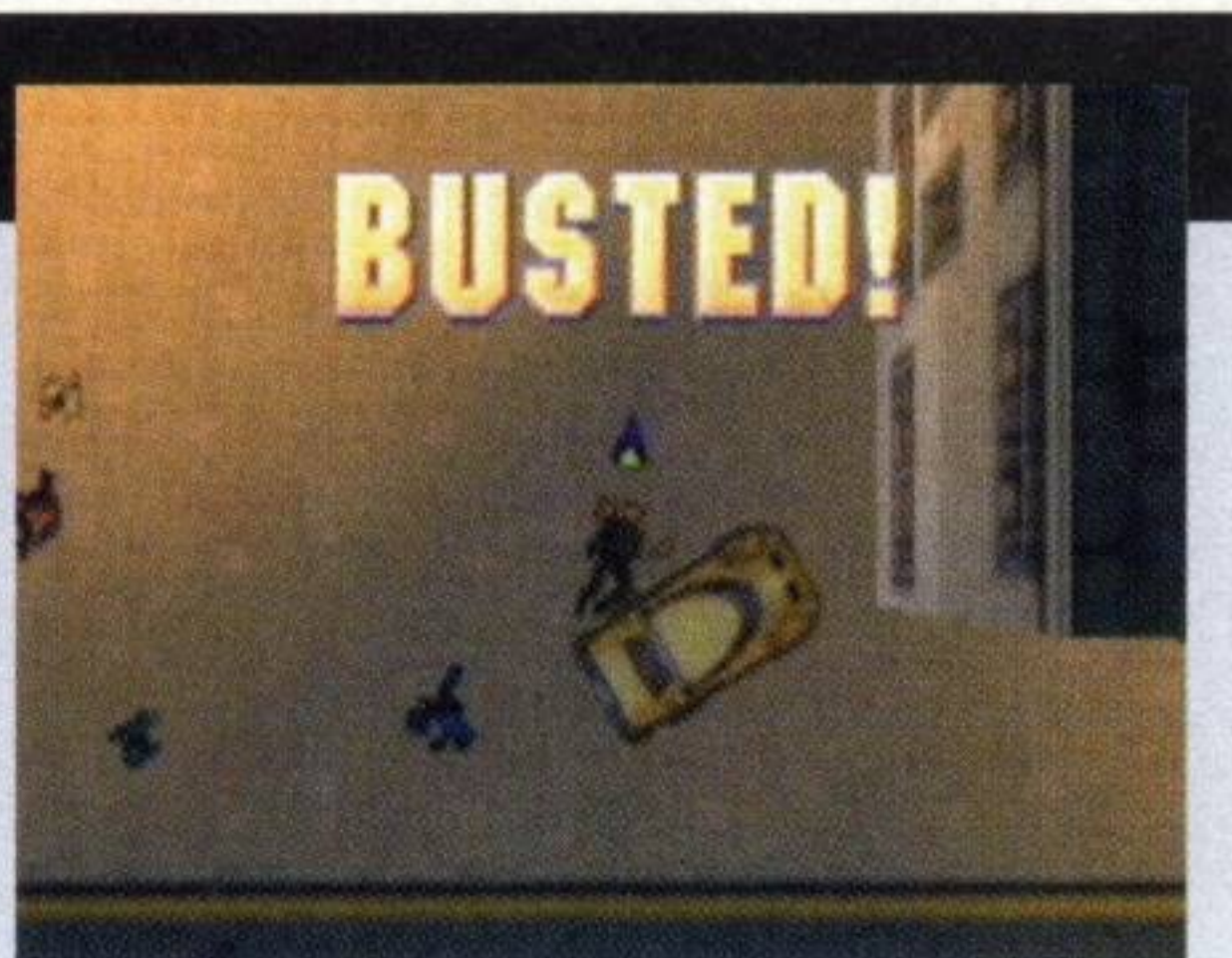
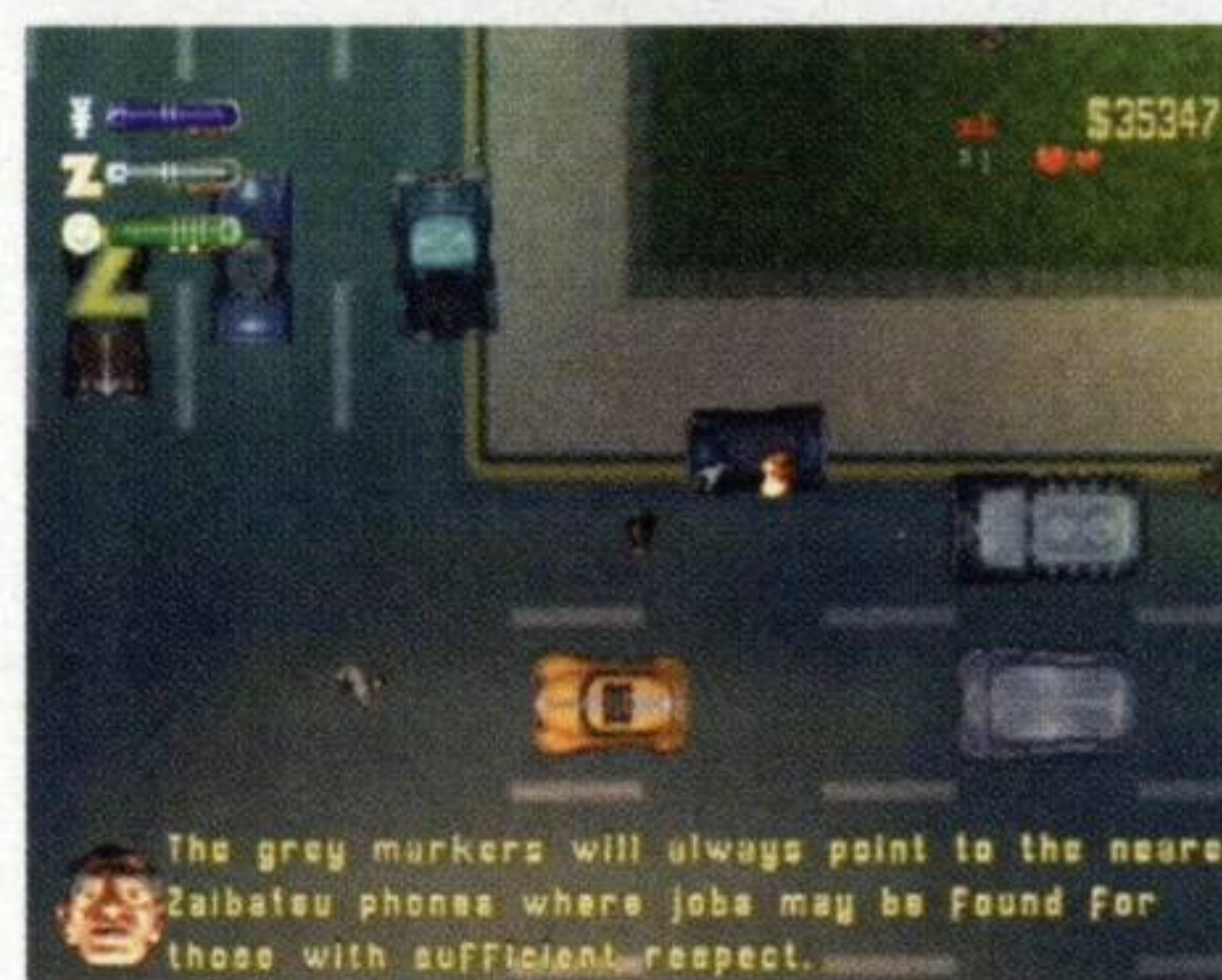
At the end of a long hard day trawling the streets, bloodying the hands and carrying out some rather distasteful jobs, *GTA2* still remains a top game, even after having had outings on the PC and PlayStation. It might not be very next-gen, but there's no denying the pleasure that can be derived from the various activities, pleasant or not. Now if you'll excuse me, I've got some money to collect and some people to kill...

**Alex Warren**

## CAUGHT BY THE FUZZ!



> It might be great fun going around stealing cars and gunning down Joe Public, but do it too often and the police will be hot on your tail, gagging to bust you for your crimes against humanity. Just watch your back and you'll do just fine.



## 2nd opinion

> At last, this game looks as good as it should! Admittedly, it's not exactly cutting edge but at least it's better than the PlayStation version. Of course, *GTA2* is still as much fun as it ever was – running down pedestrians and then blowing the cops away is the best thing since... well, the last best thing. Don't delay – buy it today... as long as you're old enough.

**Martin Mathers**

## Dreamcast magazine

GTACE	GTAWFUL
<ul style="list-style-type: none"> <li>⊕ Satisfyingly great fun to play</li> <li>⊕ Loads of varied missions</li> <li>⊕ Some impressive graphics</li> </ul>	<ul style="list-style-type: none"> <li>⊖ Tricky to control at first</li> <li>⊖ Cops are too hard and they will get you in the end!</li> <li>⊖ No-one ever dies</li> </ul>

VISUALS	80%
SOUNDS	80%
GAMEPLAY	87%
VALUE	81%

## DM Rating 81%

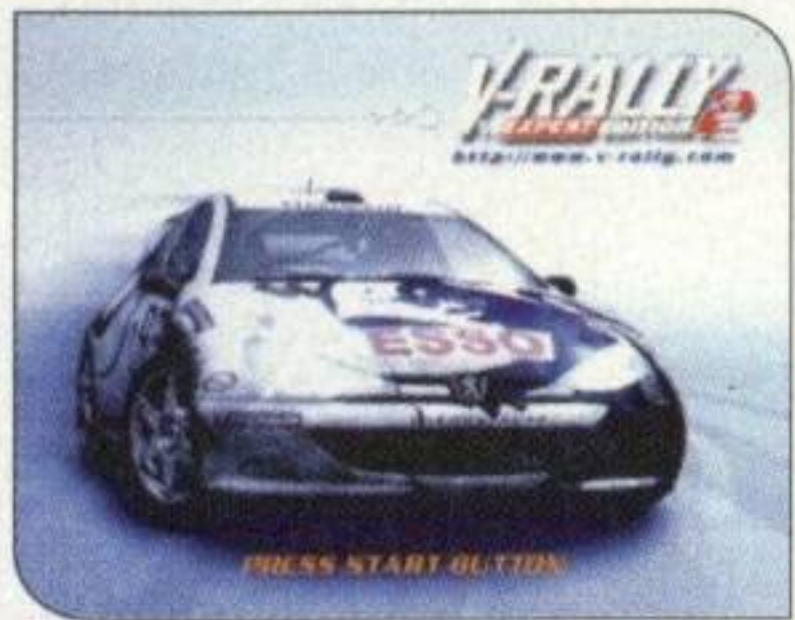
summing up  
> It's hardly a next-gen title in terms of graphics, but *GTA2* is immensely satisfying once you've got to grips with the tricky control.

alternatively >  
> **Millennium Soldier: Expendable**  
> **Crazy Taxi**



essential information >

## V-Rally 2 Expert Edition



**Publisher** Infogrames  
**Developer** Infogrames  
**Origin** UK  
**Price** £39.99  
**Genre** Racing  
**Release** May



four players race controller



vibration pack



visual memory

### VM information

Save position Y  
 Logo during play Y  
 Mini-game N

# V-Rally 2 Expert

It's time to take to the dirt track as *V-Rally 2* takes you for a high speed spin in country... just make sure you hold on tight.

When *V-Rally 2* was originally released on the PlayStation this time last year it was met with rave reviews all round and people even dared to utter it's name in the same breath as *Gran Turismo* and *Colin McRae*. What separated it from the pack, though, was the fact that it was so lightning fast that you had to have had at least five cans of Red Bull to keep up with it or else the inevitable crash and tumble would ensue. The fact that it was great fun too was just an added bonus.

### Revvng Up

So with such an illustrious and glowing history *V-Rally 2: Expert Edition* has a fair amount to live up to, and for the most part it does so with great adroitness. In fact it has more or less anything and everything you could want from a driving game except perhaps the reality of a true simulation – and herein lies the fundamental problem of the game. Is it a simulation or is it an arcade racer? Interesting question. The answer to which is... well neither. It would like to think that it was very much a whole-



### infoburst

Extra information >

> *V-Rally 2* offers 84 tracks set over 400km of road from around the world.

> Each car is made up of a massive 2200 polygons.



The first trip around the shores of Corsica will stick in your mind forever.



# Edition

hearted simulation, but the problem is that it isn't and neither is it an arcade racer. Which leaves us with the problem of what exactly it is. A sim-cade or an arc-ulation? Unfortunately that's something that you're going to have to decide for yourselves.

But where there's confusion in what kind of racing game *V-Rally 2* should be classed as, there's no denying the depth that the game offers with regards to gameplay. There's four basic modes of play for those wanting to drive solo including Arcade, Rally Championship, V-Rally Trophy and Time Trial, which is all very well but where the fun really starts to rev up is in the multiplayer option. With four times the players there's four times the fun to be had and this is certainly the case despite the obvious slow-down, clipping and deterioration in graphical quality. Still, mustn't grumble when it's only one of very few four-player racing games. Then of course there's all the cars (okay there are only 26 to choose from) as well as a garage in which to tweak them, and 84 tracks to choose



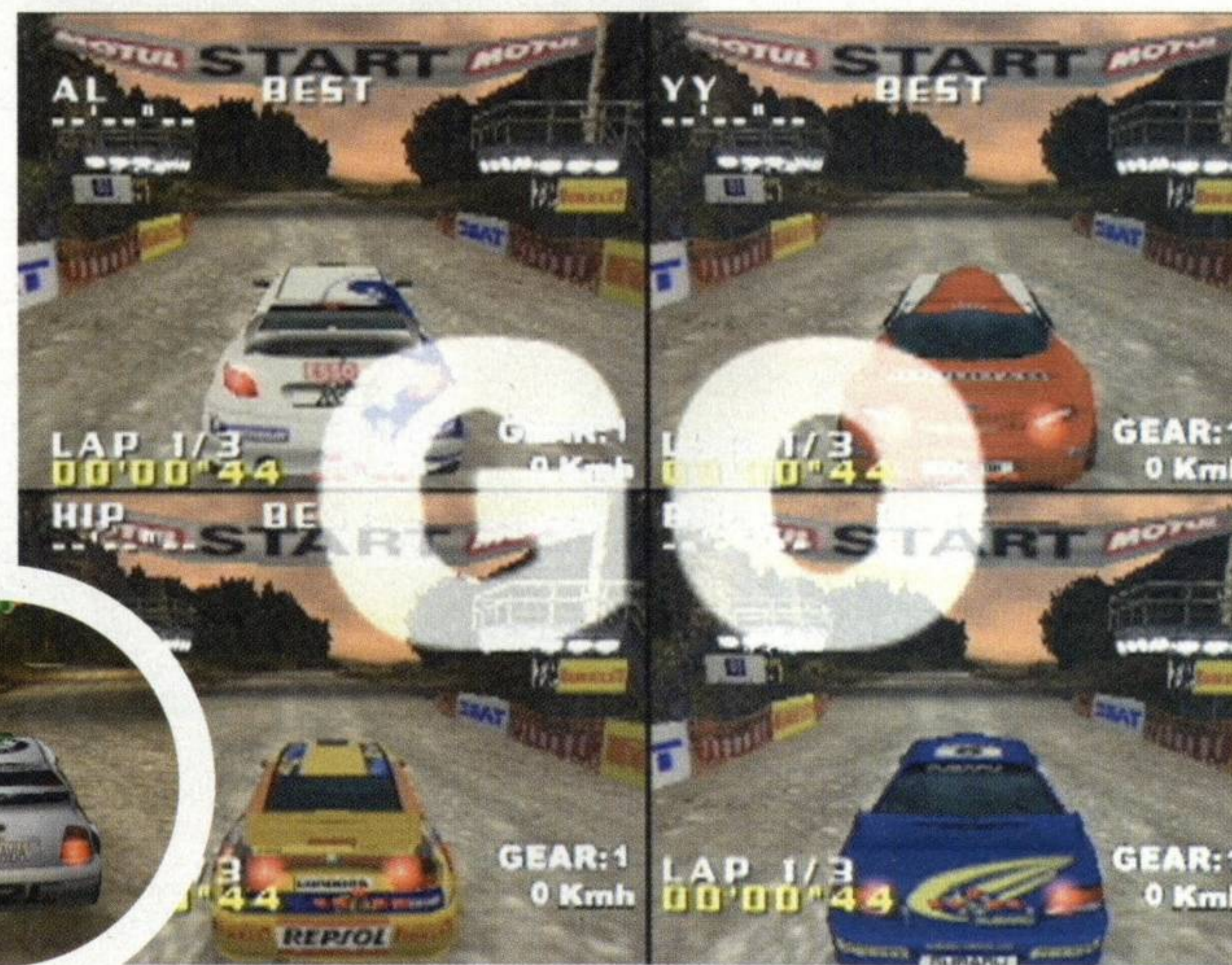
from, comprising of over 400 kms worth of road. Oh, and did I mention the track editor facility? Well, it should keep you busy for little while anyway.

## It's Rally Good

Graphically the game looks as if even a splattering of mud wouldn't deny it of its overall beauty, spectacularly panoramic views and glowing sunsets. Still, like *Sega Rally 2* and unlike *Sega GT*, it has the aura of an arcade game, just with a few technicalities thrown in for good measure. So instead of just bouncing off walls you will actually roll over, spin and all that sort of crash stuff, which is a either a good thing or a bad thing depending on how you look at it - it will



**"The game looks as if even a splattering of mud wouldn't deny it of its overall beauty!"**



**[1]** Despite the fantastic scenery, the framerate remains constant. **[2]** A more sedate form of transport beckons? **[3]** The replays are equally stunning, as are the headlight effects.



## You've Gotta Roll With It

> For first time players of *V-Rally 2* there's one challenge that must be mastered before the real action can even start to take place... and that's the art of rolling the car. Actually, it's learning how *not* to roll the car as at first it's really quite tricky to get around the courses without going for a little roll. Just make sure you don't keep your foot slammed down all the time as well as making sure your reactions are fine tuned and you'll do just fine.



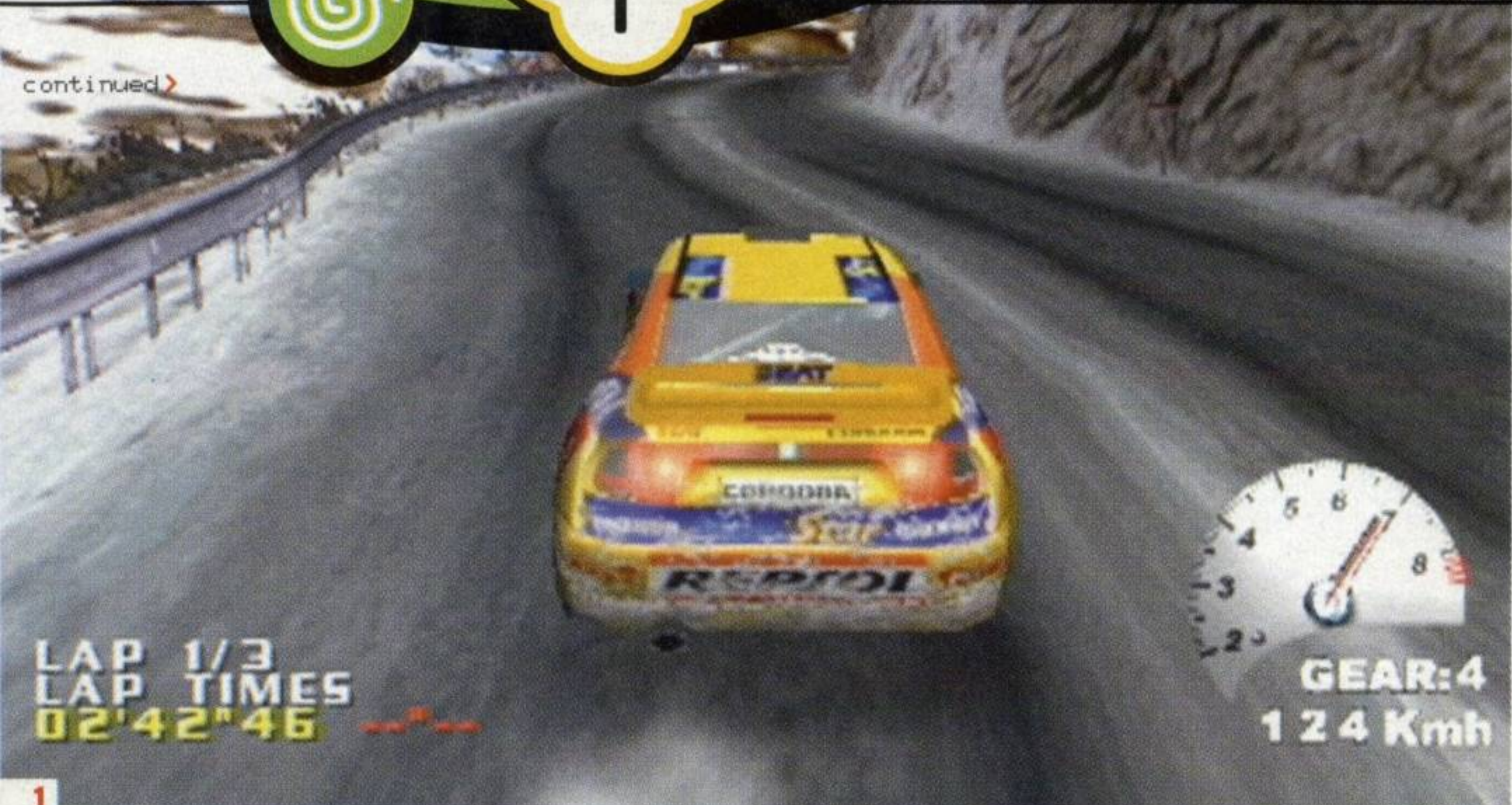
continued >



# REVIEWS

BEST LAP 4'00"00

web site | www.infogames.com



[1] The snow-covered tracks of Sweden provide some challenging racing. [2] Despite the width of the track, Alex still manages to aim for the wall! [3] Unfortunately the crowd are a bit too nimble for you to get the chance to hit them! [4] The in-car view is astonishingly realistic-looking.



either be immensely annoying and frustrating or be seen merely as a challenge that must be risen to and overcome. However, once you've overcome this factor of the gameplay and mastered the control so that you aren't crashing out every 10 seconds, *V-Rally 2* does become a remarkably enjoyable game to play. Half of this pleasure undoubtedly comes from the serene backdrops and the long, tree-lined, windy tracks of the various courses. The rest comes from the fact that you actually have to use your driving

sensibilities (i.e. your brain) to get around the tracks in one piece – a challenge if ever there was one. The memory of your first trip along the snow-covered roads of Sweden or the coastal jaunt through Corsica will, rest assured, stick with you for as long as your first holiday abroad... well maybe.

## Mud Sticks

Shame about the cars then... oh and the quality of the replays. Despite being jam-packed with over 2000 polygons the dynamics of the cars aren't that great meaning that it's best to drive from the in-car view rather than the (three) overhead ones if the full effect and pleasure is to be reaped. The replays aren't bad, they're just not amazingly good and you just have to ask if those really are pixies driving the cars. The sound effects aren't too shoddy either, although the breakbeats of the accompanying music is possibly enough to drive you right out of your mind and into the nearest wall. Just as well there's the option to turn them off then.

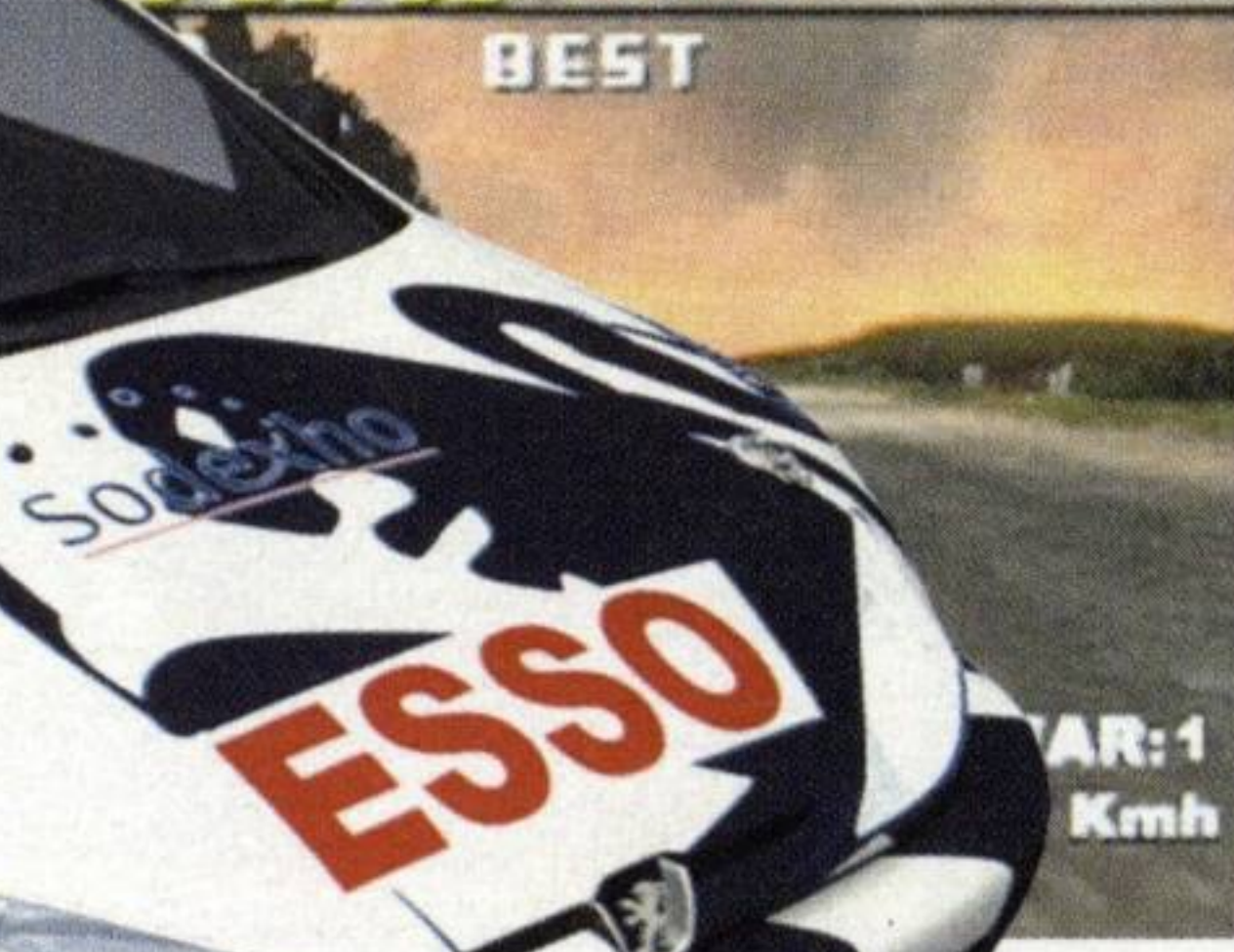
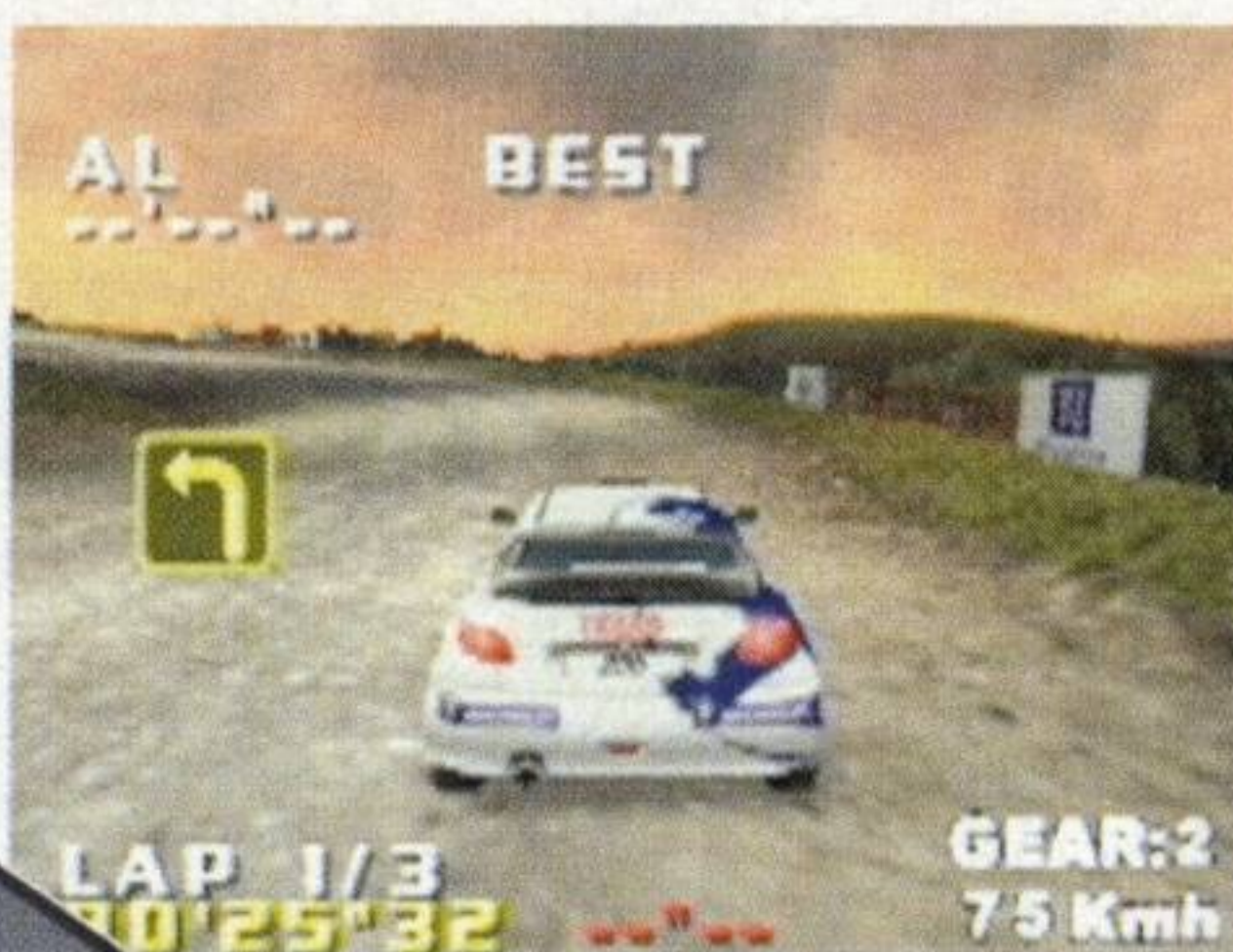
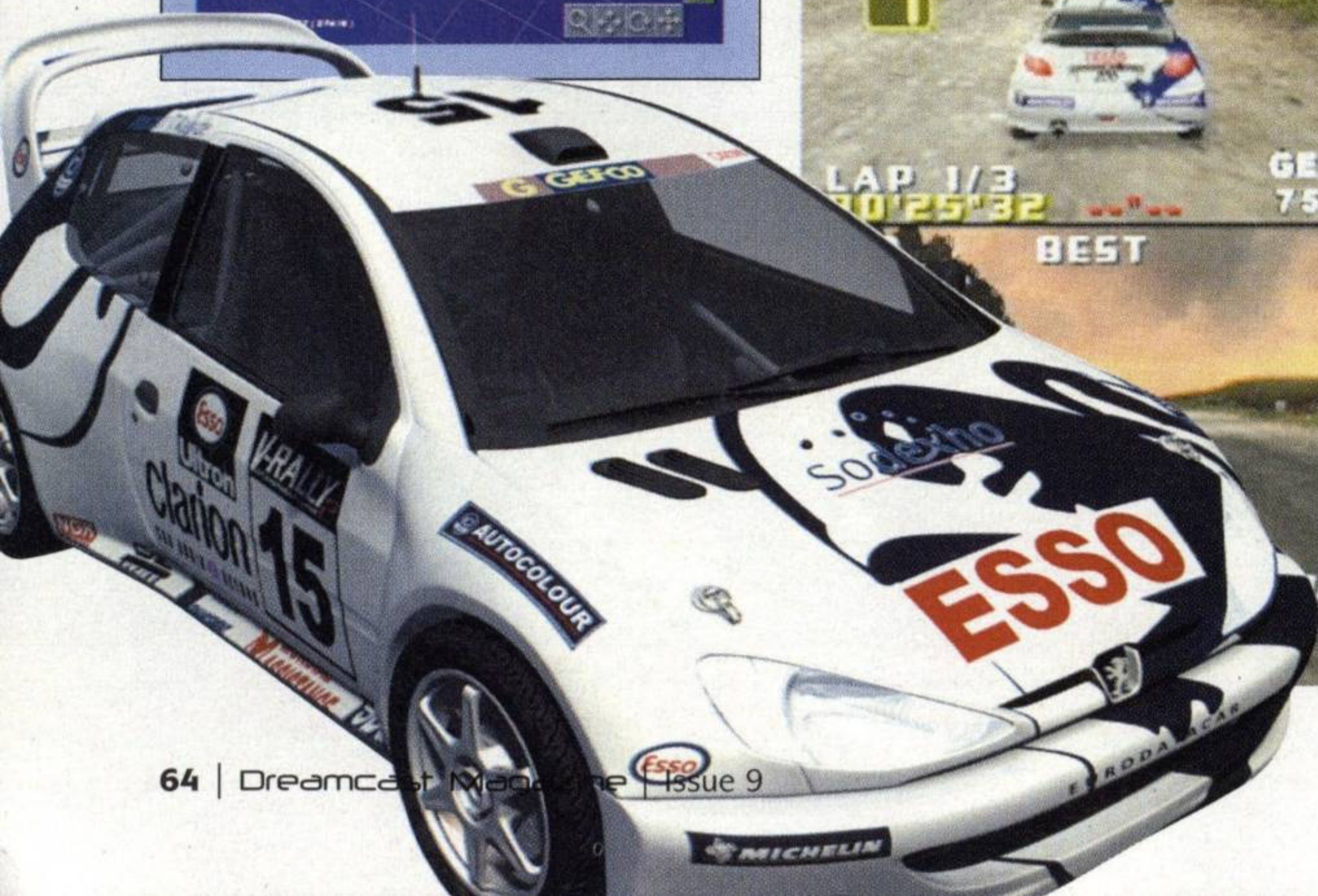
However, as good as *V-Rally 2* is, and it is really good, it's just not a great game.

The infuriating thing about this is that it has every reason to have such illustrious praise heaped upon it, but there's something that eludes it like attractive girls elude Essex. What this 'something' is is the fact that it's not a particularly realistic simulation, and considering that's what *V-Rally 2*'s primary aspiration is, it can't enter the annals of greatness like it so desperately wants to. Still it's good for a laugh and should keep you busy for a month... or three.

Alex Warren

## MR EDITOR

> One of the coolest features of *V-Rally 2*, and one guaranteed to keep you coming back for more, is the Track Editor option. So once you've mastered all the tracks of the game, instead of packing the game away you can create your own tracks in good old Scalextric fashion. Then simply save it to your VM unit and take it wherever you like, challenging whoever you like. Minty!



## pinion

> *V-Rally* kinda started the whole thing off, at least on the PlayStation. Its mix of arcade action and top-notch graphics won legions of fans. However, it has to be said that in spite of the superlative graphics you can't help but think that it's all a bit shallow or at the very least, that Sega do arcade racing game just a little bit better. Couple this with my rapidly burgeoning desire to play *Colin McRae* on the Dreamcast and I'd have to say that of the two games, I'd choose to wait for Codemasters Rally game for a more simulation-based racing experience. That said, *V-Rally 2* does have it where it counts and if racing's your thing then you could do a helluva lot worse...  
Simon Phillips

## Dreamcast magazine

### pinion

RALLY	WALLY
<ul style="list-style-type: none"> <li>+ Massive amount of gameplay and modes of play</li> <li>+ Miles and miles of track</li> <li>+ The four-player mode is great fun</li> </ul>	<ul style="list-style-type: none"> <li>- Tricky to get to grips with at first</li> <li>- Hardly the best simulation ever</li> <li>- Are those really pixies driving the cars?</li> </ul>
<b>VISUALS</b>	85%
<b>SOUNDS</b>	81%
<b>GAMEPLAY</b>	84%
<b>VALUE</b>	93%

## DM Rating 86%

summing up  
> Essentially the same as *Sega Rally 2*, *V-Rally 2* isn't quite up to the same standards, although it is still undeniably very good.

alternatively >  
> *Sega Rally 2*  
> *4Wheel Thunder*



# N E W

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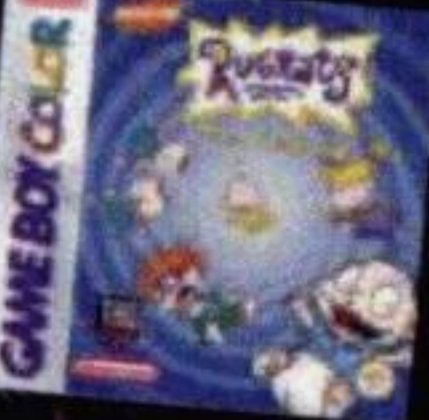
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GTA 1969	FIFA 2000	MORTAL KOMBAT	FINAL FANTASY VII
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VIRTUA FIGHTER 3TB	CROC	TEKKEN SERIES	NFS SERIES
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AEROWINGS	ARMADA	GIGA WINGS	GET BASS
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TRICKSTYLE	HOUSE OF THE DEAD 2	TOY COMMANDER	LBA 2
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KKND	NOVASTORM	NHL '97	NHL '98
NHL '99	NUCLEAR STRIKE	POPULOUS	POPULOUS TB
TYRIAN	TUROK 2	UNREAL	3D LEMMINGS
UNREAL TOURNAMENT	11TH HOUR	5TH ELEMENT	7TH GUEST



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DISCWORLD 2	MDK	MEN IN BLACK	METAL SLUG
MYTH	MYTH 2 SOULBLIGHTER	RED ALERT	RESIDENT EVIL
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DARKSUN	DARK SEED	QUAKE 2	QUAKE 2
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# Sega Worldwide Soccer 2000

## EURO EDITION



Can't be arsed to go out in the mud and the rain to play your own game of football? Well, try this on for size, matey!

Love it or hate it, football is the most popular sport-to-videogame activity ever. Here at Dreamcast Towers, it's a pretty even split between those who can't get enough of that footballing stuff and those who really can't be bothered, so it came as a great surprise when *Sega Worldwide Soccer 2000: Euro Edition* arrived in the office. Why? Well, let us tell you a little story...

A long time ago in a Dreamcast Magazine far, far away (issue 4 to be exact), we reviewed the original *Sega Worldwide Soccer 2000*. It was, in a word, disappointing – although the look

and detail of the game wasn't all that bad, everything was let down by the fact that the whole thing played as if it had been soaked in treacle. The players moved about like tortoises on methadone and the action was... just... sooooo... slow that it actually hurt to play. Of course, that was then and this is now – thankfully, Silicon Dreams have taken a lot of the original's criticism to heart and rather than rehash the same old product (EA's FIFA series, anyone?), they've made some major changes and turned it into the best soccer game for the Dreamcast. Hoorah!

### Jumpers For Goalposts

Of all the changes, the one we'd consider most important is the addition of the Speed Slider in the main options. From here, you can totally customise the pace of the game to your liking... fancy a speedy, 'pass first, ask questions later' match? Then just push the slider up to the very top. If you prefer a more strategic knock-about though, you can bring the slider down and give yourself a little more time between tackles. When you consider the problems of the original title, it really does make all the difference...

#### essential information >

### SWWS 2000



**Publisher** Sega  
**Developer** Silicon Dreams  
**Origin** UK  
**Price** £39.99  
**Genre** Sports  
**Release** Late May



four players arcade stick



vibration pack



visual memory

**VM**  
information

Save position Y  
Logo during play Y  
Mini-game N

#### infoburst

Extra information >

- > Nobody really knows where football originated, but it was probably England. After all, we're always crap at the sports we invent... aren't we?
- > Silicon Dreams has brought out an immense number of football games over the years for virtually every platform available.
- > Alex Smale, lead artist on *SWWS 2000*, is a really nice chap. He showed us around the Silicon Dreams offices and even made us coffee. Cheers Alex!



[1] Hmm, we think you might be going for the wrong type of balls here. [2] Could this be the winning goal? It's hard to miss from this range... [3] He goes for the ball... but what happened next? Answers on a postcard...





# awesome moment

It's Mart with the ball... and he shoots. He scores! What a player!



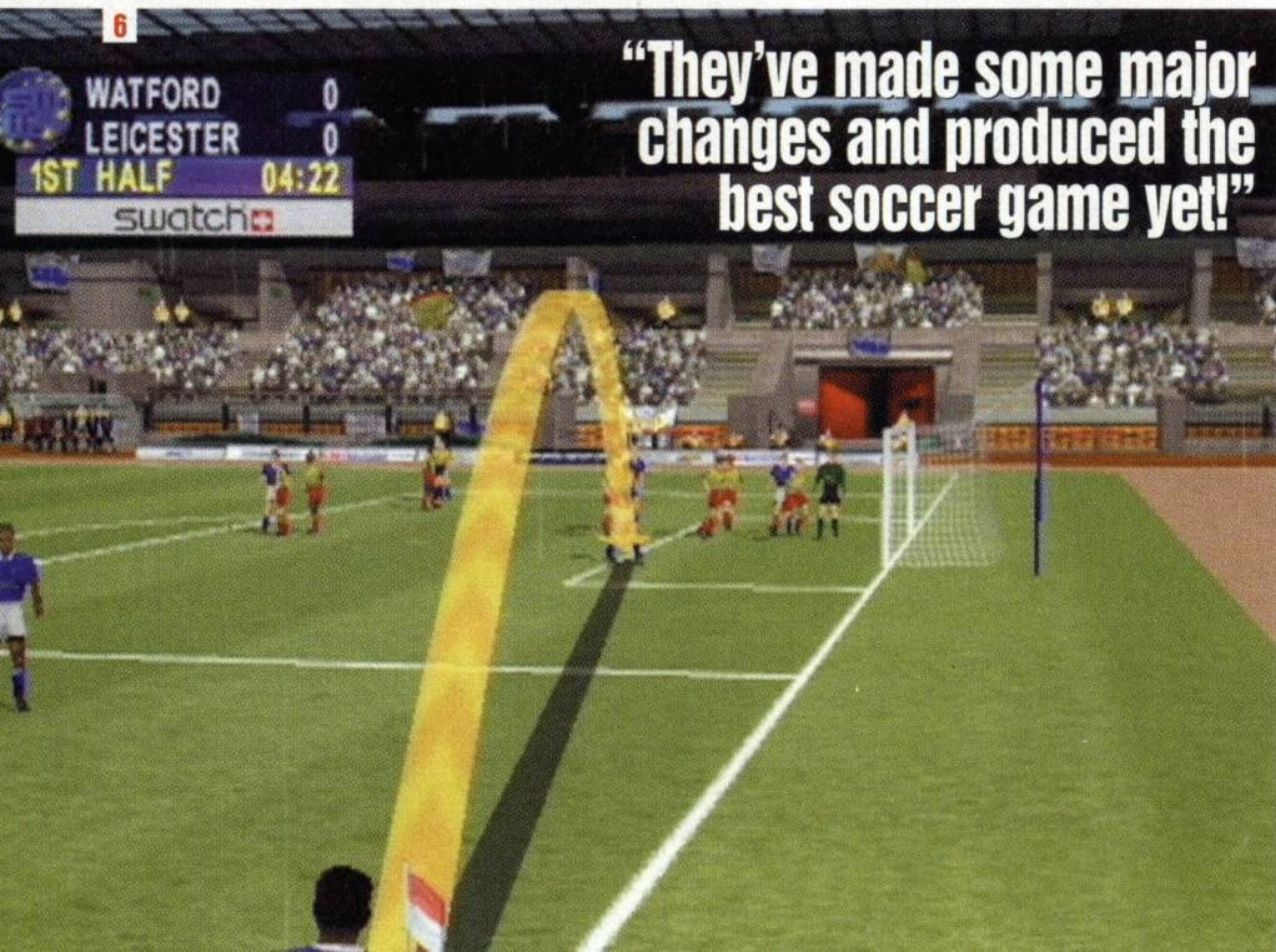
Of course, there's isn't much you can actually do with a football game – after all, it's not like you can change the format, rules or anything else about the game. Saying that though, the people at Silicon Dreams have gone all-out to provide the best football experience there is on the Dreamcast and they've certainly done a good job. It's the incredible attention to detail that really makes the game shine; the huge amount of teams on offer, the inch-by-inch recreations of the real grounds... even the realistic hairstyles for each of the players! It's so real, it's scary...

All the options you'd expect from a football game are here – there are loads of tournaments and leagues, as well as the full Euro 2000 tournament itself, but you can also play the usual friendly and training matches too. To be truthful, there isn't much wrong with the game as a whole; it's true that die-hard football haters might not be that interested but then that's the case with any type of game, so it's not really a criticism. Whether you're an avid fan or just a general gamer, there isn't a better football game – trust us on this one.

**Martin Mathers**



[4] Oi, you! Get up off your arse and let's go play some football! [5] What a shot! Now let's see that again in slow motion! [6] It's a corner kick – come on, Watford! Up the wasps!



**“They've made some major changes and produced the best soccer game yet!”**

## 2nd opinion

> Footie fans rejoice, for 'tis truly a veritable feast of football and no mistake. Many of you out there were non-plussed by the middlin' score that its predecessor received but in many respects, *SWWS 2000: Euro Edition* validates our original mark. This is much more like what we had originally hoped for and as such, Martin's score reflects this. We were rather expecting that Konami was our best hope for football perfection but we were wrong. There's no doubt that *SWWS 2000: Euro Edition* is as close to the beautiful game as it gets and you'd be a mug to miss it!

**Simon Phillips**

## UP FOR THE CUP

> Always up for a challenge against each other (you should have seen the carnage after the *Dead Or Alive 2* tournament), the Dreamcast team got together to see who's the best at the top footie game around. Let's get it on!

Simon	Chelsea
Nick	AC Milan
Martin	Watford
Alex	Arsenal

### First Semifinal – Simon (3) Vs Nick (0)

Taking 'Editor's Privilege' and choosing to kick off, Simon then proceeded to walk all over poor design monkey Nick. Even when Chelsea were reduced to ten men after a nasty knee-capping incident, the Milan crew couldn't pull it back. Rubbish!

### Second Semifinal – Mart (1) Vs Alex (2)

Sticking with his ever-faithful Watford was clearly a mistake for Mart. After 88 minutes of nail-biting 1-1 tension, Alex managed to slip one in right at the last minute (as he often does) and push the result in his favour. Offside, ref – OFFSIDE!

### Final – Simon (3) Vs Alex (3)

(Alex wins 5-4 on Pens)

Everyone knew this was going to be a close match, simply because both men are as dirty as each other. During the penalty shoot-out, even Simon's tuneful rectal activities couldn't put Alex off – in the end, the posh boy wonder-walked off with the trophy!

### Loser's Match – Mart (1) Vs Nick (4)

Obviously still smarting from his earlier defeat, Nick came into this match with all guns blazing. Mart tried his best to keep up with the swift pace of AC Milan but in the end, his lonely consolation goal wasn't enough. Flippin' cheating design git!



## Dreamcast magazine

### pinion

#### BALL PLAY

- + The best football game we've played for ages
- + So many teams, it's scary
- + Speed settings make all the difference

#### BALLS UP

- Don't like football? Tough titty, kid
- All the players look the same! Freaky!
- People are smarting from the crapness of the original

VISUALS	91%
SOUNDS	89%
GAMEPLAY	93%
VALUE	91%

## DM Rating 92%

summing up > This semi-sequel to an originally lacklustre game totally changes everything. It's simply one of the most fun footie games EVER!

alternatively >

- > Virtua Striker 2
- > UEFA Striker







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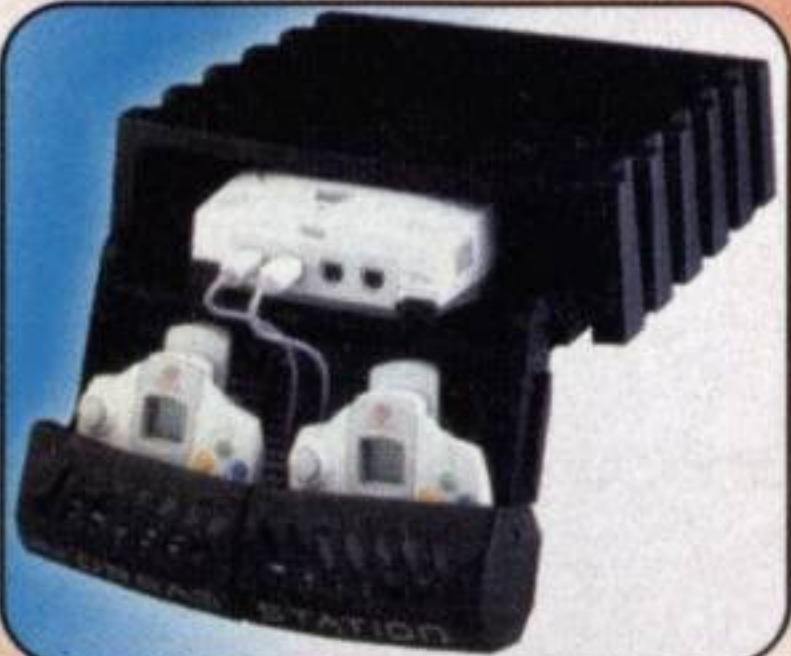
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## Import Reviews

> Check it out! There's yet another fighting game for Martin to get all moist-eyed about. Yes indeed, welcome to the wild and wacky world of import games. This month we draw your attention to *Puzzle Bobble 4* - it'll be coming to the UK soon enough and it's a bit good!

King Of The Fighters '99	70
Carrier	72
Puzzle Bobble 4	74
Gunbird 2	74
Treasure Strike	74
Time Stalkers	74
Sakura Wars Song Show	74

# King Of The Fight

### Method: Take old game, make minor changes and re-release into games market. Welcome to the SNK beat-'em-up recipe book...

'Evolution (noun) 1. A gradual development, especially to a more complex form.' Hmm, interesting. As you might have guessed, this is what we found when we looked up the word 'evolution' in a dictionary before sitting down to write this review. Why is it interesting? Well, probably because if this is the right description, it seems that SNK don't pay much attention to what words actually mean. After all, why would they put the word 'evolution' in the title of a game that is practically the same as every other one in the series?

Okay, so maybe that's a little bit on the harsh side but it needed to be said. Over the years, the *King Of The Fighters* series has remained a constant in the world of beat-'em-ups, almost as much as the *StreetFighter* series. Saying that though, at least most of the *StreetFighter* titles have developed over the years - *King Of The Fighters* (not counting any cosmetic changes) has hardly changed at all. A mixture of SNK's NeoGeo games *Art Of Fighting* and *Fatal Fury*, you can choose from a wide range of characters to form your 'team' of three fighters and then take on other teams until all the members of either side fall. It's a pretty basic combination of ideas... and one that sadly

hasn't changed in this new installment of the game.

Before we go into too much detail though, it's important to notice exactly what is different between this and the last game (unsurprisingly entitled *King Of The Fighters '99: Dream Match*) that we reviewed way back in issue 2. First off, there are a few visual changes that should be pointed out, just because they look so damn good - each of the fighting arenas is now shown in glorious 3-D that really stands out. True, they don't look quite as striking as those shown in Capcom's recent *Marvel Vs Capcom 2*, but they're still a sight better than the 2-D tosh seen in *Dream Match*.

### Four's A Crowd

The most obvious addition is that each team of fighters now consists of four rather than three. Don't get excited though - this fourth member only acts as an extra (or 'Striker' as the game calls them) that can be called in briefly to pull off a move before bugging off again. Again, while this is a nice inclusion, it isn't as good as the 'Helper' system used in *Marvel Vs Capcom*; these 'Strikers' don't seem to be as effective as they could have been. Most of the time, they

### essential information >

## King Of The Fighters '99: Evolution



<b>Publisher</b>	SNK
<b>Developer</b>	In-house
<b>Origin</b>	Japan
<b>Price</b>	£55
<b>Genre</b>	beat-'em-up
<b>Release</b>	Out Now (Jap)



visual memory	
<b>VM</b>	
Information	
Save position	Y
Logo during play	Y
Mini-game	N



[1] This is what happens when a 'Striker' move connects. Great! [2] This, however, is what happens when they miss. Boo! [3] Cor... we know a few girls who'll get in that position for us... [4] Oi, you! Put that fire out right away, girlie!





Hmm, we like playing as Mai... she's almost as good as Lara Croft!



# ters '99: Evolution



> It is all beginning to get a bit tiresome, isn't it? I know that millions of you love fighting games and to be honest, I'm with you all the way on that. There's nothing I love more than being given the opportunity to pummel a chum to within an inch of his life (in a videogame that is!) However, it would seem that the Dreamcast is rapidly becoming the beat-'em-up console, home of a thousand (or so it seems) half-decent fighting games – surely it's time to stop the rot. With a brace of competent beat-'em-ups to choose from I can't think of a single reason to buy this game, so you shouldn't. So there!  
Simon Phillips



just jump in and pose... and that's it. Not exactly helpful when you're having your head bashed in, is it?

Apart from these two main changes though (and the inclusion of several new fighters... even though the total number of characters has actually dropped since last time. Duh) that's about it. You've still got the regular Pow bars that fill up and let you perform Super Combos, the fighters themselves are still rendered (rather badly) in 2-D... sounds exactly like most of the *StreetFighter* games, doesn't it? The worst part is that despite each team consisting of three main fighters, you can't actually switch between them during the bout – you have to wait until one character is beaten before you can change to the next. Err, hello? What's the point of 'team fighting' if you can't help each other out? Talk about missing the point entirely...

Admittedly, *King Of The Fighters '99: Evolution* is slightly better than the

**“Why would they put the word ‘evolution’ in the title of a game that is practically the same as every other one in the series?”**

previous *Dream Match*, but just because of the rather pointless added extras – there aren't any overwhelming differences that make it radically different. Fact is, if you hate *King Of The Fighters* then you'll loathe this; it's just more of the same. If you like it but think that the last one should have been improved, you'll probably just end up thinking that SNK don't listen when gamers offer 'constructive criticism'. Given the choice (and remember, this is a Japanese game) we'd much rather be playing *Marvel Vs Capcom 2* any day. Now, let's just hope that SNK can clean up its act before the highly anticipated 'SNK Vs Capcom'...

**Martin Mathers**



- |   |  |
|---|--|
| <b>DON KING</b>   | <b>PHIL KING</b>   |
| <ul style="list-style-type: none"> <li>➔ Hmm, tasty 3-D backgrounds</li> <li>➔ At least they've added a few new ideas...</li> <li>➔ Fans of the series won't be too disappointed</li> </ul> | <ul style="list-style-type: none"> <li>➔ Eww, talk about nasty animation</li> <li>➔ What, no Tag mode? Why? WHY?</li> <li>➔ Still pretty standard stuff, despite having 'evolved'</li> </ul> |

<b>VISUALS</b>	88%
<b>SOUNDS</b>	83%
<b>GAMEPLAY</b>	71%
<b>VALUE</b>	66%

**DM Rating 72%**

summing up  
> Short-lived and missing some of the vital elements that make fighting games impressive these days. Not good enough, is it?

alternatively >

- > **Marvel Vs Capcom 2**
- > **StreetFighter Alpha 3**



## GIVE HIM THE CHAIR!

> SNK, you have been found guilty of running all of your fighting games into the ground by constantly rehashing them. If it will please the court, here are some examples of your typically abusive behaviour from the past...

### Exhibit A – Art Of Fighting

With only three versions to choose from, *Art Of Fighting* is one of the least exploited titles in the SNK range. Still, when you think that all the characters are in *King Of The Fighters*, you'll realise it's still being reproduced today...

### Exhibit B – Samurai Showdown

Next in line with six creations (including a rather odd RPG-style game) is *Samurai Showdown*. To make matters worse though the series has also been turned into a live-action, *StreetFighter: The Movie*-style film! Nooooo!

### Exhibit C – Fatal Fury

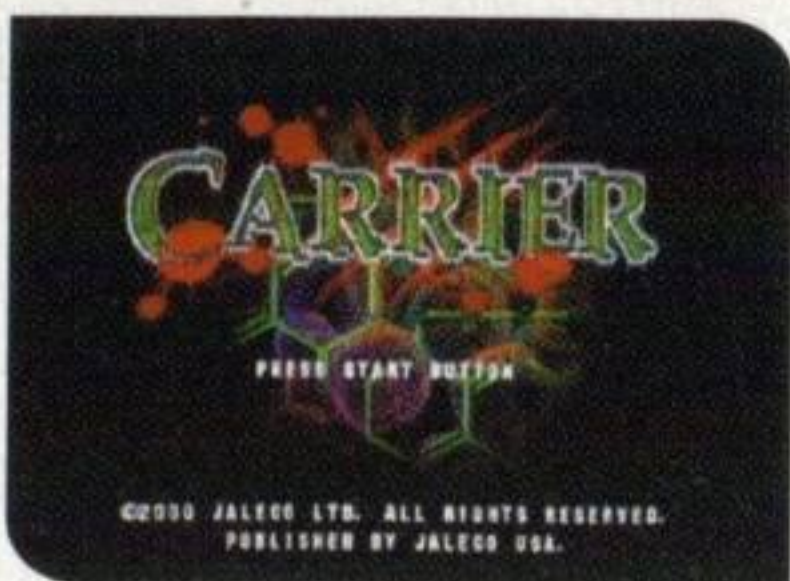
Finally, with a whopping nine versions under its belt, it's *Fatal Fury*. The last one in the series (before *King Of The Fighters*, anyway) was called *Real Bout – Fatal Fury 2: The Newcomers*. Hmm, now doesn't that just roll off the tongue?





essential information >

## Carrier



**Publisher** Jaleco  
**Developer** In-house  
**Origin** Japan  
**Price** £50  
**Genre** Adventure  
**Release** Out Now (US)



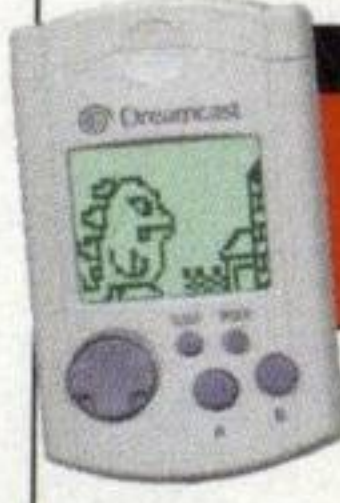
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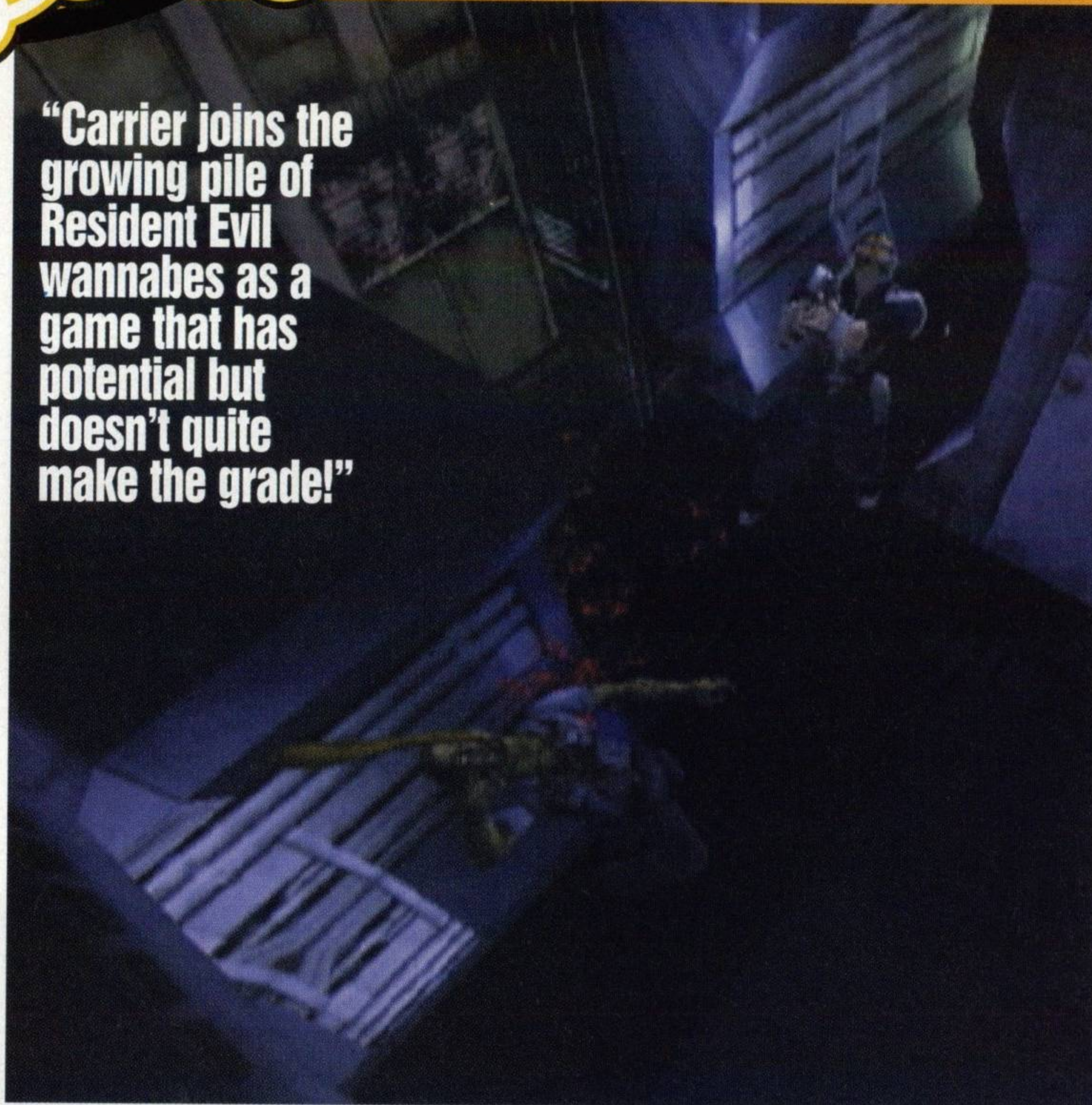


visual memory

**VM**  
information

Save position Y  
 Logo during play Y  
 Mini-game N

**“Carrier joins the growing pile of Resident Evil wannabes as a game that has potential but doesn’t quite make the grade!”**



Okay, imagine this; it’s Resident Evil... but on a plane! Sounds good, doesn’t it? What d’ya think? Eh? EH?

# Carrier

**✦ Ain’t it always the way? You wait for something to arrive for ages (we’d give the example of buses but that’s just soooo passé, darling) and then loads of the buggers come along at once. Take those well-loved survival horror adventure games for instance; we’ve been waiting for the translated version of *Biohazard* – *Code: Veronica* for AGES and now it’s arrived (in the US, at least) there’s even more similar titles racing over the horizon. Wonderful.**

The first of this new wave of games (not counting the atrocity that was *Blue Arse*... sorry, *Stinger*) to try and rival the might of *Code: Veronica* is *Carrier* and it’s not surprising that the story line bears more than a little resemblance to other survival horror games that have preceded it. Now, stop us when this starts sounding familiar... during the great North/South war, the North’s leading flagship plane is ordered by a mysterious organisation to pick up an ancient organism from a remote island. During the return journey, there’s an explosion in the engine room and contact with the plane is lost. Hmm... do you think that the organism might have escaped and infected all the crew with a deadly virus, turning them all into brain-dead zombies? Wow – we’d never have guessed that one...

Yep, it’s pretty similar by all accounts – the fact that you arrive on the plane, only to be greeted by a lumbering green-faced bloke intent on eating your brains just goes to emphasise this. Still, this isn’t necessarily a bad thing; after all, there’s no reason why *Carrier* shouldn’t be as good as *Resident Evil 2* or *Code: Veronica*, is there? Of course, things aren’t always that clear cut and as you might predict, *Carrier* fails to live up to expectations on more than a few levels.

## Woah – Deja Vu, Man...

Admittedly, *Carrier* does look pretty darn nice (but then you’d expect that on the Dreamcast – anything less would be an insult). The characters look solid and move around pretty realistically... which is slightly more than can be said for the acting. Anyway, the setting is suitably dark and dingy with some nasty surprises awaiting you as you venture deeper below deck. It’s not exactly the most terrifying atmosphere we’ve ever seen, but it’s okay.

In trying to be a bit different, *Carrier* also manages to introduce some rather lovely little touches that brought a smile to our faces. They’re just minor things but they make a difference – for example, you can now aim your weapon practically anywhere you choose rather than just up, down or straight ahead. This means that aiming for the heads of



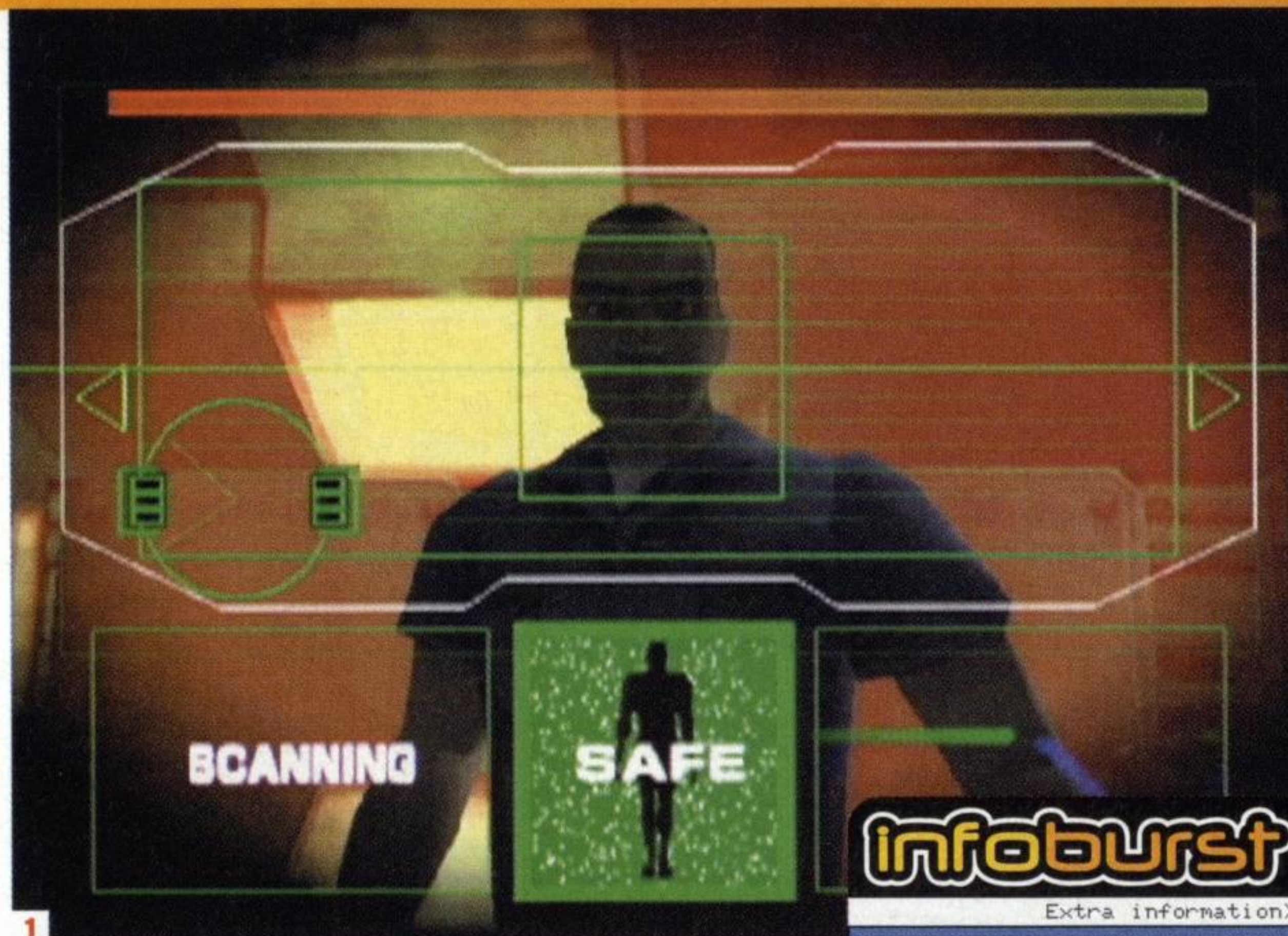


Can you spot which one is the infected alien? It's not difficult, honest!



## 2nd opinion

> This is what happens when you have at least one great game in the genre to choose from. Had *Code: Veronica* not blown us away with its mixture of superbly-balanced puzzles, atmosphere and graphics then we'd almost have been inclined to be a little excited about *Carrier*. However, Capcom has rather spoilt it for us. The fact is that no-one does the survival horror game better and *Carrier*, whilst interesting for a while, suffers by comparison to what is the defining game in the genre. Buy this *after* you have sampled the joys of *Biohazard - Code: Veronica*. **Simon Phillips**



1



2

## infoburst

Extra information

- > After playing *Carrier*, we went back and played through *Code: Veronica* again just to remember how good a game like this can really be.
- > With the release of the US version proving that a translation has been done, it probably means that *Carrier* is coming to the UK.
- > Even though *Carrier* isn't as good as *Code: Veronica*, look on the bright side. After all, it could be worse - you could be playing *Blue Stinger*. Argh!

enemies (obviously the most prone point to damage) is much easier and makes for plenty of messy deaths. The viewing scope that you pick up early in the game is also a nice addition; by using it to look at crew members, you can tell if they're infected with the virus or not. Snazzy.

But little touches aren't enough to save what is ultimately a pretty bog-standard 'adventure-by-numbers' romp. *Carrier* tries hard to offer the level of suspense you'd expect from a game of this genre, but it just can't do it. Rather than being a heart-pounding nightmare, it's more like a chore - the whole 'take Key A to Door B, kill zombies on the way' form that the puzzles take isn't really all that inspired. The fact that you can use the scope to look down the path ahead of you (cancelling out the suspense-building 'can't see what's ahead' camera angles) doesn't really add to the drama either.

If you want to split hairs, then fine - you might think we're being overly tough and biased towards *Code: Veronica*. When it comes down to it though, *Carrier* joins the growing pile of *Resident Evil* wannabes as a game that has potential but doesn't quite make the grade. Give it a go if you must; just don't come running to us when you realise we were right all along...

**Martin Mathers**

[1] This guy isn't infected by the virus, so you can trust what he says... for now. Oooh, ain't it just the scariest? [2] You'll meet your superior officers around the ship as well - make sure you do exactly what they tell you. [3] Is it dead or not? Only one way to tell... shoot it in the nads, matey!

## Dreamcast magazine

### pinion

#### CARI-AHH

- Survival horror games always go down well
- There's the odd nice touch here and there
- At least the Dreamcast makes it look rather lovely

#### CARI-ERR

- The word 'original' doesn't exist here
- Plodding action + boring puzzles = dull game
- The acting's worse than an episode of *Emmerdale*

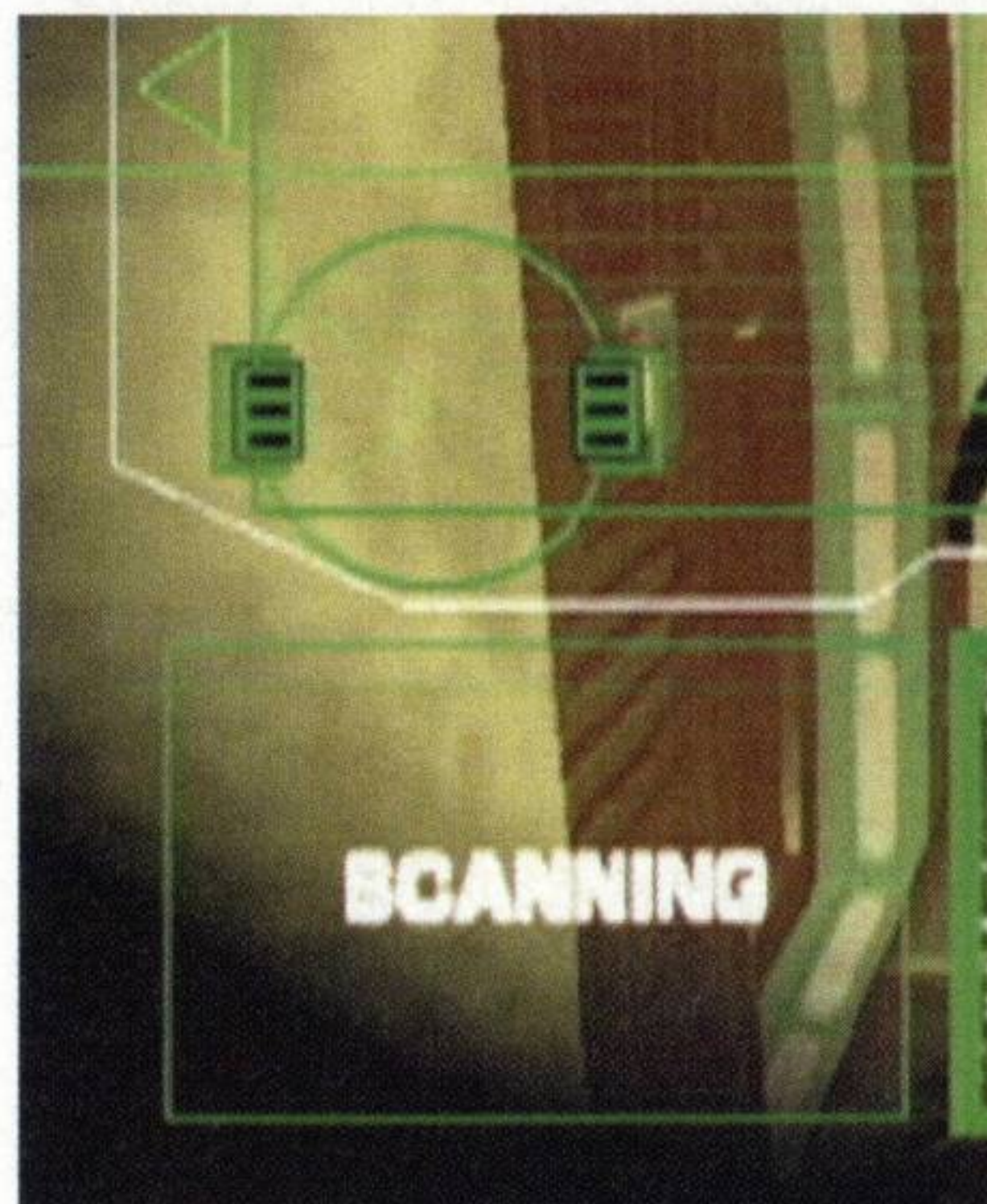
VISUALS	86%
SOUNDS	80%
GAMEPLAY	61%
VALUE	54%

## DM Rating 69%

summing up  
> The usual bog-standard adventure affair that you'd expect from anything not labelled *Resident Evil*. Take it or leave it...

alternatively >

- > *Biohazard - Code: Veronica*
- > *Soul Reaver: Legacy Of Kain*



> Games like *Carrier* are a dime a dozen on the Dreamcast... well, okay, there are three to choose from. Having trouble making your mind up which one to lay your sweaty mitts on? Then take some advice from us...

## THE GOOD, THE BAD AND THE DECIDEDLY AVERAGE

### Biohazard - Code: Veronica

Hmm, now THIS is how to do a third-person survival horror game. Plenty of disturbing monsters, LOADS of heart-pounding moments and puzzles that will have you scratching your head without being annoying. Excellent.



### Carrier

Hovering in-between the headings of 'Great' and 'Crap', playing *Carrier* is like watching Spurs play football - it isn't that bad, but ultimately you'll feel like you've wasted your time. Only for the totally die-hard adventure fans.

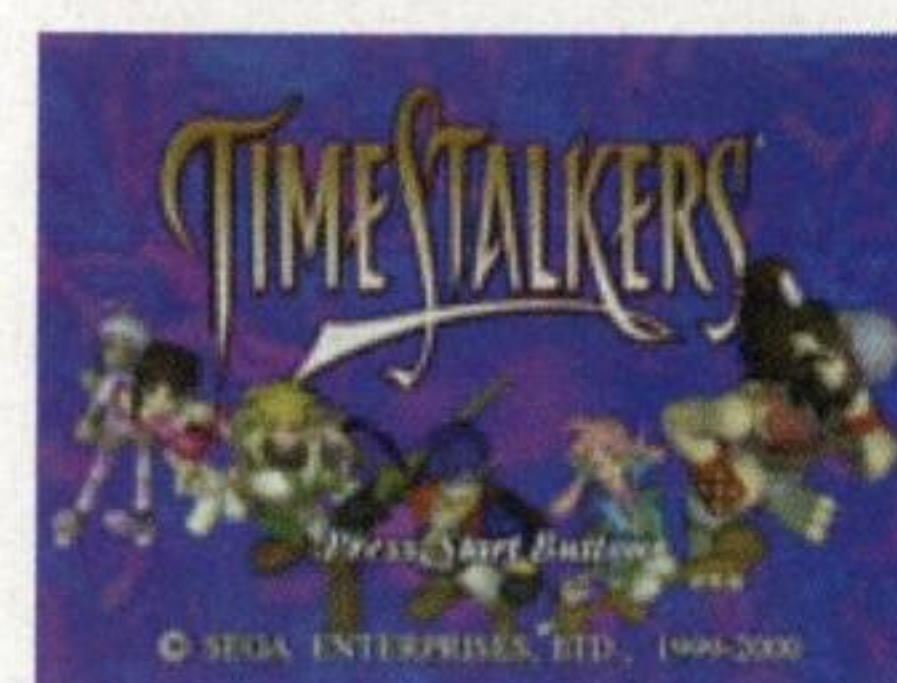
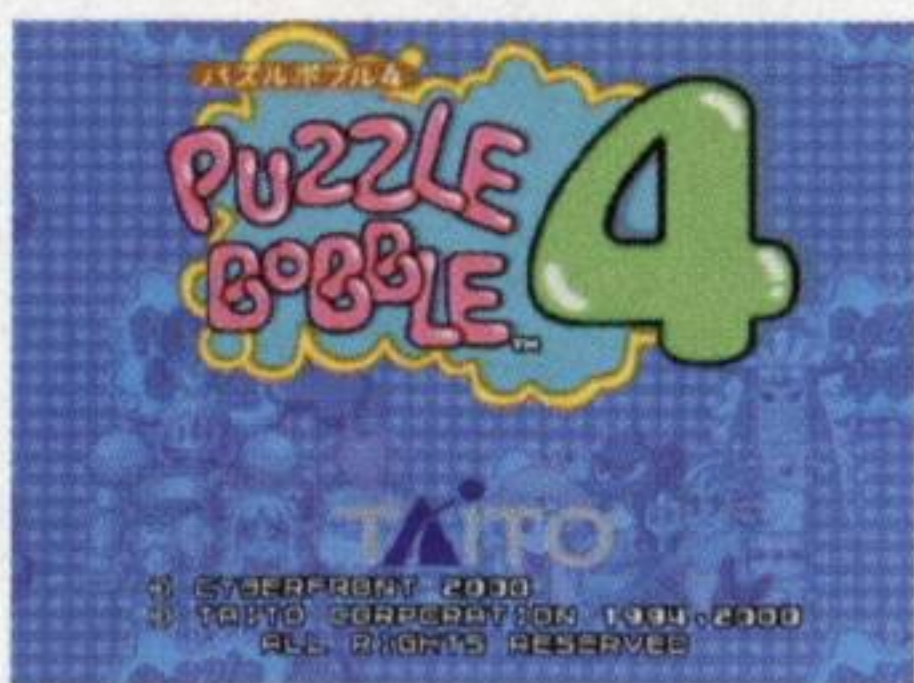


### Blue Stinger

At the bottom of the barrel, we find this turgid piece of arse. Full of the most annoying puzzles known to man, terrible acting and the dodgiest camera angles since *The Blair Witch Project*, we wouldn't let our worst enemies play this. Honest.







### Puzzle Bobble 4

Publisher	Taito
Developer	Cyber Front
Origin	Japan
Genre	Puzzle
Reviewed by	Martin Mathers

### Gunbird 2

Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Martin Mathers

### Treasure Strike

Publisher	Kid
Developer	Hand
Origin	Japan
Genre	Action
Reviewed by	Martin Mathers

### Sakura Wars Song Show: Oogami Ichiro Funtouki

Publisher	Sega
Developer	The Red Company
Origin	Japan
Genre	Bizarre!
Reviewed by	Martin Mathers

### Time Stalkers

Publisher	Sega
Developer	In-house
Origin	US
Genre	RPG
Reviewed by	Martin Mathers



❖ We know what you're thinking – no matter how much you tart it up, *Puzzle Bobble* is still *Puzzle Bobble* and it'll never EVER change. Well, guess what? You're right. It doesn't happen often, but you're definitely right... Still, that doesn't mean that *Puzzle Bobble 4* is bad. In fact, this latest version of the bubble-bursting puzzle game is probably the best one ever! Why? Because it looks great (thanks Dreamcast!), plays just as well as ever and has enough little tweaks here and there to make sure it still ranks as a killer title. Stop reading this and buy it now!

❖ Old-school gamers rejoice! After the abysmal piece of garbage that was *GigaWing*, here's another vertical-scrolling blaster to whet your whistle with. Luckily, it isn't that bad – despite looking average, *Gunbird 2* is quite a laugh. After selecting from a choice of characters, you make your way through the game, blasting anything in sight... and that's it. It's not exactly original, but it's fun – even if you have to turn your TV on its side to play the proper Arcade mode. If you're into this kind of shooting mayhem, this is certainly worth a crack of the whip.

❖ Trust the Japanese to take advantage of something when no-one else can – they have four online Dreamcast games (including this one) compared to our huge total of... none. Typical. Anyway, what we have here is a rather clever little game where you have to grab keys, unlock chests and then get out of the level alive. Smart. As a single-player game, it's a bit of a disappointment – beating the computer is pretty easy. In multiplayer mode, though, it's a real gem but it's not quite enough to make *Treasure Strike* an essential purchase. Still, it's good for a few laughs...

❖ One question: WHY? Thankfully, you can never expect to see this pointless waste of GD-Rom space outside Japan – unless you're a MAJOR fan of the *Sakura Wars* series, you don't want to even consider getting this... Fan disks seem to go down well in Japan and that's basically what this is. There's no real game to it; just a few mini-games joined together with annoying songs and FMV sequences from a live *Sakura Wars* show performed some time last year. Argh! If anyone you know buys this, please don't talk to them again. Ever. Thank you.

❖ We looked at this one way back in issue 2 when it was known as *Climax Landers* – now it's reached the US, they've changed the name and translated the text. Still, it doesn't appear to have made the game any better... Yes, it looks lovely. Yes, it's got all the usual RPG fare... but then that's the point. *Time Stalkers* offers very little new material and just seems like a chore to play simply because you want the story to end so you can do something else. Only RPG purists will feel the need to sit down and play this – and it's coming to the UK some time in June. Great.



**Overall 92%**

**Overall 88%**

**Overall 72%**

**Overall 33%**

**Overall 70%**



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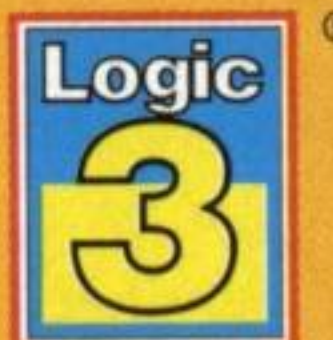
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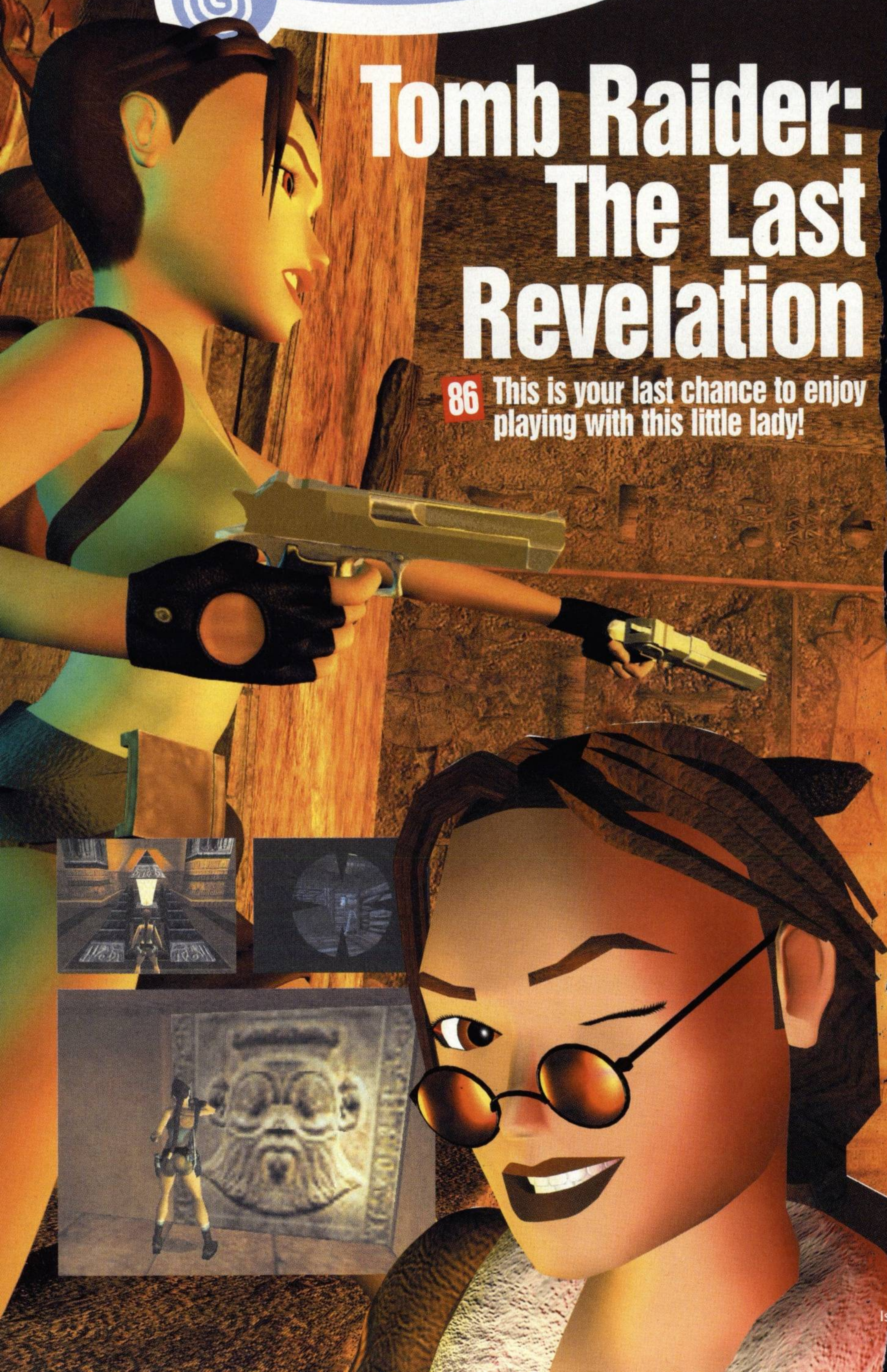
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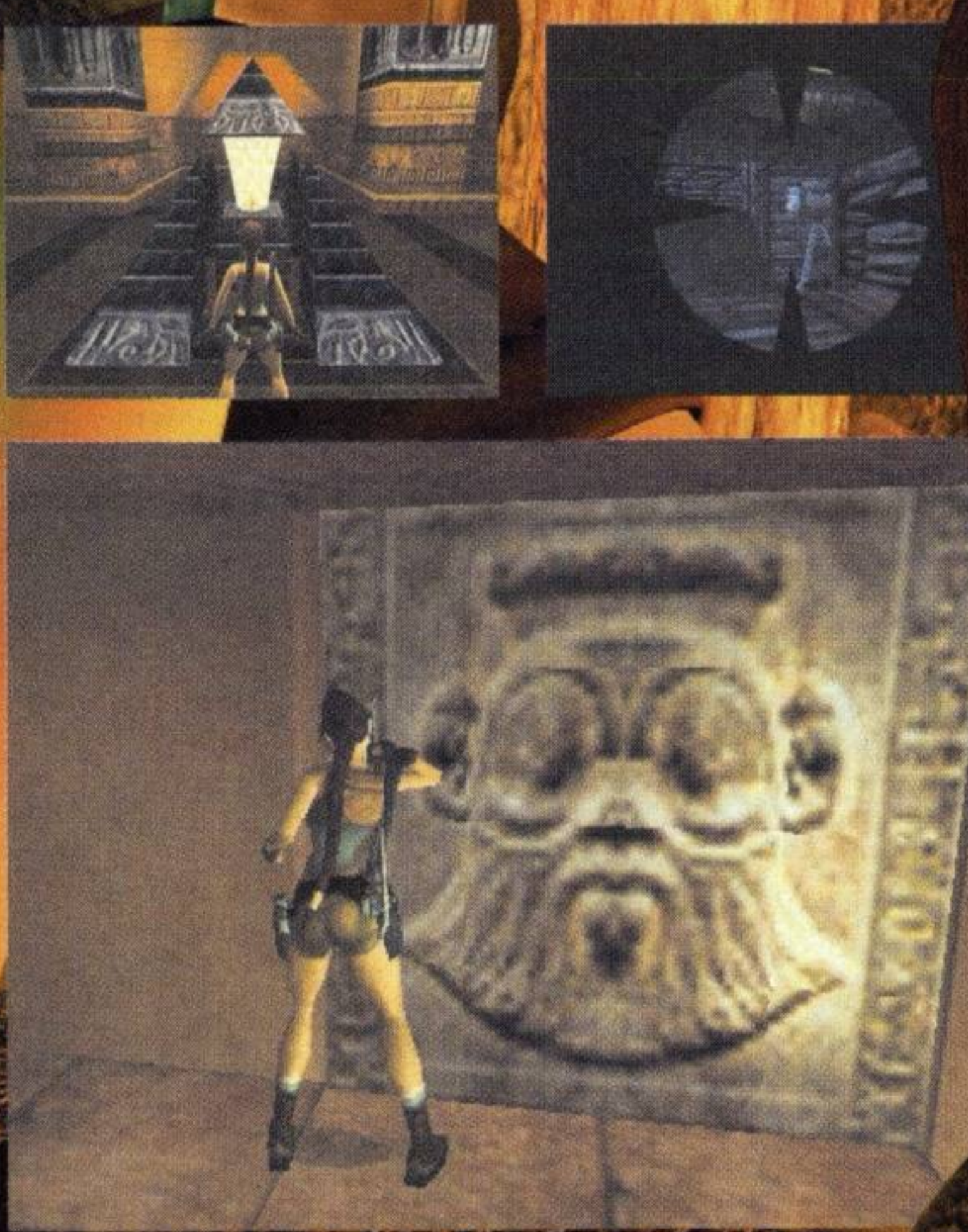






# Tomb Raider: The Last Revelation

**86** This is your last chance to enjoy playing with this little lady!



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**Mailbox** 78

Bring 'em on! Your letters have once again flooded in almost to the point of saturation. Poor Alex's biceps have been strained but somehow we've managed to read them all. Here's the best of the bunch!

**Reader Reviews** 80

You lot have journalistic talent aplenty and you're not afraid to show your reviewing skills. What's more, now that every review printed receives a prize, there's no excuse not to send a 100 word gem in right now!

**Web Watch** 82

Online gaming, what's all that about then? The mysteries and joys are explained as DREAMCAST MAGAZINE revels in the dawning of a new era for console gamers.

**Dreamcast Solutions** 84

It's good to cheat, isn't it? Once again we reveal the latest cheats that'll make your gaming life just that little bit easier. Are we kind or what?

**Tomb Raider:  
The Last Revelation** 86

The second part of our thorough guide to Lara's last adventure will see you right through to the very end of the game. It's been one helluva ride, but at least you'll be ready for number five!

**Directory** 100

The only directory that matters! Every single Dreamcast game that we've reviewed, be it a UK or import review, is listed here in a handy reference guide to allow you to make those informed purchasing decisions!

**Stuff & Nonsense** 104

It's like Christmas morning every issue! All the latest fun stuff that we've managed to track down is on these very pages!

**Dream On** 110

The future of DREAMCAST MAGAZINE is as bright as a polished button and to get yourself a piece of the action, check out what's in store next issue...

**Subscriptions/Back Issues** 112

Missed out on an issue? Want to subscribe? If not, why not? There's a whole host of incentives for you to take advantage of - check it out!

**Dream Moment** 114

MDK is a top game winning near-universal praise. As such, it wasn't difficult choosing an amazing moment from the many on offer.





## WIN! MAD KATZ Peripherals

Here at DREAMCAST MAGAZINE HQ we've teamed up exclusively with Mad Katz, those groovy peripheral manufacturers, to offer you the chance to win a whole host of cool peripherals for your Dreamcast. Each month the letter of the month (as deemed worthy by us) will win the author a Dream Pad controller, Rumble Pack and a Dream Wheel – pretty neat, huh?! Time to get writing then...

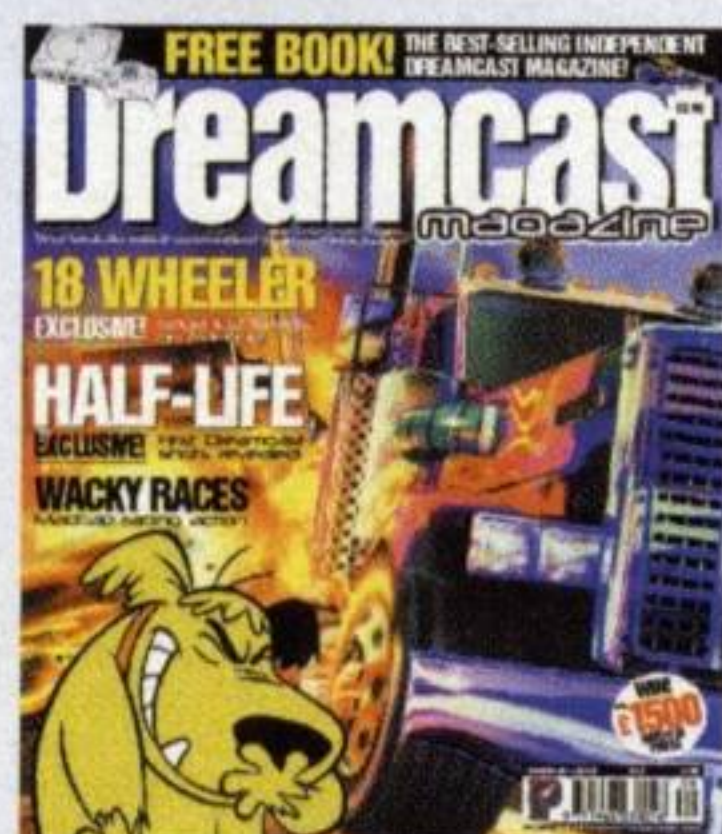


• Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you send an SAE.

## contact

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Alternatively...  
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Fax: 01202 299955  
Web site: www.dream-cast.net



Like a bridge over troubled water we're here to help you and by jove the letters they keep a comin'...

### Yo Ho Ho!

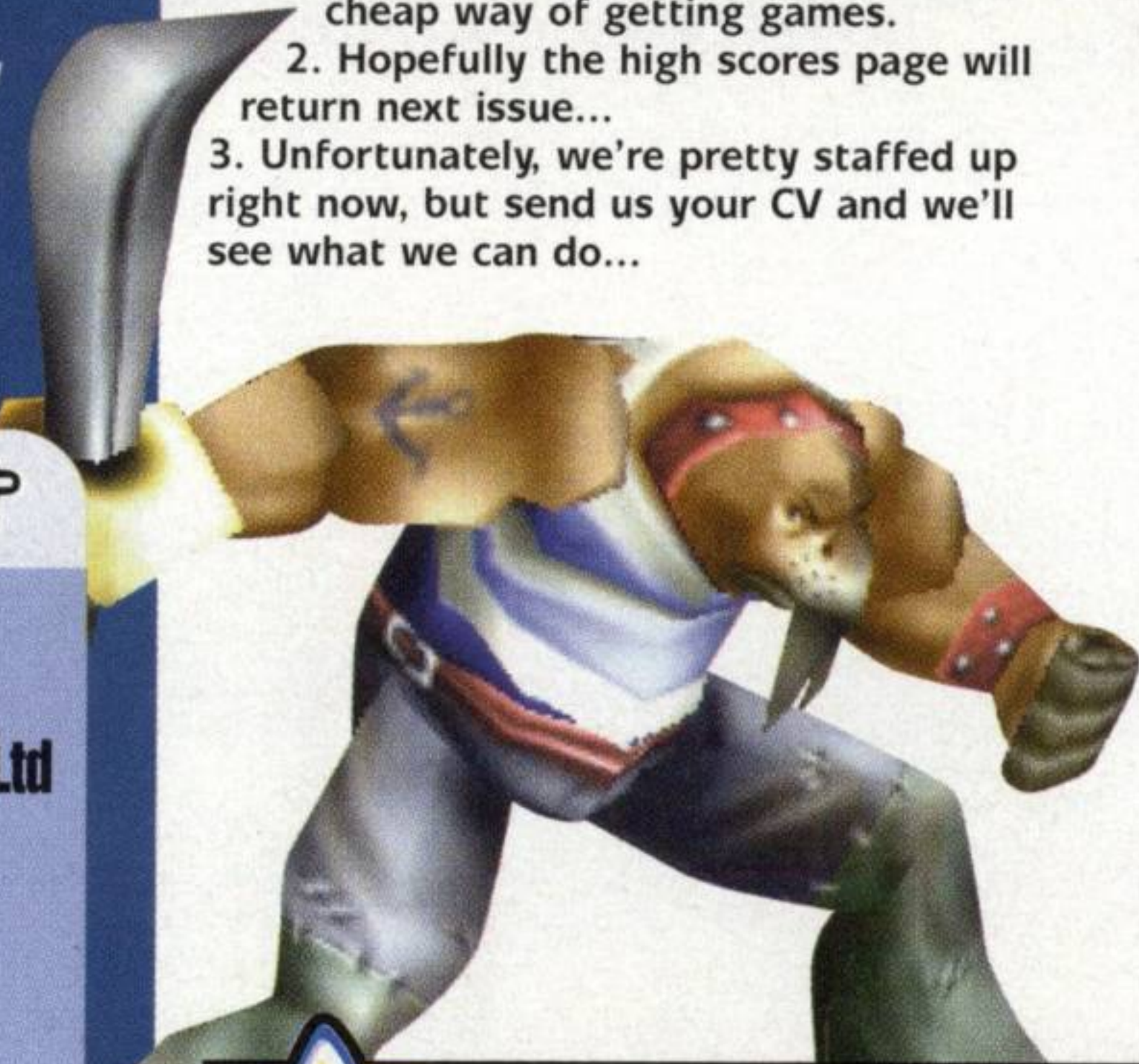
> First of all I would like to say thanks, as I was one of the winners of your *NBA Showtime* competition – the game is great! Secondly, I would like to say your mag is the best and all my mates down here in Birmingham read it. Anyway here are my questions:

1. I am young and broke and have a lump some of 200 pound on me I want to now if there is any sort of device that can copy games? And if there is where would I get it from?
2. Why has your mag stopped doing top scores?
3. Can I have a job?

**Maxine Pryce, via email**

DM: We're glad that you liked your prize – it's good to know that Alex isn't sending out those prizes to his extended family! We're also elated that the Brum massive are enjoying the mag too!  
Anyways, here goes:

1. Now you know that we can't condone piracy in any way shape or form – you'll just have to keep entering competitions as a cheap way of getting games.
2. Hopefully the high scores page will return next issue...
3. Unfortunately, we're pretty staffed up right now, but send us your CV and we'll see what we can do...



### ★ The grass is greener on our side of the fence!

> I moved from the UK to Amsterdam a while back and decided to put off buying my DC until I got settled. Having done this I went out and shelled out a whole lot of money on a console that I thought I would be able to get online with. This is not the case, however. I found out the other day that Holland won't be connected to the network until September, yes that's right September. So this is just a note to all DC owners thinking of moving over here, the grass may be a hell of a lot greener, but you can't network with your Dreamcast. Congratulations on a great mag.

**R.McFarlane, Amsterdam**

DM: And we thought we had it tough here in the UK! Have a prize from those lovely chaps at Mad Katz... no go on!

### Same Old, Same Old...

> I've been buying your mag from issue 2 because I got my Dreamcast on the day it came out and I got your mag a couple of days after. There's some things I'd like to clear up and I'd be really grateful if you answered my questions:

1. When is the online gaming coming into play?
2. When is the Zip drive coming out in the UK?
3. Is it true that there is going to be a DVD player for the dreamcast?
4. When is *Shenmue* coming out on the UK's shores?
5. When is the Dreameye coming out in the UK?

That is all, except when the PlayStation2 comes out in Britain I'm sticking with my Dreamcast because the games either look all like sequels or rubbish!

Thank for your time.  
Yours faithfully,  
**Daniel strong, Cumbria**

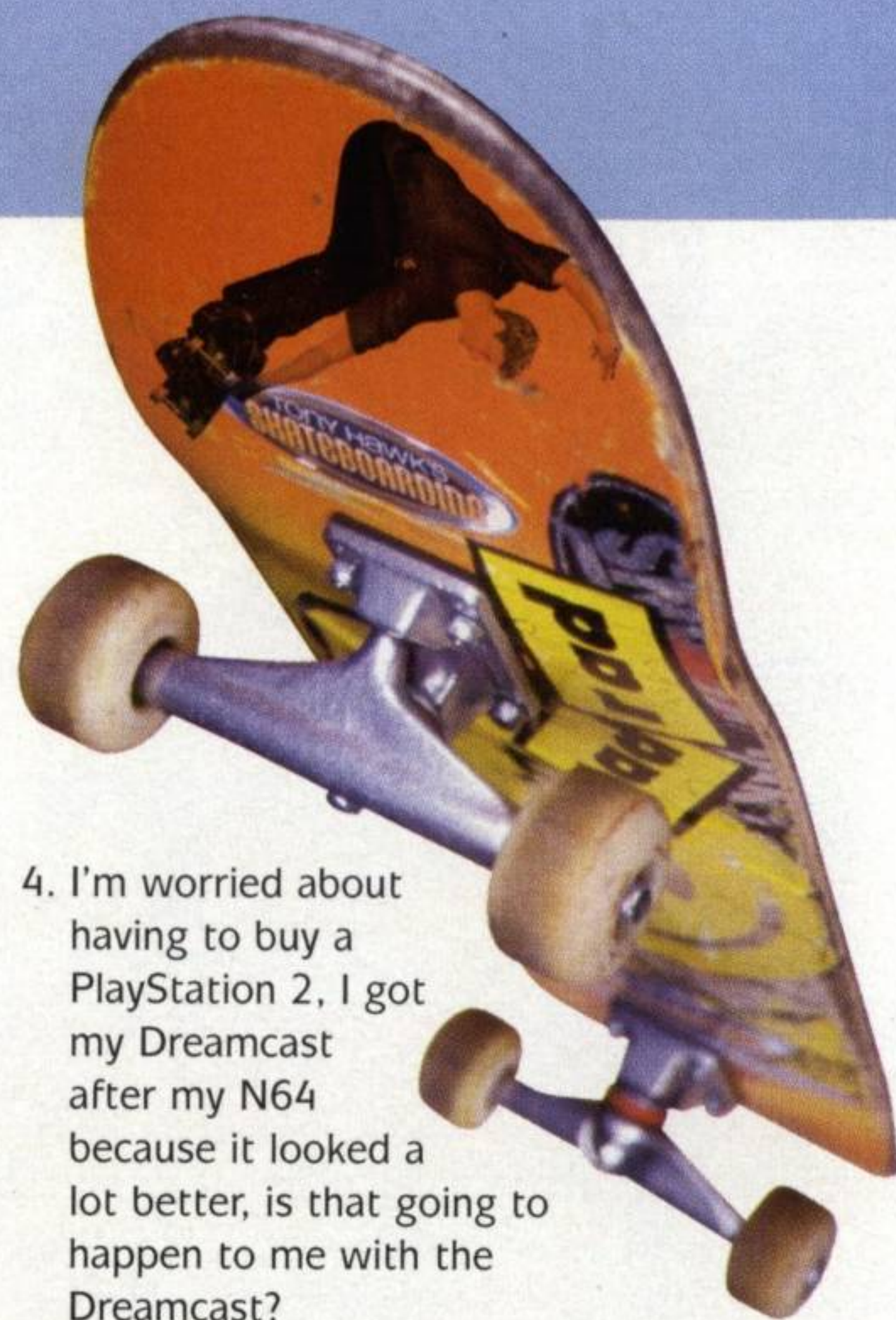
DM: Nice to have you aboard...

1. Now – as long as you want to play *Chu Chu Rocket*...
2. Sega have yet to make an announcement about the Zip drive.
3. Apparently this is the case...
4. The best brains in the land tell us that September is favourite.
5. See answer to question 2.

### It's All Too Much!

> I have one thank you to say before I ask some questions – your magazine is amazing and is certainly better than all the other games mags out there, so well done! My questions:

1. Will there ever be a chip for the Dreamcast that will let you play Windows games?
2. When will the Dreamcast games go down in price, PlayStation do well because most of the games cost about 25 quid. Compare that to £39.99?
3. Some of my friends don't like the dream machine because it takes long to load will the games hurry up on loading as time goes on?



4. I'm worried about having to buy a PlayStation 2, I got my Dreamcast after my N64 because it looked a lot better, is that going to happen to me with the Dreamcast?
5. Will the Dreamcast get good skateboarding games and wrestling games, I love them.
6. Can your mag give freebie games away or not?
7. Why was *Soul Calibur* given a 15 certificate?

I have one more thing to say, In your mag you should do a section of all the games been released, their prices, percentages and a short comment.

**Max Trill, London**

DM:

1. Not a chance.
2. Eventually the prices of games will go down, but at the moment there's a premium on next-gen games. Go on, you know that they're worth it.
3. Er, not likely. Believe us, the PS2 is certainly no quicker!
4. This very much depends on whether you are one of those ardent gamers who need to own every console... If you are then you'll be buying a PS2 regardless. If not, the Dreamcast should offer more than enough gaming pleasure.
5. Of course it will! Check out the mag for details as and when.
6. Absolutely. We are looking into the possibility of putting discs on the mag at the moment. Watch this space (or rather watch the front of the mag).
7. Because it is a violent game and it features some nasty (and banned) weapons in the game.

Have you seen the Directory? We don't include prices because they are subject to regional variances... but everything else that you ask for is included herein.





## Desperately In Need Of A Kreyboard!

> simon gibson,liverpool you idiot, i totally agree with the ratting wwf got. i couldn't put it better, well it's the crap'ist game on the dreamcast. anyway i absouloutly love your mag and i think you are doing brilliant. keep up the good work phillip burke, via-email.

(Note: these are being printed as they arrive to us at the mag!)



## Please Release Me!

> I have bought every issue of your magazine so far and I think it's brilliant - it's definitely the best of all the DC titles available. I have a few questions to ask:

1. When will *Tony Hawk's Pro Skater*, *Shenmue*, *Chu Chu Rocket* and *Ecco The Dolphin* be released in Europe?
2. Are the *Sonic Team* working on a *Nights 2* or *Burning Rangers 2*?
3. Will the English version of *Shenmue* have translated speech or will it be Japanese speech with subtitles?
4. Any news on whether Sega are developing a device to enable users to play Saturn games on the Dreamcast?

Thanks, and keep up the good work!

**Nicholas Rollins, Walsall.**

DM: Cheers fella!

1. They are all on the way matey. from now on until September.
2. There's no news on either much-anticipated title, though we'd bank on *Nights 2* making it to the Dreamcast afore long.
3. Thankfully, the speech is being translated for both the US and the European versions of the game.
4. It appears not. Unfortunately, there wouldn't be much demand for it in the UK.

## Going Down...

> Great mag, I wish there were more like yours. Anyway, I was on the web and I found this great offer, *Sonic Adventure* for only £19;99, Okay, I will tell you the address - www.puredreamcast.co.uk

**James Brinicombe, via email**

DM: Thanks for that matey. Any one else spotted any minty bargains?

## What Are You On About?

> I have to congratulate you on a superb magazine, keep up the good work. Secondly, I think that *UEFA Striker* rocks and it at least deserves 92%, Simon Phillips and Robert Bickerdike are dumb asses that have never played a game of football in their lives. So I say change the score for *UEFA Striker*!

**Sam Kulahan, via email**



## RUMOUR MILLING

> I was very upset to hear that the Dreamcast will be Sega's last games console and after that they will just be an arcade and games producing company. This would mean great disappointment for me and all my Dreamcast loving friends as we all love Sega. Can you confirm these rumours?

**Shaun Jenkins, via email**

DM: We've heard these rumours too. However, Sega have yet to confirm this and given the volatile state of the videogames industry such rumours are best ignored until Sega make an official announcement.

## Sanity, At Last!

> Just lately a lot of Wrestling fans have been complaining about *WWF Attitude*, as a fan of WWF I thought your judgement was spot on I've seen better having owned this game. I have a few questions that need answers:

1. Are there any football management games on the Dreamcast?
2. What is the next WWF game on the Dreamcast? I heard rumours of *WWF Smackdown* is this true?

Your mag is a cut above the rest. Thanks for your help!

**Martin Bunging, Warwickshire**

DM: Alex can sleep again. He's been having nightmares about laytex-wearing monkeys chasing after him. Oh, and your answers...

1. Not yet, but we'll let you know when one is announced.
2. There *might* be a THQ wrestling game on the way... but we can't confirm this at the moment.

DM: Easy tiger!

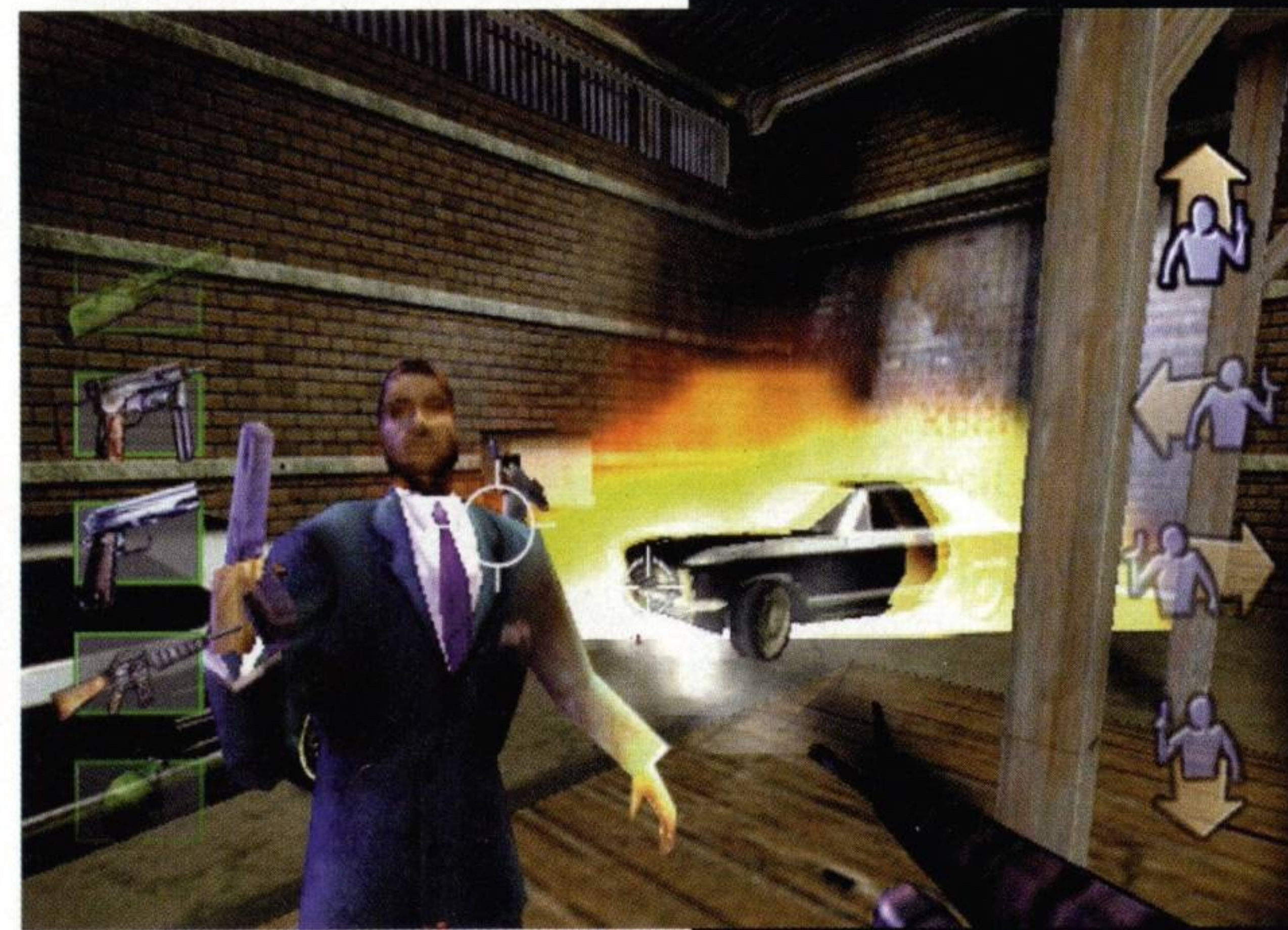
Let's get one thing clear: I had nothing to do with the review of *UEFA Striker*, I didn't even work on Dreamcast Magazine at the time! However, what's wrong with the 82% score that we gave it? It's fair and in my opinion spot on. So ner!

## Things Can Only Get Better...

> Hello, just thought I'd say what a great mag you have and also, oh my god, do you know if Sega are going to improve the chat rooms? I have just spent the last half-hour being constantly removed from and then put back in the room I was currently in, I didn't have a clue if anyone was chatting back to me or not because all I kept getting was the welcome to *Buggy Heat* room screen all the time. Do you know what causes this? There was only ten people in the room!

**wookie2**

DM: There are teething problems with Dreamcast's Online capabilities. Sega usually carps on about the fact that nobody has tried to do anything like this before. The simple truth is that no-one could have expected the huge numbers of people to get hooked up to the Net and it is causing lag and minor glitches. Sega are working on this. Perhaps our expectations are too high...



## SHORT CUTS

Exactly as they came to us, these are the emails that were short, mad or just plain bizarre - sort it out you strange bunch of crazy people!

> Hello my name is Liam Clancy from Cardiff and I just wanted to know if there are any plans for a new *Shining Force* game for the Dreamcast as I have enjoyed playing all of the previous. If not please tell Sega and Shining to seriously consider it. Thanks a lot

Liam Clancy, via email

DM: There's no news as yet, but we'll mention it to them next time we're at Sega's HQ in Japan!

> I know that a lot of people that make magazines involving Dreamcast don't appreciate wrestling, so I am going to keep this short and simple. Is *WWF Smackdown* going to be released on Dreamcast?

Bob Moo via email

DM: Not *Smackdown*, but something even better according to THQ.

> I'M GETTING A DREAMCAST SOON YAY!!! DREAMCAST!!! DREAMCAST!!!

Spider 338, via email

DM: HURRAH FOR YOU!

> Could you please tell me when *Take The Bullet* is out? It looks ace!


Barry Norton, Manchester?

DM: Red Lemon Studios first-person shooter has been lost amid the confirmation of both *Quake III* and *Half-Life*. We have even heard unconfirmed rumours that the game has been canned...




It's drubbing time! Well maybe not quite, but at least the stomach-churning praise is a thing of the past. It is, isn't it?

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**TrickStyle**

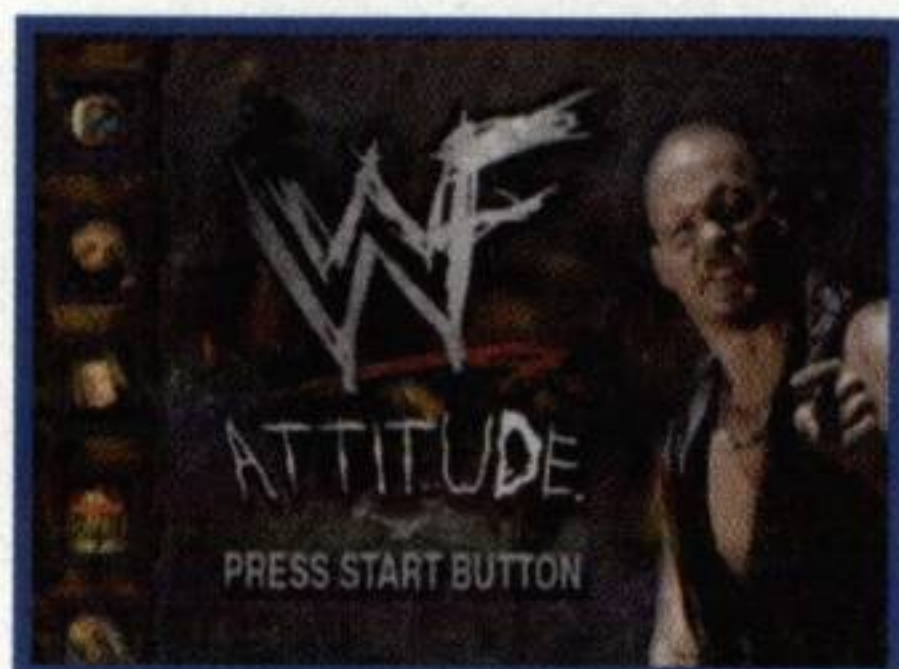
Publisher	Acclaim
Developer	Criterion
Origin	UK
Genre	Racing
Reviewed by	Pete Thompson



Okay, so its great on PC, but is any good on DC? Well basically, the answer is (wait for it...) NO! Sorry, but this game just doesn't have the feel of the PC version. The graphics are okay, if not quite as nice as the PC version and the frame rate is a little choppy at times. However, this wouldn't be too bad were it not for the controls, which are appalling! Once I got the the hang of it, I failed to complete task one, and only won up to race two, and I'm the lad who completes most games in a few hours! Frustratingly hard, and there's not much to the game after all the effort - don't bother with this one!

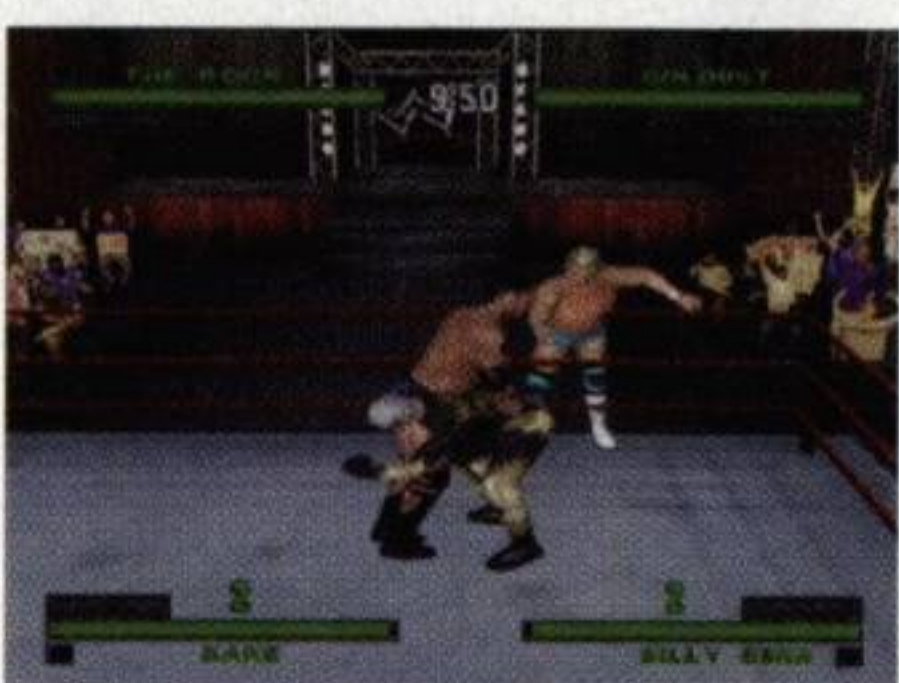


**Overall 72%**

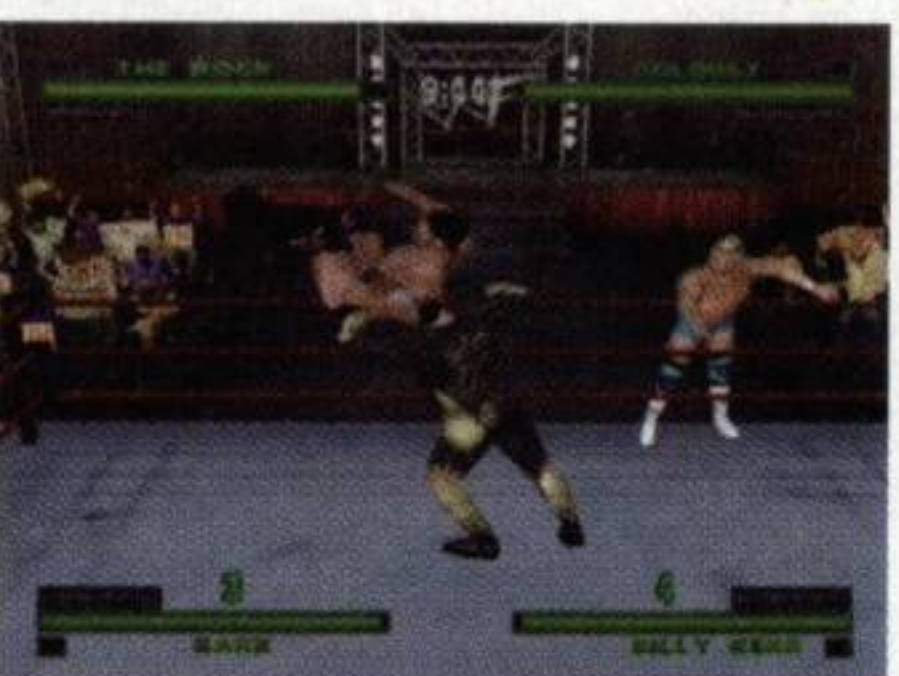


**WWF Attitude**

Publisher	Acclaim
Developer	Acclaim Sports
Origin	US
Genre	Sports
Reviewed by	Darren Edmead



I already owned *WWF Attitude* on the PlayStation but after seeing the capabilities of Dreamcast, I purchased it for Sega's great machine. *Attitude* has its good points; over 40 WWF superstars, 15 match types, not to mention win modifiers (I Quit and so on) and match options (Hardcore and so on). Up to four people can play for added fun, plus there's the Create A Wrestler mode which can be hilarious. The downers, though, are the ever-so-average graphics and the slow and repetitive commentary. For you wrestling fans it's a must, but for others it's still worth checking out.



**Overall 70%**



**UEFA Striker**

Publisher	Infogrames
Developer	Rage
Origin	UK
Genre	Sports
Reviewed by	Russell Mawson



From the first shots of *UEFA Striker*, I knew that I wanted this game. It was one of my reasons for getting a Dreamcast. When I first played it, however, I was a little disappointed - I couldn't get into it and I thought that I had been let down. However, this quickly changed and now I can't stop playing it. It has it all - the graphics, gameplay, teams, players, speed and great animation that make for a great football game. Every single pass and shot look awesome. I have played Sega's two footie games, but this is by far and away the best on the Dreamcast.



**Overall 92%**

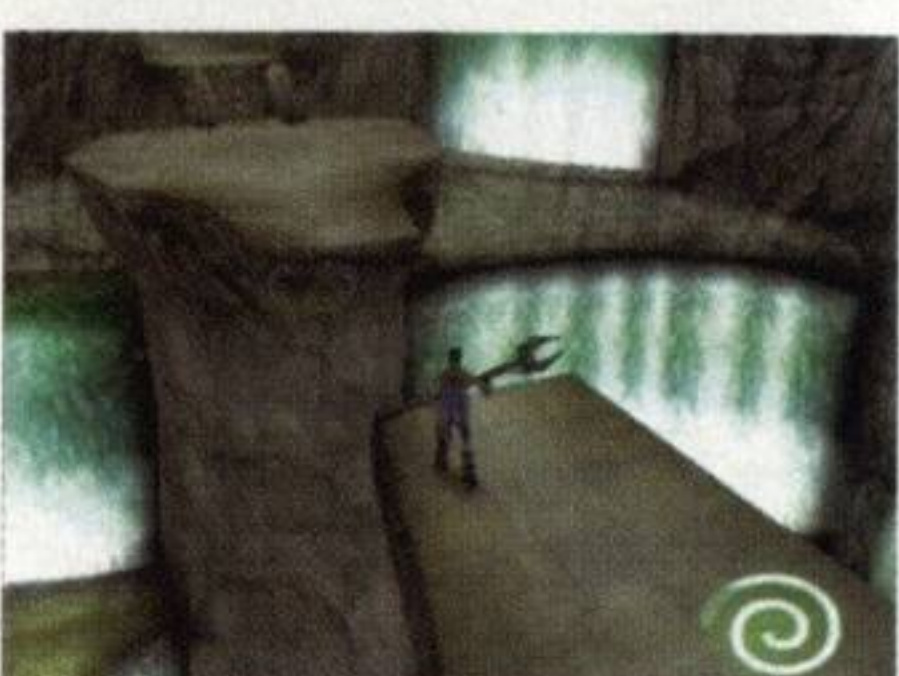


**Soul Reaver**

Publisher	Eidos
Developer	Core Design
Origin	UK
Genre	Action/Adventure
Reviewed by	Michael Keogh



Graphically, this game doesn't push the DC, although it is better than previous versions. That said, the game has an excellent story and character development - when it ends, you know you're gonna want to play the next one. My biggest problem is the difficulty; it took 15 hours to complete and that's getting all the spells and orbs. The puzzles are aimed at the casual gamer and rarely test you for more than five to ten minutes, and the spells are totally unnecessary. So... quality gameplay, great variety but sadly not taken far enough, and too easy!



**Overall 82%**









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Another month, another set of great Web sites for you to check out. However, if you are having a few problems, here's our handy reference guide to getting online.

1. Plug your Dreamcast modem into the phone line.
2. Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.
3. If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible via the Dreamcast.
4. Once you're logged on you're free to wander where you like by just typing in the address of the site you want to go – what could be easier?
5. To help you on your travels Sega has included some short cuts, and these options will appear when you press the left and right shoulder buttons.

## Dream Gaming

Online gaming is here at last and it's about bloody time!

It's May. The Dreamcast has been out for over six months and only now has Sega deemed us worthy of any online gaming. Cheers fellas! The release of *Chu Chu Rocket!* might well herald the arrival of online gaming in Europe, but here's news for you – it's not the only game that you can play over the Internet via your Dreamcast.

Last month Sega announced a partnership with Fiendish Entertainment, a UK-based developer, whereby a selection of classic games will be accessible via the DreamArena. Jonathon Small, head of Fiendish Entertainment, commented that, "Our Web games are designed to complement Sega's own releases in the near future, helping to create a complete online gaming experience via the Dreamcast's Internet capability." The initial line-up of games included *Sliding Puzzle* and *Concentration*, with the likes of *Get 4*, *Battleships* and *Pub Quiz* being released in the weeks preceding the release of *Chu Chu Rocket!*

But the question is, are they any good? Well, if you can't be bothered to check them out for yourselves here's what we thought of them...



### L Left Shoulder Button

- Home
- Bookmark
- Jump
- Mail
- Chat
- Options
- Disconnect

- Home** Will take you back to the main DreamArena page.
- Bookmark** A directory of Web sites including other Sega sites, BT, ICL and Arsenal FC, which you can highlight and then access without having to type out the address.
- Jump** The way to get around on the Internet. A keyboard will appear on the screen and you can surf the Web by entering whatever Web site you fancy visiting.
- Mail** Will take you to the email facility so that you can send letters to friends.
- Chat** Takes you to the chat room menu in the DreamArena.
- Options** Allows you to change various settings, including sound and contrasts, on your screen.
- Disconnect** Will disconnect you from the Internet.

### R Right Shoulder Button

- Back
- Forward
- Reload
- Cancel
- Add Bookmark
- Zoom
- File

- Back** Will take you to the page that you were at previously.
- Forward** Will take you to the page that you've just come from if you've just left it.
- Reload** Reloads the page that you're on.
- Cancel** Cancels a previous instruction.
- Add Bookmark** Will add a Web site's address to your bookmark list for future reference.
- Zoom** The page will zoom in on an image or text on a page.
- File** Takes you to the VM unit menu where you can, in the future, save items.

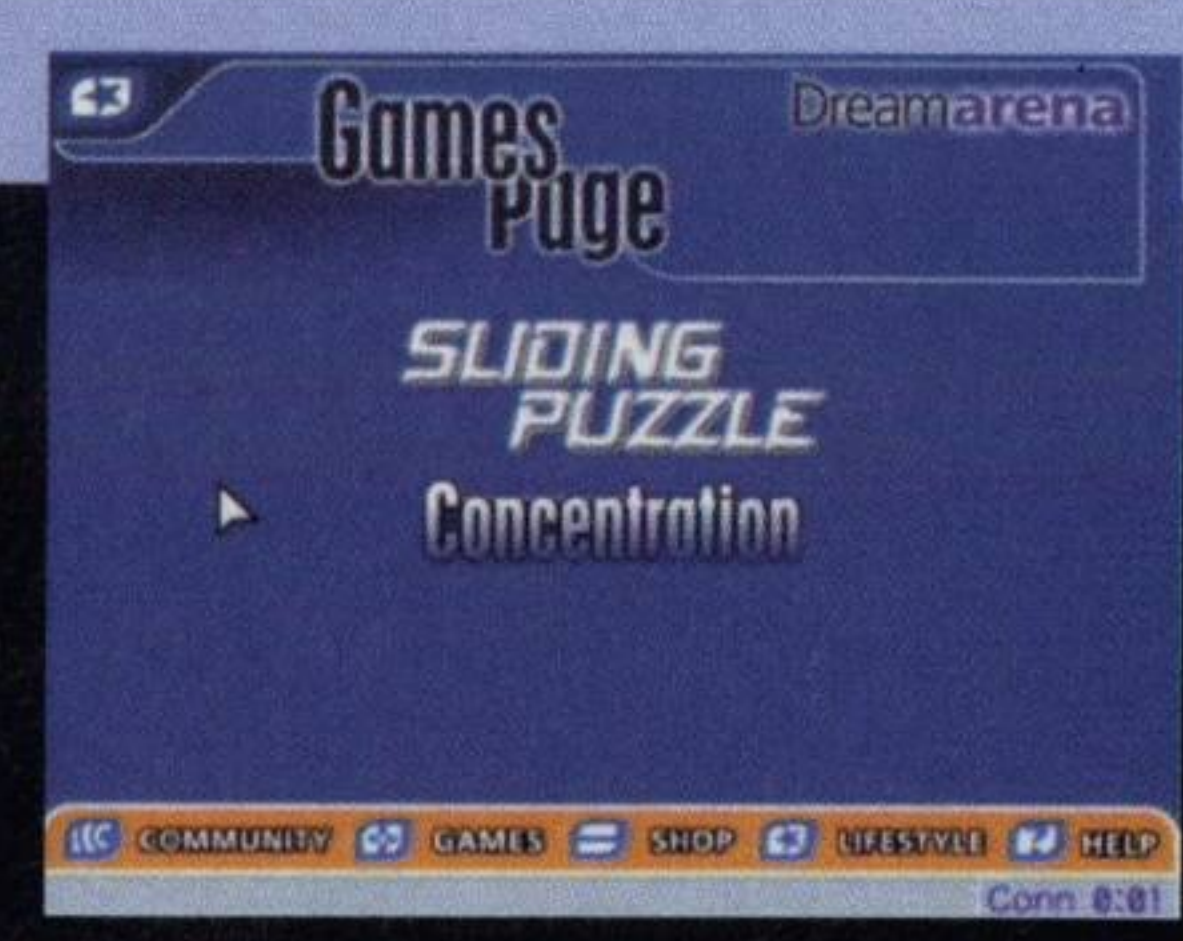
### CONCENTRATION

Time to put your brain in gear as you have to find all the pairs hidden beneath the down-facing cards.



### SLIDING PUZZLE

It's a bit of a classic but it hardly embodies the true meaning of online play. Move the pieces of the puzzle around and get Sonic back to what he ought to look like. As you can see we didn't have much success until Martin applied his brain power to it and finished it off in no time!







## ONLINE GAMES FOR THE FUTURE

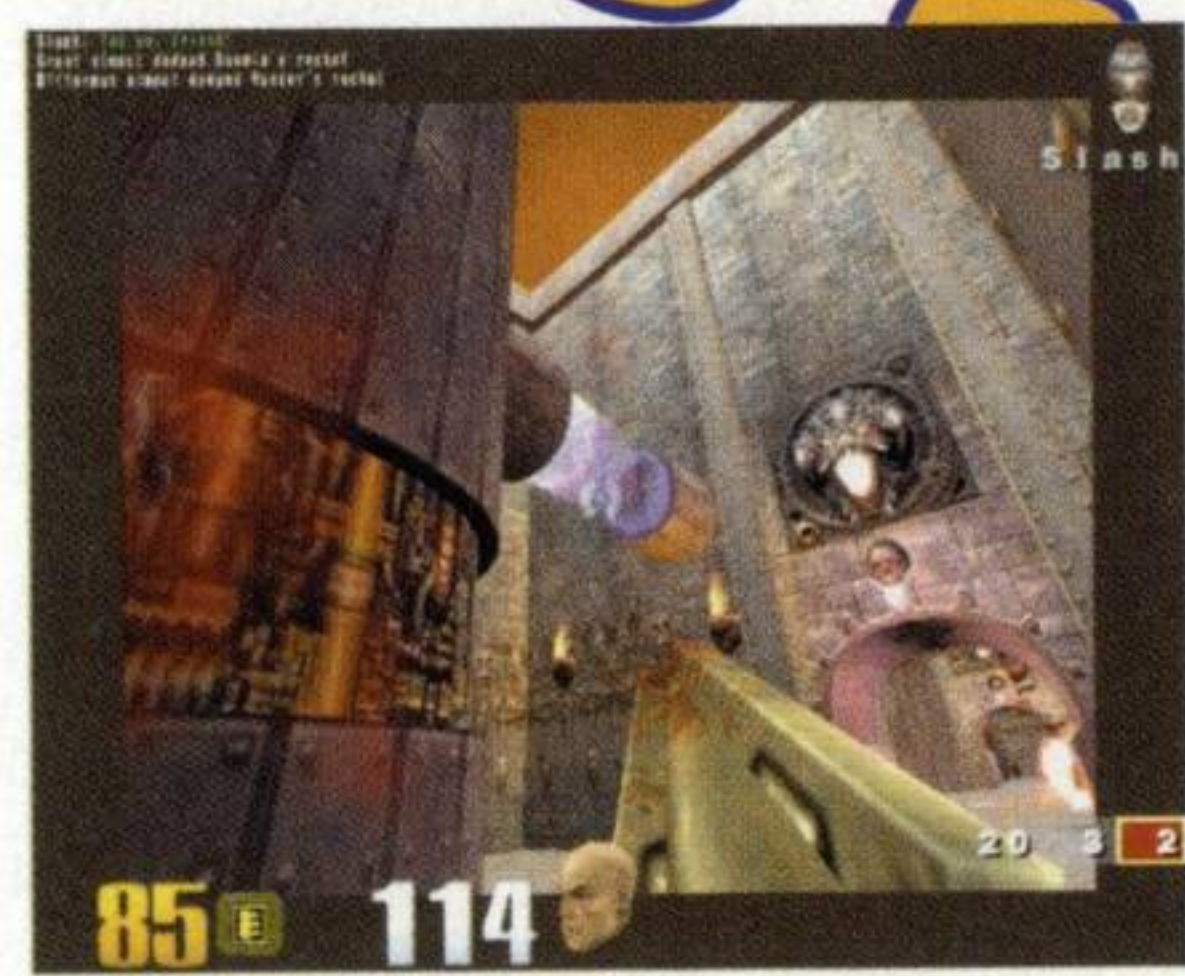
Although a lot of the games that are coming out over the next few months are going to have some kind of Internet support, few are going to provide gamers with the full online gaming experience. In the meantime, here's a list of the games that you can expect to play over the Internet.

### Chu Chu Rocket!



By the time you read this, online gaming will have been launched skywards with the release of *Chu Chu Rocket!* Not only will you be able to download levels but also compete against other players in the multiplayer mode. Heavenly.

### Quake III Arena



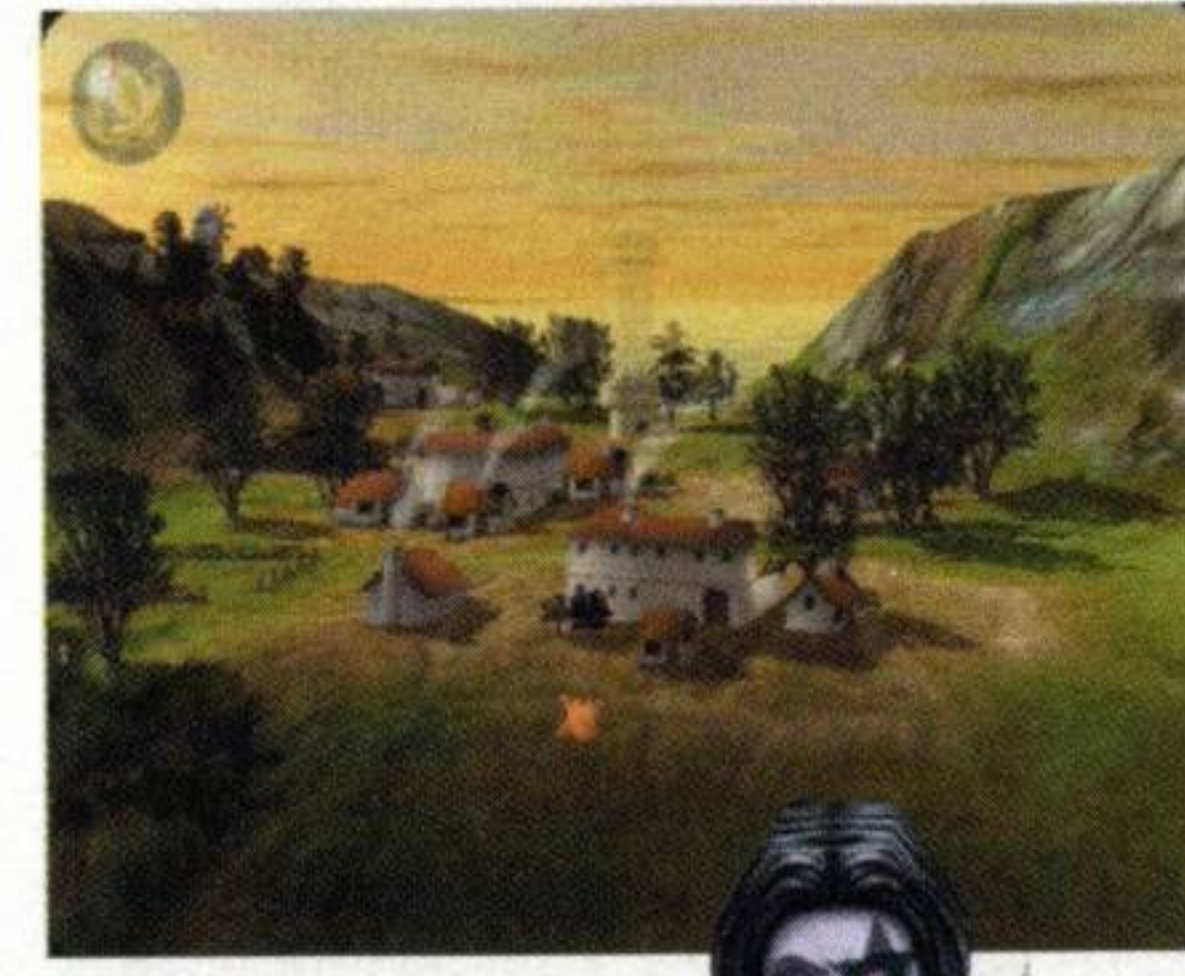
Even as a single-player affair, *Quake III Arena* is a fragging great game, but with multiplayer options over the Internet it's quite simply awesome. Running around fragging the hell out of total strangers gets no better than this, making it a must-have Dreamcast title.

### Half-Life



Another top PC game that's Dreamcast bound with major online gaming qualities. There's some dispute as to whether or not it will have online play at the moment but we're staying ever hopeful...

### Black & White



*Black & White* is one game that is going to make the most of the Internet capabilities of the Dreamcast allowing you to interact with other players in 'The Gathering' as well as download various bits and pieces. Check out the feature on page 34 for the full lowdown.

### KISS: Psycho Circus

Following along the same lines as *Quake III* and *Half-Life*, *KISS: Psycho Circus* is going to feature heavy-duty online multiplayer action. If you fancy taking control of one of the most respected rock bands of all time and blowing your friends into messy pieces, this is the game to go for!



## Webbed For Your Pleasure...

### MY ARMOUR

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

In homage to the giant sword-wielding hero of *Sword Of The Berserk*, we thought we'd track down some other cool weapons of war, starting with the samurai sword. Get the lowdown on the legendary swordsman from this Web site, and check out what's going cheap. Not that we're encouraging you to go and buy swords or anything.



Alternatively: [www.rain.org/~ssa/samurai.htm](http://www.rain.org/~ssa/samurai.htm)

### CARTOON TIME

[www.dfcom.freemove.co.uk/hbw/shows.htm](http://www.dfcom.freemove.co.uk/hbw/shows.htm)

With *Wacky Races* adorning the cover, our minds wandered back to all those other Hanna Barbera cartoons we used to rush home from school for. Head for this site and you'll find all you need to know about the likes of *Stop The Pigeon*, *Scooby Doo*, *The Flintstones*... the list is virtually endless. Perfect for a trip down memory lane.

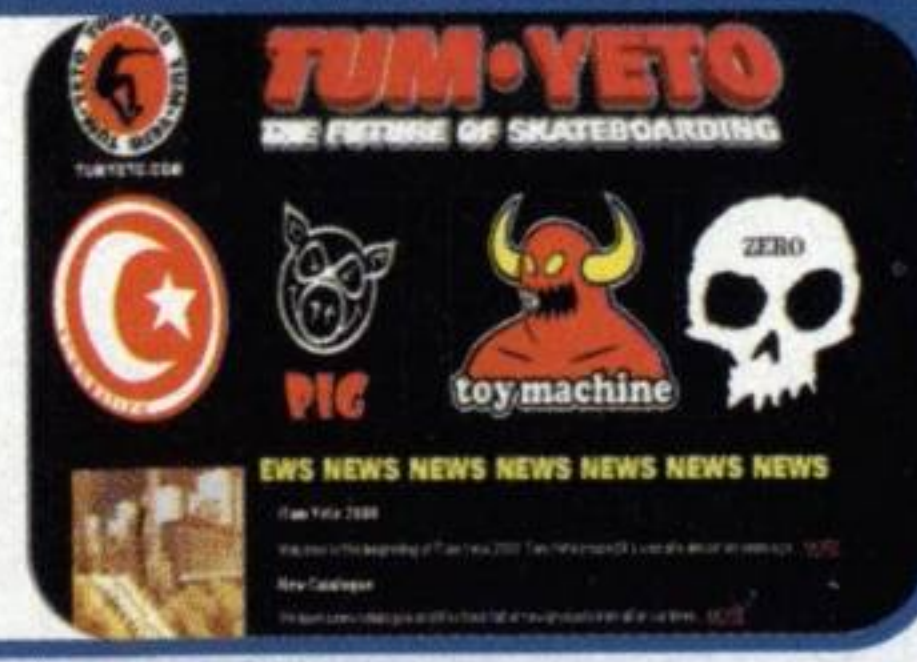


Alternatively: [www.dfcom.freemove.co.uk/hbw/wacky](http://www.dfcom.freemove.co.uk/hbw/wacky)

### (SKATE) BOARD GAMES

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

With *Tony Hawk's Pro Skater* on its way we thought we'd get a bit of practice in on the old skateboard, or not as the case might be. This is a totally mad Web site with loads of cool clips of skaters performing crazy stunts, as well as tips for tricks and a shop for all the accessories just so you can look the part.



Alternatively: [www.concentric.net/~Aldog/](http://www.concentric.net/~Aldog/)

### SOCCER SKILLS

[www.euro2000.org](http://www.euro2000.org)

With Euro 2000 just around the corner and *SWWS Euro Edition* out this month, you can find out all you'll ever need to know about the championship at the official site. It has all the teams, games and venues plus everything you'll need to help you decide which team to put your money on to win. And here's a free tip - it's not going to be England.



Alternatively: [www.the-eye.com/euro2000.htm](http://www.the-eye.com/euro2000.htm)

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## MDK2

- Kurt Wearing Boxers**  
Hold L + R and press Xx2, Y, X at the main menu.
- Indy 500 Camera View**  
Pause the game and hold L + R and press B, A, B, A.
- Slow-Motion Mode**  
While playing as Max, hold R and press Upx4.
- Full pause screen**  
Pause the game and press X + Y.
- Hidden Artwork & Sounds**  
Place the game disc in a PC compatible CD-ROM drive to find images and sounds from the game.

## Wild Metal

- Skip Levels** Press Up, Right, B, Y, Down, Left.
- Invincibility** Press Y, Right, B, Left, X, Down.
- Regain Full Health** Press Down x2, A, X, B, X.
- Access All Weapons** Press A x2, Right, Y, A, Right.
- Speed Boost** Press Up, X, Down, B, A, Y.
- Reveal All Token Locations** Press Y, B, A, Left, Down x2.
- Friendly AI Units** Press B, Down, A, Down, X, Y.

## ECW Hardcore Revolution

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

## Chu Chu Rocket!

- Sonic Adventure Chaos**  
Complete the 25 Challenge mode levels in order to transform the mice into Chaos from *Sonic Adventure*.
- NIGHTS Angels**  
Complete the 25 Mania mode levels in order to transform the mice into angels from *NIGHTS*.
- Hard Mode Puzzles**  
Complete all puzzles in Normal mode.
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Complete all puzzles in Hard mode.
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Complete all puzzles in Special mode.





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Deadly Skies  
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Dynamite Delta  
ECW Hardcore Revolution  
Elemental Gimmick Gear  
Evolution 1, 2  
Expensible  
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# Tomb Raider The Last Revelation

Lara's back... and her front's not bad either! It's time to join us for the second half of her latest and greatest adventure!

## LEVEL 18

### Hall Of Demetrius

Head around the passage to a large chamber with balconies. Enter the right passage and follow it up. Collect the Pharos Knot from the plinth. Hang-drop down and enter the opposite passage. Head up to see some FMV with Von Croy. He escapes, leaving you to face his red Arab guards, so kill them.

There's nothing else to do here except return to the Coastal Ruins. The quickest way back there is to head back up to the ledge where you met Von Croy. You'll notice that there are drag marks on the floor below the lantern. Push it towards the bookcase to open the latter. Enter and drop into the hole to return to Coastal Ruins.

Climb out of the water and collect the Large Medikit and Crossbow ammo on the right. Jump to grab the ladder between the

four pillars and climb up. Follow the passage up and drop out of the building to the beach. Enter the water and swim into the tunnel beneath the brown rocks on the right to reach the Temple Of Isis (Level 19).

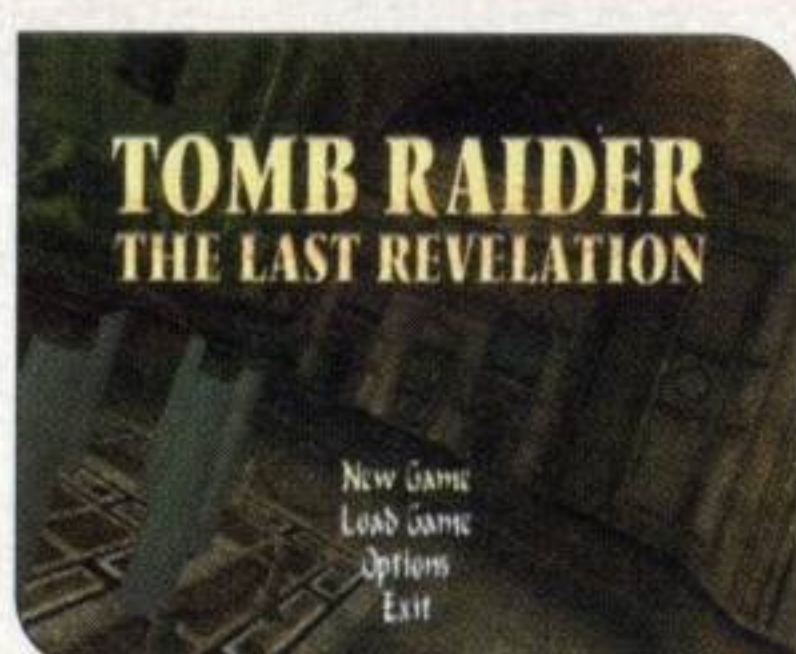
## LEVEL 19

### Pharos, Temple Of Isis

Avoiding the hammerhead shark, swim into the top left window of the temple. Climb out into short passage and place the Pharos Knot in the slot at the end. Return to the water and swim round to the top right window of the temple. Climb out to another short passage and place the Pharos Pillar in the slot: this opens the large gate at the base of the temple. Swim down there and enter the opened gate to find a pool - swim to the far end and wade up the steps to dry

#### essential information >

### Tomb Raider: The Last Revelation



**Publisher** Eidos Interactive  
**Developer** Core Design  
**Origin** UK  
**Price** £39.99  
**Genre** Adventure  
**Release** Out now



one player



arcade stick



vibration pack



#### visual memory

### VM information

Save position Y  
Logo during play Y  
Mini-game N

## CONTROLS

All the controls you'll need to guide Lara through her vast range of moves! Phwoar!

- Move Lara around
- Action/Fire guns
- Roll
- Jump
- Draw weapons
- Crouch/Sprint
- Look around
- Pause/Unpause
- Walk





# ider: elation

land, then blast the shark. Continue up the steps, blasting a skeleton.

Drop into the small pool between the lion statues. Swim through to an underwater chamber with three doors. Open the one on the right (the others lead to empty chambers) and swim up to surface in a tiny pool. Climb out and enter the room with three staircases, ready to blast a phoenix flying in from left – when it charges up to fire at you, take cover.

Head up the left staircase and follow passage to a large hall with a statue at the end. Climb the block in the far right corner and use your Crowbar to pull out a Black Beetle – quickly roll and drop down to avoid the deadly beetles which pour out (don't bother removing the Beetle in the far left corner, as it's broken). Leg it back across the floor and climb onto the block on the left. Climb up the blocks to the top (where the beetles can't climb) and push the panel at the end. Drop back down to the floor and climb up the opposite blocks to push another panel. Now drop down to the floor, run past the beetles and through the opened hole. Drop to the floor and climb onto the short block, then jump via the two slopes to the far ledge (tip: alternatively, just jump to grab the second

slope, climb up, and backflip onto the ledge). Collect the Winding Key from the plinth. Press the panel to re-open the entrance door in the hall above. Drop down, dash past the beetles and climb the ladder on the pillar. Climb up the ladder through the hole. Exit the hall and head back downstairs, ready to blast the skeleton which materialises by the pool.

Head up the middle staircase to a small room. As you enter the next room (with the pyramid) be ready to blast another skeleton. The pyramid here requires four Black Beetles to open, so you'll need two more. Head over to the hole on the left. Drop into it to slide down a slope. Jump off the end and quickly wade to the far side to climb out before the oil is set alight by the fireballs! Use your Crowbar to remove the Black Beetle at the back (don't worry, no deadly beetles this time). The rear of the right pillar contains a Broken Beetle (collect it if you want). Head back round the side of the flaming oil and run-jump-grab to the entrance – the slope has turned into steps, so climb up them.

Head left to the next hole and slide down, jumping from the end into the oil. Wade quickly to climb out the other end. Use the Crowbar to collect a third Black

Beetle. Head back around either side and run-jump-grab to the entrance. Climb up the steps, but don't bother heading left to the final hole: it only contains a Broken Beetle and more deadly ones! Instead, head back downstairs to the pool. Turn left to head up the third staircase, which leads to Cleopatra's Palaces (Level 20).

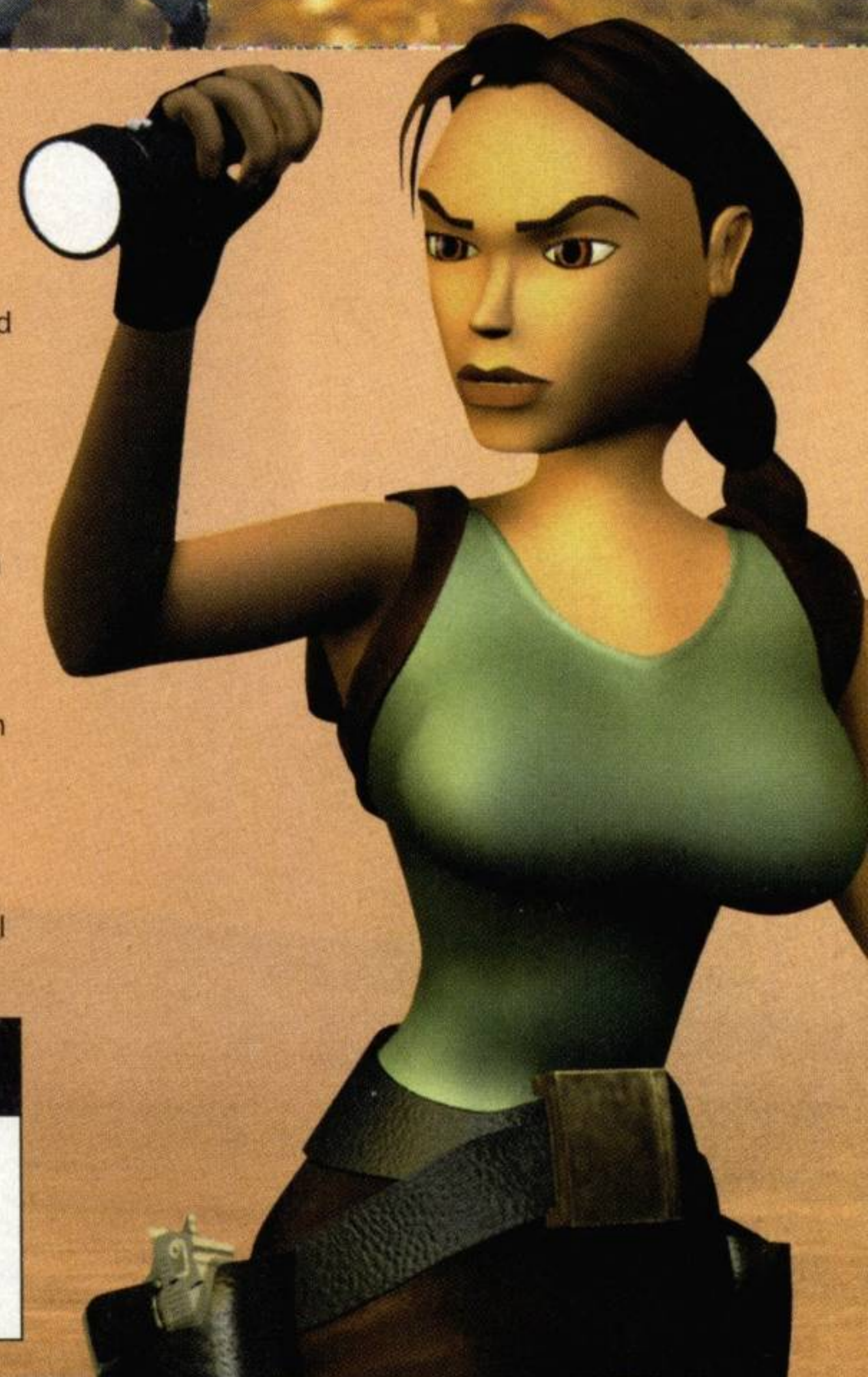
## 2nd Visit...

As you head downstairs to the pool, watch out for another phoenix up on the right. Shoot it down, then head up the middle staircase, back to the pyramid room. Now use the four Black Beetles to open up each side of the pyramid. Take the Mechanical Scarab from its centre, then combine this with your Winding Key. Head back downstairs to the pool, then left up the stairs to re-enter Cleopatra's Palaces (Level 21, 2nd Visit).

## Secrets

### L18 HALL OF DEMETRIUS

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



[1] Hmm, check out the mood lighting. Very nice indeed! [2] Run Lara, run! As fast as a speeding bullet. [3] We'd say that you might just want to swim over and check out that temple...



continued >





**[1]** The aim here is to open up this rather suspicious-looking pyramid. **[2]** Aha! Easy as a very large piece of pie. **[3]** Ooh, look at all the pretty colours!



## LEVEL 20

### Cleopatra's Palaces

Head past the pool to the opposite small doorway, then left up the slope. Turn around and head over to the far end to find a door which you can lever open with the Crowbar. Follow the dark passage to a room with another door. Use the Crowbar to open it, then head through to a ledge with a hole. Save your game before dropping through it to slide down to another oil pool. Climb out at the far end, then turn around. Run-jump diagonally right to land on the ledge. Then turn right to stand-jump to the corner where the Black Beetle is. Prise it out with the Crowbar, then stand-jump back diagonally left to the ledge. Save your game just before the next bit, just in case. Stand-jump towards the entrance – you'll land in the oil, but if you climb out quickly enough, you shouldn't be set alight (if you're lucky). Climb up the steps and hang-drop back into the main chamber then exit left, back to Pharos, Temple Of Isis (Level 19, 2nd Visit).

#### 2nd Visit...

Drop into the fountain pool and swim through the low tunnel on the right. Climb out in the small room and activate the hole switch to lower a section elsewhere (needed for a secret). Swim back to the fountain pool and climb out. Head up the steps in the far right corner and follow the passage round to see some spike holes in the floor. You can now use your Mechanical Scarab: stand on the beetle tile and let it trundle over the holes, deactivating the spike traps. Go over them and collect your Scarab.

Head up the left sloping passage and run (past blades) into the small room. Grab the Right Gauntlet from the tomb, then blast the skeleton. Run past the blades to exit the room. Head left to the next passage, blasting a skeleton on the right. Head right and use the Scarab to bypass more spike traps. Head right, past blades, into a room. Get Wideshot Shells, Shells and Large Medikit from the tomb, then blast the skeleton. Exit past blades and head right up the stairs, then down the next stairs. Grab a Small Medikit from the tomb, then blast the phoenix which swoops in.

Head left into the passage with the bird drawings to find the floor section you lowered earlier. Drop in and shoot the chest to collect Crossbow ammo. Climb out and blast another skeleton. Jump to pull the lever by the doors to open them (they lead back to start) and raise a block. Climb onto the latter and jump to grab the crevice. Climb round to the right to pull up. Shoot the chest for Crossbow ammo, then head up the sloping passage, past the blades, to a room with a small pool. Grab Right Greave from the tomb, then blast another skeleton. Head back past blades, then right to drop by the crevice again.

Head round past raised block to the bird passage to find an opened door on the left. Enter and shoot the chests for a Large Medikit and Crossbow ammo. Most importantly, swipe the Pharos Knot from the tomb. Exit and head left, past the

stairs, to enter the far left passage. Use the Scarab on spikes ahead (not the left ones), then follow it into the secret room. From the tomb, grab Crossbow ammo, Small Medikit, Wideshot Shells and Shells x3. Return past the spikes and turn left up the steps to find a slot. Insert the Pharos Knot to open the door.

Enter and climb onto the first short block to make a Lara clone appear on the opposite one (don't shoot it), raising the far left block. Climb onto the latter and monkey-climb to the ledge. Climb up through the hole at the back to reach the top of the monkey-bars ledge. Blast the phoenix (it may also hurt you by attacking your clone) then run-jump over the gap to the next ledge. Head right and climb into the passage. Proceed up to the ledge and blast another phoenix (you may need to return down the passage to the ledge to target it). Run-jump to the high middle ledge and blast the skeleton. Stand-jump to grab the left lever and pull it, dropping to the ledge below (you'll lose some energy, so make sure it's not too low).

Kill another phoenix, then jump to the other ledge and climb up via the passage to the top again. Run-jump to the middle, then left (to either side of lever block or Lara will hit her head) to enter the opened gate and collect the Hathor Effigy from the hole. Exit and run-jump from either side of the ledge to the middle. Stand-jump to grab and pull the other lever. Return to the top via passage. Run-jump to the middle, then right (to either side of lever block). Enter the opened gate and blast the skeleton, then collect the Ornate Handle from the hole. Combine this with the Hathor Effigy to make the Portal Guardian. Exit the passage and grab a Large Medikit from the left chest. Run-jump back to middle, then right to the final gate. Place the Portal Guardian on the left staff to open it.

Blast another skeleton and follow the passage to some stairs. Head down and blast the chest for Uzi Clips then enter the throne room to watch some FMV. Lara sits on a throne, summoning two bosses, but only one is active so far. Keep moving to avoid his blue firebolts, while blasting away. When he croaks it, his friend comes to life, so you have to do it all over again. When he's a goner, enter both small rooms to grab the Left Greave and Breast Plate from the tombs – congratulations, you now have all the armour.

Drop down either floor hole in the throne room and exit to see some FMV. Your friend Jean has been kidnapped by Von Croy. It's time to head for the City Of The Dead (Level 21).

## LEVEL 21

### City Of The Dead

Shoot the guard on the left and nick his Revolver. Use it with the Laser Sight to snipe the bloke on the roof. Now get on the bike and ride it around the right corner, running over the guard. Take a right, then a left, avoiding gunfire and grenades, to run over a guard by the barricade. Head right over the slope to crush another guard (get off to collect



Shells). Turn around and head right along the alley, then left at the junction. Corner left, then right and right again to run over the guard. Save your game, then take a long run-up to speed over the deadly chasm: head up the left side of the slope to jump from the highest point, then steer slightly right to land on the lowest edge.

Run over the guard on the other side. Get off the bike and climb up by the stone statue. Jump to grab the right slope, then pull up and hold the jump button to leap via the other slopes to grab the high ledge. Pull up and drop down the other side for Secret Grenade ammo, Large Medikit and Crossbow ammo. Climb back up and hang-drop down. Get back on the bike and ride it straight up the left ramp to clear the chasm again. Continue round and straight over the junction, past the twin roof guns. Get off to kick open the door behind the far right statues.

Enter to find a dead bloke. Pull him off the hatch. Return to the bike and head back left at the junction. Head round to the left and get off. Climb into the crawl-space on the left and drop down to find a small room. Push the lever to open the hatch by the dead guy. Climb up through the hole, then turn around and climb up through the opened hatch to enter the crawl-space. Proceed along the passage to find another lever. Push it to open a door up above.

Return along the passage and drop back through the hole to the first lever. Climb back up to the bike and ride it back round to the left, past the barricade. Taking a run-up, speed up the small steep ramp to land on the right of the ledge with the barricade. Drive through the latter to fall through to a passage. Get off bike, collect Small Medikit, then climb into the right passage and take a long drop into the water. Climb out, head along the passage to enter the room on the right and shoot the bats. Collect the Flares and Wideshot Shells from the far corners. Slide down right slope to passage. Collect Revolver ammo near dead bloke on right.

Proceed to the next corner to grab the crevice. Climb right to pull up. Turn around and stand-jump to grab the crawl-space. Pull up and shoot both the candle (releasing mosquitoes) and the swinging canister (releasing blue iceball). Hang-drop down and head right and up the stairs to a pool. Slide down into it and the blue iceball will hit the water, freezing the surface. Swim along the tunnel and up to the surface. Climb out and hang-drop back to the passage.

Head back upstairs and cross the ice to the far side. Push the lever, then cross back over the ice and head downstairs. Head round to the right to find the opened door. Head through and up the passage to a room. Collect the Small Medikit in the far right corner before heading into the right passage. Use the Crowbar to open the door to find a Secret Large Medikit and Uzi Clips. Exit and climb up the block, then go to the end of the passage to a crawl-space. Hang from the other side and climb right along the crevice to pull up. Turn around and run-jump to grab lever to open the gates near the start!

Shoot the grenade-throwing guard as you enter the gates. Collect Small Medikit, then drop down to left to enter a red room with lots of stairs. Drop to the bottom to shoot the guard. Head into the right alcove under the stairs to find a crawl-space containing Crossbow ammo. Now climb back out and head back through the gates – it's time to go and get your bike back.

Continue round to the barricade and drop through. Get on the bike and ride it into the end of the passage to burst through the wall! Take it back round through the gates and up all the stairs to the top. Take a run-up from the sandy area to jump from the ledge to the opposite slope and over it. Head up the slope and get off the bike. Enter the far left alcove and shoot the bats, then push the lever to raise a block by the stairs. Back on the bike, speed up the slope to return to the stairs.

Get off the bike and head left to the corner with the raised block. Climb up via it to a passage. Follow it to the end and stand-jump to grab the ledge opposite and pull up. Get the Revolver ammo to the left of the inactive gun. Go through the door you opened earlier. Head through to the roof but don't stray too far forward or those twin roof guns will start firing. Use your binoculars to take a closer look at the red barrel by the helicopter behind the guns. Aiming the Laser-Sighted Revolver from the left side of the roof, shoot the barrel to blow up the helicopter and guns.

Now run-jump from the lower far ledge to grab the opposite ledge. Head to the back of the pit to find a Small Medikit and lever. Push it to open the exit gates. You'll need your bike again, so head back past the pit and run-jump over the right slope to slide safely down to the ground. Climb into the greenish mosque room on the right to claim a Small Medikit and Grenade Gun, then head back to the entrance gates to the stairs room to get the bike. Ride it to the top and over the sandy area to return down to the main street. Take it round through the exit gates and up the slope to go to the Chambers Of Tulun (Level 22).

## Secrets

### L20 CLEOPATRA'S PALACES

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

### L21 CITY OF THE DEAD

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

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





## LEVEL 22

## Chambers Of Tulun

Ride left down the slope to run over the guard on the right. Get off and shoot the bloke on right balcony. Enter the doorway leading to the mosque. Go through the archway and grab the Grenade Gun from the first alcove on the left. Collect a Small Medikit from the far right alcove. Return towards the entrance and climb onto the ledge to the left of it. Turn around and run-jump to grab the top of the archway and pull up. Stand-jump left to grab the crevice. Climb right and pull up, then jump to the ladder. Climb right around the pillar to the next ledge. Enter the passage and climb up. Follow the passage up to the roof.

Push the lever to open a wall. Run-jump to grab the right ledge above the ladder pillar. Jump to grab the rope, then swing over to jump to the opposite ledge with the opened wall. Watch out for the two large flying beetles as you land in the secret area there – shoot them down. From this Secret area, collect the Large Medikit and Wideshot Shells, then head back to the ledge. Jump left, back to the top of the archway. Retrace your route around to the rope and swing right to the other high ledge. Shoot the guard, then collect the Revolver ammo and Large Medikit. Drop through the hole to slide back down to the bike.

Ride the bike right, corner left and go up the left ramp to clear the chasm. Get off and shoot the beetle. Look up above the wide right passage to see a ledge. Climb onto it to enter the tunnel there. Enter the crawl-space and follow it round to drop into a Secret room with Flares, Large Medikit, Revolver ammo and Crossbow ammo.

Return through the crawl-space and passage to head back outside. Drop down, follow the raised ground and corner left to find a horned demon with a large sledgehammer – avoid the shockwave when he hammers the ground or you'll lose

a lot of energy. You can't kill him, so leg it back to the mosque and lure him to the far end, then dash back to where he came from. Pull the cog wheel a couple of times, then enter the opened gate by it. Climb up the ladder to a passage leading to Citadel Gate (Level 23).

### 2nd Visit...

Ride the souped-up bike round to the edge of the chasm and turn it round. Hold R + A to turbo up the stairs ramp and land on the high ledge. Get off and enter the door on the left to shoot a guard. Slide down the slope to the warehouse, then head left down the sloping passage, shooting another guard. Head round to the left and kick open the door. Shoot the guard on the left (note the flame in this room) then head back up the sloping passage.

At the top, head left into the passage and shoot the guard. Collect the torch in the far left corner and take it back and down the sloping passage to the room with the flame. Light the torch and take it up the sloping passage to the warehouse. Head up the far ramp and use the torch on one of the sprinklers to set them off, opening the fire doors.

Drop the torch and enter the nearest door. Push the lever on the left to start the mechanism. Head back to the warehouse and through the far passage to the room where you collected the torch. Climb onto the now higher right crate and run-jump to grab the opposite ledge. Pull up and drop the other side to find some crates. Blast them all open to find a Small Medikit, Crossbow ammo, and Wideshot Shells. Then use the Laser-Sighted Revolver to shoot the padlock on the gate. Collect the Roof Key from the hole behind it.

Now head back to the warehouse, go up the left ramp and through the door. Head right, then left to exit to the bike. Ride it over the slope to the ground, then right and into the wide passage, back to the Trenches (Level 24, 2nd Visit).

## LEVEL 23

## Citadel Gate

Drop down and approach the injured man (Aziz) to talk to him. Collect the Revolver ammo near Aziz and corner right. Continue round the street until you see some narrow pillars on the left. Head left to collect a Small Medikit and Grenade Gun ammo. As you head past the pillars, a giant fire-breathing lizard monster will wake up – leg it past it to the passage beyond.

Avoiding mosquitoes, head left, corner right, right, then left to see a low wall on the right. Climb over it and shoot the crocodile which comes from the far crawl-space. As you go to crawl in, another croc comes out, so shoot it. Enter to find Crossbow ammo and Revolver ammo. Crawl back and climb onto the low block in the left wall to drop into the crypt.

Head over to the switches on the far side and press I, then III to move the first tomb, revealing a passage. Drop down there and use the Crowbar on the switch to open a door. Exit the passage and go over to the switches again. Flick switch III back up, then switch II down. Turn around and head to the far right corner, to climb up to the ledge above to find switch IIII. Flick it to move the second tomb.

Drop to the passage beneath it to find another switch. Flick it to open the door above, but watch out for the mosquitoes. Head up to the opened door, shooting at bats. Follow the long passage, avoiding the mosquitoes.

Shoot the bats at the end, then jump to grab the rope. Swing to jump to the far small ledge. Turn left and stand-jump to the lower ledge. Run-jump to the next small ledge, then diagonally left to the next. Shoot the flying beetle which appears, then stand-jump to grab the wide ladder. Climb left around the corner to the next small ledge. Run-jump to the opposite ledge, shooting another flying beetle. Jump to grab the monkey bars and, as you're attacked by a beetle, climb over to drop and grab the crevice. Climb left and pull up

to crawl-space to shoot the beetle and collect a Small Medikit. Drop to the small ledge and run-jump diagonally to the lower long ledge. Now run-jump to grab the far high ledge and pull up.

Follow the passage to the end, then run-jump right over the deadly pit to the ledge with the crashed Jeep. Shoot a couple of beetles and a bat, then collect the Nitrous Oxide Canister from behind the Jeep. Run-jump straight over the pit, then head up into the passage and follow it back round, all the way to the lizard monster. Dash past it again and return to Aziz. Climb back up to the passage to return to Chambers Of Tulun.

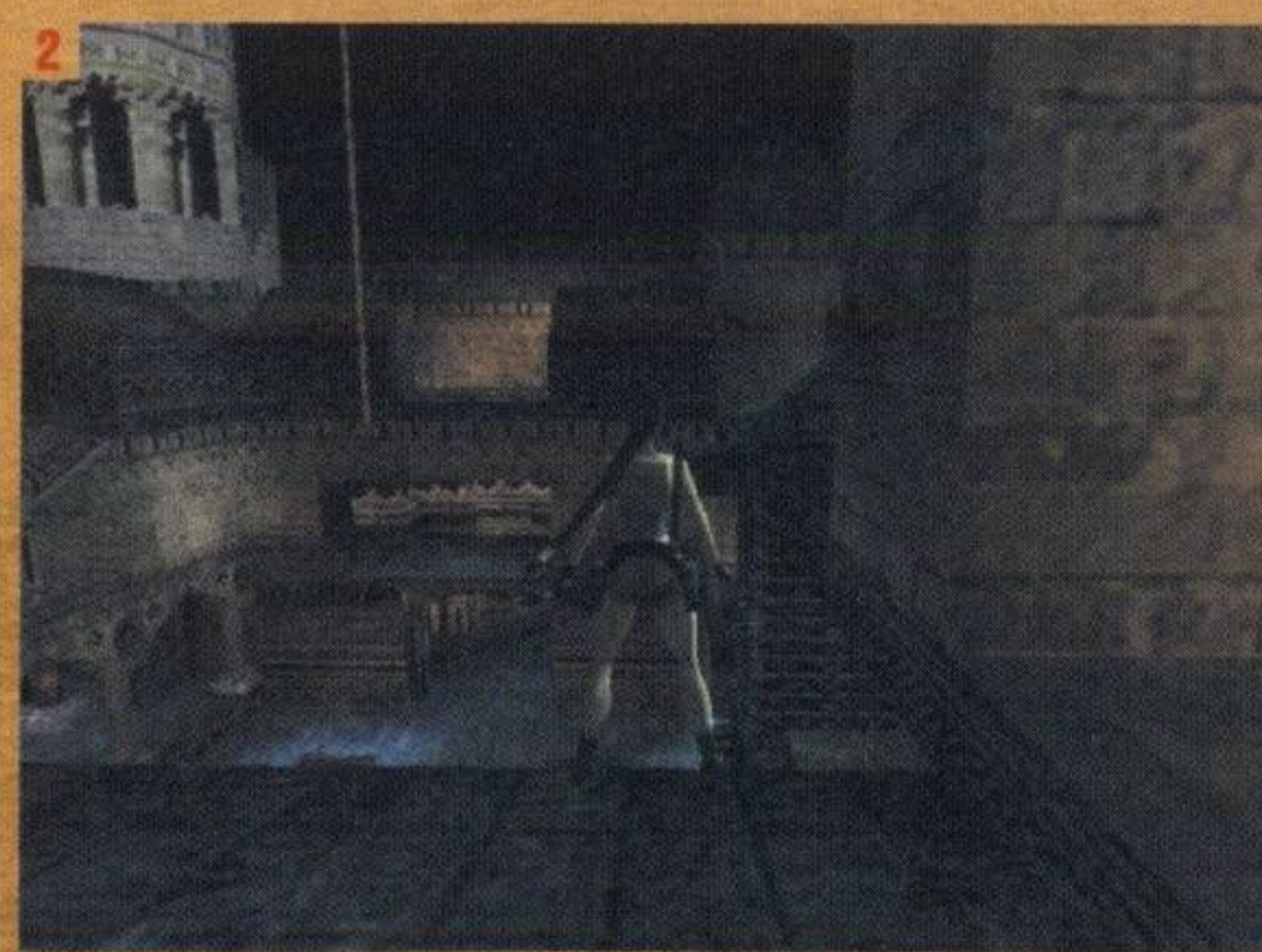
Climb down the ladder and head into the left passage. Jump and climb up to the left, onto the slope, to slide back down outside. Head left, back to the bike. Now ride it into the wide passage and up the slope to enter Trenches (Level 24).

## LEVEL 24

## Trenches

Ride the bike round to the far left staircase and up to run over the guard. Continue round to crush another. You'll have to find another way up the slope here, so head back round to the start. Get off and head past the palm tree and through the passage. Head left, corner right, then left, shooting the guard on the right. Proceed to the junction, where you get shot at – quickly jump up to the left for Uzi Clips and Large Medikit. Slide back down the slope and run straight across the junction and right to take cover behind the crates. Now crawl round to the left corner, hugging the crates to avoid the gun sensing you. Shoot its fuel tank through the gap to destroy it.

Climb onto the other crates and up to the ledge for Grenade Gun ammo. Drop to the crates and run-jump to grab the opposite ledge. Pull up and drop into the passage. Corner right and head into the left crawl-space. Use your Laser-Sighted Revolver to snipe the guard at the other



**[1]** Oi, you! Get outta my way, punk! If they don't listen to you, just run them over!  
**[2]** Now, we're sure there's something nice at the top of that rope... **[3]** Aim with the scope and then blow them away!  
**[4]** Hmm, nice lever.  
**[5]** Haha -- made ya crash!





end. Crawl past the steam jets to enter the small room. Collect the Small Medikit and shoot the crate for Wideshot Shells. Head right into the alcove and climb onto the left block. Turn around to shoot the fuel tank of another flame-thrower gun, then the guard behind it. Head back through the crawl-space with the steam jets.

Continue along the passage and enter the crawl-space on the right. Head past more steam jets to reach a short passage with a dead bloke. Collect the Weapon Code Key: this will prevent the guns shooting at you. Crawl back past the steam jets. Grab the crevice ahead and climb round to the right over a deadly chasm, avoiding the steam jet. Climbing round the far corner, drop to terra firma.

Watch out for the guard in the right passage as you head towards the crashed Land Rover. Shoot him, then use the Crowbar on the bonnet of the Land Rover's bonnet to get the Valve Pipe. Combine this with the Nitrous Oxide to make the Nitrous Oxide Feeder for your bike. Watch out for another guard up on the right – shoot the crate there for a Large Medikit. Head back to the chasm and stand-jump to the opposite ledge. Collect another Large Medikit by the inactive gun. Stand-jump from the left of the ledge to grab the crevice again and climb left. Head back round the passage and climb out. Return back to the palm tree to your bike. Use the Nitrous Oxide Feeder on it to soup it up. Head back to the Chambers Of Tulun (Level 22, 2nd Visit).

## 2nd Visit...

Ride to the right to get off by the palm tree. Look up to the left of it to see a crevice blocked by a bit of stonework – use the Laser-Sighted Revolver to shatter the latter. Now head up the nearby stairs. Head round to the red-lit area and shoot the guard on the roof. Head back through the arch and climb into the right alcove to find a Large Medikit.

Head over to the opposite alcove to find a trap door above. Jump and pull it open. Climb up through it to the crawl-space on the left. Drop down the other side and grab the Crossbow ammo, then climb into the next crawl-space. Turn around and grab the edge of the crevice (which you unblocked earlier). Climb left along it and round the end to drop onto the ledge.

Grab the monkey-bars and climb across (you'll be attacked by mosquitoes). Drop off at the end and shoot the guard on the left. Grab his Small Medikit, then head right and use the Roof Key to open the doors. Head out onto the ledge and run-jump (from its left side) to grab the opposite crawl-space. Climb left along the crevice to pull up. Follow the short passage and climb onto the block. Look through the slit to see a control box with a red light. Use your Laser-Sighted Revolver to shoot it, opening the tall gate to its left.

Now hang-drop down and head back to the bike. Ride it up the steps below the newly opened gate and turbo it up the slope and through to land on the high ledge. Get off and climb up the ladder to enter the passage leading to the Street Bazaar (Level 25).

LEVEL 25

## Street Bazaar

Drop down and head right to talk to the injured guard – collect the Mine Detonator Body he drops. Get the Car Jack Body from behind the car on the left. Collect the Handle from the table below the ladder – combine it with the Car Jack Body to make the complete Car Jack.

Head over to the red button and press it to open the two doors. Enter the right one and follow the passage. Climb into the crawl-space by the ladder to find a Large Medikit. Crawl back and climb the ladder. Stand-jump from the end of the passage to grab the monkey bars, then climb right to the white ledge. Climb into the right crawl-space. In the small room at the other end, use the Car Jack on the short brick wall to open the hatch above.

Climb up to the roof where the lightning is striking. Head for the far left side to find some metal crates, but run back and forth to shake off the mosquitoes. Pull the funnel crate back once, then go around and push it again. Pull the crate by the lightning back once, then push it into the alcove where the funnel crate started. Now push the funnel crate back to the crossroads, then right to the lightning. The latter will be re-routed to blow up the barrier on the bridge.

Cross the bridge and run-jump to grab the ladder. Climb all the way round to the left to drop onto the small ledge. Turn around and stand-jump straight ahead to the non-sloping roof ledge, then proceed around to the right, avoiding mosquitoes. Collect a Large Medikit, Crossbow ammo, and Grenade Gun ammo from the Secret area. Return around the path and jump back to the small ledge by the ladder.

Climb through the left gap and hang-drop to slide down the slopes to the bottom. Exit the passage and head round to the right. Head down the sloping passage on the right to find a dead guy. Collect the Mine Position Data, then combine it with the Mine Detonator Body to make the proper Mine Detonator. Head back up the slope and watch out for another snorting bull! Lure him into smashing all the crates, to collect Uzi Clips, Small Medikit and Flares. Then get him to knock off the brown boxes in the corner, enabling you to enter the passage behind them. Follow it up to the balcony and shoot the guard on the left. Head round to the left to enter the passage below the light, leading back to the Trenches.

You will slide down near the palm tree. Head back round through the tall gate to the slope below where the bike is. Thanks to a lowered platform, you can now stand-jump to grab the brick wall on the right, then pull up to return to the bike ledge. Climb up the ladder again to re-enter the Street Bazaar.

Enter the left door and follow the passage to a door. Kick it open and shoot the guard, then head left to shoot another hiding behind the palm tree. Collect the Uzi Clips from underneath the arches (narrow pillars), then exit towards the red barrier to return to the Trenches.



## Secrets

### L22 CHAMBERS OF TULUN

- 57. After pushing lever up above mosque, swing via rope to east ledge, killing flying beetles.
- 58. Climb ledge above wide passage (leading to Trenches). Enter tunnel, then crawl-space, and follow it to drop into secret room.

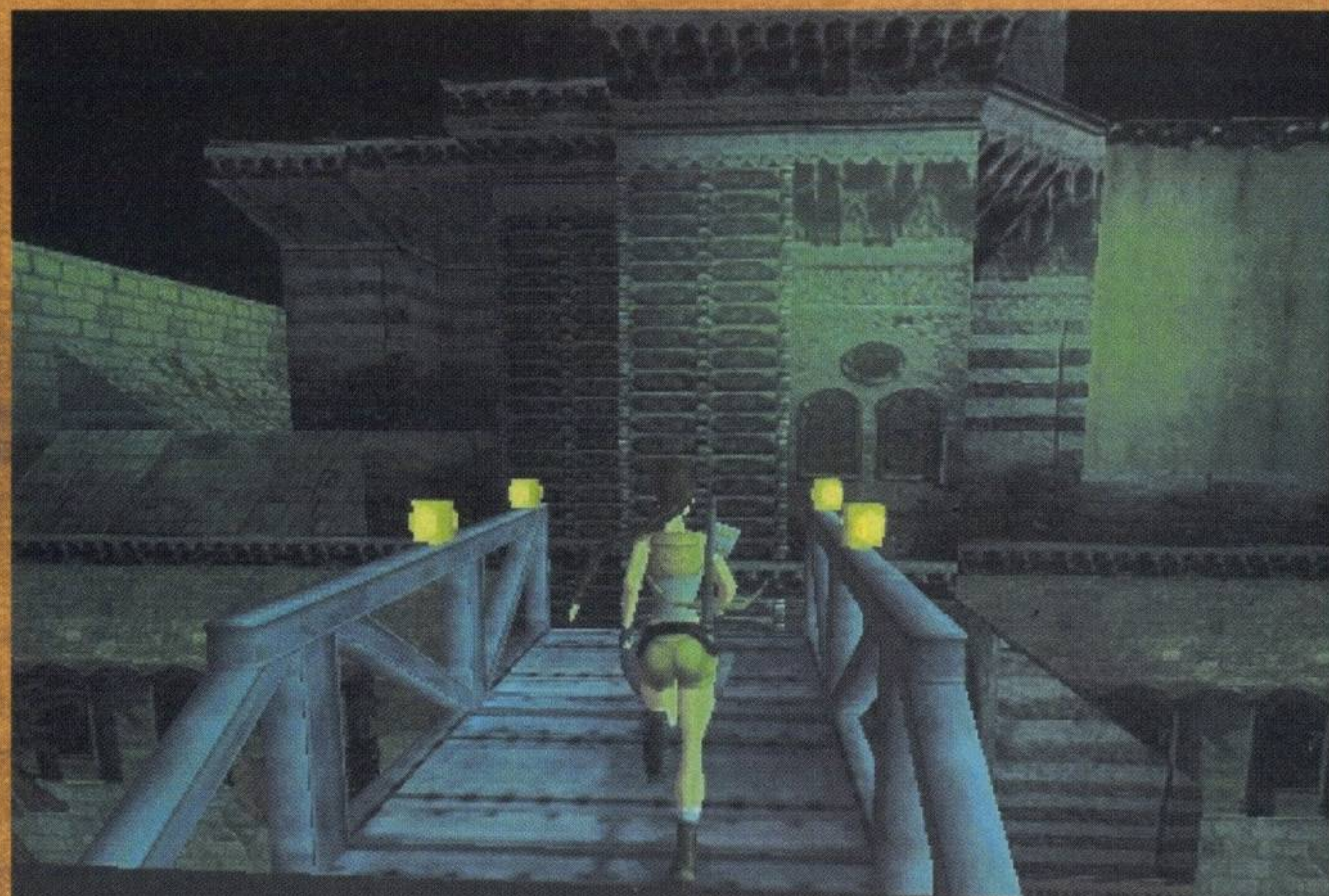
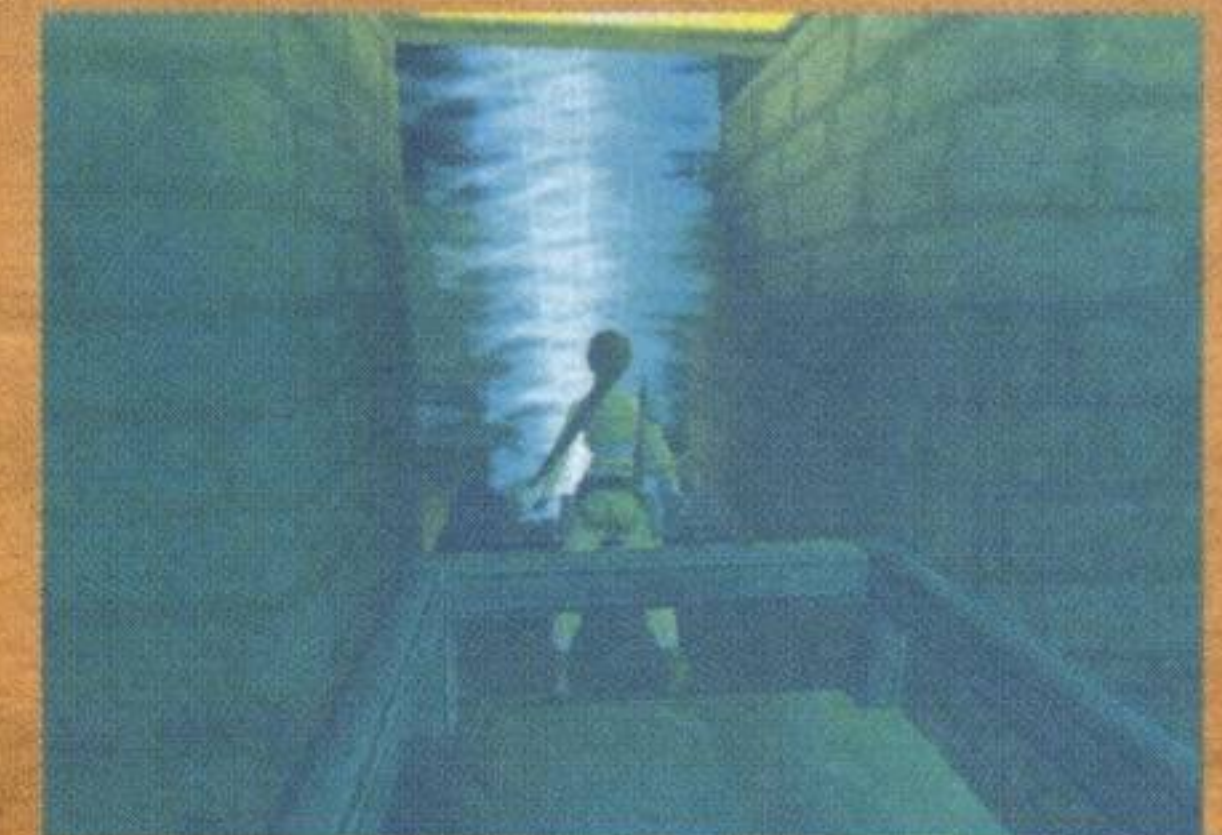
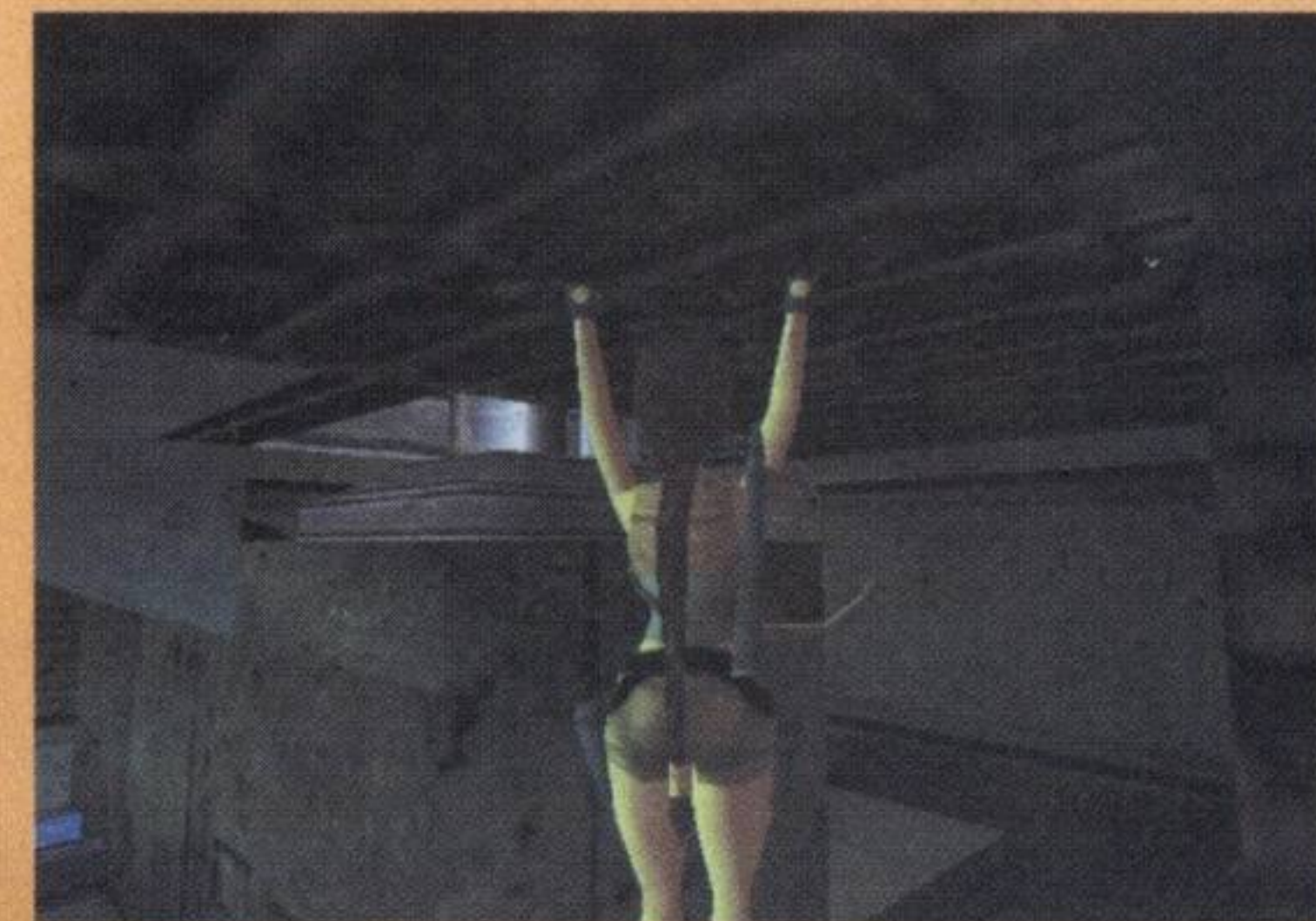
### L23 CITADEL GATE

- 59. On the rope, turn around and swing towards the right bell (in the northeast corner) to land on its block. Hang from the edge and drop to grab the crawl-space and enter it.

### L25 STREET BAZAAR

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

Use the Mine Detonator to blow up the minefield; jump over the barrier and cross it. Press the red button to open the gates leading back to the bike. Go and ride it down here, then go left to run over a guard. Head up the slope, back to Citadel Gate. Turbo up through the barrier to leap over the deadly chasm. Ride right, then left up the slope, crushing crocs. Continue along the passage and past the lizard monster to return to Aziz. An FMV scene shows him turning kamikaze to drive the bomb truck into the monster. You're then transported into the Citadel (Level 26).





# Dreamcast solutions

Hints, Tips, Cheats and Guides



[1] Oh, look, another lever. Original it ain't. [2] Move the tiles around to open the way forward. [3] Those rams ain't nothin' but trouble!



LEVEL 26

## Citadel

Head forward to see an FMV scene of Lara rescuing Jean, then Von Croy opening a tomb and re-animating some knights. Head left past the pillars, then go to the back of the room there to find a staircase. Head upstairs and right to a room with a lever. Push it to open the large gate back in the first room. Collect the torch from the alcove, then light it on the flame there. Head back downstairs and jump up to light the cable, dropping a weight to break the floor in the first room. Head back there and enter the opened gate for Uzi Clips, then drop into the pit. Follow the passage round to the left. Collect Wideshot Shells on the

far left of the wide section, then head right to see a cut-scene of a baddie up above.

Drop into the water to collect some Grenade Gun ammo from the short underwater block. Climb out onto the low ledge and run-jump to grab the opposite block. Climb onto the wall behind the stairs (don't venture into the right corridor for the Large Medikit or you'll get flamed). Hang off the far side and climb left, then drop to grab the crevice. Climb right, round the corner, to see another crevice below. Drop to grab it and keep climbing right until you can pull up into the crawl-space.

Climb down the other side into some shallow water. Collect the Uzi Clips on the far side, then climb right into another crawl-space. Save your game and climb down the other side to land on a slope: jump via another slope and grab the crevice. Climb left to pull up. Collect the Small Medikit, turn around and run-jump to grab the opposite ledge. Shoot the guard at the top of the stairs, then head up there. Continue to the top to emerge on a high ledge above the large pool chamber.

Look right to see the baddie you saw earlier. Shoot him, then head up to his ledge: turn around and shoot the blue-robed guard who fires at you. Push the lever to turn off the flames in the corridor. Hang-drop through the hole to it – careful, you'll lose some energy. Grab the Large Medikit and proceed down the stairs to a large chamber.

There are four tables on the floor (including a dark one in the corner), each with a letter on it. This tells you which cardinal point to place them on: eg place the N table on the north floor circle (use your compass and don't leave the dark S table till last). This opens the other doors.

Head into the west passage and climb up to find a hole in the floor. Drop through into the water and swim into the south tunnel (there are three). In the small room at the end, pull the switch in the middle of the ceiling (from the left or right) then head back to the small pool for some air. Now swim through the north tunnel to climb out in a pool (with a chain you can't pull yet). Follow the passage to return to the tables room. Head into the east passage and follow it down to a room with two guards. Shoot them, then push the lever.

Return up the passage to the tables room, then into the north passage to return to the pool with the chain. Swim along the tunnel to find the water level

dropped at the end. Climb into the west tunnel and push the lever to lower the water further. Return to the pool and collect Uzi Clips from the opened left floor hatch, then swim along the north tunnel and climb out. Follow the passage to the chain, which you can now pull to open the door. Climb out and blast the guard, then enter the opened door.

Follow the passage to a small room. Climb into the right crawl-space and down the other side. You'll be attacked by the two knights – don't bother shooting them, they're invincible. Turn left and head into the passage, up the wood ramp to reach the wooden blockage. The knights will follow you; jump over them at the last moment, so they slash through the blockage. Head through to climb up through the hole.

Follow the passage round to the left, then head right at the junction for some Uzi Clips and Flares. Head back to the junction and go down between the rows of torches. Continue along the main path to see some FMV with Von Croy, who gets trapped. You're then transported to the Sphinx Complex (Level 27).

LEVEL 27

## Sphinx Complex

Head along the path, ready to shoot two guards. The one on the right will drop a Silver Key. Use this on the lock to open the right door. Watch out for a couple more baddies on the right of the next area. Shoot them, then climb onto the near right wall. Run-jump right over the deadly chasm to push the lever. Jump back, then climb the far wall and run-jump over another chasm to push the lever. Jump back, then head right. Past the walls, you're attacked by a red Arab from the left. Kill him and grab the Shells in the right alcove before entering the opened door.

Turn right and slide down the right side of the slope to the ledge. Jump to the left ledge, then it's time for a tricky jump. Run-jump diagonally right from the corner, turning left in the air to grab the shallow-sloped ledge (the one to the left of the corner). Pull up and head for the next pit. Run-jump left to the flat ledge, then quickly turn right to shoot another guard. Collect the Large Medikit, then turn left and run-jump diagonally right to the next ledge.

Climb up and kick open the right door. Enter the room and blast the crates for Uzi

Clips. Push the large shelf unit to the right to reveal a grating. Shoot open the latter and crawl through. Shoot the next grating and exit, ready to shoot a guard on the right. Blast open the crates to find a Metal Blade. Pull the left shelf unit away from the wall, then pull the second unit left. Collect the Secret Shotgun from the corner. Go over to the corner with the button and collect the Shells before pressing it. Be ready to blast two more baddies as the large gate opens.

Head outside and left, back to the first pit. Run-jump over to the right ledge, then the left one. Jump out and proceed to the next pit. Slide down to the left ledge. Run-jump straight ahead to the next small ledge, then right to another. Jump out and head round to the right to see a white stone on the right. Approach it and Lara will read the inscription in a cut-scene.

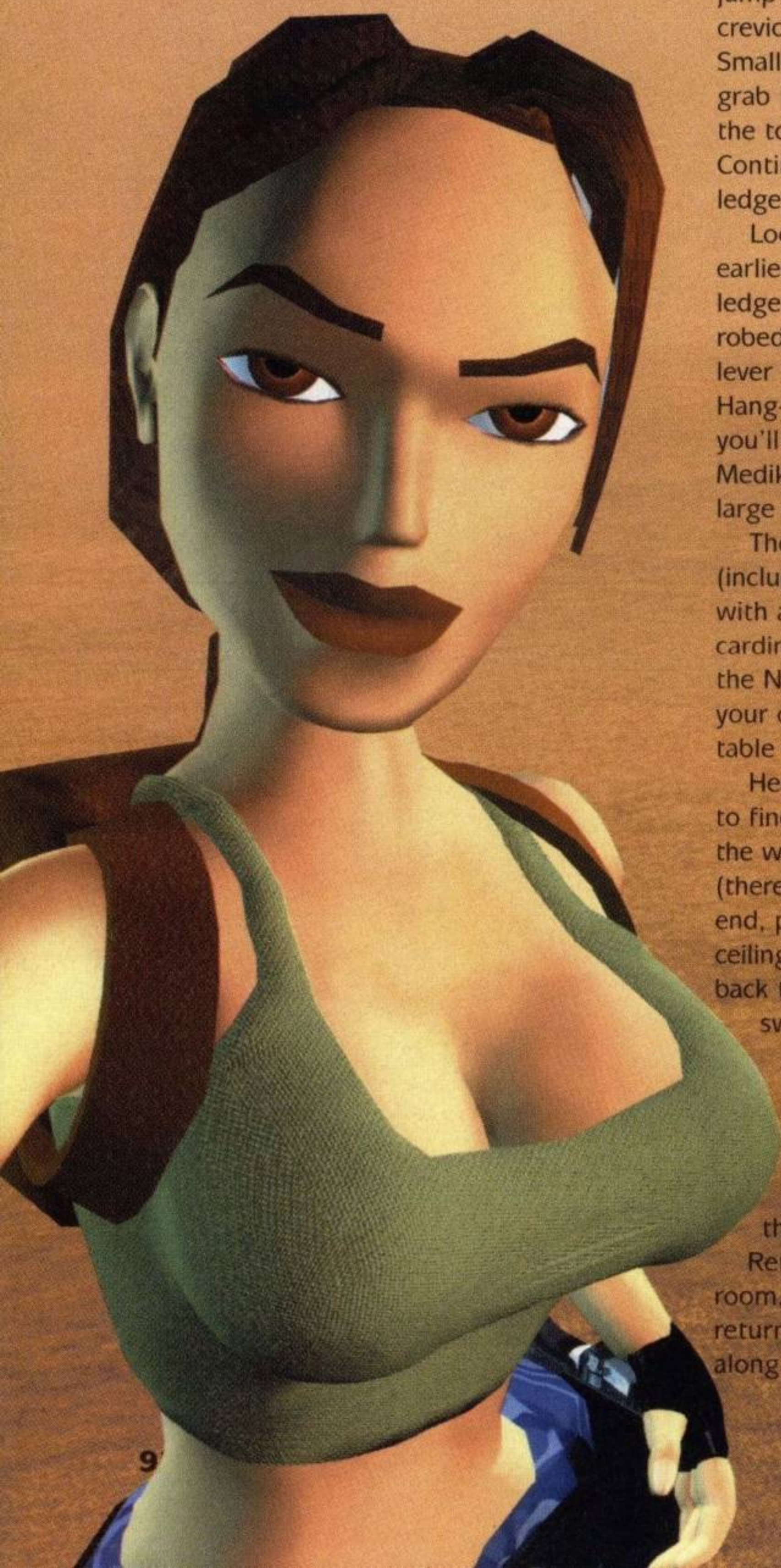
Head back to the main path and round to the right to find another pit. Slide down to the right ledge, then run-jump right to the next. Quickly climb up and shoot the two red Arabs. Shoot the far left crates to find a Wooden Handle. Combine this with the Metal Blade to make a Shovel. Climb onto the step on the right, then jump onto the Sphinx's leg. Collect the Wideshot Shells on the right, before sliding down to the white inscription stone. Use the Shovel on the muddy patch in front of it to dig a hole. Drop in and follow the passage to Underneath The Sphinx (Level 28).

LEVEL 28

## Underneath The Sphinx

Head down through the gate to see a short cut-scene. Approach the right bull and it will start to come to life. Roll around and quickly dash back towards the entrance, then through the left gate. Roll around and wait until the bull starts to charge into the room: jump over it and head through the gate to quickly hit the switch just on the left, trapping the bull. Now use the same technique to trap the other bull in the other small room (if it gets out before you close the gate, simply flick the switch back up and try again).

Now head towards the hieroglyphic switches and round to the left. Collect the Flares from the skeleton, then the Scrap Of Paper under the left flame. Examine this to see a translation of the hieroglyphic





alphabet. Head back to the hieroglyphic switches: they translate from left to right as I, Q, and A. Press them in alphabetical order: A, I, then Q (that is, right, left, middle) to open the gate. If you press them in the wrong order, you'll just open up a different room leading to a maze of torturous traps – so don't!

Head left, past the skeleton, to find the middle gate open. Go through, but watch out for the deadly chasm – go to the right side to jump over it. Shoot the two bars, then head right to another chasm. Jump from the left side to clear it. Blast a couple more bats, then take a look at the coloured niches up on the walls. Use your binoculars to zoom the view into each hole, holding A to light up the hieroglyphics there. They translate as follows: red – AQI, green – QIA, purple – QAI, blue – IOA.

Now head back to the hieroglyphic switches and enter the first combination: AQI (right, middle, left). Head left to find the right gate open. Enter it and shoot the bats, then head to the right of the chasm, jumping up to the top of the slope. Run-jump straight ahead to land on a small ledge (ignore the one on the left), then jump up to the right.

Shoot more pesky bats, then take a look around to see three crawl-spaces. Enter the left one first, lighting a flare to see in the dark. Head left at the junction, then straight ahead and left to find the Stone Of Maat. Head back the way you came (the other forks just lead to traps) to exit the crawl-space. Head left into the next one, turning right to drop through a crumbling platform. Collect the Secret Grenade Gun from the end of the passage, then head back through the crawl-space to exit. Head left to enter the final crawl-space. Take the first left, then the first right (up the slope). Head left at the top, round to a switch. Flick it to re-open the gate you came through, then crawl back the way you came, to exit. Head back through the gate and round to the hieroglyphic switches.

Enter the next combination: QIA (middle, left, right). Head left and enter the left gate. Run-jump over the left side of the pit. On the other side are four crocodiles by the water – blast them with the Revolver or Grenade Gun. In the middle of the pool is an island with a closed grating: to open it, activate the four hole switches – two on the left, two on the right. Drop into the grating to collect the Stone Of Khepri. Climb out and flick the switch on the far wall to re-open the entrance gate. Head back there, shooting another bat, and run-jumping to grab the far right of the pit.

Return to the hieroglyphic switches and enter the next combination: QAI (middle, right, left). Head right to enter the right gate. Stand-jump from by the torch on the right of the pit to land on the flat ledge. Grab the edge and climb left around the corner to pull up on the next flat ledge. Jump left up the slope and shoot the bats. You now have to swim to five switches in the correct order...

Drop into the water hole and dive down to the junction. Head right (south) and down to another junction. Swim to the left (east) and corner right (ignoring the up shaft there). Head straight (south) past the

next junction and follow the tunnel, past a hieroglyph panel, to surface in a small room. Flick the switch and drop back into the water.

Follow the tunnel around, straight (north) past the junction to corner left (ignoring up shaft). Continue westwards (ignoring up shaft) till you can go up or down: swim up to surface in the second small room. Flick the switch and jump back into the water.

Head left (east) at the first junction, then up at the next. It's best to head up at the next junction to catch some air at the entrance room, as there's a long swim to the next switch. Dive back down to the junction and head east. Ignore the up shaft and corner right (south) then continue down to the next junction. Head south again, then right (west) at the next junction. Swim up at the final junction (by hieroglyph panel) to surface in the third room. Flick the switch and jump back in.

Head east at the first junction, then left (north). Head up at the left corner, then corner left at the next (ignoring up shaft). Continue up and head right (north) at the junction to surface in the fourth small room. Flick the switch and jump back in.

Swim down at the first junction, then left (east) at the next. Swim up at the right corner to surface in the fifth room. Collect the Stone Of Atum Key, then flick the switch on the opposite wall to re-open the entrance gate. Jump back into the water and swim west at the first junction, then up to the entrance room. Slide to the flat ledge and climb right around the pit edge to the next ledge. Jump right over the slope and exit.

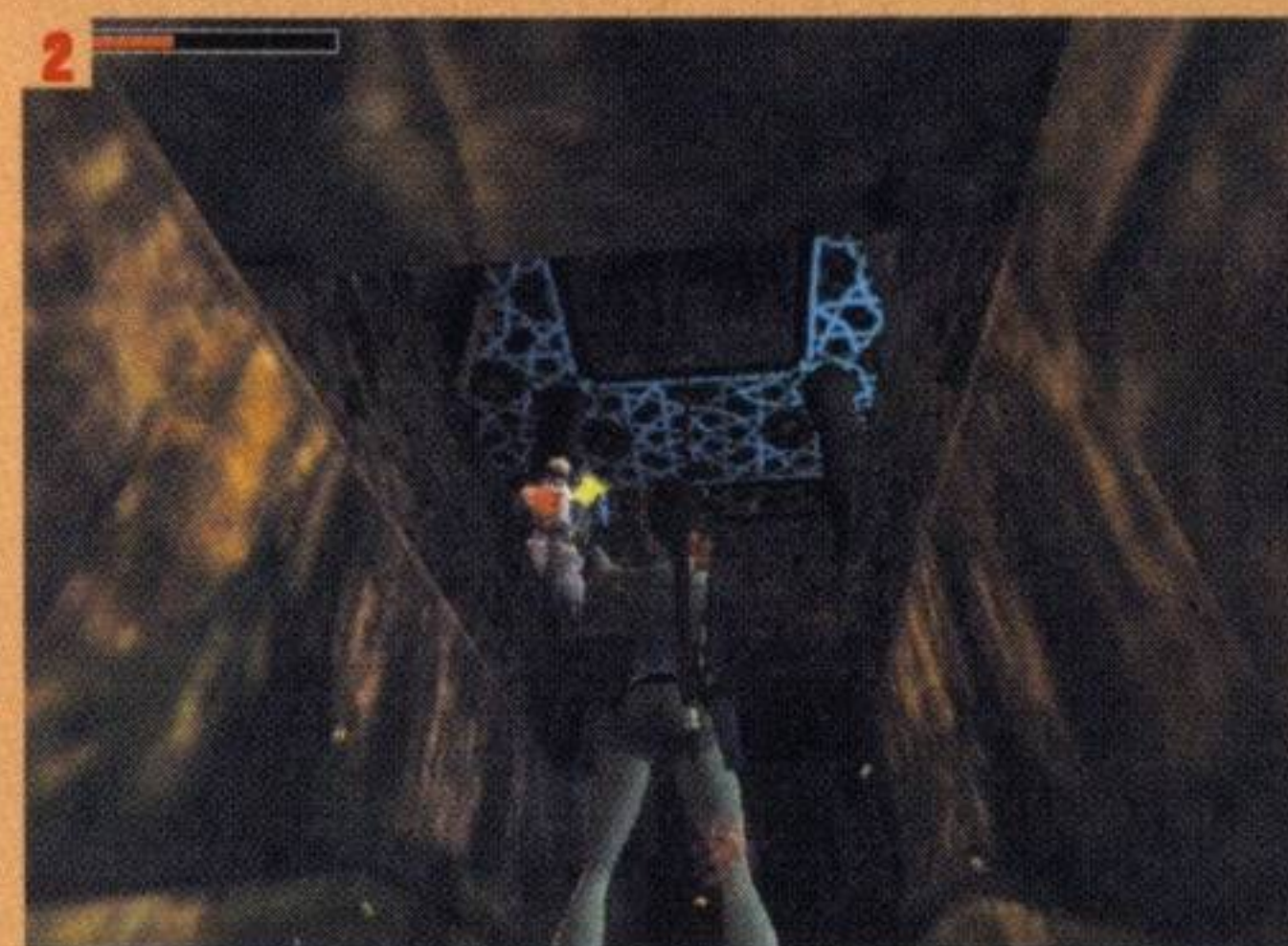
Back at the hieroglyphic switches, it's time to enter the final combination: IOA (left, middle, right). Head right to enter the opened middle gate. Shoot the bats and jump over the small pit to an area with lots of hole switches on the walls. First, press the right switch on the middle (east) wall to collect the Stone Of Re then press the right switch on the left (north) wall to re-open the entrance gate. Don't touch any of the other switches unless you want a load of deadly beetles pouring out! Jump back over the pit and exit.

Head straight past the hieroglyphic switches and skeleton to re-enter the middle gate. Jump over the two pits, as before, to reach the area with coloured niches where you got the hieroglyphic codes. Insert the four coloured stones you've just collected into the holes beneath the niches to open the gate.

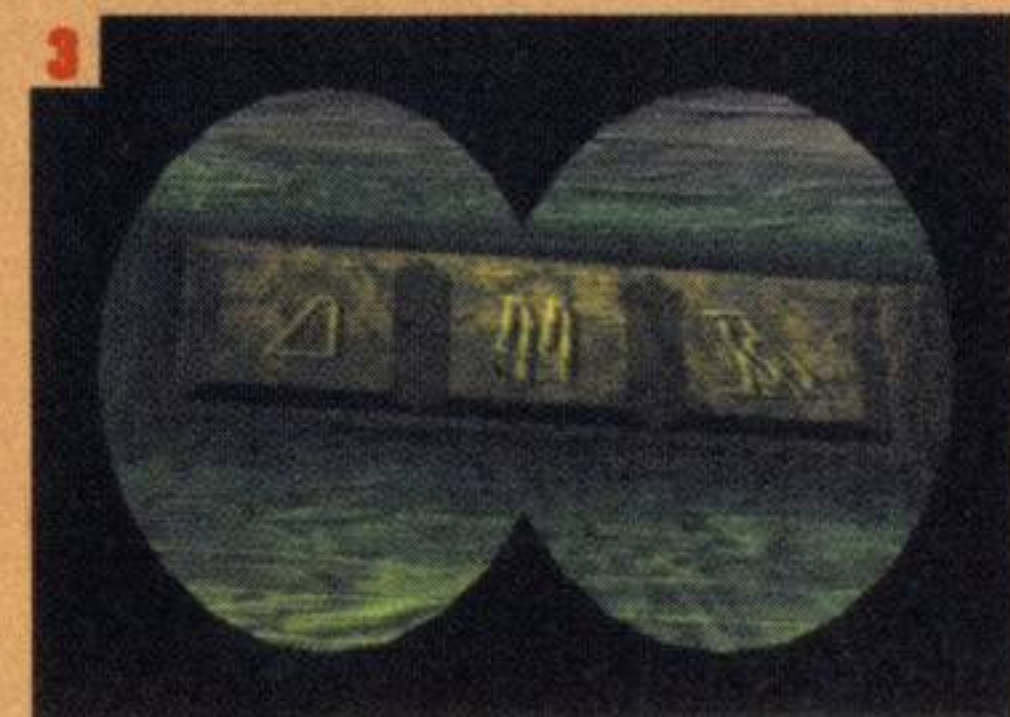
Enter it, but watch out for the chasm around the corner. Monkey-climb along the ceiling to cross it. Drop off at the far end to shoot the bats which attack. Save your game before entering the gate. As soon as you enter, spinning ceiling spikes will start to descend – you need to quickly collect the four Holy Scriptures from the left and right alcoves (jump sideways between from one to another on the same side) then exit through the opened far gate. Walk slowly through the opened far gate. Walk slowly through the next small room, though, to avoid being hurt by the blade traps. Then monkey-climb across another chasm and shoot the bats as you follow the path up to Menkaure's Pyramid (Level 29).



1

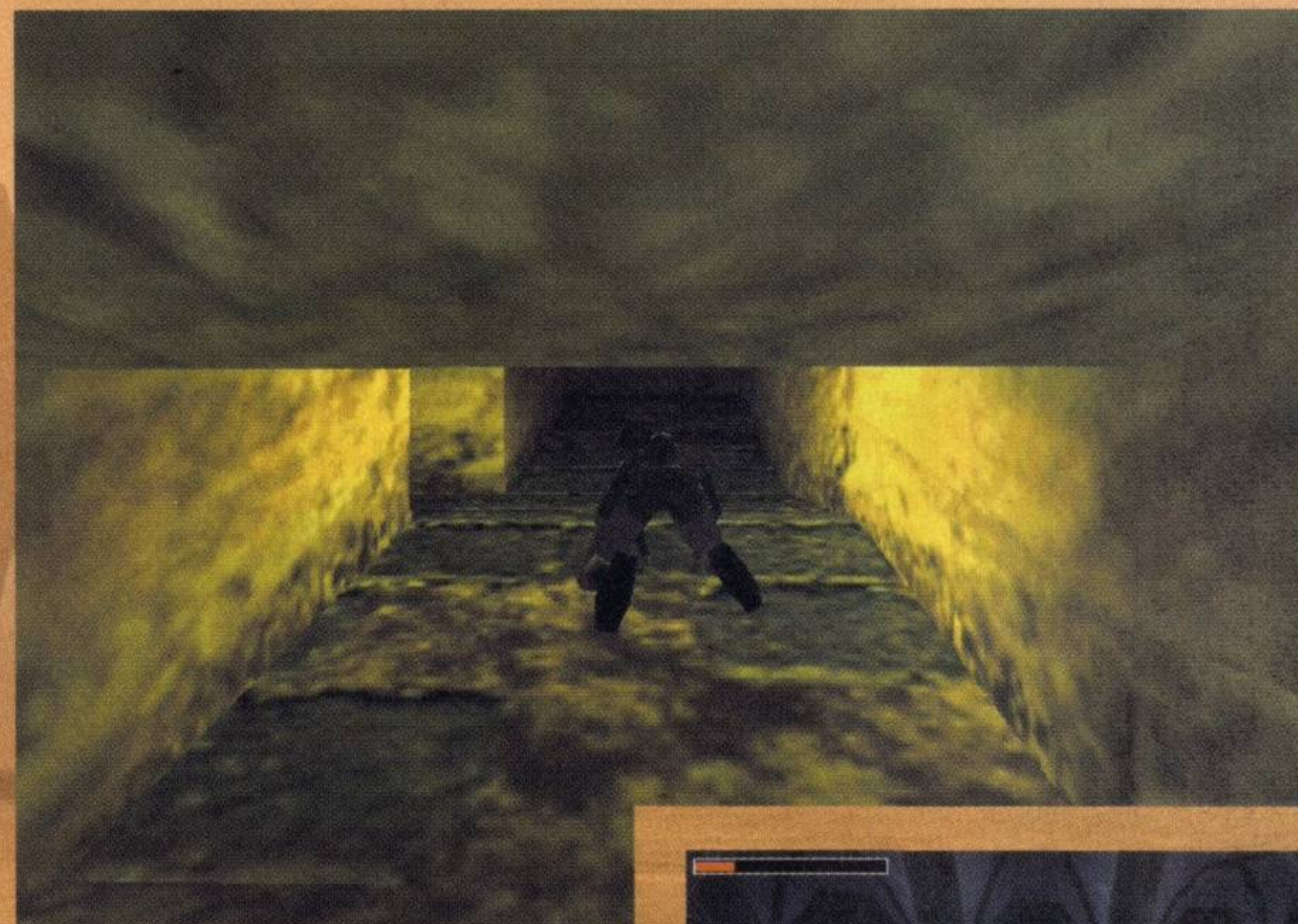


2



3

**[1]** Just remember one thing – explosions might do you good, you're likely to get hurt if you're too close! **[2]** It's another of Lara's fans! Kill him, if only to stop him oggling your... legs. **[3]** I spy, with my little eye, something beginning with B...



## Secrets

### L26 CITADEL

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

### L27 SPHINX COMPLEX

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

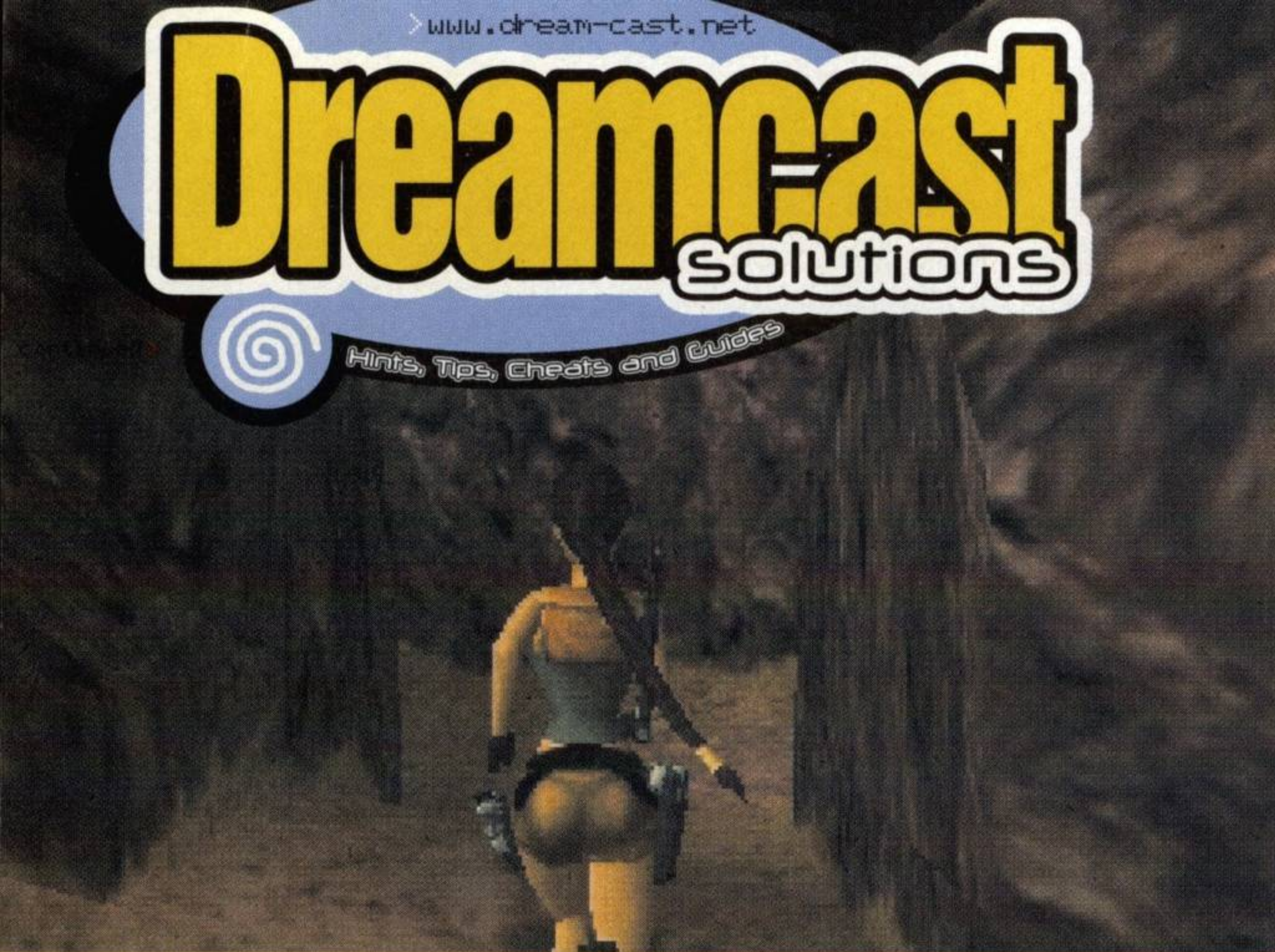
### L28 UNDERNEATH THE SPHINX

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



continued >





**[1]** Lara was always prepared to help out men who couldn't get up. **[2]** Go on — lay it on him, Lara! **[3]** Oh no! Mummies! Just run away quick as you can!



LEVEL 29

## Menkaure's Pyramid

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

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

Save your game before entering the right door. Inside, a scorpion is attacking a guard. If you're quick enough, you can run in and blast the scorpion to kill it before the guard dies. In this case, he'll hand you the Guards Keys and the Armoury Key (the latter opens a Secret on Level 32). If not, you'll just get the Guards Keys. From the corners, collect Shells, Small Medikit x2 and Wideshot Shells then exit back outside.

Head back to the left and walk along the right side of the pit. Jump up to grab the sloping edge, then climb left around the corner and as far as you can before dropping down on the other side of the pit. Now jump onto the raised pyramid tile nearby and walk diagonally left to the next. Climb up to the right, then jump diagonally left to the next. Walk left and shoot the flying beetle. Walk to the far left corner of the long ledge, then hop back to do a running jump. You'll slide down to the next ledge — be ready to shoot another flying

beetle. Head forward to the end of this ledge, then right to the next tile. Climb up to the next, then sidestep right to climb the next two ledges. Walk to the far right corner and shoot another beetle, then run-jump to land on the ledge by the gates. Use the Guards Keys on the lock, then enter to reach Inside Menkaure's Pyramid (Level 30).

LEVEL 30

## Inside Menkaure's Pyramid

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

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

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

Jump to pull open the hatch and climb out, ready to shoot two giant scorpions on the right. Head that way and left between the pyramids to see a small switch in the





left alcove. Press it to open the top of the other pyramid. Head back to the left, shooting a scorpion, then left towards the pit. You need to climb the pyramid on its left. Climb up the first two flat ledges, then run-jump right to the next. Turn left to climb up the next two ledges, then jump diagonally left to the raised tile at the top. Turn around and hang-drop to the ladder to climb down to the bottom.

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

Return past the last pit and jump up to grab the monkey bars. Climb right into the passage you ignored earlier (it has no floor) to reach the room with the opened gate. Save your position before entering it – the next bit could be deadly. You'll slide down towards a spike pit; jump near the edge to clear it. You'll slide down another slope – jump to the far slope and grab the edge of the hole to avoid losing energy as you drop in. Head up the path to return to the Sphinx Complex.

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

LEVEL 31

## The Mastabas

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

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

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

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

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

Drop into the passage and turn left at the junction. Shoot the two dogs, then the bats in the room. Use the Laser Sight to shoot the gems in the wolf-heads, as before, to open the door. Enter and shoot the bats. Go past the three scales to find some shallow water. Use the Small Waterskin here to fill it. Then use it on the scale with the water symbol (left one as you enter room). Use the

Jerrycan on the middle scale, and the Bag Of Sand on the right one. Now head back to the junction and straight over. Shoot the dog and collect the torch at the end. Return to the scales room and light the torch on one of the flames, then use it to light the middle scale.

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

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

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

Enter the opened door to a room with three monkey statues. Use the Crowbar on the switch in front of the right statue to open the right door (the others release real monkeys). Enter and blast/avoid mummies, then use the Crowbar to prise the Southern Shaft Key from the far wall. Return to the statues room to find the opposite door is open. Enter and use the Laser Sight to shoot the gems in the wolf-heads. Follow the far passage and slide down the slope. Climb the steps and head up to The Great Pyramid (Level 32).



## Secrets

### L29 MENKAURE'S PYRAMID

65. After climbing the pyramid to reach the entrance, you can continue climbing up to the right for a Revolver.

### L30 INSIDE MENKAURE'S PYRAMID

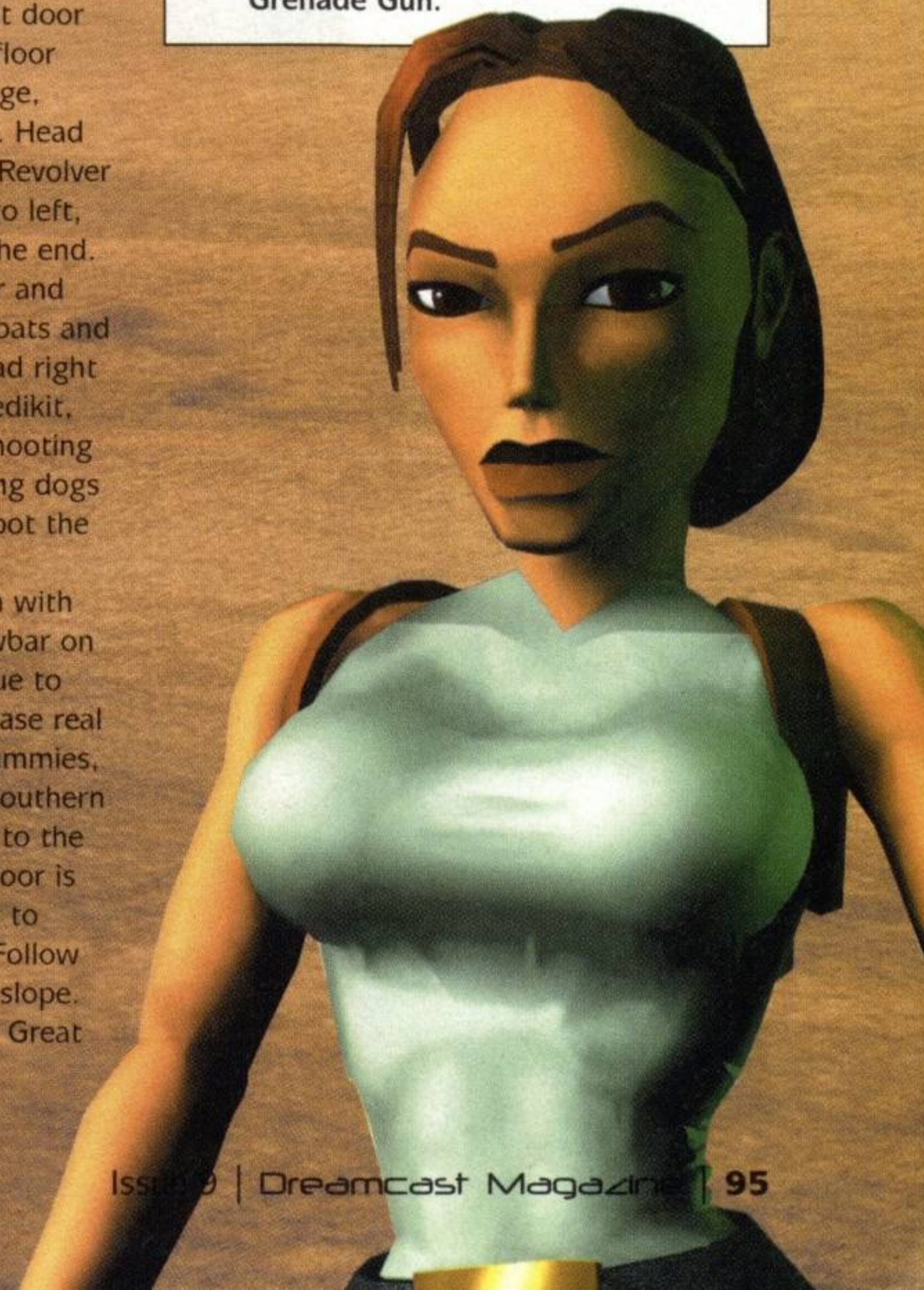
66. Near the end, when you slide down towards the spike pit, go down the right side and jump to a flat triangular ledge. Jump into pit for an Uzi.

### L31 THE MASTABAS

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

### L32 THE GREAT PYRAMID

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





## LEVEL 32

### The Great Pyramid

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

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

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

the next flat ledge, then climb up to another. Turn right and run-jump to the next flat ledge, but immediately walk backwards a couple of steps to avoid the falling block!

Stand-jump to the flat tile, then to the next, stepping back to avoid another falling block. Climb up to the left, then turn right and stand-jump to the flat tile, then to the next. Stand-jump again to slide down to a ledge – don't move until the falling block has passed! Drop to the flat ledge just below. Run-jump across the chasm to grab the opposite ledge. Pull up and turn left to shoot the flying beetle, then run-jump to the sloping ledge there. Turn left and walk to the right corner. Run-jump back towards the pyramid, grabbing the low ledge.

Climb onto the next ledge and walk to the right – but not onto the slope or you'll fall! Stand-jump to the ledge with the Large Medikit. Turn around and jump diagonally right to the next flat tile, then immediately stand-jump to the next to avoid the falling block. Stand-jump diagonally again to the next tile. Turn left to stand-jump to the tile, ready to blast another flying beetle. Walk up onto the next tile and climb to the ledge.

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

running jump to slide down to a ledge. Turn left (west) and run-jump to the next ledge, ready to shoot a flying beetle.

Don't bother climbing up the right ledges. Instead stand-jump (west) across to the next tile. Stand-jump again to slide down to the tile just below. Stand-jump diagonally up (northwest) to the next flat ledge. Walk left to the edge and stand-jump (west) to slide to the next tile. Stand-jump diagonally up (northwest) again to the next ledge. Climb up to the next tile, shooting a flying beetle. Climb up the next two ledges, then stand-jump diagonally left (northwest) up to the next flat tile. Turn left to stand-jump across (west) to the next tile, then quickly stand-jump forward to avoid the falling block. Now walk to the edge and do a running jump (west) to slide all the way down to Khufu's Queens Pyramids (Level 33).

## LEVEL 33

### Khufu's Queens Pyramids

Follow the path to see a man fighting a giant scorpion – shoot to kill both of them. Head left, down to the door. Enter and shoot the right crate for a Small Medikit. Head through the open gate and shoot the right crates for Revolver ammo, Crossbow ammo and Grenade ammo. Blast open the left crates for Wideshot Shells, Uzi Clips and Grenade ammo.

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

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

Turn right and run-jump to the ledge, ready to shoot the flying beetle and giant scorpion – tip: keep away from the edge! Follow the path around to the left for a Small Medikit. Then push the oddly shaped block to the end of the path to open a passage just to the left. Enter it and open the floor hatch. Hang-drop to the ladder and climb down.

Head through the gate to the labyrinth. Head right at the junction and shoot the (small) scorpion past the falling wall. Reach into the first hole on the left wall for a Small Medikit. However, don't touch the second hole or beetles will pour out. Corner left and shoot another scorpion. Head right at the junction and corner left

to a passage with torches. Ignore both wall holes and corner left to shoot a scorpion. Head right at the junction and shoot the scorpion. Corner left and ignore the wall holes. Go right at the junction to finally reach the star room.

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

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

## LEVEL 34

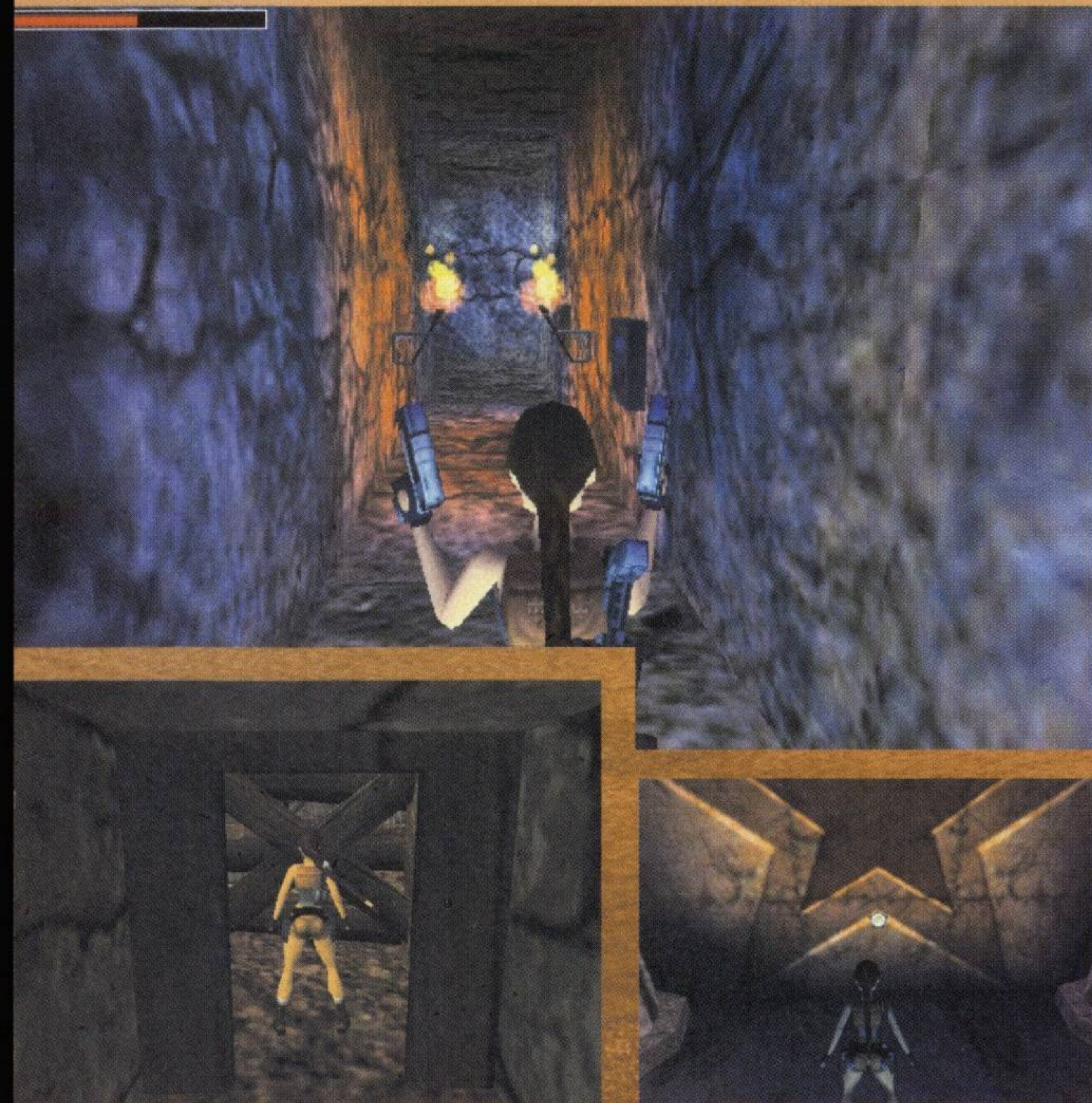
### Inside The Great Pyramid

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

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

After a short cut-scene, place your four Shaft Keys in the stars on the walls, causing the light beams to open a hole in the floor. Now flick the switch between the two stars on the far wall to re-open the gate below the slopes. Shoot the two guards who arrive, then head back past the sliding pillars to find a light beam has destroyed the skip. Enter the opened short passage on the right. Collect the Large Medikit on the right, then flick the switch on the left to open a gate.

Head back past the sliding pillars and through the gate. Follow the passage back





round to the original slope, shooting any guards there. Head right down the slope to another pit (just past the narrow section). Stand-jump over it – don't run or you'll fly into the second pit. Shoot bats, then run-jump over the next pit to the far ledge. Shoot a guard, then stand-jump over the pit. Drop down to the next platform for a Large Medikit, then stand-jump over the final pit to enter the room.

Shoot more bats, then grab the edge of the light-beam hole and climb down (all the walls are climbable) to enter the east passage just above the bottom. Drop down to the next passage to enter the Temple Of Horus (Level 35).

LEVEL 35

## Temple Of Horus

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

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

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

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

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

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

Drop back into the water and swim round to the northeast corner to climb out onto another low outer ledge. Jump left to the path and follow it up to enter the gate you just opened. Flick the switch to bring up the lock by the pyramid seal. Drop back into the water and surface on the southwest low ledge again. Head up the path and run-jump from the end to land on the ground ahead. Head to the corner and turn left (north) to run-jump and grab the platform. Pull up and run-jump to grab the next ledge. Jump up the slope to the path.

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

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

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

## Secrets

### L33 KHUFU'S QUEENS PYRAMID

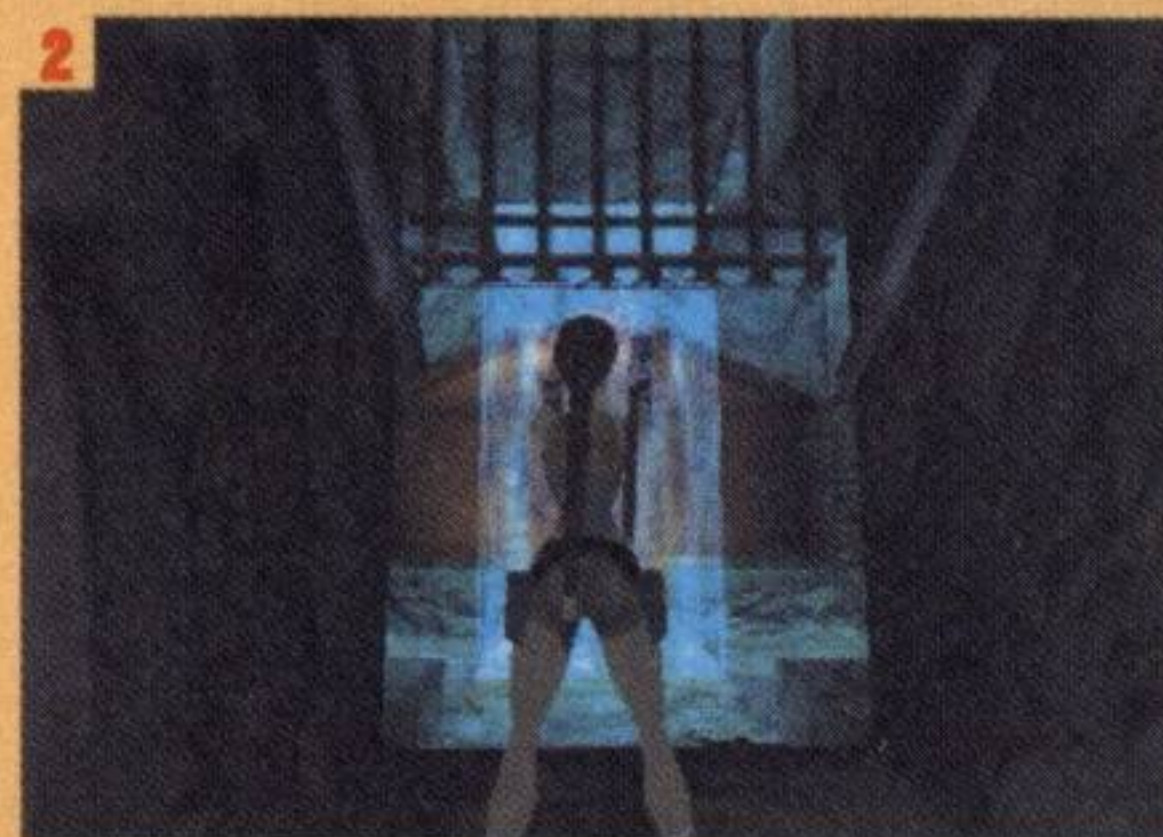
69. Enter second door on left. You need the Armoury Key (from rescuing guard in Level 29) to open gate.

### L34 INSIDE THE GREAT PYRAMID

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



1

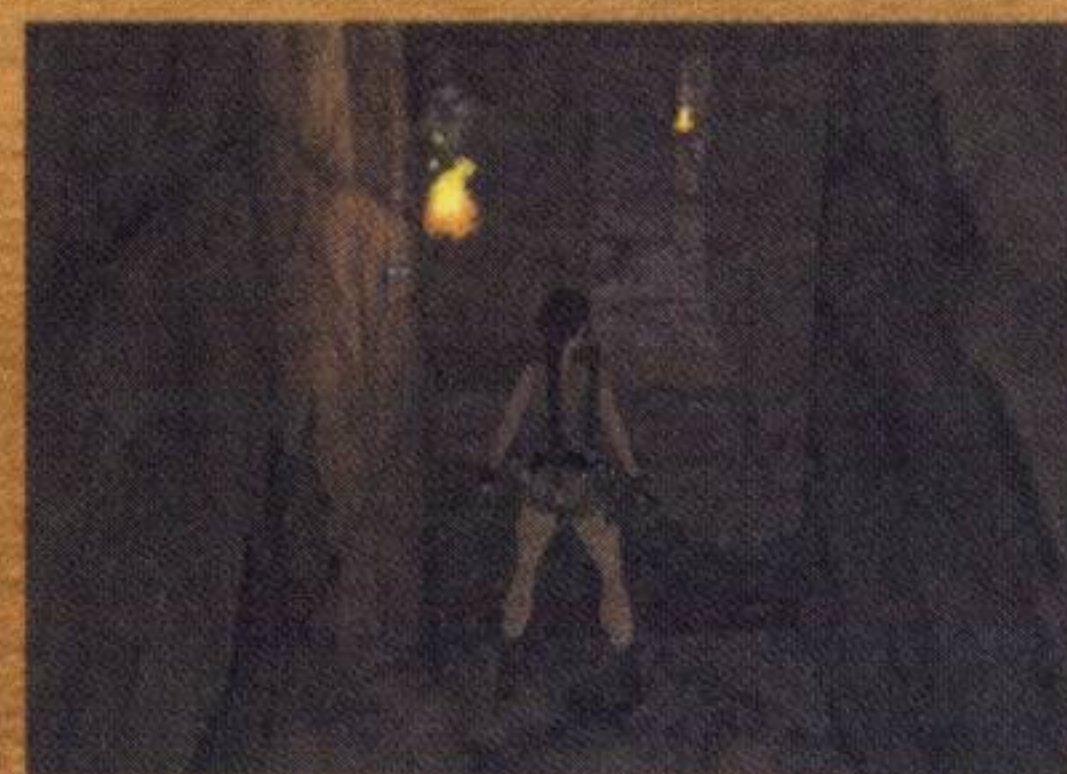


2

[1] You'll always find a use for those key-like items – put one here to open the door! [2] You never know what's behind the next gate! [3] Argh! Don't look into the light! Whatever happens, don't do it!



3



## GAME OVER

### The End For Lara?

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



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# directory

Considering buying a Dreamcast game? Wait! Make sure you read our mini-review of it before parting with your hard-earned cash!

## The one-stop guide to Dreamcast gaming!

As ever, you'll find every single game that's been released and reviewed here in this section which should prevent you from buying a the sort of game that is best avoided. Moreover, with our handy Best Of Genre section, you can be sure that whatever gaming predilections you may have you'll be able to pick the very best game of its type without having to lift a finger.

Trust no-one else, as long as you refer to our mag you'll live a long and happy life in gaming paradise. The bottom line is that you shouldn't ever even consider buying a game unless you consult these pages!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
<b>4Wheel Thunder</b> "4Wheel Thunder is generally an incredibly well rounded game, making it a total winner in our books." AW	Midway	2	⊖	⊖	STEERING WHEEL	08	92%
<b>AeroWings</b> We Say: "As a flight simulator, AeroWings is up there with the best of them, but as a game it lacks life. If you like a bit more action then stay away." AW	Crave	4	⊖	⊖	⊖	03	68%
<b>Armada</b> We Say: "In spite of first impressions, Armada offers the kind of depth sorely lacking in the majority of its contemporaries." ST	Acclaim	4	⊖	⊖	⊖	05	91%
<b>Blue Stinger</b> We Say: "It's Blue Stinger's failure to really excite the player at any moment that is its main problem." GN	Activision	1	⊖	⊖	⊖	02	65%
<b>Buggy Heat</b> We Say: "For a different kind of racing game that is going to hold a challenge in order to master it, you can't go far wrong with Buggy Heat." LW	Sega	2	+	⊖	STEERING WHEEL	02	76%
<b>Chef's Luv Shack</b> We Say: "As party games go, Chef's Luv Shack is up there with the best of them and is a game enjoyed after a curry and a few pints of lager." AW	Acclaim	4	⊖	⊖	⊖	03	76%
<b>Crazy Taxi</b> We Say: "Crazy Taxi is a fully-leaded adrenaline rush experience - it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST	Sega	1	⊖	⊖	STEERING WHEEL	05	94%
<b>Dead Or Alive 2</b> "DOA2 might not be technically the best beat-'em-up ever, but it is great fun to play and there's no doubting that it looks absolutely stunning." AW	Acclaim	4	⊖	⊖	ARCADE STICK	08	92%
<b>Deadly Skies</b> We Say: "Soaring through the skies has never been such an exhilarating experience - a must for Tom Cruise wannabes." AW	Konami	1	⊖	⊖	⊖	06	78%
<b>Dynamite Cop 2</b> We Say: "Dynamite this game may be, but it has a far too short a fuse, and leaves the player feeling a little cheated." MR	Sega	2	+	⊖	⊖	03	69%
<b>Ecco The Dolphin: Defender Of The Future</b> "As soon as you see Ecco The Dolphin in action you'll be dribbling more than a group of blokes at the annual 'Miss Wet T-Shirt UK' tournament." MM	Sega	1	⊖	⊖	⊖	08	91%
<b>ECW Hardcore Revolution</b> "There are so many reasons why you shouldn't rush out and get this it might explain why Acclaim were reluctant to send us a review copy." MM	Acclaim 4	4	⊖	⊖	⊖	08	52%
<b>Evolution</b> We Say: "Evolution is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW	Ubi Soft	1	+	⊖	⊖	05	80%
<b>F1 World Grand Prix</b> We Say: "The speed of the cars and the way the scenery holds together is superb. The in-car display really shows off the Dreamcast's power." AW	Video System	2	⊖	⊖	STEERING WHEEL	03	89%
<b>Fighting Force 2</b> We Say: "Fighting Force 2 is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW	Eidos Interactive	1	⊖	⊖	⊖	04	74%
<b>House Of The Dead 2, The</b> We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM	Sega	2	⊖	⊖	LIGHT GUN	01	91%
<b>Hydro Thunder</b> We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR	Midway	2	⊖	⊖	⊖	01	79%
<b>Incoming</b> We Say: "Arcade fans will lap it up, serious strategists will scoff at the simplicity of the Campaign mode. You get what you see, basically." TS	Infogrames	2	⊖	⊖	⊖	02	80%
<b>Jimmy White's 2: Cueball</b> We Say: "If you really must play, then you might as well pop down the local snooker hall and do the real thing, at least it'll get you out of the house!" AW	Virgin	2	⊖	⊖	⊖	03	59%
<b>Jojo's Bizarre Adventure</b> We Say: "A little too bizarre for its own good - despite trying to do something original, it just ends up mediocre." MM	Virgin Interactive	2	⊖	⊖	ARCADE STICK	07	71%
<b>Marvel Vs Capcom</b> We Say: "When the people behind the Street Fighter series stick to their predictable guns, they do it with style and this is no exception..." MM	Virgin	4	⊖	⊖	⊖	04	91%
<b>MDK2</b> We Say: "MDK2 is one of the most original games yet to grace the Dreamcast as well as being one of the best. Brilliantly satisfying." AW	Virgin Interactive	1	⊖	⊖	⊖	07	90%

## Director-Key

<b>Publisher</b>	The company that distributes the game.
<b>Genre</b>	What style of game is it?
<b>Issue</b>	Which issue of DREAMCAST MAGAZINE did the original review appear in?
<b>We Say</b>	A quote taken from the original review.

## Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces.

Damian Butt  
Ryan Butt  
Simon Hill  
Roy Kimber  
Ben Lawrence  
Martin Mathers

Paul Morgan  
Graeme Nicholson  
Snehal Noorani  
Simon Phillips  
Mike Richardson  
Jem Roberts

Nick Roberts  
Tom Sargent  
Stuart Taylor  
Alex Warren  
Louise Wells

## Genre Descriptions

<b>Action/Adventure</b>	Blending exploration and puzzle solving with arcade action.
<b>Beat-'em-up</b>	These rely on you beating merry-hell out of the opposition.
<b>Driving/Racing</b>	Perhaps self-explanatory; include cars, boats, bikes and planes.
<b>Party/Puzzler</b>	Brain-ticklers, usually for more than one player.
<b>Platform</b>	Involve stacks of jumping and climbing.
<b>Shoot-'em-up</b>	Kill everything!
<b>Sports</b>	Soccer, American football, basketball, golf and so on.
<b>Strategy/Simulation</b>	Covers the likes of flight simulators and strategic war simulators.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
<b>Millennium Soldier: Expendable</b> We Say: "If you're a seasoned gamer who remembers the likes of <i>Smash TV</i> then you'll know exactly what to expect from <i>Millennium Soldier</i> ." NR	Infogrames	2	-	-	-	01	80%
<b>Mortal Kombat Gold</b> We Say: "Although a dying breed, MKG breathes new life into the series making it one of the more enjoyable Dreamcast beat-'em ups." AW	Midway	2	-	-	-	03	77%
<b>NBA 2K</b> We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW	Sega	4	+	-	-	06	89%
<b>NBA Showtime: NBA Vs NBC</b> We Say: "You don't have to be Shaquille O'Neal to be able to play Midway's top BB sim, as you can get straight onto the court with a minimum of fuss." AW	Midway	4	+	-	-	04	90%
<b>NFL 2K</b> We Say: "When compared to the likes of <i>NFL Blitz</i> , <i>NFL 2K</i> is made to look wearisome and monotonous." AW	Sega	4	+	-	-	04	74%
<b>NFL Blitz 2000</b> We Say: "The beauty of <i>NFL Blitz</i> is that you don't need to have a clue about the sport to be able to enjoy it." AW	Midway	4	+	-	-	03	89%
<b>NFL Quarterback Club 2000</b> We Say: "Dull, boring and mindless, <i>NFL Quarterback Club</i> is American football at its worst, without even a sniff of enjoyment." AW	Acclaim	4	-	-	-	04	56%
<b>Pen Pen</b> We Say: "You are unlikely to see anything as daft in your life. If you've got a few marbles loose, then you'll love it!" BL	Infogrames	4	-	-	-	02	86%
<b>Power Stone</b> We Say: "If Capcom decided to take a new direction with a beat-'em-up we sit up and take notice, and so should you. This game is truly wonderful." TS	Eidos Interactive	2	-	-	-	01	92%
<b>Psychic Force 2012</b> We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST	Acclaim	2	-	-	-	04	65%
<b>Racing Simulation: Monaco Grand Prix</b> We Say: "The controls can be a little too sensitive. Nowhere near as good as <i>F1 World Grand Prix</i> ." MR	Ubi Soft	2	-	-	STEERING WHEEL	03	83%
<b>Rayman 2: The Great Escape</b> We Say: " <i>Rayman 2</i> represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW	Ubi Soft	4	-	+	-	07	92%
<b>Ready 2 Rumble Boxing</b> We Say: "Make no mistake, <i>Ready 2 Rumble</i> is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST	Midway	2	+	-	-	01	90%
<b>Resident Evil 2</b> We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW	Virgin	1	+	-	-	05	73%
<b>Re-Volt</b> We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW	Acclaim	2	-	-	STEERING WHEEL	03	86%
<b>Red Dog</b> We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK	Sega	4	-	-	-	02	85%
<b>Sega Bass Fishing</b> We Say: " <i>Sega Bass Fishing</i> is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW	Sega	1	-	-	FISHING ROD	03	80%
<b>Sega Rally 2</b> We Say: "The arcade action is currently unrivalled and is a must-buy for anyone looking for an intro into the racing genre." PM	Sega	2	-	+	STEERING WHEEL	01	91%
<b>Sega Worldwide Soccer 2000</b> We Say: "Yet again we find Sega shooting itself in the foot by producing a totally sub-standard sports game, for which it has no excuse." AW	Sega	4	+	-	-	04	62%
<b>Shadow Man</b> We Say: "If you have a trigger finger and a penchant for killing everything in sight then this will fulfil your fantasies and your nightmares." AW	Acclaim	1	-	-	-	03	90%
<b>Slave Zero</b> We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW	Infogrames	4	-	-	-	06	70%
<b>Snow Surfers</b> We Say: "The gameplay in <i>Snow Surfers</i> is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW	Sega	2	-	-	-	03	62%
<b>Sonic Adventure</b> We Say: "Despite many regrettable aspects, <i>Sonic Adventure</i> is the first genuine must-have game for the Dreamcast." JR	Sega	1	+	+	-	01	90%



## DVD Reviews

### Disney DVDs

Cert U  
 Publisher Disney  
 Price £19.99

The more observant among you will have noticed that the folk at Disney, in all their wisdom, have decided to release all their films onto DVD but unfortunately, they really needn't have bothered. Why? Because the principle advantage of DVDs is that a whole load of extras can be incorporated onto the disc, extras that all these DVDs are devoid of.

But on the other hand you have to ask yourself if indeed these films need all the extras – the answer to which is no as they're so fabulously entertaining by themselves. Need we tell you how fantastic the likes of *101 Dalmatians*, *Hercules*, *Pinocchio*, *The Little Mermaid* and *Lady And The Tramp* really are, because you know as well as we do that these films are classics in their own right. The animation is superb, a feature made all the more prominent as a result of the DVD's superior picture quality, as is the sound, meaning that these are still ideal for a rainy Sunday afternoon, or any other day of the week for that matter. In other words they're all still as loveable as ever, though probably not a must on this format.

Alex Warren



continued >

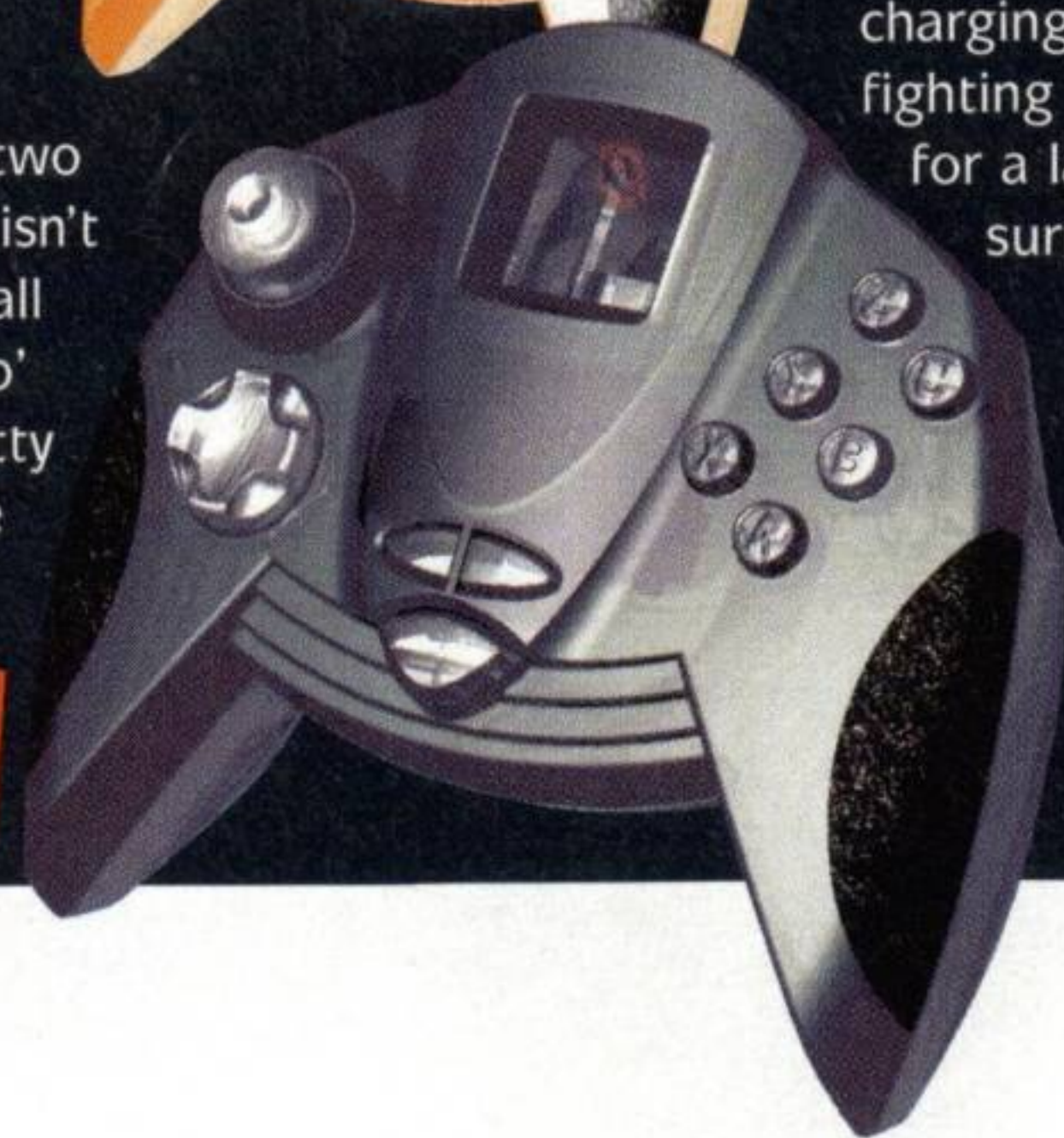
# gearbox

If you're looking for those all-important peripherals then this is the place to be!

## Controller plus

> Joytech > £19.99

There's a distinct lack of colour about the Dreamcast – grey's a bit dull really. Fear not, though, as Joytech has decided to release some colourful controllers – clear orange, blue and charcoal black. Sweet. Like the Mad Catz controllers, they have an extra two buttons for those who feel that four just isn't enough, and they're especially useful for all those beat-'em-ups. They also have 'Turbo' and 'Slow Motion' features which are pretty neat, if a little pointless. However, they're quite chunky and don't sit quite as comfortably in the palms as the official controller does. Still, nothing's perfect.



4/5

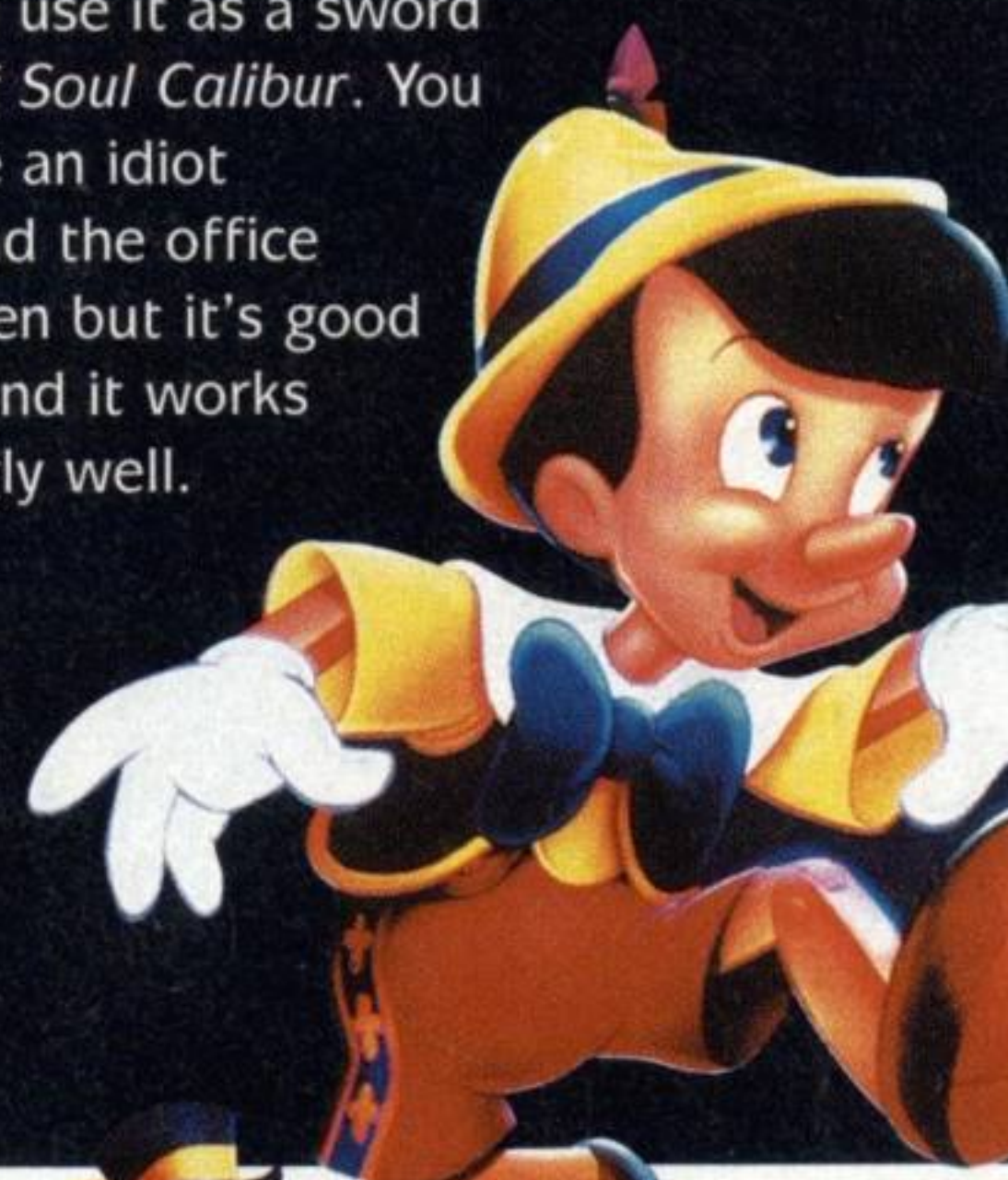
## Rumble Rod

> Mad Catz > £24.99

With *Sega Bass Fishing* finally making it to release last month, there is at last use for the fishing rods that peripheral manufacturers have been storing for the last few months. This Mad Catz offering comes complete with motion sensor and all that, making it pretty cool for a trip to the riverside. However, the coolest feature of the rod is that you can use it as a sword for the likes of *Soul Calibur*. You might look like an idiot charging around the office fighting a screen but it's good for a laugh and it works surprisingly well.



4/5





# directory



continued >

## CD Reviews

### Randall & Hopkirk (Deceased): Soundtrack

**Label:** Universal Island  
With the TV show floating on a crest of favourable reviews, it's small surprise to see a soundtrack following in its wake. And it's pretty masterful. The opening theme tune has Nina from the Cardigans cooing along to the musical genius of David Arnold and sets a standard for what is to follow. The rest is just as fabulous with exclusive tracks from Pulp (*Barry Cruso*) and Gay Dad (*US Roach*) among others providing musical delights that aren't found on most lame soundtracks. Talvin Singh also makes a noteworthy contribution, making this one soundtrack that shouldn't be missing in your collection.



4/5

### Super Furry Animals: Mwng

**Label:** Placid Casual  
It might all be sung in Welsh but who are we to know that, considering all their 'English' sung songs sound equally as foreign! *Mwng* finds SFA going back to their musical roots as well as their spiritual ones, shying away from the electronica of *Guerilla* and opting for straight guitars and drums instead. It's no less brilliant for either fact and is totally mad, with harmonies and melodies flooding forth from every song, producing tunes that could never be found on any English language album. Bizarre, enigmatic and wholly enchanting – a must for all SFA fans.



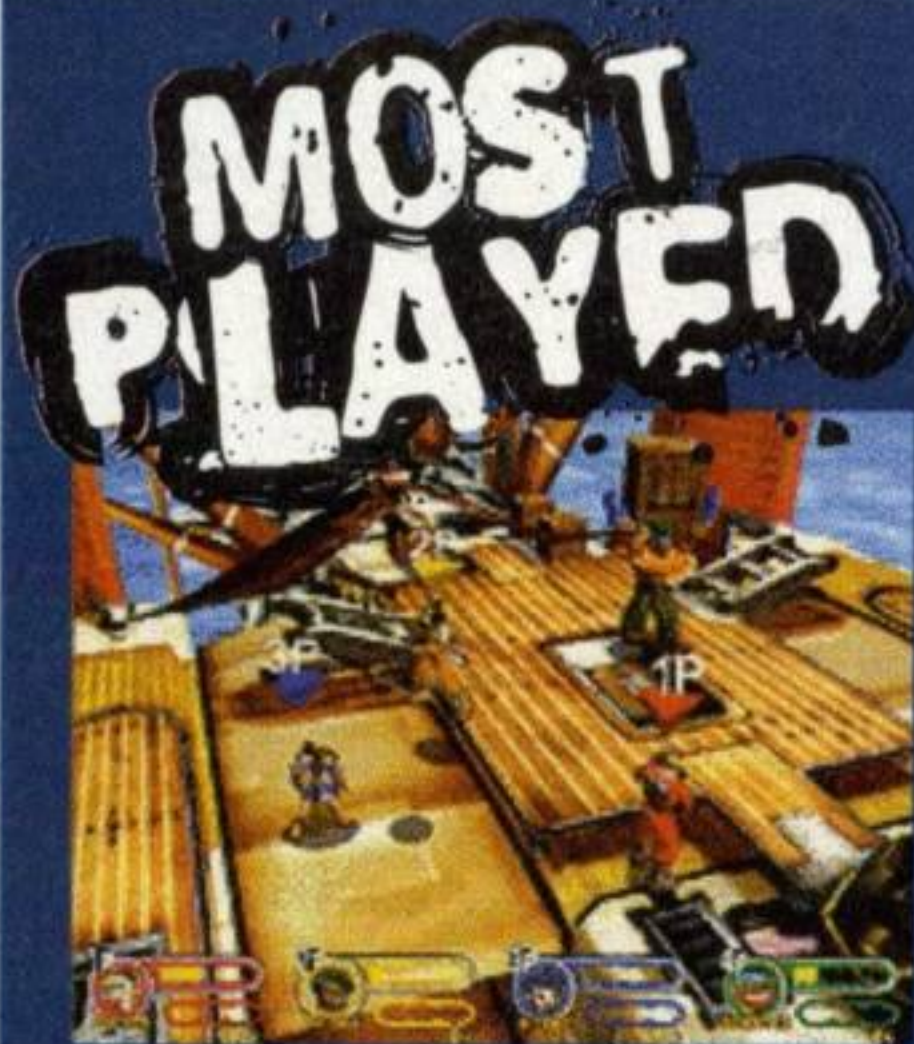
4/5

### Elliott Smith: Figure 8

**Label:** Dreamworks/Polydor  
It's not often that we hear an album that is as melodic and uplifting in this depressive time of ours, but the latest offering from Elliott Smith is just that. From the opening *Son Of Sam* to the closing *Bye, Figure 8* is a totally enchanting album in every respect. It's jammed full of gems, like the beautiful *Easy Way Out* or the emotional peak of *Everything Means Nothing To Me*. Take a chance and buy this album, you won't regret the ray of sunshine that it'll bring to your life.



5/5



### Power Stone 2

> Nooooo! It's looking more and more as if the powers on high are conspiring against us – thanks to various shortened deadlines, we didn't get to play *Power Stone 2* this month! As such we are left to pine evermore for a bit of four-player fighting action. Still, that just means that next issue we'll be able to dedicate a whole 20 pages to it, won't we Simon? Err... Simon?

### Quake III Arena

> Finally, it's been confirmed! The mother of all deathmatch games is at last winging its way to your beloved Dreamcast and what's more, you'll be able to play against PC gamers over the Internet as well! With *Chu Chu Rocket!* leading the way we're hoping for some serious online action. This is possibly the best thing that could have happened to the DC – now all we have to do is wait...

### Tony Hawk's Skateboarding

> It isn't far away but after playing enough of the game to do a monster preview this month, we can hardly wait for Tony and his chums to arrive on the Dreamcast in their finished state. This is certainly the best damn skating game we've ever seen... and they've already announced the cunningly titled sequel, *Tony Hawk 2*, as well! Argh! Brain overload!

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
<b>Soul Calibur</b> We Say: "Soul Calibur is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST	Sega	2	+	-	-	02	94%
<b>Soul Fighter</b> We Say: "Soul Fighter is a great game to just relax and play on a lazy weekend or after a night out. It won't tax your grey matter too much." MR	Piggyback Entertainment	1	-	-	-	03	83%
<b>Soul Reaver</b> We Say: "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM	Eidos	1	-	-	-	06	90%
<b>Speed Devils</b> We Say: "Ubi Soft's first Dreamcast racer makes <i>Sega Rally 2</i> look about as exciting as driving a supermarket shopping trolley!" RK	Ubi Soft	2	+	-	STEERING WHEEL	02	92%
<b>Street Fighter Alpha 3</b> We Say: "Street Fighter Alpha 3 is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB	Virgin	2	-	-	-	04	84%
<b>Street Fighter III: Double Impact</b> "We're not saying that it's bad... we're just saying it's <i>Street Fighter</i> . Again. You've seen it all before, so why bother." MM	Virgin Interactive	2	-	-	-	08	74%
<b>Suzuki Alstare Extreme Racing</b> We Say: "Suzuki has plenty for the racing enthusiast, including an individual best-times scoreboard per lap, but it's best to try before you buy." SN	Ubi Soft	2	+	-	STEERING WHEEL	02	81%
<b>Tech Romancer</b> "What <i>Tech Romancer</i> lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM	Virgin Interactive	2	+	-	ARCADE STICK	08	90%
<b>Tee Off Golf</b> We Say: "Tee Off Golf is the perfect way to fill in the gaps that punctuate the winter days." AW	Acclaim	2	-	-	-	05	80%
<b>The Nomad Soul</b> "The Nomad Soul is a rewarding experience for those who are willing to give it a chance." MM	Eidos	2	-	-	-	08	84%
<b>Tokyo Highway Challenge</b> We Say: "Tokyo Highway Challenge isn't one of the best Dreamcast racing games but it does look fantastic." AW	Crave	2	-	-	STEERING WHEEL	03	73%
<b>Tomb Raider: The Last Revelation</b> We Say: "Thanks to the power of the Dreamcast, every stage of <i>Last Revelation</i> looks jaw-droppingly amazing." MM	Eidos	1	-	-	-	07	88%
<b>Toy Commander</b> We Say: "The game is a dream to play, with very little slow-down and a graphics engine which is solid, producing few glitches." LW	Sega	4	-	-	-	02	86%
<b>Trick Style</b> We Say: "Trick Style is a great visual and aural showcase for the Dreamcast, but as a game it's good but not great." ST	Acclaim	2	-	-	-	02	79%
<b>UEFA Striker</b> We Say: "It's very much from the old FIFA pick-up-and-play mould, but for die-hard enthusiasts, it all feels a bit too watered-down." RB	Infogrames	2	-	-	-	02	82%
<b>Vigilante 8: Second Offense</b> We Say: "This isn't your run of the mill racing game or your typical shoot-'em-up, but something completely inimitable and unique." AW	Activision	4	-	-	-	04	91%
<b>Virtua Fighter 3tb</b> We Say: "An arcade-perfect conversion of a great game. <i>VF3tb</i> isn't the best one-player game in the world, but with some mates it's awesome!" SH	Sega	2	-	-	-	01	93%



You can't buy every game, so to stop wasteful purchases, here's the games you have to own!

### Action/Adventure



### Rayman 2: The Great Escape

Certainly the definitive version of the timeless platform title and one that brings a smile to our faces whenever we give it just one more play...

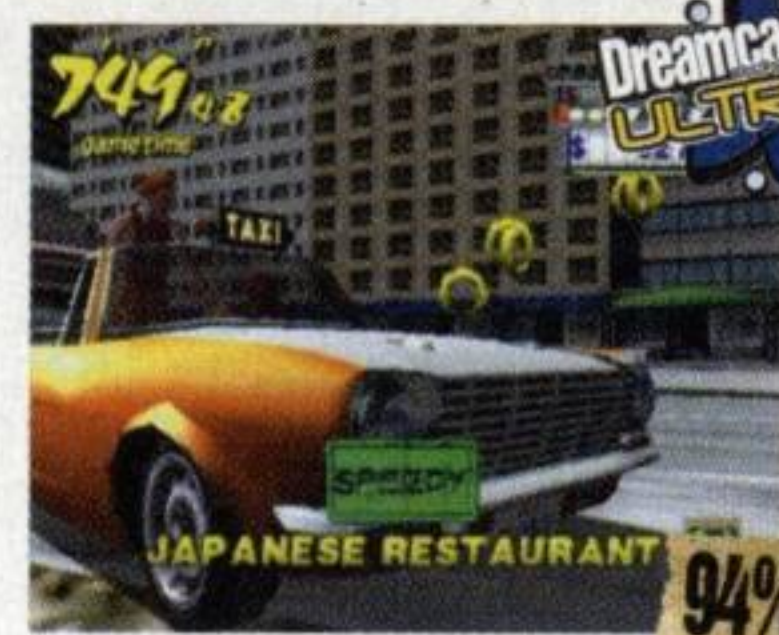
### Beat-'em-up



### Soul Calibur

The most gorgeous-looking game ever. With so much depth and a wealth of characters, this has to be the fighter of choice. And then there's the two-player mode...

### Driving/Racing



### Crazy Taxi

Sega's arcade racer ported to the Dreamcast with consummate ease. With a whole new city and 16 tough challenges, this is one of the most enjoyable games ever.



# import directory

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRI	1	2	-	-	08	82%
Bakuretsu Muteki Bangaioh	ESP	1	-	-	-	05	65%
Berserk	Ascii	1	-	-	-	05	75%
Biohazard	Capcom	1	+	-	-	06	93
Centipede	Hasbro	4	-	-	-	06	38
Chu Chu Rocket!	Sega	4	-	+	-	04	92%
Climax Landers	Sega	1	-	-	-	02	52%
Cool Boarders Burn!	UEP	2	-	-	-	02	44%
D2	Sega	1	-	-	-	07	60%
Dance Dance Revolution 2nd Mix	Konami	2	-	-	-	07	93%
Death Crimson 2	Ecolé	1	-	-	LIGHTGUN	05	53%
Espion-age-nts	NEC	1	-	-	-	02	73%
Elemental Gimmick Gear	Vatical	1	-	-	-	06	73
Giant Gram All Japan Pro Wrestling 2	Sega	4	-	-	-	02	84%
Giga Wings	Sega	1	-	-	-	04	35%
Godzilla Generations: Maximum Impact	Sega	2	-	-	-	06	40
Jet Coaster Dream	Bottom Up	1	-	-	-	05	90%
JoJo's Bizarre Adventure	Capcom	2	-	-	-	04	88%
Kakaioh	Capcom	2	-	-	-	06	82
King Of The Fighters '99	SNK	2	-	-	-	02	57%
Maken X	Atlus	1	+	-	-	04	75%
Marvel Vs Capcom 2	Capcom	2	+	+	ARCADE STICK	08	92%
NHL2K Sega	Sega	4	-	-	-	08	84%
Pop N' Music 2	Konami	1	-	-	KEYBOARD	02	73%
Rainbow Cotton	Success	1	-	-	-	07	69%
Ring	Asmick	1	-	-	-	08	59%
Sakura Wars	Sega	2	-	-	-	08	77%
Sega GT: Homogolation Special	Sega	2	+	-	STEERING WHEEL	07	92%
Space Channel 5	Sega	4	+	-	-	06	91
Star Gladiator 2: Nightmare Of Bilstein	Capcom	2	-	-	-	05	65%
Street Fighter III W Impact	Capcom	2	-	-	-	05	44%
Street Fighter Zero 3	Capcom	2	+	-	-	02	85%
Super Magnetic Niu Niu	Genki	1	-	-	-	07	71%
Tokyo Bus Guide	Forty Five	1	-	-	-	07	82%
Toukon Retsuden 4	Tomy	1	-	-	-	02	49%
Virtua Cop 2	Sega	2	-	-	LIGHT GUN	08	69%
Virtua On	Sega	2	-	-	-	05	80%

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
<b>Virtua Striker 2</b> We Say: "Virtua Striker is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP	Sega	2	-	-	-	05	78%
<b>Wetrix +</b> "Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP	Take 2 Interactive	2	-	-	-	08	80%
<b>Wild Metal</b> We Say: "Wild Metal amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST	Rockstar	2	-	-	-	07	58%
<b>Worms Armageddon</b> We Say: "As ever, Team 17 has delivered the goods, Worms Armageddon is the finest and most enjoyable of the series." AW	Hasbro Interactive	4	-	-	-	04	73%
<b>WWF Attitude</b> We Say: "If you want a game that you can use as a frisbee when you're away from your Dreamcast... this is it". AW	Acclaim	4	-	-	-	03	41%
<b>Zombie Revenge</b> We Say: "Zombie Revenge proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW	Sega	2	+	-	-	05	81%

## Comics

### Jay & Silent Bob Chasing Dogma

Publisher | Titan Books  
Price | £8.99

If you managed to catch the film *Dogma* last Christmas (or have seen any of Kevin Smith's movies) you'll know who Jay and Silent Bob are – two totally fucked-up losers who hang out in malls and smoke weed. Picking up their story shortly before *Dogma*, this comic certainly ain't for the kids – featuring drugs, porn and a monkey called Suzanne, it's a highly offensive (and flippin' hilarious) journey split into four chapters that are all as brilliant as each other. You know you can't resist the snootchie-bootchies, man. Buy it.



4/5

Martin Mathers

### Star Wars: Episode 1 Adventures

Publisher | Titan Books  
Price | £9.99

Thought you saw the whole film, did you? Then think again. This novel shows you all the action, back-stabbing and intrigues that you didn't see in the film, filling in all the gaps between the scenes. This collection of five separate stories give an interesting insight into the film, but that's about it, and it's far from gripping stuff. The animation and the stories themselves are very much in the mould of the film – therefore aimed at the younger audience and not the hardcore *Star Wars* fan. An insightful read, if nothing else.



4/5

Alex Warren

### Superman & Batman Generations – An Imaginary Tale

Publisher | Titan Books  
Price | £10.99

If you're a fan of the world's two greatest super-heroes then this double whammy of action should be right up your alley. Starting in 1939, the book brings together eight stories from each decade when the two have teamed up against the many faces of evil that roam their worlds. There's battles royale against the likes of the Joker, Mr. Mxyzptlk and Lex Luthor as they struggle to save the world again and again. Typically dark and frantic artwork characterises this as a mini-masterpiece and well worth scouring the shops for.



4/5

Alex Warren

### Party/Puzzle



#### Chu Chu Rocket!

Why are we still waiting for the PAL version? *Chu Chu Rocket!* is miles better than most puzzles games! It's also one of the most addictive games that you'll ever play!

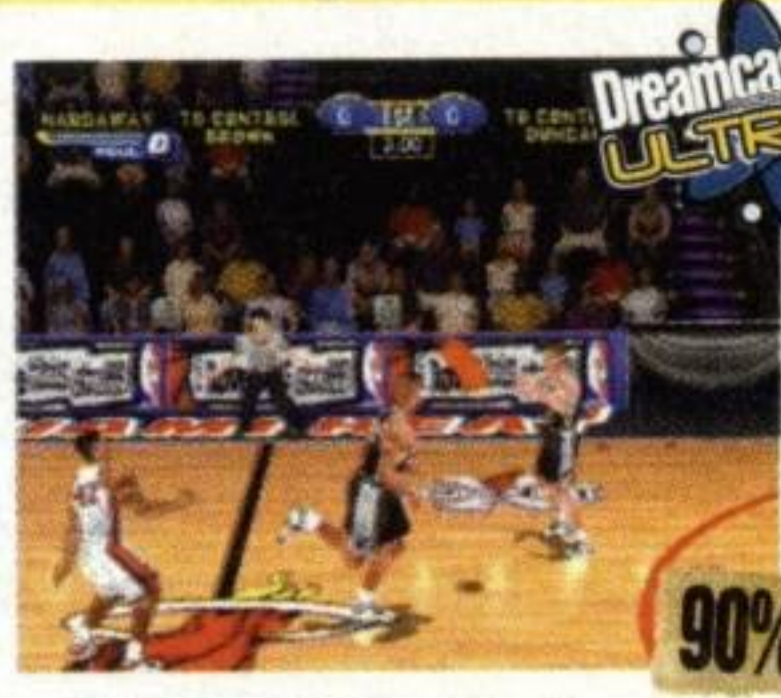
### Shoot-'em-up



#### Armada

Engrossing gameplay and huge environments are the order of the day. Seamlessly mixing RPG with blast-fest we maintain that as shooters go, this is the best.

### Sports



#### NBA Showtime: NBA Vs NBC

You don't even need to like basketball to enjoy this game. If you love sports titles then get this. If you don't, then get it anyway!

### Strategy/Simulation



#### Deadly Skies

Fly a plane and blow the bejesus out of everything that moves. *Top Gun* wannabes get the chance to live out their aerial fantasies with Konami's solid blaster.



# Stuff & Nonsense

Check it out! We've got some great new toys and gizmos for you to feast your eyes on this month...

## Remote Controlled UFO

Manufacturer | Plantraco Ltd  
 Contact | iwantoneofthose.com  
 Cost | £65.00

> Now this is what you call the ultimate office toy. All you need is a quick blast of helium and hey presto, you've got yourself one UFO that you can fly around the office at will. It might cause a bit of a disruption, but who cares about that when you have something this cool to play with. You do really want one of these - no home or office should be without one!



## Memory Stick Walkman

Manufacturer | Sony  
 Contact | 0990 111999  
 Cost | TBC

> Those boffins at Sony have gone and done it again - creating a beautifully crafted piece of technology that not only sounds great but looks pretty darn cool too. Just download all your favourite tunes into the memory stick and you're ready to rock and roll with some of the best sounding recordings you've ever heard. The future's digital, the future's now.



## Pop Shotz

Manufacturer | Hazell Mills Toys Ltd  
 Contact | iwantoneofthose.com  
 Cost | £8.00

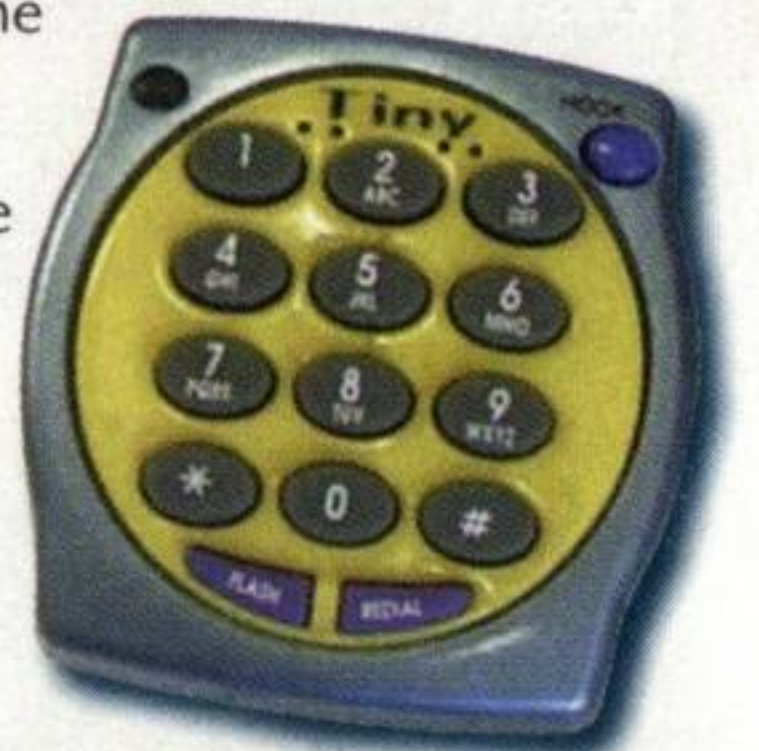
> War is upon us, but it's not just any kind of warfare - it's foam warfare. Complete with three missiles and one torpedo (nuclear warhead not included) all you need do is squeeze the handle and watch the projectile fly off into the distance. Perfect for firing at the television in frustration (they've got sticky heads) at some idiot's incompetence on *Who Wants To Be A Millionaire*, or alternatively for annoying anybody and everybody with.



## Tiny Phone

Manufacturer | Software Warehouse  
 Tel | 0800 355355  
 Cost | £19.99

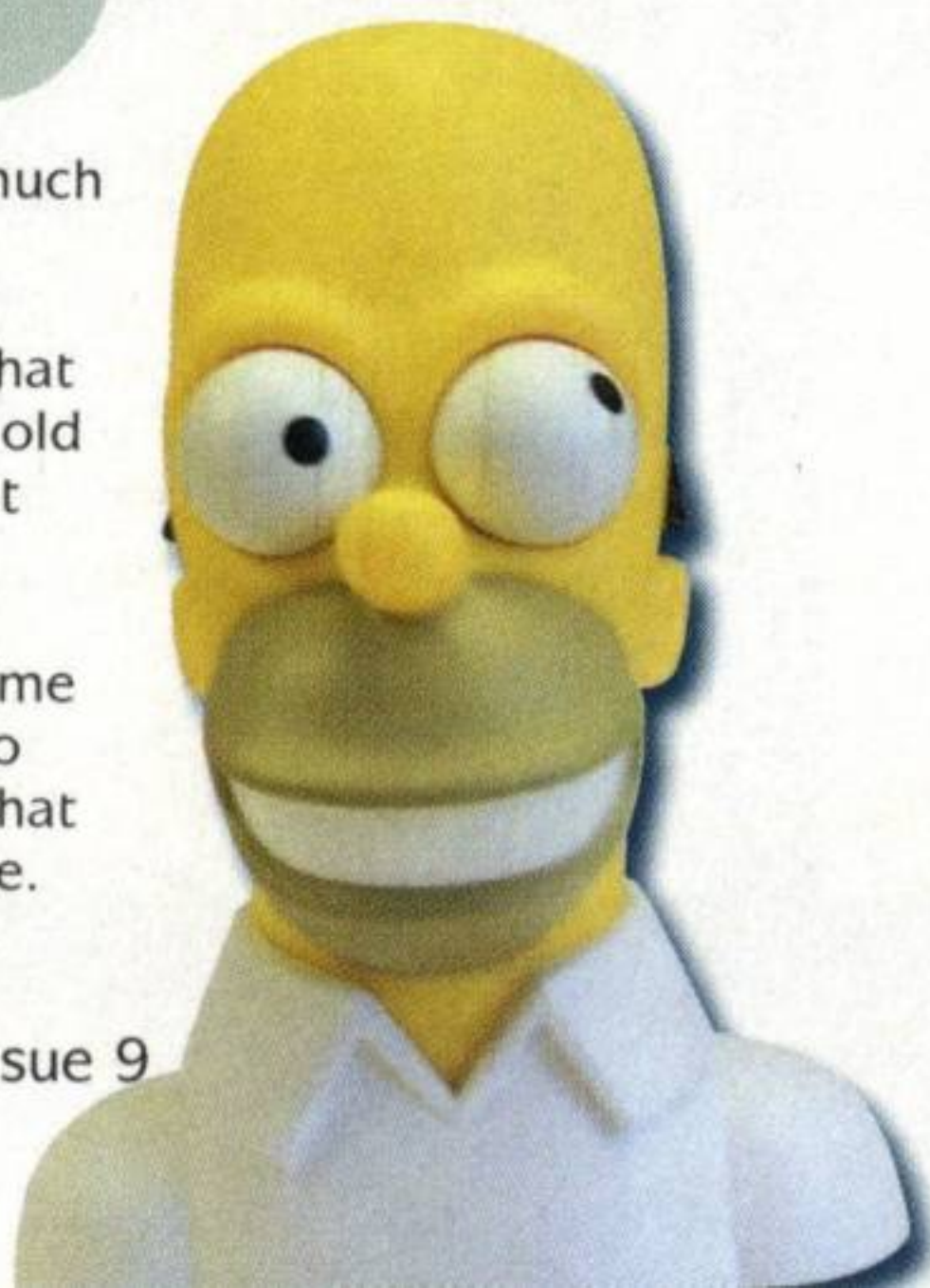
> If you're fed up of having to hold a telephone receiver up to your ear every time you get a call then this could just be the phone for you. Forget cumbersome phones and receivers as the Tiny Phone does away with all that and opts for the minimalist approach - a two inch squared base and a microphone ear piece is all you need. Oh, and you'll need a pen to dial the numbers too as it really is that small.



## Simpsons Radio

Manufacturer | Wesco Ltd  
 Retailer | Gadget Shop/Boots  
 Cost | £24.99

> Now you don't get radios that come much classier than this. In a world where The Simpsons rule all TV channels, Homer is indisputably king of all and sundry. So what better way to pay homage to the smelly old fart than to mould a radio in his image. It may just be a simple AM/FM radio, but that's not the point - it's Homer, so it's alright by the kids. Roll the eyes for volume and tuning, making him as cross-eyed (no it's not the Duff beer) as you like, and what you have is radio perfection... well maybe.



## Pocket Micro Torch

Manufacturer | Blue Flame  
 Contact | iwantoneofthose.com  
 Cost | £28.00

> Not as clumsy or random as your blaster, the pocket micro torch is an absolute gem of a gadget. Basically it's a mini flame thrower and it's damn cool as well as being damn useful. Sinners might use it as a sophisticated lighter but its uses extend far beyond that. Ideal for camping, soldering and melting, it's undeniably what every pyromaniac has ever wanted.





## Mini-MP5A5 Machine Gun

Manufacturer | Webley & Scott Ltd  
 Contact | iwantoneofthose.com  
 Cost | £30.00

> If we're going to be honest with ourselves there's only one thing better than shooting the crap out of zombies on our Dreamcasts, and that's doing the real thing. Which is where the MP5A5 Machine Gun comes in. At just 28cm long you might not think that it packs much of a punch but you'd be wrong. It fires the pellets out at one heck of a rate and can produce a bit of a sting if misfired at your foot. Otherwise, just set up a target and let off the rounds as if you were the Terminator incarnate.

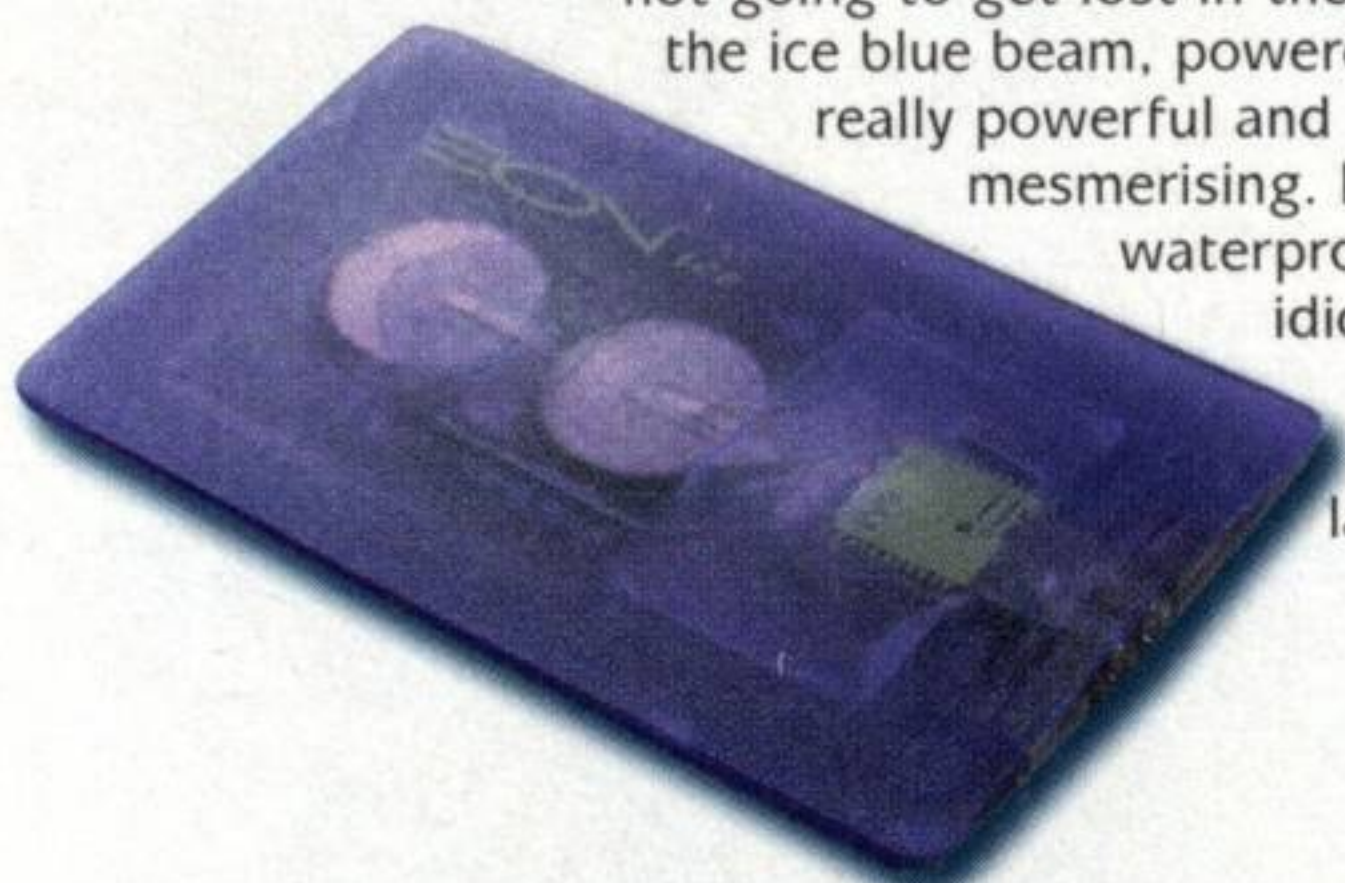


## Eon Ice Credit Card Torch

Manufacturer | Ian Sinclair  
 Contact | iwantoneofthose.com  
 Cost | £8.00

> As far as torches go you don't get much cooler than this streamlined little baby. Credit card sized to fit perfectly in your wallet you're not going to get lost in the dark in a hurry as the ice blue beam, powered by two LEDs, is really powerful and totally mesmerising. It's also

waterproof, shock proof, idiot proof and everything else proof. Oh, and it'll last up to ten years.



## AZ1560 CD Soundmachine

Manufacturer | Philips  
 Contact | 0181 459 1266  
 Cost | TBC

> The summer's coming and you're all going to need some big phat sounds with you when you're partying down the beach. This is the machine to satisfy your aural cravings. It might look like a standard portable ghetto blaster, but boy does it punch a serious amount of bass, courtesy of a bass reflective system and a bass booster. Now all you need is some serious tunes to blast out of it.

## LM1 Speakers

Manufacturer | B&W  
 Tel | 01903 750650  
 Cost | £200

> Well, not only do we want everything to look its best, we also want it to sound its best too... which is where B&W's new LM1 (Leisure Monitor) comes in. Small and perfectly formed, the LM1 pumps a fair bit of sound too without distortion coming anywhere remotely near the picture, courtesy of 100 Watts of pure power and a pair of 25mm polyester tweeters. Perfect, especially as they only cost £200 – but then what else would you expect from an award-winning company?



## UFO Travel Clock

Manufacturer | Special EFX Ltd  
 Contact | iwantoneofthose.com  
 Cost | £46.00

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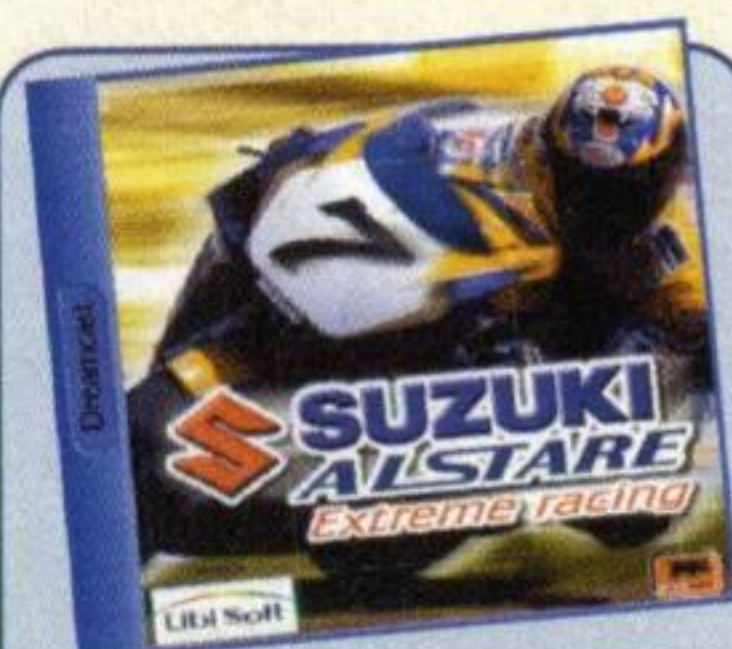
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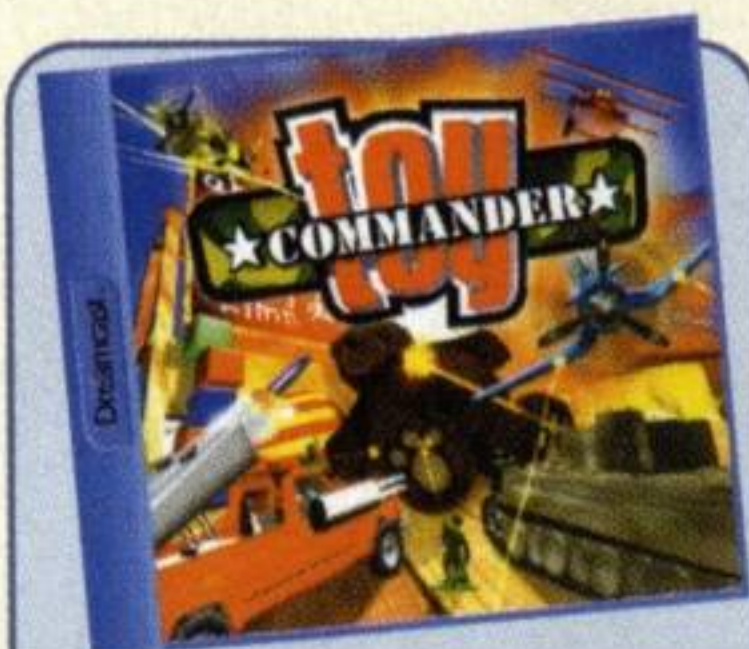
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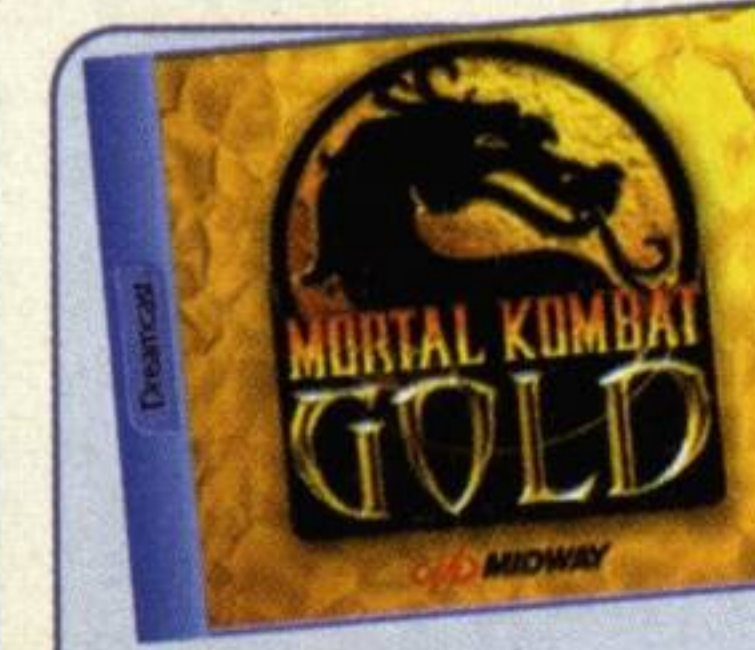
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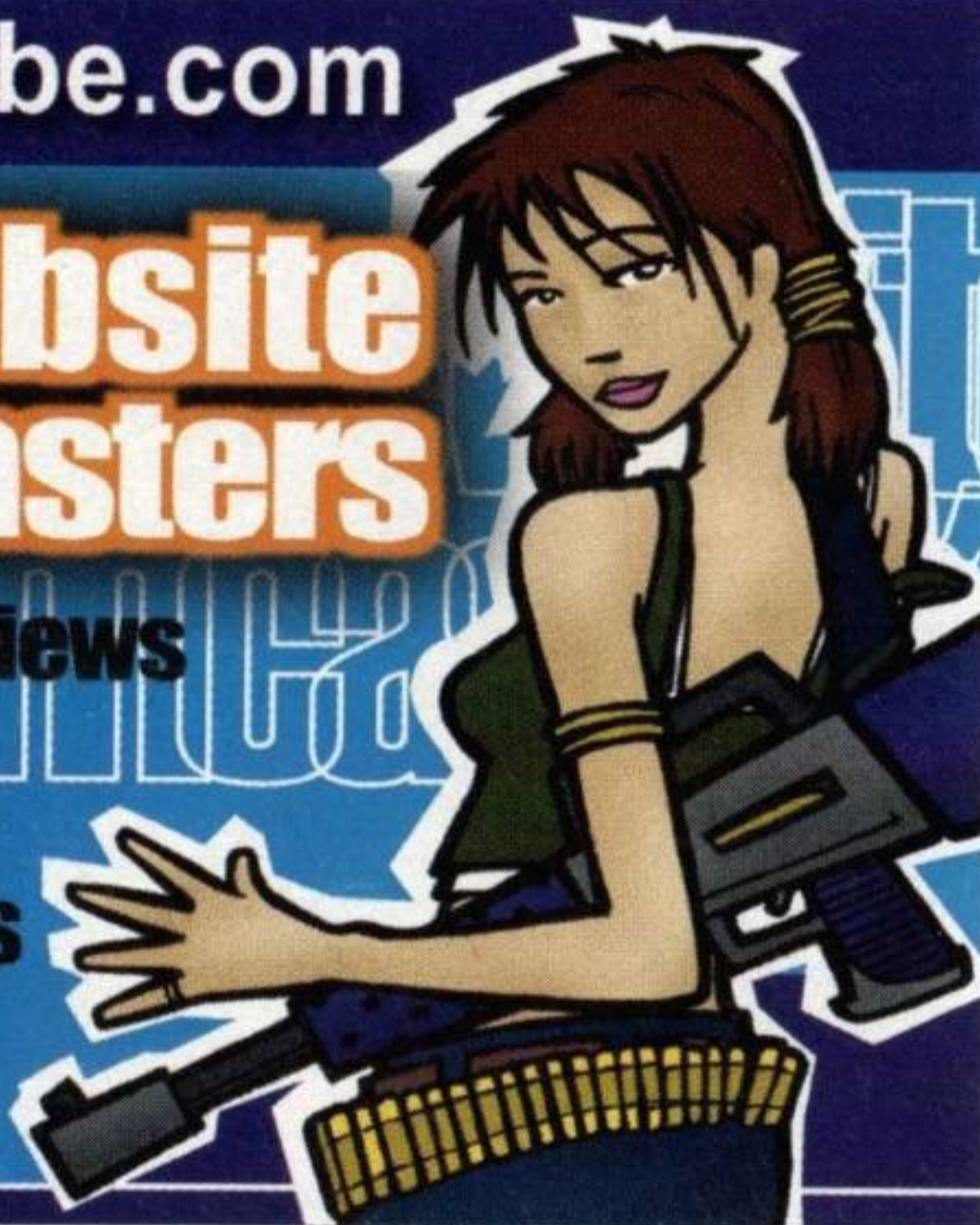


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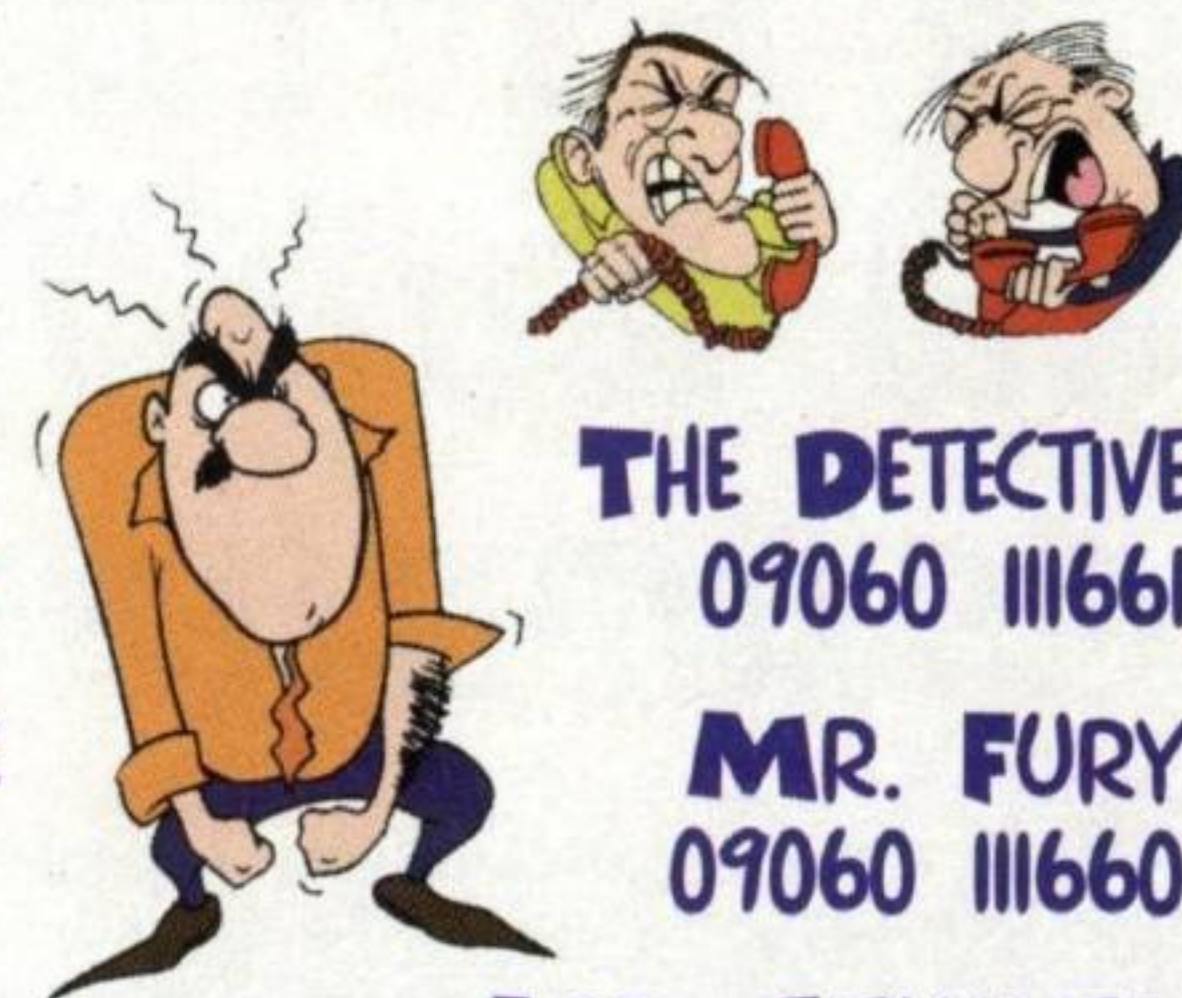
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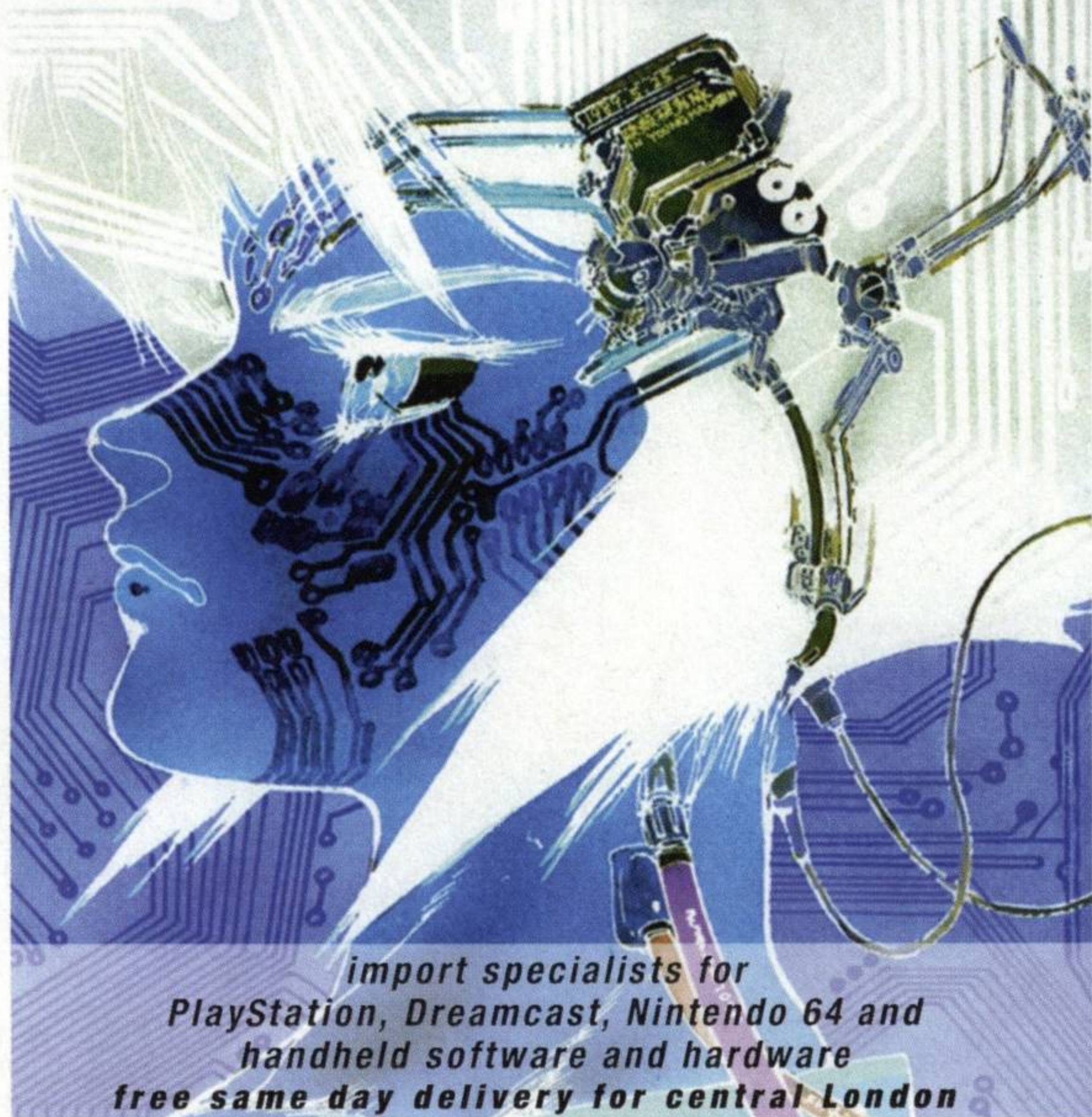


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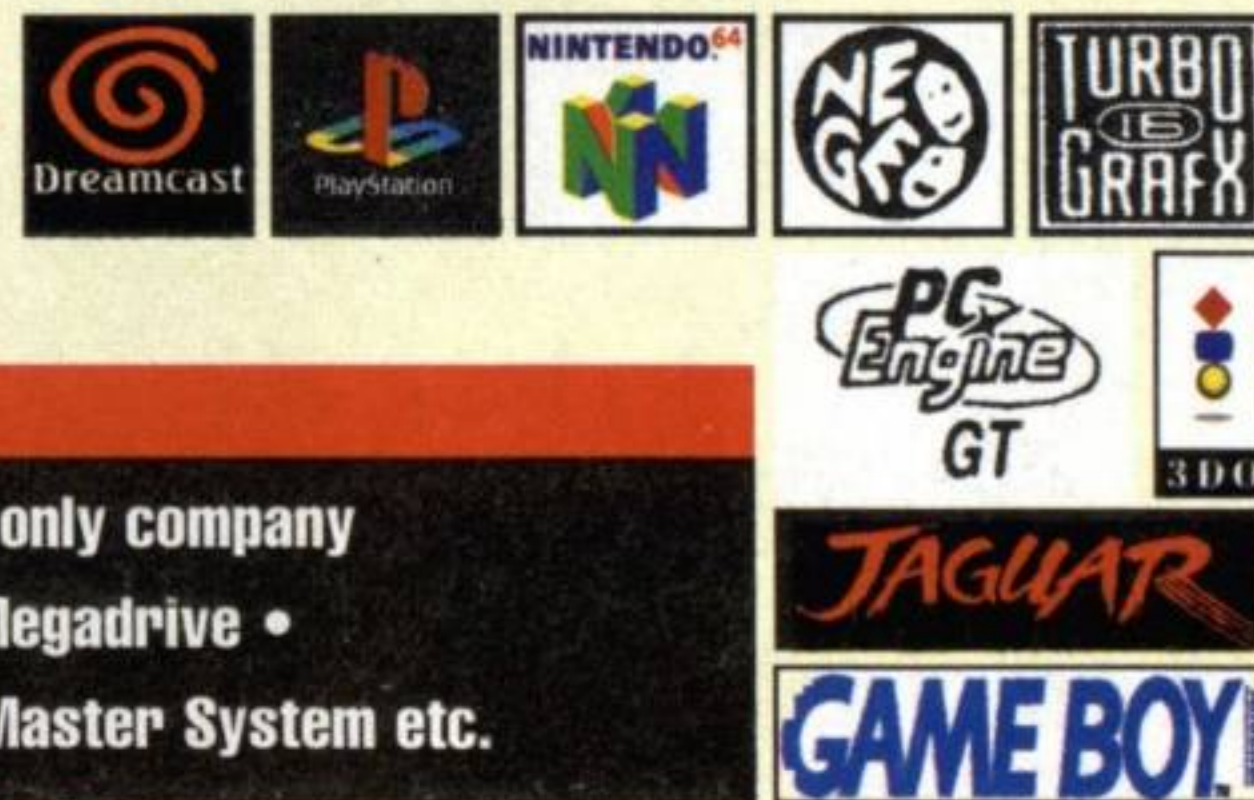


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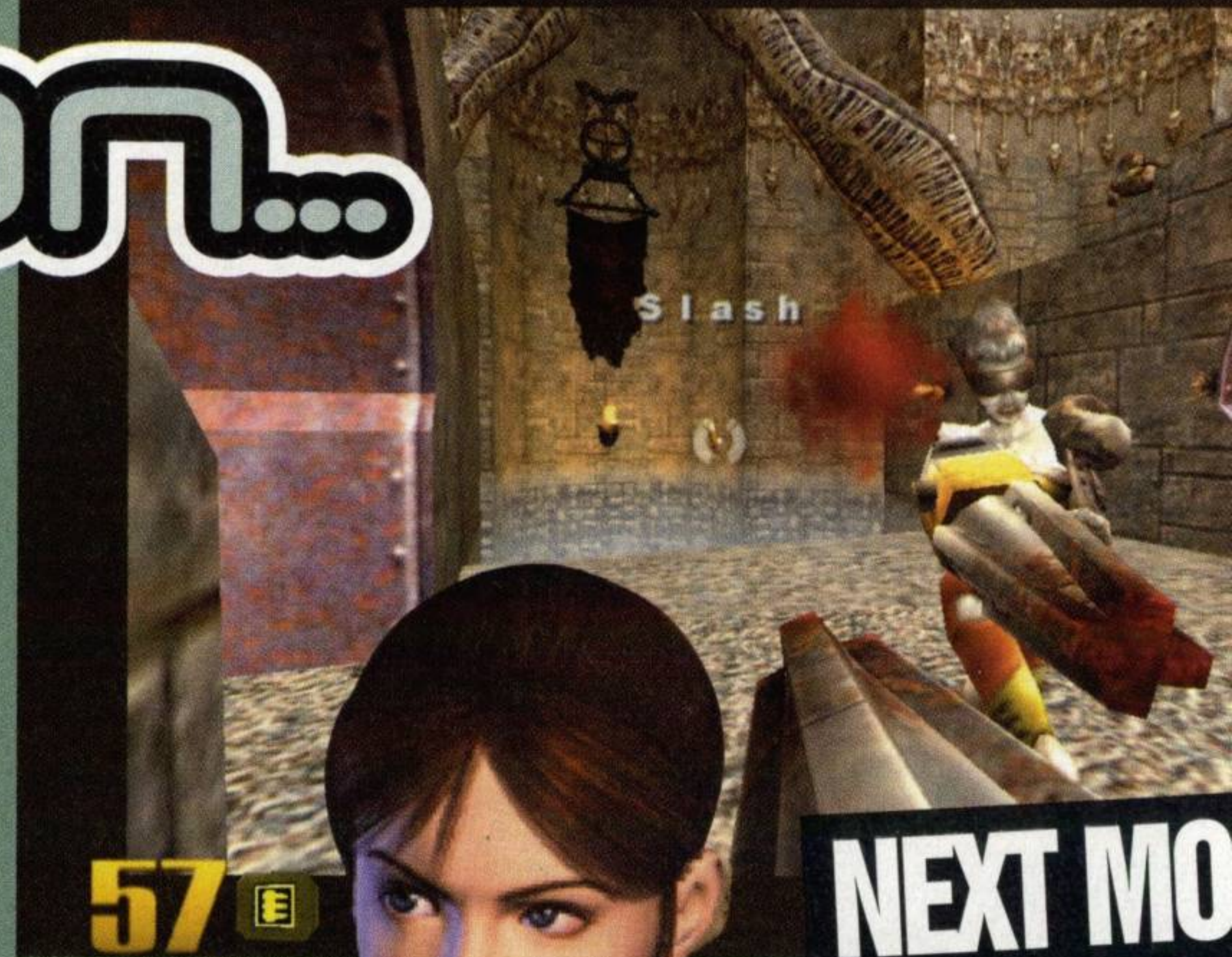
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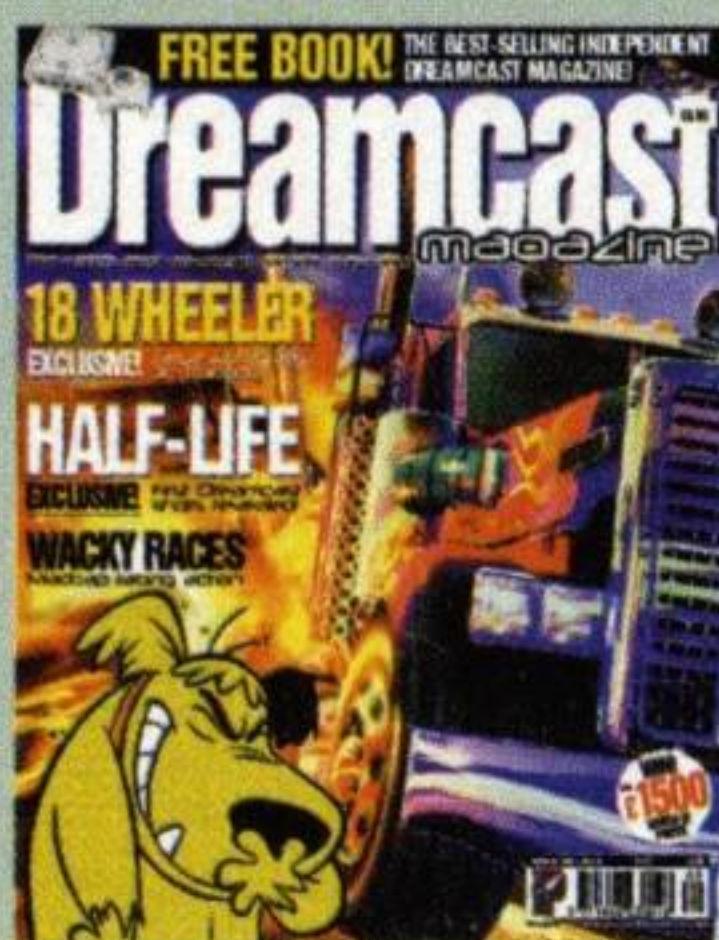
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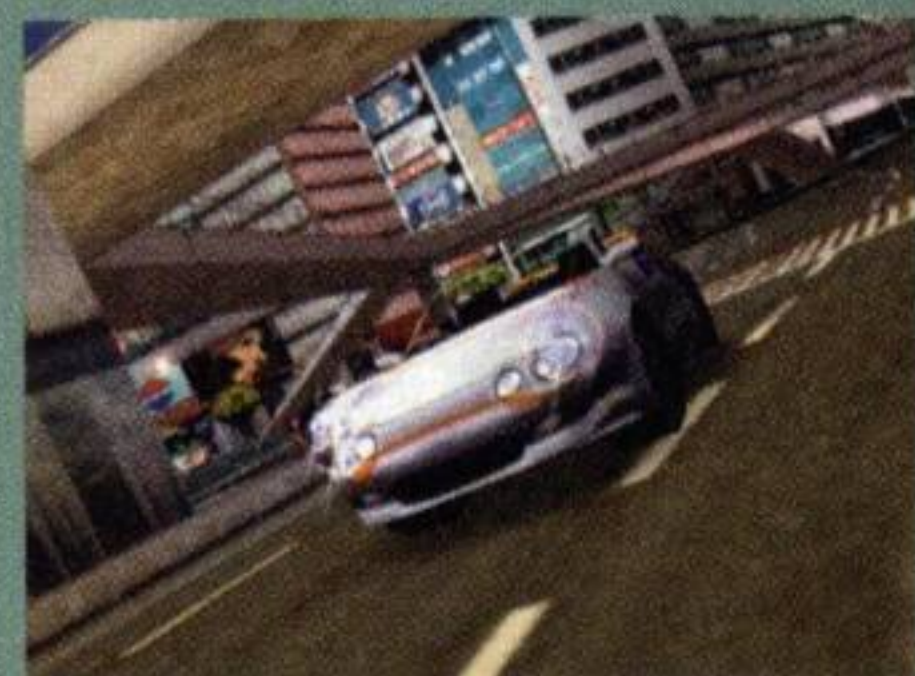
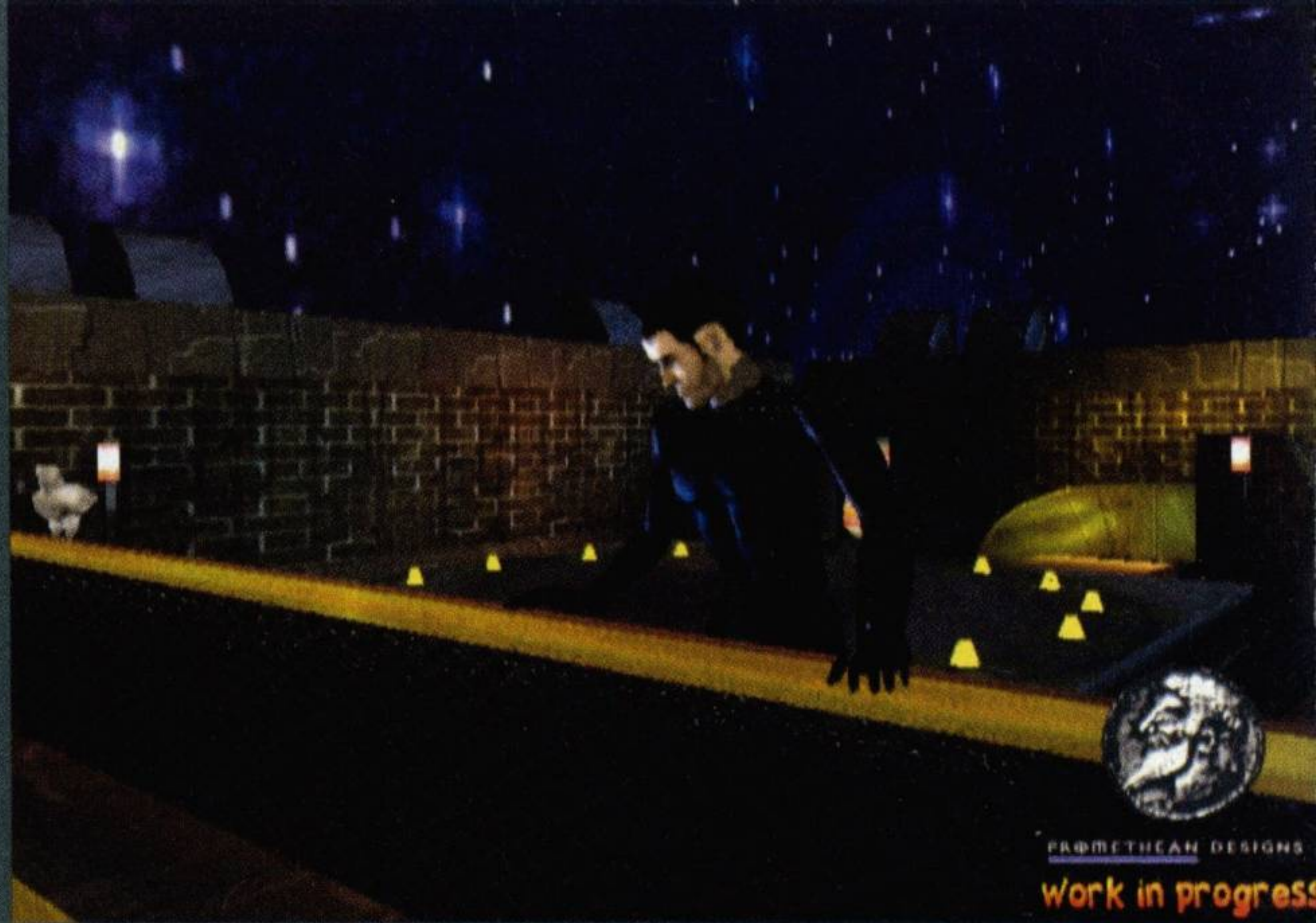
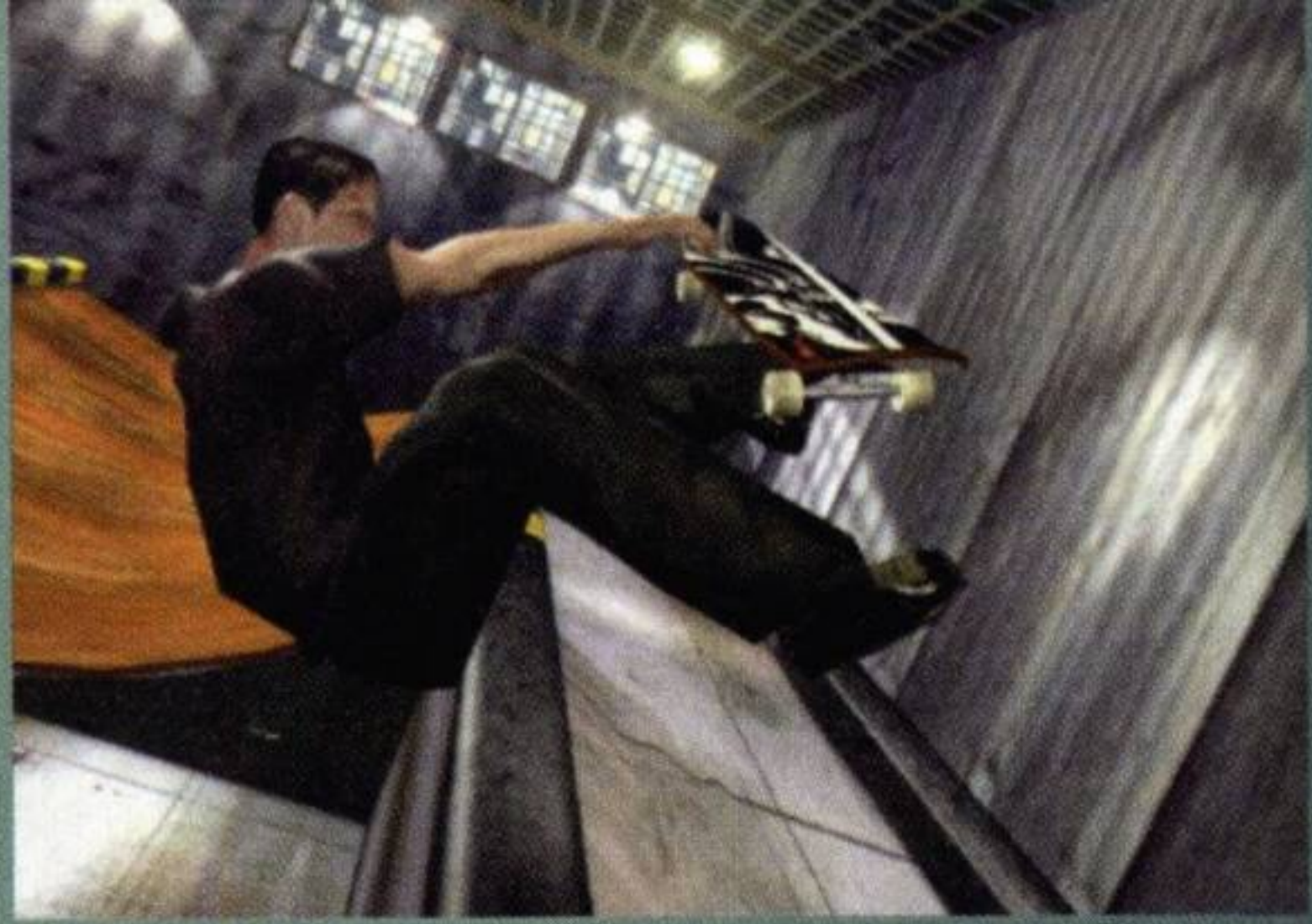


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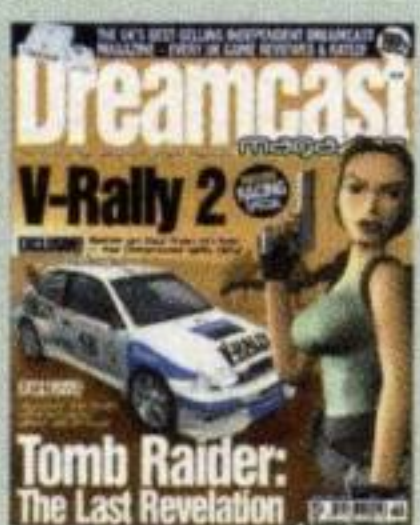
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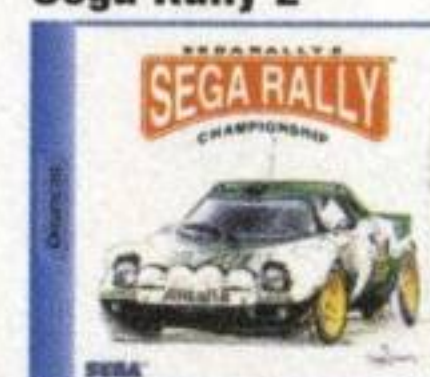
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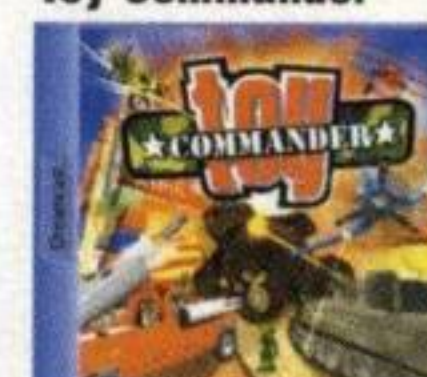
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# dream moment

Number 006

## MDK2: The Secret Of Shwang

> Shwang Shwing's Hideout



**“Who’s your daddy? Why yes – I am!”**

❖ Tired of all those games where, despite looking fantastic and playing like a dream, you can finish them in the space of a few days? Well then look no further than *MDK2* – finally, we have a game that takes the old-school concept of making you *work* to get to the next part of the level. Talk about hard; this is the first game we’ve seen in ages where if something goes wrong and you fall/die/mess up, it’s not the fault of the programmers or the game itself... it’s just because *you’re not good enough*. Cool.

So, imagine the scene – with your friend Max captured by the invading space aliens, it’s down to Kurt Hectic (that’s you) to save the day. Again. As you enter the evil Shwang Shwing’s inner sanctum after fighting through hordes of guards and other nasties, everything seems just a bit too quiet for your liking. Still, that’s never stopped you in the past... after all, Max’s ‘cage’ is just ahead and saving him is simply a case of running over and untying the poor little poochy. Suddenly, the roof is torn off the top of the cage and there’s Shwang, ready to give you a beating you’ll never forget. Certainly one of the toughest boss characters we’ve fought against in a long time, Shwang’s position as right-hand man to the emperor of the universe is well-justified. Any boss that takes us six hours to beat gets the thumbs up in our books...

If you would like to submit a Dream Moment to DREAMCAST MAGAZINE, please send in your suggestions to ‘Dream Moment’ at DREAMCAST MAGAZINE, Paragon Publishing, Paragon House, St Peter’s Road, Bournemouth, Dorset BH1 2JS.

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