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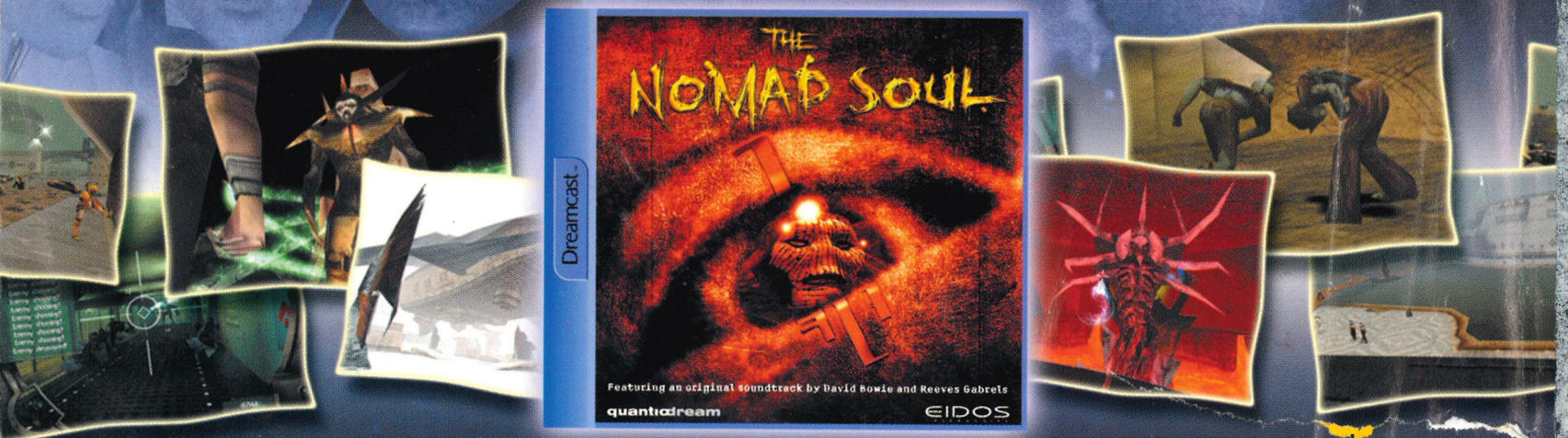
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ISSUE TEN LAUNCHING IN THE UK ON 15 JUNE
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>www.dream-cast.net
issue 10
Welcome to your dreams



48 The maracas, they get a-shaken with Sega's latest and greatest game!

SAMBA DE AMIGO

Editorial

> After last month, you would have thought that things could only get better (I even had the odd sympathy email – bless you all!) Well, as I said last issue, a small injection of lovely Dreamcast games at E3 (Sega showed off 80 games alone at its stand) has done wonders for my demeanour and somehow the joys of playing *Quake III, Ferrari F355 Challenge, Virtua Tennis* et al has kept me sane in an otherwise bizarre world. (Note: all the latest info and screenshots that I brought back from E3 can be found in the Newscast section of the mag. For clarity, each piece has a lovely E3 logo stamped on it – enjoy!)

Talking of sanity I found, upon my return from E3, that the entire bunch of monkeys that are the DREAMCAST MAGAZINE team had suddenly gone *Samba De Amigo* crazy – the Latin beat had swept them up (and virtually every other person from our sister publications) and turned them into maracas-waving loons – and I had the audacity to believe that LA was a strange, strange place... However, due to the sheer addictiveness of Sega's game it rightly won a place on our cover and later on this year you will have to buy it (maracas and all).

So, all in all, I learned two things this month: firstly, that there's no place like home and secondly: I have less rhythm than every single person in the entire world...

Oh, well ne'ermind, eh? Who needs rhythm when you've got as many top games as the Dreamcast has coming out over the next year or so.

Oh, and I hope that you enjoy the cover CD – there'll be more of those on the way. Hopefully, they won't all be of the musical variety...

As always, enjoy the mag and take it easy on the stairs.

Simon 'Reggie' Phillips
Editor

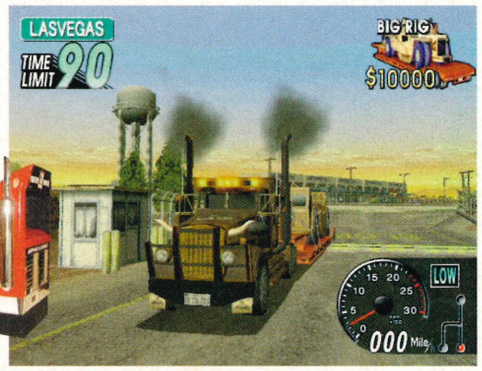
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18Wheeler American Pro Trucker

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That's a 10-4 big fella! What do *you* think about the monster delivery game?

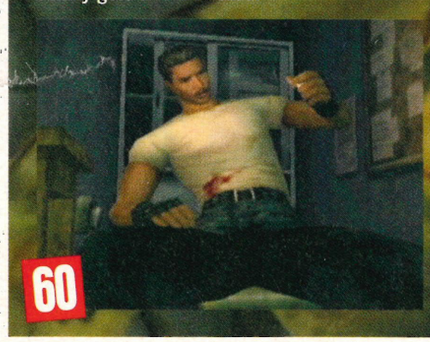




THE BIG REVIEW

Resident Evil Code: Veronica

The best-ever survival horror game finally gets a PAL release!





WIN! Joytech Peripherals Page 105

60

AT A GLANCE red hot GAMES

> Consistently hot and always tasty. Watch out for these pages as they'll burn your eyes!



06



48



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Dreamcast magazine

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Tony Hawk's Skateboarding

72 The best skateboarding game in the whole wide world... ever?

WIN! Mad Catz Peripherals Page 96

Reviews

58 The reviews that matter. Whatever the game, the latest releases can be found on these very pages and we've played them to death and picked 'em clean.

Newscast

06 If it's happening in the world of Dreamcast we'll sniff it out. Our newshounds have a keen sense of smell and our network of industry spies keep us informed of the latest goings in. Nobody gives you more...

Colin McRae Rally 2.0

86 Every other rally game is obsolete. The king of them all is coming!





WIN! This Dead Or Alive Arcade Machine PAGE 44



Ferrari F355 Challenge

48 Floor it! Oh yes, the game that *everyone* wants is on its way, and we played it first!



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4 Wheel!

>Here's the big line-up of cars that you'll be able to trash/drive in Autumn!

FORD RACING PUMA
Power: 300 bhp
Weight: 1040 kg
Drive: 4WD

FORD FOCUS 1999
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

FORD FOCUS ALTERNATE 1
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

FORD FOCUS ALTERNATE 2
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

FORD FOCUS
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

FORD SIERRA COSWORTH
Power: 320 bhp
Weight: 1190 kg
Drive: RWD

LANCIA STRATOS
Power: 500 bhp
Weight: 900 kg
Drive: RWD

LANCIA INTEGRALE
Power: 345 bhp
Weight: 1149 kg
Drive: 4WD

LANCIA INTEGRALE ALTERNATE 1
Power: 345 bhp
Weight: 1149 kg
Drive: 4WD

LANCIA INTEGRALE ALTERNATE 2
Power: 345 bhp
Weight: 1149 kg
Drive: 4WD

MINI COOPER S
Power: 120 bhp
Weight: 550 kg
Drive: FWD

MG METRO 6R4
Power: 410 bhp
Weight: 1030 kg
Drive: 4WD

MITSUBISHI LANCER
Power: 300 bhp
Weight: 1260 kg
Drive: 4WD

MITSUBISHI LANCER ALTERNATE 1
Power: 300 bhp
Weight: 1260 kg
Drive: 4WD

MITSUBISHI LANCER ALTERNATE 2
Power: 300 bhp
Weight: 1260 kg
Drive: 4WD

MITSUBISHI LANCER ROAD CAR
Power: 300 bhp
Weight: 1260 kg
Drive: 4WD

PEUGEOT 206
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

PEUGEOT 205 TURBO 16
Power: 500 bhp
Weight: 940 kg
Drive: 4WD

SEAT CORDOBA
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

SUBARU IMPREZA
Power: 300bhp
Weight: 1230 kg
Drive: 4WD

TOYOTA COROLLA
Power: 300 bhp
Weight: 1230 kg
Drive: 4WD

BIG ISSUES

The games that you *really* want to know about are here for your delectation!

Soul Reaver 2
Raziel takes another trip to the underworld.

08



Quake III
First DC screens of the game everybody wants!

09



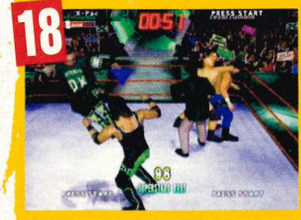
Sonic Adventure 2
Sonic's back and looking better than ever.

10



WWF Royal Rumble
Finally grapple fans have something to love.

18



Ferrari F355
It's arcade perfect and we've played it!

40



continued>



NEWS

Now We're Really Quaking!

First Amazing Quake III Dreamcast Shots

Last month we brought you the official confirmation of *Quake III* for Dreamcast but we can go one better this month by bringing you the first Dreamcast screenshots of the game. Pretty amazing, we think you'll agree! What more can we say?

Well, again we can go one better than that. Our esteemed (and damn lucky) Editor had the opportunity to play the game at E3... online! We were wondering what was wrong with him when he came back as a gibbering wreck, but after a while we managed to coax it out of him before the men in white coats came to take him away. For now just sit back and enjoy!



1



2

[1] The game looks every bit as good as the PC version. **[2]** With a mouse to aid control DC users will be able to take on PC gamers on equal terms.

Also Available From Paragon Publishing

DVD Review

ISSUE>13

ISSN: 1466-593X £3.99

Bah-da ba-DAH! It's an all-out James Bond overload in this issue of DVD REVIEW, with reviews of the first titles in the new 007 collectors' series, *Dr No* and *The World Is Not Enough*. We also review *Deep Blue Sea*, *Hard-Boiled*, *Texas Chain Saw Massacre* and many more!



Total Game Boy Color

ISSUE>9

ISSN: 1464-5909 £2.99

With a free *Pokémon Red and Blue* book on the cover, a *Metal Gear Solid* exclusive review with a cool competition plus loads of cheats tips – the latest issue of TOTAL GAME BOY COLOR has everything a Game Boy owner could want, in one tidy little package!

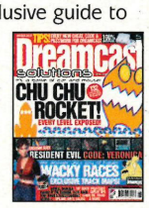


Dreamcast Solutions

ISSUE>5

ISSN: 1466-2390 £3.99

If you're looking for complete solutions, tips and cheats for Dreamcast games then DREAMCAST SOLUTIONS has everything you need! The latest issue has an exclusive guide to *Chu Chu Rocket!*, a walkthrough for *Resident Evil Code: Veronica* and more *Tomb Raider*!





Sega Bass Fishing

Dreamcast Charts

magazine

> Messing about on the river is still the Dreamcasters' favourite pastime as *Sega Bass Fishing* maintains its number one position in the charts... bring on those new releases!

This month	Last month	Game	Publisher	DM score
1	1	Sega Bass Fishing	Sega	80%
2	2	Crazy Taxi	Sega	94%
3	8	Soul Reaver: Legacy Of Kain	Eidos	90%
4	3	Resident Evil 2	Virgin	73%
5	4	Tomb Raider 4: Last Revelation	Eidos	88%
6	5	Rayman 2: The Great Escape	Ubi Soft	92%
7	–	House Of The Dead 2	Sega	91%
8	–	Soul Calibur	Namco	94%
9	–	Mortal Kombat Gold	Midway	77%
10	6	Red Dog	Sega	85%

Online Gaming Rockets

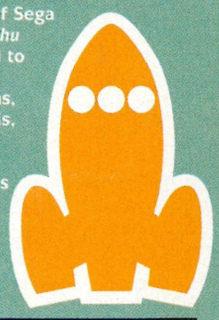
NEWS

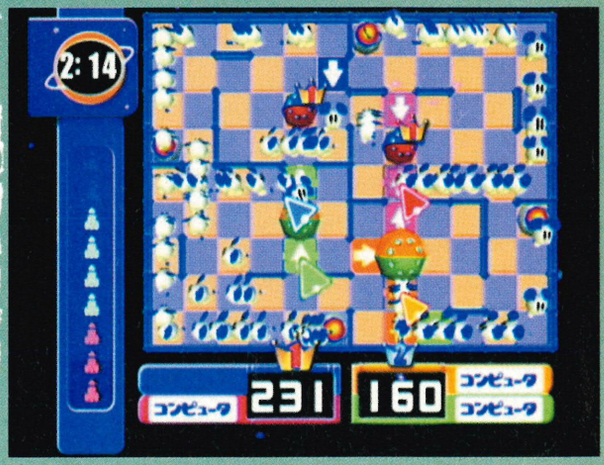


Get Chu Chu Rocket!... Free

> In a shock announcement this month CEO of Sega Europe, JF Cecillon, revealed that when *Chu Chu Rocket!* is released on 9 June those registered to DreamArena will receive a copy of the game absolutely free. Cecillon described the move as, "A huge promotion for online gaming" and this, coupled with the news that a DreamArena company was being created to promote and develop the DreamArena portal, clearly signals Sega's online strategy in Europe.

Cecillon also hinted at a price drop for the console, as in America, although this is unlikely to be implemented until later in the year... round about September we suspect.





GAUNTLET LEGENDS

AXE'N' AND RELAX'N' MULTI-PLAYER FUN IN THE SUN!

The follow up to the arcade smash hit Gauntlet



36 different levels and subquests to complete



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MIDWAY

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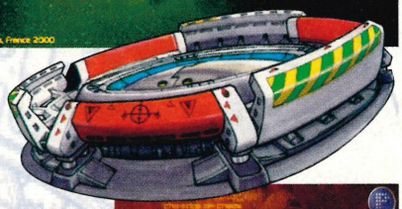
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Independence War 2: The Edge Of Chaos

Dreamcast Goes To War... Again





It seems that for the last few months all that Infogrames has done is announce new game after new game and this month is no exception. The lucky game that's set for a Dreamcast release this time is the follow-up to the acclaimed 1998 PC game *Independence War*, snappily entitled *Independence War 2: The Edge Of Chaos*.

The story of the game picks up a century after the turbulent times of the first, where the member states of the Commonwealth (earth and its colony stars) were embroiled in fearsome guerrilla space warfare. After 100 years of peace, a group of eight minor oppressed star-systems are once again ready to fight back against the might of greedy corporations and wreak revenge. At the heart of it all is Cal Johnston (the character you control) who, in a bid to avenge his father's death, accidentally triggers another rebellion... oops.

The Final Frontier

As Cal you must embark on a whole load of missions that will constitute a mixture of free-roaming and guided gameplay, which in turn will fit in with the story line of the game. With 16 star systems to explore that's going to be a whole lot of gameplay but it's going to be more interactive than just that as you take complete control of Cal's starship thus allowing you to engage in acts of space piracy, bartering, looting and violence.

Whether or not the Dreamcast version of the game will have any online features is unknown at the moment, although it is known that the PC version will allow you to go online, where you'll be able to partake in death matches and team missions. Considering that the game isn't released until sometime towards Christmas, a time when the online system will at last be working, then we can expect that the DC version will have at least some online capabilities. Here's hoping anyway!

information

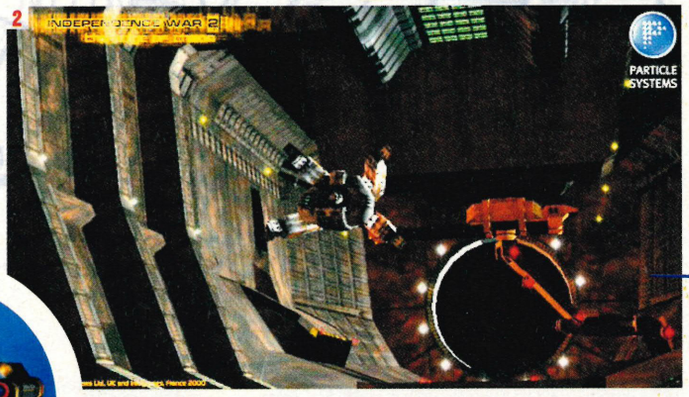
Publisher	Infogrames
Developer	Particle Systems
Players	1
% complete	60%

Nov

anticipation rating
eighty-five percent



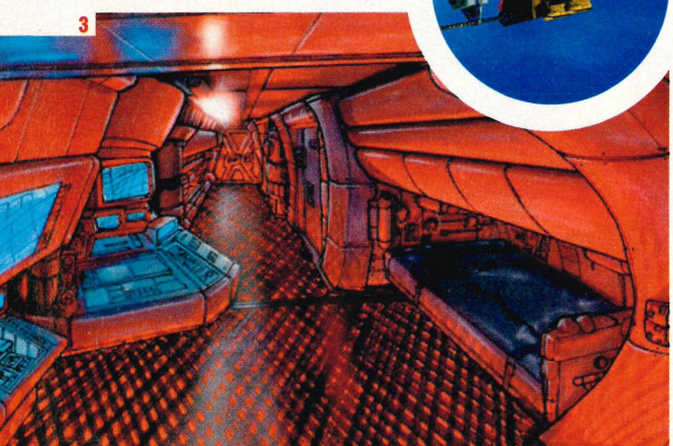




[1] Judging from these rendered images of the game it's going to look awesome! [2] Save the world and avenge your father – all in a day's work for Cal Johnston. [3] It starts with art.



3



Stars In The Skies

> The space based shoot-'em-up/adventure game is turning into quite a popular genre on the Dreamcast, what with *Armada* having already taken us to infinity and beyond and *Starlancer* preparing to do so too.



competition

Factor X!

WIN! A Month's Supply of Starburst Factor X Sweets to Get Your Juices Going!

> Mmm, sweets. Everybody likes sweets. But would you like them if they were a wild, juicy combination of 17 space age fruity gums and mallows from another planet? Well the nice people at Starburst have handed us 15 boxes of the new Starburst Factor X sweets to give away, each containing a month's supply! Of course, we can't guarantee how many we'll have once we've finished with them (munch, munch)...

Anyway, if you want the chance to get your hands on one of these boxes then just answer this simple question:

Q. What are the names of the two fictional FBI agents famous for alien-hunting, conspiracy and all-round 'X-Files'-related stuff?

a) Ben and Jerry
b) Mulder and Scully
c) Rhubarb and Custard

If you think you know the answer then stick it on a postcard to the usual address headed 'The Sweets Are Out There', making sure that it gets to us no later than 1 August.

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Starburst 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.

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NEWS

Marine Fishing Landing On Dreamcast

> With *Sega Bass Fishing* currently residing at the top of the Dreamcast charts, Sega has taken the opportunity to announce that it will be porting its altogether bigger brother, *Sega Marine Fishing*, to Dreamcast. The game leaves the lakes and heads for the sea where there are plenty of bigger fish to fry. Prepare to dust down those rods again!



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CODE:Veronica

In a word: awesome. A gaming experience unrivalled on Dreamcast. You must have!

Official Dreamcast Magazine - 9/10

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EIDOS INTERACTIVE

Sega Toying Around

Sega Toys has this month announced that it is busy working on a new game based on yet another Japanese cartoon series. The latest cartoon to go under the knife and be made into a game is *Doreamon* and it's due for release in Japan later this year.

Dreamcast Feeling The Force?

Rumours leaking out from LucasArts this month have it that a Dreamcast version of the recently released PlayStation title *Jedi Power Battles* is on its way. Details are scarce at the moment but hopefully we'll be able to confirm this next issue.



Midway All In A Blitz

NEWS

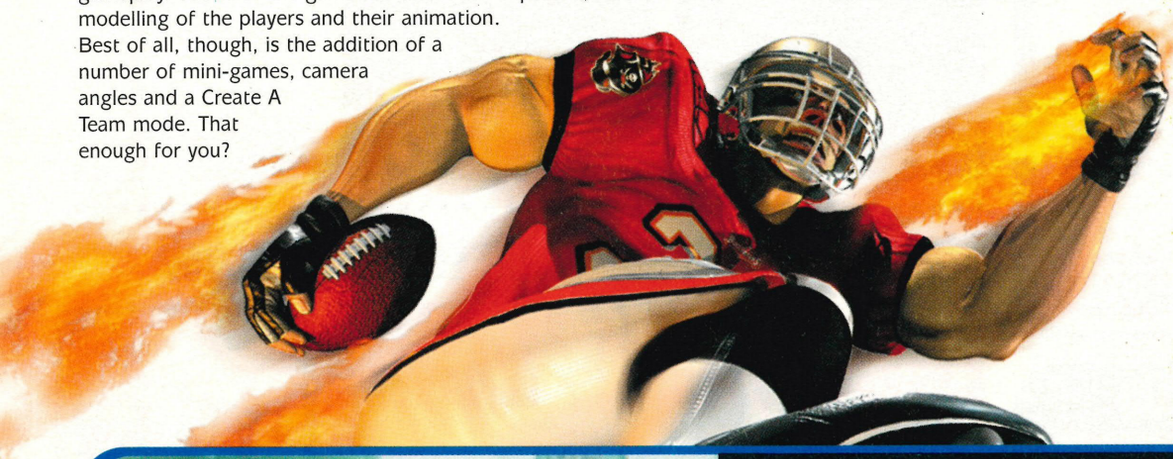
NFL Blitz 2001 Ready To Roll

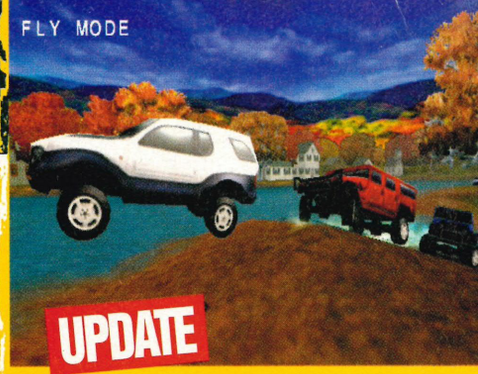
Last year there were too many American football games for our liking, but the one that oozed fun like a burst zit was Midway's arcade styled *NFL Blitz 2000.* But for some it just wasn't good enough, hence the appearance of a follow-up, cunningly titled *NFL Blitz 2001*.

The game is the latest in the series, famous for its no refs, no rules, no mercy tag-line, and will feature a whole host of extra features not seen in its predecessor, while keeping all the over-the-top tackles and outrageous gameplay. The AI of the game has also been improved, as has the 3-D modelling of the players and their animation. Best of all, though, is the addition of a number of mini-games, camera angles and a Create A Team mode. That enough for you?

Blitz This

The game will be licensed by the NFL and will include all the players from all 31 NFL teams. To make the game more realistic, each player has been given the attributes and appearance of the actual players.



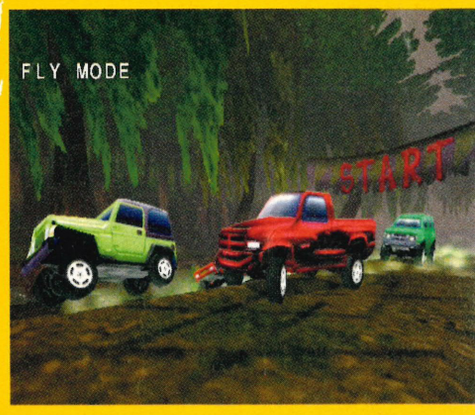


UPDATE

Red Lights Cause Chaos

Test Drive Off-Road 3 Axed

A couple of months ago we rather excitedly brought you the news that Infogrames was working on a Dreamcast version of *Test Drive Off-Road 3*, but now the game has been axed from the development roster. The inside story from Infogrames has it that it wasn't thought worthwhile bringing the game out a year after its PlayStation release and this, combined with the fact that there's a particularly strong racing line-up, meant that it wasn't thought to be a project worth pursuing. Oh well, another one bites the dust...



Car Wars For Star Wars

NEWS



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Star Wars Super Bombad Racing To Dreamcast

With a glut of *Star Wars*-based games headed for various consoles, the best and most original, it seems, has been saved for Dreamcast. *Super Bombad Racing* is *Star Wars* as you've never seen it before – in glorious big-head mode!

Described by Dave Dresden, Director of Marketing for Lucas Learning, as, "A fun and light-hearted take on *Star Wars*", the game puts you in control of various vehicles and lets you speed around the *Star Wars* universe as a caricatured persona of your favourite characters.







Feel The Force

Although aimed at a younger audience the game still looks and sounds as if it's going to be great fun to play... well, we are all big kids. Fitting into the same bracket of crazy racing game as *Wacky Races* and *Walt Disney World: Magical Racing Tour*, *Super Bombad Racing* will feature all the usual high-speed thrills and power-ups that you'd expect from such a game. Excited? So are we. The only catch is that it's not set for release until early next year.

continued

Seaman On Show





› After massive success in Japan, Vivarium and Sega of America are on the verge of bringing the fish-sim, *Seaman*, to Dreamcast and to mark the occasion they've launched a *Seaman* exhibition Web site. The exhibition is an art-based gallery depicting the life and times of *Seaman*. It's certainly a bit odd, but not as odd as the game itself!





Stuck On A Dreamcast Game?

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For other enquiries contact: 0870 800 6155 (no cheats will be given out from this number).



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

It's Horrifying!

Sega of Japan In Arcade Shocker!

It seems that wherever you go, the Blair Witch phenomenon has infested itself and by the sounds of Sega's latest announcement, Japan is no different. It might seem a little crazy, even scary, but Sega of Japan has announced a new attraction for its Joypolis amusement theme parks based in Tokyo and Umeda called 'The Blair Witch Project Attraction'. The attraction will be a walk-through experience, with eight scenes/sections based on the film, designed to scare any remaining shit out of you. Sounds interesting, to say the least – now if only we could have a go on that!



They're not real tears! It's only glycerine!



Import Charts

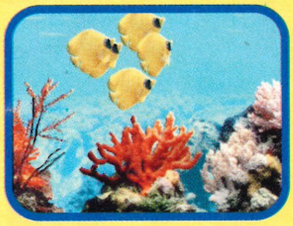
› Those people that live a long way away, they get all the good games first. Here's how these games are selling around the world.

Jap Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Samba De Amigo	Sega	95%
2	–	Power Stone 2	Capcom	92%
3	–	Sakura Wars 1	Sega	–
4	1	Marvel Vs Capcom 2	Capcom	92%
5	3	Dee Dee Planet	Sega	–

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Tony Hawk's Pro Skater	Crave	94%
2	4	Rainbow Six	Majesco	–
3	–	Gundam: Side Story 0079	Bandai	80%
4	1	Resident Evil – Code: Veronica	Capcom	93%
5	–	Grand Theft Auto 2	Take 2	81%



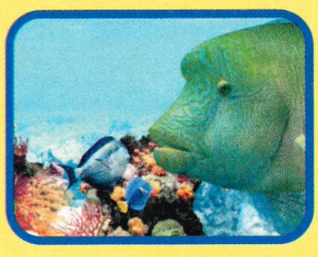


Sega Goes All Fishy

It's Fish Life, But Not As We Know It

You might remember a few months ago we exclusively revealed Sega's latest project known as *Fish Life* in our report from the ATEI. The project is now set for release in Japan this month but at 498,000 Yen, it's not cheap.

Fish Life is an electronic aquarium with a 15 inch LCD screen featuring various tropical fishes. The system features a speech recognition system so that the virtual-fish will respond if you talk to them as well as if you tap on the screen. If you get bored of your fish you can even get additional software that will bring new fish to your aquarium as well as new backdrops. It's certainly different but whether it'll be a hit is debatable... but then we are talking about a nation that have helped make *Seaman* one of the best-selling Dreamcast games.



Arcades Online

Not content with just having Dreamcasts online, Sega of Japan has now implemented a revolutionary network in Japanese arcades enabling players in different arcades to actually play against each other. Games that are to be made compatible with this system include racing games, beat-'em-ups and athletic sims, which is damn cool. The system is being tested in Tokyo this summer with plans to install into 20 different arcades by the end of the year. How jealous are we?




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WORLDS APART

> The tracks of *Magical Racing Tour* are based around actual Walt Disney World rides and attractions for the full Disney experience. Those sites included are Jungle Cruise, Space Mountain, Big Thunder Mountain Railroad, Typhoon Lagoon, Haunted Mansion and Blizzard Beach, among others.

est:



softography

previous works>

- Legacy Of Kain: Soul Reaver
- Gex

crystal dynamics





information

Publisher	Eidos
Developer	Crystal Dynamics
Players	4
% complete	80%

Jul

anticipation rating
eighty percent



PLAY

The UK's Best Unofficial PLAYSTATION Magazine!

DinoCrisis2
World Exclusive preview

Medal of Honour
Underground
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ALIEN RESURRECTION
TIME CRISIS: PROJECT TITAN
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JEDI POWER BATTLES
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Ace Combat 2, 3
Alien Trilogy
Army Men 3D, Army Men Air Attack
Broken Sword 1, 2
Championship Motocross
Colin McRae Rally
Command and Conquer Series
Coolboarders 1, 2, 3, 4
Crash Bandicoot 1, 2, 3, Team Racing
Die Hard Trilogy 1, 2
Dino Crisis
Driver
Duke Nukem: Time to Kill
Dune
Eagle One Harrier Attack
F.A. Manager
Fear Effect
FIFA 2000, '99, '98, '97
Final Fantasy VII, VIII
Fisherman's Bait
Formula 1 '99
Forty Winks
G-Police 1, 2
Gran Turismo 1,2
Grand Theft Auto 1, 2, London
Heart Of Darkness
Int. Track and Field 1, 2
ISS Pro Evolution, '98
J McGrath Super Cross '98
Knockout Kings 2000, '99
L.M.A. Manager
Le Mans 24 hrs
Medal of Honor
MediEvil
Metal Gear Solid Original, Missions
Mission Impossible
Mortal Kombat 3, 4, Trilogy
Need For Speed 1, 2, 3 Road Challenge
Nightmare Creatures
No Fear Downhill Mountain Biking
Premier Manager '99, '98
Quake 2
Rage Racer
Rainbow Six
Rayman 1, 2
RC Stunt Copter
Ready 2 Rumble
Resident Evil 1, 2, 3, Survivor
Ridge Racer 1, 2, Type 4
Shadowman
Silent Hill
South Park, Rally
Speed Freaks
Spyro 1, 2
Star Wars Episode 1-The Phantom Menace
Street Fighter Ex Plus Alpha
Syphon Filter 1, 2
T'ai Fu
Tekken 1, 2, 3
Theme Park, World
Time Crisis
TOCA 1, 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3, 4
Tomorrow Never Dies
Tony Hawk's: Skateboarding
Toy Story 2
Urban Chaos
Vigilante 8, 2nd Offence
V-Rally 1, 2
Wing Over 1, 2
Wu Tang: Taste the Pain
WWF Attitude, War Zone
WWF Smackdown
X - Files

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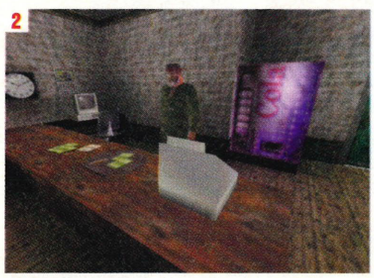
tune

technical consultant for the PC version of the game. The objective is simple: complete a series of missions to prevent the world from being blown to smithereens by a variety of evil factions... oh, and earn a few grand for yourself in the process. Well, mercenaries don't come cheap, you know...

The action itself is fast and furious, with bullets, grenades and knives flying around the levels in high numbers. There is a strategic edge to it all though, because you get to choose what weapons and items you take with you. All of this affects the mission – if you haven't got the right piece of kit, then you're going to be in some serious trouble. Doh!

Needless to say, we're looking forward to this one heading over to Dreamcast land in a big way. There isn't an exact release date for it yet – Crave won't say anything other than 'Late 2000' – but you can rest assured that when it does finally arrive, we'll be jumping on it faster than something that jumps very quickly. Honest. Anyway, in the meantime all you have to do is take a gander at these wonderful screenshots we've so lovingly prepared for you...

"Killing is your business and business is good"



2



3

[1] As first-person shooters go, Soldier Of Fortune is looking stunning! **[2]** Amongst the mines, the guns and the knives every mercenary worth his salt likes a cold can of Coke... **[3]** Night missions can prove to be a bit tricky. However, stealth pays dividends...



But Is It Any Good?

> Still think that this might not be your cup of tea? Well, don't take our word that it's great – listen to the expert. Mike O'Sullivan looks at *Soldier Of Fortune* on the PC and gives us his (rather excited) opinion of it...

"Basically, once you have chosen your weapons, it is time to blast like crazy at the enemy. A few tactical elements are thrown in, like missing hostages and different ways to take out nests of enemies, but they don't really detract from the fun in any way – in other words, you don't get so bogged down in tactics that you can't have a little fun along the way.

"In many respects, this game can be considered similar to a Hollywood blockbuster movie – sure, the basic facts are right but they aren't so strictly adhered to that it gets dull. If there is a choice between fun and realism, fun wins every time in this game, which is to its credit."

Mike O'Sullivan is one of the dedicated writers on *PC Gamer*... honest, guv.

NEWS

Dreamcast Assassinated

ELECTRONIC ENTERTAINMENT EXPO 3

Silent Scope Sniping To DC





> It's coming! Konami has announced that it is bringing top arcade shooter *Silent Scope* to Dreamcast this winter! The game, which was on show at E3, puts you in the shoes of a professional sniper sent on various missions to take out all sorts of baddies from long range.

However, one of the main appeals of the game, the snipers' rifle, is not going to ship with the Dreamcast version. Instead, Konami plans to implement a new interface system through the Dreamcast controller, but how this will effect the game remains to be seen. Still, it's a great coup for the Dreamcast and should prove a big hit for the home console.



competition

Spooky Movies

> The twelfth of June is a big day for *X-Files* fans as it sees the release of not one but two brand spanking new *X-Files* videos by Twentieth Century Fox Home Entertainment. And here's the best bit – we've got five copies of each video to giveaway! The first video, *Millennium*, features the *Millennium* episode as well as two from the hit American show of the same name. The second video, *Dreamland*, is a 'mini-movie' where Mulder switches bodies with a government agent – strange things indeed, but fantastic at the same time.

X-Files Videos Must Be Won

To win one of these videos just write down on the back of a postcard in no more than 20 words the scariest thing that's ever happened to you.

When you've done that stick it on a postcard to the following address, making sure that it gets to us no later than 1 August.

Millennium Dreamland Compy
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 Twentieth Century Fox Home Entertainment 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.







NEWS

May The Force Be With You

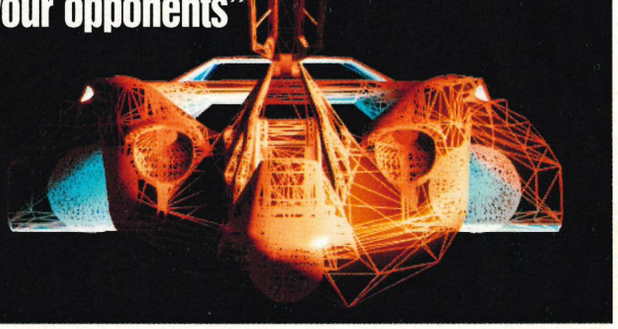
Crave To Bring MagForce Racing To DC

Last month Crave revealed that it would be porting the futuristic racer, *MagForce Racing*, to Dreamcast. The game, which is a *WipeOut*-styled racer, has an emphasis on speed... and a lot of it! When we say fast we're not talking 200mph, more like 500mph. Is that quick enough for you? Whether or not the Dreamcast will be able to handle this remains to be seen, but we can live in hope. Of course there's all the usual power-ups and weapons with which to cruise through the field and decimate your opponents, making for a truly enthralling and re-vitalising trip around some fantastic looking courses.

Fast Forward

What's more is that the Dreamcast version will have some extra features over its PC brethren including a four-player option and a brand new Scramble mode that will give players access to more upgrades and power-ups. If it's anywhere near as good as the PC version we're in for a highly charged, incredibly fast ride come September.

"There's all the usual power-ups and weapons with which to decimate your opponents"





2

[1] The green blobs might look like some sort of gas but they are in fact a form of power-up, of which there are loads in the game. [2] Once you have the enemy in range the sights will automatically set themselves, so just let those weapons fly. [3] Graphically it looks solid, if not fantastic.



Dreamcast
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ARE YOU HARD ENOUGH?

DEAD OR ALIVE 2™

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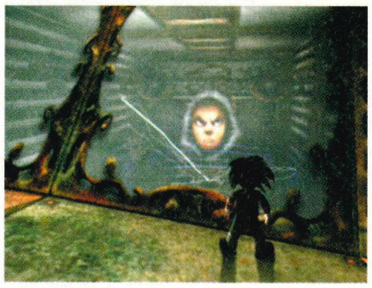
NEWS

Double Dose Of Evil

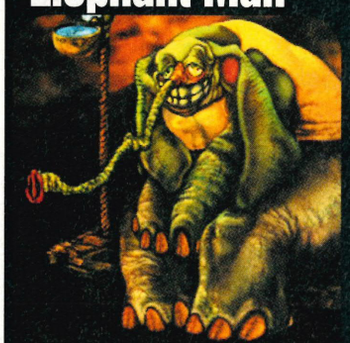
Ubi Soft Announces Evil Twin

The rumours have been going around for a while but now Ubi Soft has officially confirmed the existence of *Evil Twin: Cypriens Chronicles*, as well as announcing details of the gameplay. The game, which is being developed by In Utero, has been described as a real-time 3-D action/adventure game with a distinct comic fantasy graphic style.

In the game you take on the role of Cyprien, a ten-year-old orphan who has been catapulted into a parallel dream world, although it's more like a nightmare world, ruled by an evil menace. Your job is to travel through this hostile environment fighting the usual assortment of villainous creatures in search of who, or indeed what, the menace is. In order to fight these monsters you become Super Cyprien – a new hero for a new age. With a release date later this year *Evil Twin* certainly sounds, and looks, like an interesting and wholly appealing proposition.



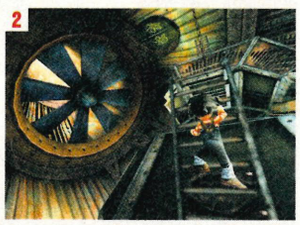
Elephant Man



Evil Twin is quite clearly going to be a game full of yet more weird, wonderful and totally bizarre creatures judging by this artwork! But then what else would you expect from a company that brought you a limbless wonder...

"It's a real-time 3-D action/adventure game with a distinct comic fantasy graphic style"





[1] Strange creatures are certainly the order of the day. **[2]** As Cyprien you'll be required to do all the usual adventure activities. **[3]** We're not sure whether a catapult will kill this beast!







DEAD OR ALIVE 2™

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SEGA

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Silicon Dreams

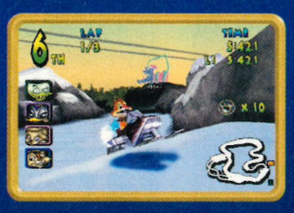
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PREVIEW

hannel 5

information	
Publisher	Sega
Developer	In-house
Players	1
% complete	80%

Aug

anticipation rating
eighty-five percent

space station from the invading Morolian aliens who have a penchant for hypnotic dancing. And the catch? Well it's all in the cause of boosting ratings... what else do you expect from a TV station?

Dancing Queen

But hey, at least there aren't any guns in sight. Instead Ulala must dance her way to victory, copying the dance moves of the Morolians much like in *Parappa The Rapper*. If you can match the moves and keep up with the pace, you'll defeat more aliens and progress through the game until you've beaten them all and saved the world. Wahey!

Along the way you'll bump into loads of other characters including rival reporters out to boost their own ratings as well as a certain Michael Jackson, who seems to be popping up everywhere nowadays. Exactly what tunes are going to be used in the English version is unknown at the moment but you can expect a whole load of grooviness. *And* it looks pretty darn sweet... especially Ulala. A European release is expected around September, although it'll be out in America before for all those who can't wait to get their fingers dancing.







Space Cadet

> The man responsible for Ulala and her irrepressible dance moves is none other than Sega stalwart Tetsuya Mizuguchi whose other works include *Sega Rally*, *Manx TT* and *Sega Touring Car*.



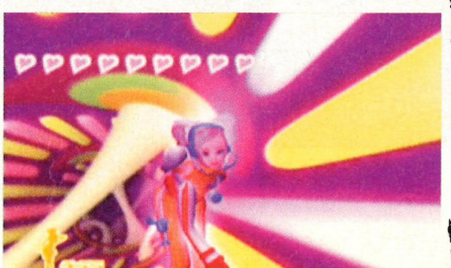
"You can expect a whole load of grooviness"

Aerobics Action

> Judging from these screenshots the action of *Space Channel 5* looks more like an exercise work-out video than a game!





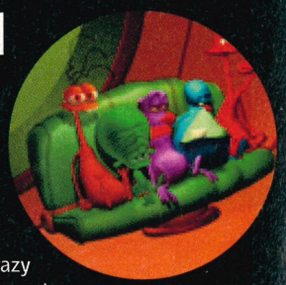




UPDATE

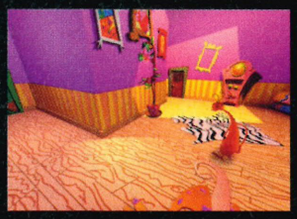
Low IQ ETs For DC

Ubi Soft reveals Stupid Invaders details



It's the year 2000 and when it comes to aliens you think you've seen it all. Well, think again as Ubi Soft is about to set five of the most outrageous extra-terrestrial beings loose on your Dreamcast. Meet Etno and his crazy mates – Bud, Gorgeous, Candy and Stereo – the stupidest aliens you'll ever meet!

Space Goofs





Stupid Invaders, which is inspired by the animated series *Space Goofs*, follows the plight of the gang as they crash land on planet Earth and their subsequent attempts to escape the scalpel-wielding, alien-dissecting Dr Sakarine and his henchman Bolok (what a name!) Already the game is looking nothing less than awesome and set over 120 lush locations there's going to be a whole lot of mischief for the alien crew to get up to. Add to that the highly comical aliens and promised witty dialogues and *Stupid Invaders* looks as if it's turning into one hell of a crazy game.

"Escape the scalpel-wielding, alien-dissecting Dr Sakarine and his henchman Bolok"



Namco To Hit The Roads?

> Rumour has it that the people behind *Soul Calibur*, Namco, are developing a racing game for the Naomi board with a port to Dreamcast in mind. However, the rumoured existence of the game, which first emerged on the Amusement Graffiti Web site, has not been denied or confirmed by officials at Namco.





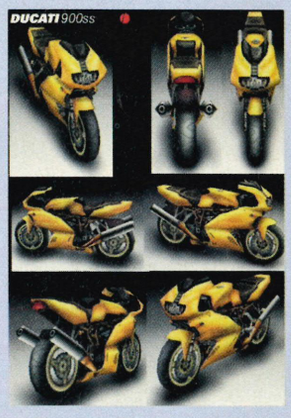
On Yer...

First Ducati Screenshots For Dreamcast

Check it out! These are the first Dreamcast screenshots of Acclaim and Attention To Detail's new *Ducati* motorbike game. They might look a little rough around the edges just now but as it's still really early in development we reckon we can forgive them.

Italian Stallion

The game, which is set for release at the end of the year, looks to focus on the whole legend behind the classic Italian motorbike, as well as giving a great ride. *Ducati* will feature two modes of play – Ducati Quick Race and Ducati Life – each with their own challenge and appeal for the wannabe Carl Foggherty. The Ducati Quick Race is an arcade-styled mode for a quick hit of speed in comparison to the more in-depth, season-based Ducati Life mode. The number of bikes and tracks that will be available to race is unknown at present, but as long as it gives a better ride than the Dreamcast's only other bike racer, *Suzuki Alstare Racing*, we really don't mind...





[1] Although early on in production, Ducati is shaping up to be a top game!

Ducati-Bikers Guide To The Galaxy



> As well as featuring all the high-powered super-bikes of the modern age, *Ducati* will include bikes from throughout the company's 50 year reign of producing top quality bikes.

Ferraris!



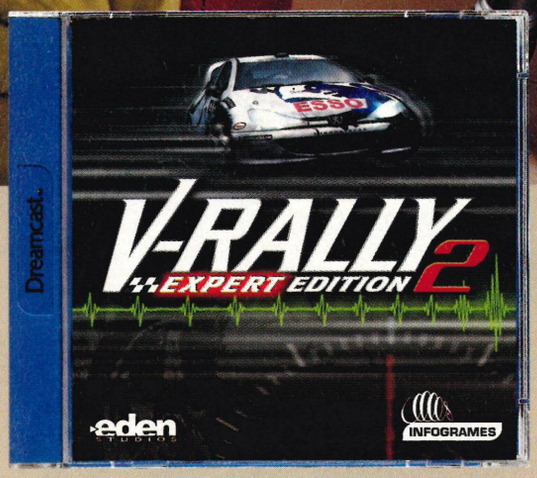
Under The Bonnet

> Should you ever win the lottery or just happen to be very rich (like Alex) here's what the real Ferrari F355 is made of...

Engine type/size	V8/3496cc
Introduced	1995
Power (bhp)	380
Country of origin	Italy
PWR (bhp/ton)	286
Max Speed (mph)	183
0-60 mph (sec)	4.7



Crédit photo : Gilles DEFAIX



V-RALLY 2 EXPERT EDITION

Hold on to reality!

"V-Rally 2 can't be beaten by anything on any console." *Official Dreamcast Magazine.*

Dreamcast



www.v-rally.com

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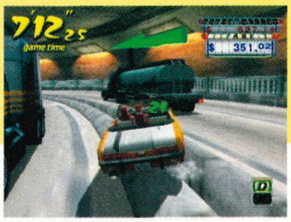
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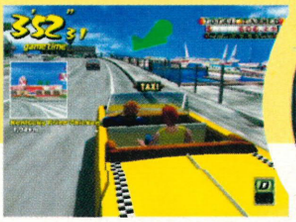
INFOGRAMES

ife!











How To Enter!

Well it's been coming for a while now, and man are you going to be in awe of what we've been able to pull out of the bag this time. We've teamed up with Leisure Exchange and Sega Park to bring you the biggest and best competition you've ever seen. Oh yes! We've got an original *Dead Or Alive* arcade cabinet to give away to one very lucky reader and man are we going to be jealous of whoever wins it – it would look sweet in our flats... For second prize we've got a Dreamcast and games as well as £100 of vouchers to use at any of the nine Sega Parks around the country. *And* we've even got a third prize consisting of a family ticket (maximum five) for an evening out at any of the Sega Parks around the country. Pretty goddamn cool, we think you'll agree.

So what do you have to do to win these fantastic prizes? Simple. Draw us a picture of the one of the characters from *Dead Or Alive*, put it in an envelope with your name and address and send it to the following address no later than 1 August.

Sega Park Giveaway
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 Leisure Exchange/Sega Park 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.









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SAMBA DE AMIGO

ARRIBA, AMIGOS – IT'S SAMBA TIME!

Grab those maracas and get ready to samba as Sega's most original title to date brings Latino heat straight into your living room...



If there's one thing we do well here at DREAMCAST MAGAZINE, it's make ourselves look completely stupid. Well, some of us do... actually, it's usually Martin that does, simply because he's used to it. Naturally then, getting our hands on *Samba De Amigo* was an obvious choice because it gave us all a chance to prance around, shaking those maracas and posing in ways not unlike Wayne Sleep's evil twin. Although it took the powers that be some time to part with the readies (at £160, it's NOT an impulse purchase) we finally managed to bring the larger-than-life box into the office and the rest, as they say, is a severe case of samba fever.

With an eager crowd gathering to find out exactly what all the fuss was about, we switched the game on and played. And played. And played some more... in fact, we only turned it off when various nearby members of staff threatened to break our legs because we were making so much noise. Party poopers. Not surprisingly though, no-one came away disappointed because we had all just witnessed a truly beautiful thing – a *Samba De Amigo* thing. Three cheers for Sega... hoorah!





"Those guys from 'The Land Of The Rising Sun'™ are the innovators of the 'original' game... and here comes another one. Hoorah!"

EL MENU

We admit that £160 is a heck of a lot for one game but when it comes down to it, it's worth every penny. But what exactly do you get for your hard-earned cash? Let's open the box and find out, shall we?

The Game

Well, duh. Obviously, the first thing you'll get is the GD-Rom with the game on it... otherwise it'd be a bit of a waste, wouldn't it? Slap this straight into your Dreamcast and switch it on for a taste of that samba flavour...

The Maracas



Ah, now this is more like it. The maracas are proper instruments, complete with authentic 'shaking beans' inside while those strange-looking plastic bits underneath tell the Dreamcast where the maracas are being held. Clever, eh?

The Floor Mat



Unlike the mat for *Dance Dance Revolution*, this one is just a piece of plastic with no real importance. Of course, you'll need to slap it on the floor and stand on the footprints before attaching the most important piece of kit to those little velcro pads...

The Sensor

Yep, THIS is why it costs so much – the sensor detects where the maracas are through infrared beams and therefore costs a bundle to make. Still, you wouldn't be able to play the game without it so it's pretty much a necessity. Just don't go and break it!

continued>

SAMBA DE AMIGO



Take a look at the videogame market today and what do you see, besides a bunch of spotty shop assistants who have no idea what they're talking about and prices that are too high for their own good? We'll tell you what we see – a severe lack of originality. Rather than taking a slight risk and doing something 'different', game publishers are content to stick to what they think the people want; a fighting game here, a racing game there and a small variety of miscellaneous sports games in-between. Aside from the odd glimmer of hope coming from titles like *Crazy Taxi*, *Tony Hawk's Skateboarding* and *Chu Chu Rocket!*, trying to find originality in games today is like searching for a very small needle in a very big haystack. At least, it is until the Japanese intervene...

You see, the Japanese are a little bit more relaxed when it comes to producing games – they still want to make a profit but at least they're willing to experiment every now and then with something a bit 'off the wall'. You want examples? Okay, check out *Seaman* – the game where you get to take care of a strange mutant fish with a human face that can talk to you. Or how about *Roommania*, where you get to share a room with a strange Japanese bloke who has a fetish for schoolgirls? From *Puzzle Bobble* to *Densha De Go!* (Japanese for 'Let's Go By Train'... no, really), those guys from 'The Land Of The Rising Sun'™ are the innovators of the original game... and here comes another one. Hoorah!

El Mambo

Taking its cues from other music games like *Dance Dance Revolution* and *Pop N' Music*, *Samba De Amigo* is one of those games that, on paper, sounds like the most pointless and unbelievable ideas ever. Here's the pitch – you've got these two maracas, right... and then you stand on a plastic mat and just shake them in time to these blue dots that appear on the screen... oh, and you have to pose every now and again in a position that makes you look completely stupid. Sound good to you? Nope, we don't like the sound of it either. Of course, then we actually got our greasy little mitts on the game...

essential information

Samba De Amigo



Publisher	Sega
Developer	Sonic Team
Origin	Japan
Price	£160!
Genre	Dancing
Release	Out Now (Japan)



two players



vibration pack



modem



maracas



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

"The home version of Samba De Amigo manages to add enough extra modes and special touches to keep you playing for a good long while"

There's really only one thing we can say about *Samba De Amigo*, having actually played it solidly since getting it from our local import games shop – wow! It took a while to set everything up (the floor mat, the sensor pad, the maracas... too much!) and a bit of practice to get used to how the game actually plays but after that... well, let's just say that the whole Dreamcast







[1] Ha ha – we're the greatest! This is what winning looks like! **[2]** The whole gang dances like crazy when you're doing well. **[3]** When the game tells you to strike a pose, pull off your best stance to earn extra points!







continued

SAMBA DE AMIGO





team was hooked by the Samba beat! Talk about addictive – we played it so much in the first day that the rest of the office was split between joining in and killing us for making such a noise with those damn maracas. Arriba!

Mas Que Nada

Okay, let's look at things in a little more detail. Essentially, *Samba De Amigo* is a near-perfect translation of the arcade original, besides the loss of two musical numbers (both by Ricky Martin... so at least we're not missing anything) and the addition of a ton of special Dreamcast-only tunes. By using the maracas to control Samba the Monkey – or just the regular controller if you're too tight to shell out for them – you have to hit the various 'Amigo' points as they appear on the screen by shaking the maracas at the correct height and in the right direction. Having a sense of rhythm helps, as most of the time the 'Amigo' points appear along with the musical beat – the more you successfully 'hit', the more people will come and dance with Samba and the better your ranking will be. Mess things up though and Samba will wind up being a lonely little monkey with no-one to dance with... and if you really screw up, the music will stop altogether. Oh no!

But that's not everything – not by a long shot. You see, while the arcade game was fun but reasonably short-lived, the home version of *Samba De Amigo* manages to add enough extra modes and special touches to keep you playing for a good long while. As well as the regular two-stage Arcade mode (that can be played through to open up a choice of extra tunes) you've got the usual things you'd expect from this type of game such as a Practice mode – where you can dance

1





[1] This is Samba – he's a happy little monkey! [2] There are plenty of other characters in the game as well, like Bongo Bear. [3] We love the Take On Me music because it's so fast and totally funky!



DANCE LESSON FOR ONE

> Okay, so it looks like the stupidest game on the planet but once you pick up those maracas, you'll be doing the samba like there's no tomorrow. For those of you with two left feet though (like Alex), here's a few tips on how to play...

1 Find various items of clothing to get you 'in the mood'. A sombrero and shorts are essential, and a large Mexican moustache is optional...



2 Stand on the dance mat and grasp your maracas firmly (fnarr). Limber up with a few arm exercises or you're likely to pull something (fnarr fnarr).



3 Pick a tune that suits your mental state; there's plenty of choice from relaxed samba to crazy-paced mambo. Our Alex prefers *Tequila* (it makes him happy).



4 When the music starts, jiggle about like you're having some form of fit and shake those maracas in time with the beat... no, IN TIME with the beat!



5 Repeat until the music stops, by which time you should be pouring with sweat and nearly falling over with exhaustion. Time for another game then, eh Alex?



infoburst

Extra information

> Tunes in the game include the theme from *Austin Powers*, *La Bamba* and a weird version of Aha's *Take On Me*... it's really good though!

> Although two Ricky Martin tracks were in the arcade version, they've been removed due to Ricky having a Sony Music contract. Boo, Sony!

> They're incredibly expensive, but playing the game without the maracas is like wiping your arse without toilet paper... or something.



awesome moment

The better you do at each song, the crazier the background gets!



"There's really only one thing we can say about Samba De Amigo – wow!"

away without fear of being stopped for doing badly – and an Original mode which is similar to the Arcade mode, but with the exception of being able to choose any of the tunes that you've managed to unlock in the game as well.

Even better than that, though, are the other slightly more bizarre extras that you get to try your maraca-shaking hand at. Pick the Challenge mode, for example, and you'll be presented with a series of grouped challenges that require you to complete tasks like getting a certain rank or gaining a set 'Max Amigo' (the number of 'Amigo' points you can earn in a row without missing one) on a sequence of tunes. Complete each set and you'll get a whole new set of tunes to shake those maracas at. There's also Battle mode, where two people compete against each other in a shake-off – each player has a bomb on their side and the more 'Amigo' points they get, the closer their opponent's bomb gets to detonating – and even Love-Love mode, where your romantic compatibility with another player is decided on how well you can co-operate with the maracas. Weird.

Hey Macarana!

To keep things rolling, there are also a number of mini-games that you can play around with, such as a groovy 'Whack-A-Mole'-style game (where you use the maracas to hit things as they pop up) and 'Monkey Replay' which involves having to copy everything that Samba does on screen. They're not huge games but the inclusion of them just makes things even better than usual. Add to this the Internet side of *Samba De Amigo* – using the built-in Web browser, you can log onto the Sonic Team Web site and download new tunes, including ones from famous Sega games like *NiGHTs* and *Outrun* – and it's clear that Sega has put a lot of work into this game.

By all accounts, *Samba De Amigo* is a work of pure genius. Never has a game been so fresh and original that it simply begs to be played. Of course, this has a downside – because it is so different from everything else out there, many people might be apprehensive in giving it a go. The sheer stupidity factor also features heavily in the equation due to the fact that a lot of dancing about is involved; a lot of people in the office, for example, refused to play it for fear of 'looking like an arse'... as if they don't already. The biggest problem we've got with the game, though, is the price – playing *Samba De Amigo* with the controllers doesn't offer half the experience of using the maracas, but considering they cost around £80-100 a pair... well, it might be a bit much for some. If you're going to get the game, you've got to be prepared to go all out and buy EVERYTHING... and that's a lot of cash.

But then, if you're buying import games then you should realise by now that occasionally a slightly higher price has to be paid. If you can't see that *Samba De Amigo* is one of the greatest 'original' games to appear EVER, then there's clearly something wrong with you. And for you PAL Dreamcast owners we have just learned that the game will be being released in the UK later this year so if you have got any sense, you'll get saving now for the gaming experience of a lifetime. Arriba!

Martin Mathers



4

5



6

[4] The camera zooms all over the place as you play... just keep your eyes on the markers! [5] The better you do, the more people will come and dance with you. [6] Come on everybody – let's samba! You'll have the whole place jumping if you get your mates round to play!

We Were Born To Samba!

> When *Samba De Amigo* arrived in the office, the Dreamcast team were all eager to try their hand at it... except Simon, who was too busy swanning off to the E3. Still, we got him to have a go when he came back – here's how we all did...

Samba Simon



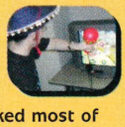
Still suffering from a horrific bout of jetlag, Simon nonetheless gave his all when trying to move to that samba beat. He shook that bony arse of his like there was no tomorrow... and actually did quite well. For a tall bloke, anyway. **Rank: B**

Amigo Alex



Somewhere along the line of his posh upbringing, Alex must have lost that vital sense of rhythm that all public schoolboys have... because he just COULDN'T get it right! Haha – let's all point and laugh at him, shall we? **Rank: E**

Mambo Mart



With moves rivalling the mighty Michael Jackson (or at least his monkey Bubbles) Mart was king of the maracas. He not only unlocked most of the new tunes, but also managed to sweat off a week's worth of McDonalds! **Rank: A**

Nacho Nick



Everybody's favourite design gibbon took a rather laid-back approach when shaking his booty... in fact, most of the time he just plain forgot to actually move his arms. He pulled it back towards the end though... as usual. **Rank: C**

2nd opinion

> I might be a bit on the crap side at getting with the rhythm but playing this game has been the most fun I've had in ages. It's totally bonkers while being immensely enjoyable to play, making it the ideal party game. The tunes are top and the maracas are even better so if you've got a spare bit of cash lying around this is one game that will bring a ray of sunshine to your life. Arriba, arriba!

Alex Warren

Dreamcast Magazine opinion

summing up the game >

MARACAS	KNACKERS
⊕ Originality? In a game? Never!	⊖ You'll look stupid while playing
⊕ The best workout you'll have had in ages	⊖ You'll get knackered while playing
⊕ It's fun with a capital 'Samba'!	⊖ You won't be able to stop playing

VISUALS	91%
SOUNDS	97%
GAMEPLAY	93%
VALUE	86%

DM Rating 95%

summing up

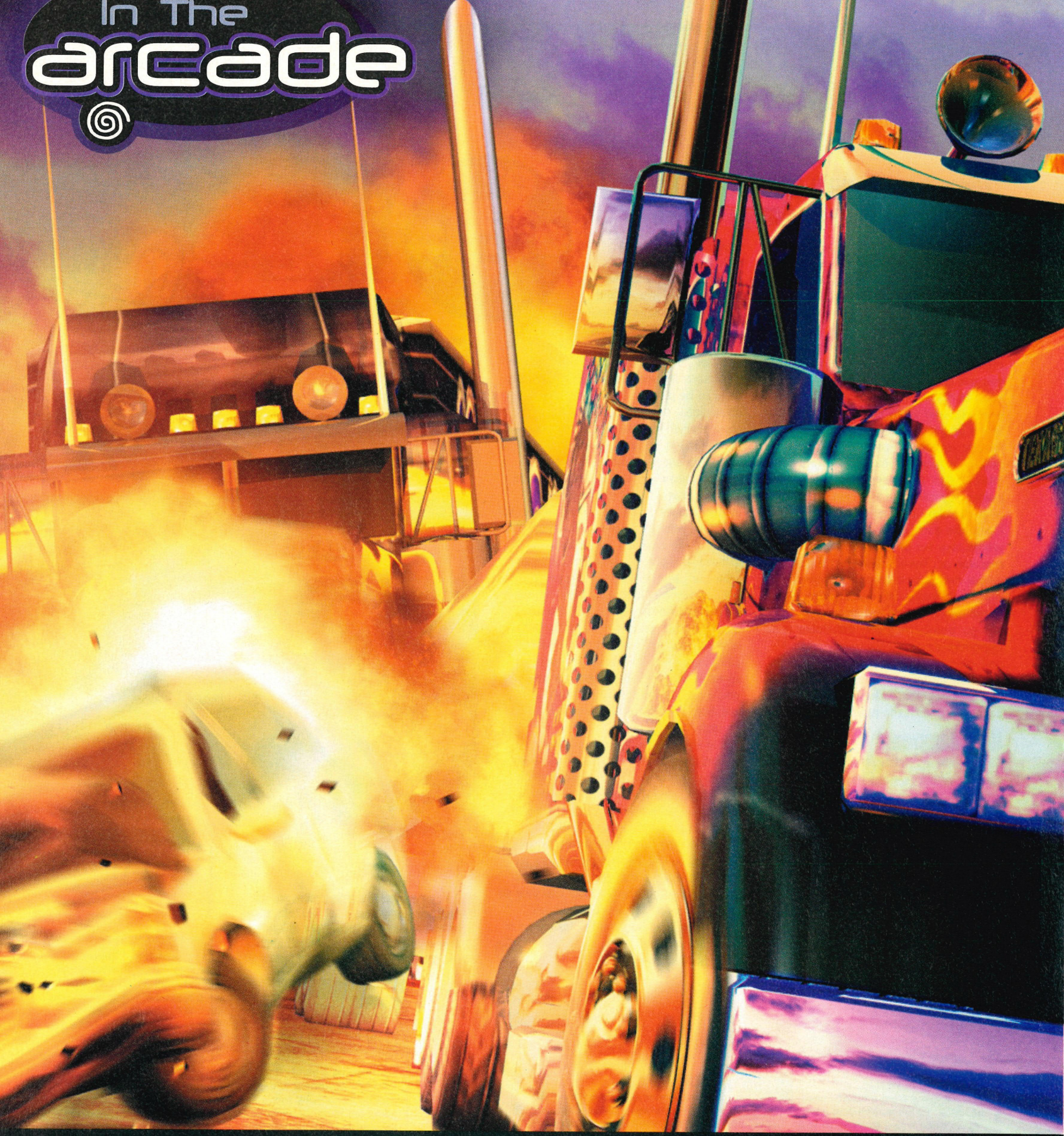
> Trust Sonic Team to bring out one of the most inspired and amazing games we've played for AGES. It makes us feel like dancing!

alternatively >

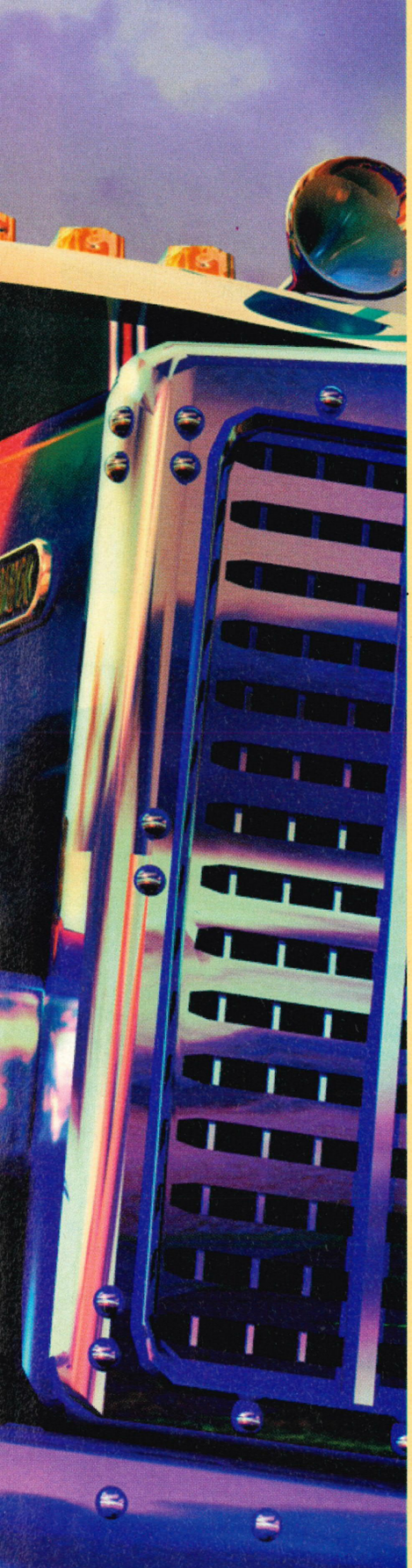
> Dance Dance Revolution 2nd Mix

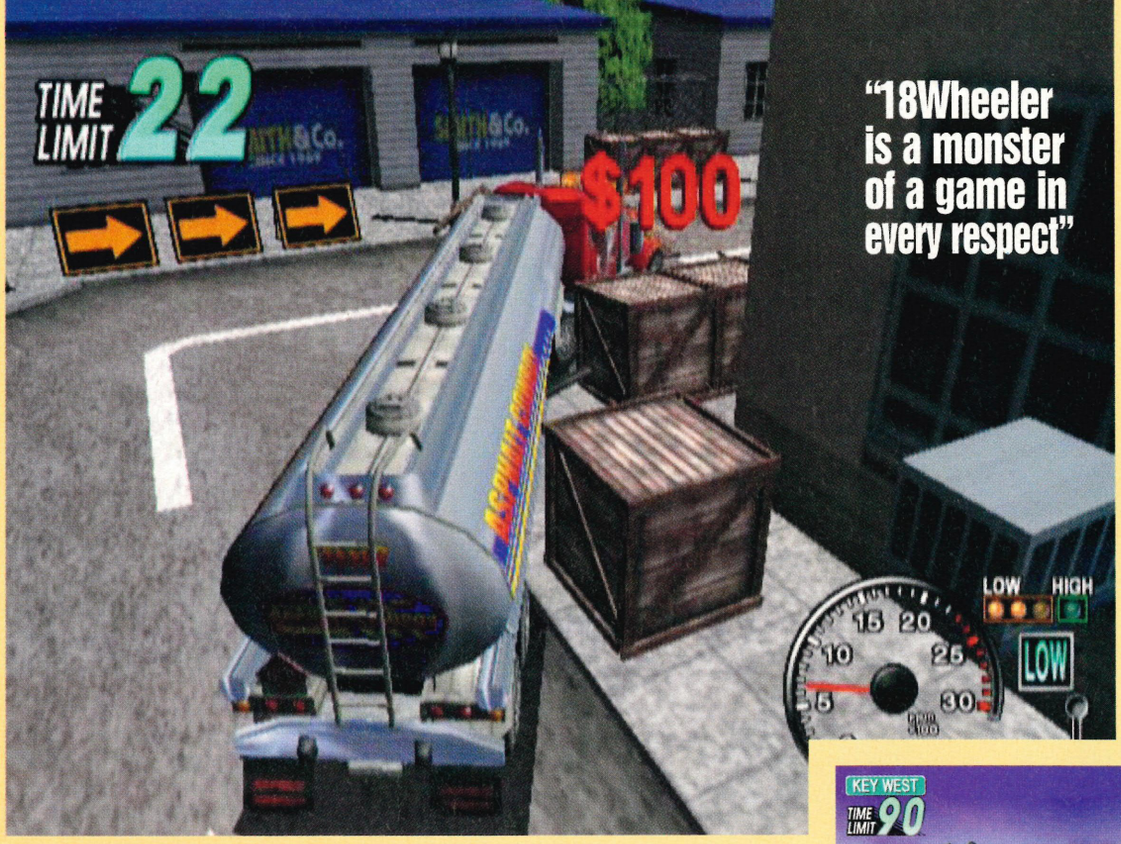
> Pop 'N Music

In The arcade

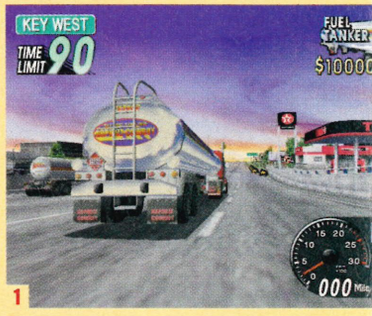


18Wheeler: Amer

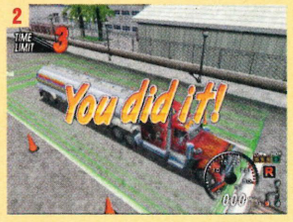




"18Wheeler is a monster of a game in every respect"



1



2

[1] Honk your horn and they'll get out of your way. [2] At the end of each level there's a *Crazy Taxi* styled crazy box for you to show off your skills. [3] The in-cab view, coupled with the sub-woofer under the seat, make for a perfect simulation.



3

With 18Wheeler confirmed for a Dreamcast release can we expect another Crazy Taxi on our hands? Resident tea boy, Alex Warren, headed down to Sega Park to find out.

When it was announced that *Crazy Taxi* would be making the transition from arcade to Dreamcast last year, in amongst the general euphoria there were a few Doubting Thomas' who expressed concern at the games' longevity. They were, of course, subsequently proved very wrong in light of the fact that the game was more than just an arcade perfect port but arguably the Dreamcasts' defining moment... the jewel in the crown if you like. And so here they are attempting to outdo and excel themselves yet again with the port of another perfect arcade game to the Dreamcast. But can lightening strike twice? Can we expect another great Dreamcast game? More to the point though, is *18Wheeler* actually any good? Well, is the Pope Catholic?!

It's A Monster!

Only Sega could think of such a crazy concept for a game and execute it in such a perfect fashion, but then again they are king of the arcade so we shouldn't really be too surprised by their continuing ingenuity. Much like it's older, though entirely smaller brother *Crazy Taxi*, the aim of *18Wheeler* is to get from A to B (in this case, right across America) in as short a time as possible and deliver your load. Only this time, instead of speeding around in a banana yellow cab, you're behind a 48cm wide steering wheel in control of a 30 ton monster truck... and man is it fun!

Wheel Fun

Even before you start playing the game you'll notice that *18Wheeler* isn't your average arcade driving game, as you clamber into a giant-sized cabinet before plonking your ass behind the equally huge wheel and a massive 50" screen. Believe us, this is a complete monster of a game in every respect.

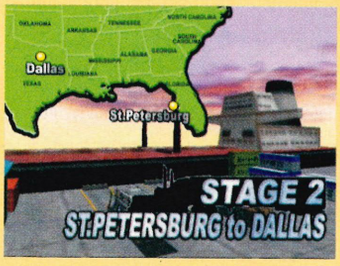
Before hitting the highway there's a choice of five different trucks to drive, each with different control, speed and torque as well as different loads, including a cable car, big rig and petrol tanker. Oh and of course there's the usual array of

ican Pro Trucker

continued>

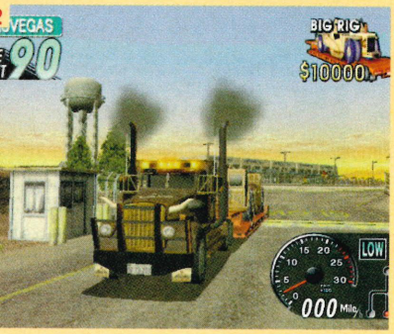
In The arcade

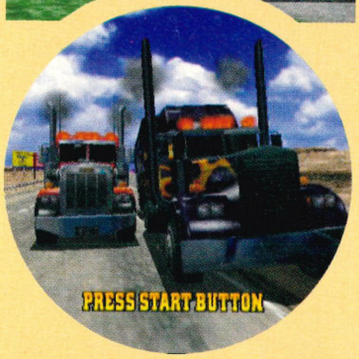












[1] The loads on the back of the lorries vary from cable cars to oil tanks. **[2]** Does this give you the horn? **[3]** Time for a little off-road action we think you'll agree! **[4]** At the start you need to put your foot down to build up some speed up the hill.

wacky drivers with crazy names. The game takes you right across the mass of America, from New York to San Francisco, although it is split into four stages – stopping at Key West, Dallas and Las Vegas along the way. Once you've delivered your cargo at each stop there's a mini-game to be played, much like the *Crazy Boxes* in the Dreamcast version of *Crazy Taxi*, where you can pick up extra money by performing various manoeuvres in a limited amount of time. This is certainly a nice little touch. However, it's not just a case of getting your cargo to it's destination on time and collecting your wages, but also of making sure your rival doesn't get there before you and steal your thunder... and your pay packet. Are you man enough for the job?

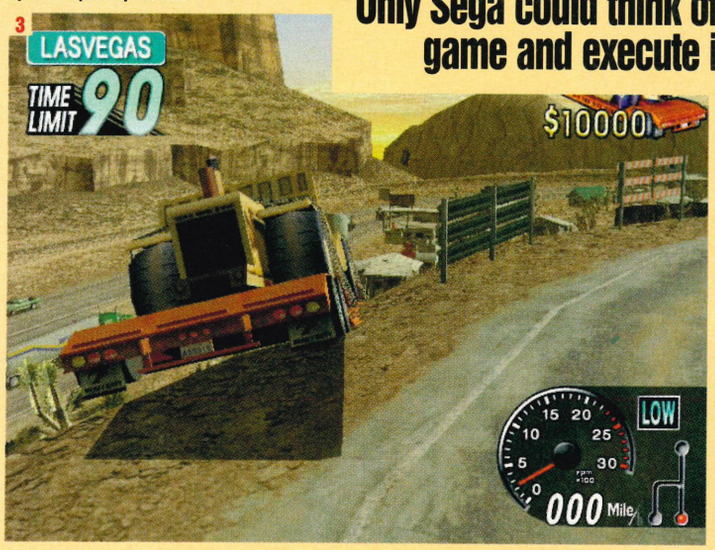
Straight 4 The Jugg(ernaut)ular

If driving games were judged by the amount of wheels that the vehicle had then it would mean that *18Wheeler* would have to be a damn fine game (just check out how good *Crazy Taxi* was with four). Luckily it can be, as *18Wheeler* absolutely glorious. Actually no, it's even better than that – it's majestically awesome in every respect. Visually, there's nothing that you can hold against it – the graphics are quite simply breathtaking, while the screen is continually packed with cars, rival lorries and pedestrians making a run for it. It also runs incredibly smoothly. What more could you possibly want? Great gameplay too? Well, you've got it.

The gameplay might not be quite as immediate, fast or addictive as *Crazy Taxi* but there's no denying the fact that once you've had just one ride on this beast you won't want to vacate the seat in a hurry. There really is nothing quite as exhilarating as chugging along the highway at 100mph honking your ear-drum bursting horn at anything that gets in your way. Even more satisfying is the pleasure derived from barging anything that failed to heed your warning off the road and into a ditch, making you king of the road in every respect.

As we reported in last month's issue, the Dreamcast version of the game is set for the same sort of make-over that *Crazy Taxi* received, so you can expect a whole load of mini-games, extra courses and gigantic juggernauts to cruise the highway with. The home version was on show at this year's E3, so you can expect a release towards the end of the year. Till then, get your ass down the arcades...

"Only Sega could think of such a crazy concept for a game and execute it in such a perfect fashion"





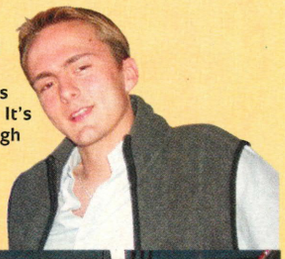
Lorry Driving In The USA

In our over-exuberant joy we headed down Sega Park to see if Joe Public shared our love-affair with 18Wheeler and to find out if it has what it takes to make the transition to Dreamcast.



Jordan Guy

Age: 17
Occupation: Student
Thoughts On *18Wheeler*: Yeah, it's really cool. I like the steering with the feedback as it feels as if you're really driving a truck. It's a totally novel idea and although it's quite hard to pick up it's still fun. It looks really good too, so I think it would be good on Dreamcast.









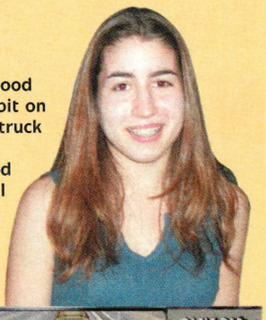
Rowan Scott

Age: 24
Occupation: Hotel Manager
Thoughts On *18Wheeler*: I'm not too sure. I guess it's alright but there's not enough freedom of the roads like in *Crazy Taxi* and I don't think the wheel's responsive enough either. I'm not sure if it would be good on Dreamcast because it's not fast enough.



Alana Murphy

Age: 16
Occupation: Student
Thoughts On *18Wheeler*: It's good although it is definitely a bit on the slow side – but it is a truck after all so what do you expect? It looks really good too with loads going on all the time. Yeah, I enjoyed it, although I had a little trouble with the over-sized steering wheel.







Ben Lawrence

Age: 22
Occupation: Journalist
Thoughts On *18Wheeler*: I thought it was alright but the handling was a bit heavy.







Claire Brickman

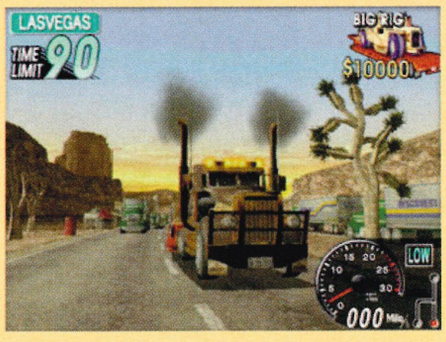
Age: 20
Occupation:
Hotel Worker
Thoughts On *18Wheeler*: It's really cool and I like it a lot, especially the horn! The horn's great! It looks really good too and I'd definitely play it again.

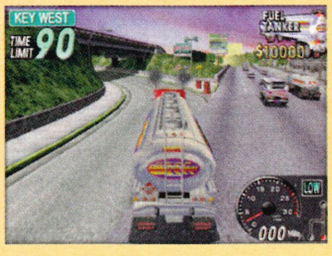


Jamie Field

Age: 13
Occupation: Student
Thoughts On *18Wheeler*: It's pretty good although it is fairly slow. The graphics are nice but it's tricky to control with the big wheel. I think it would probably be easier on a console with an analogue pad, although I would probably play it again here.





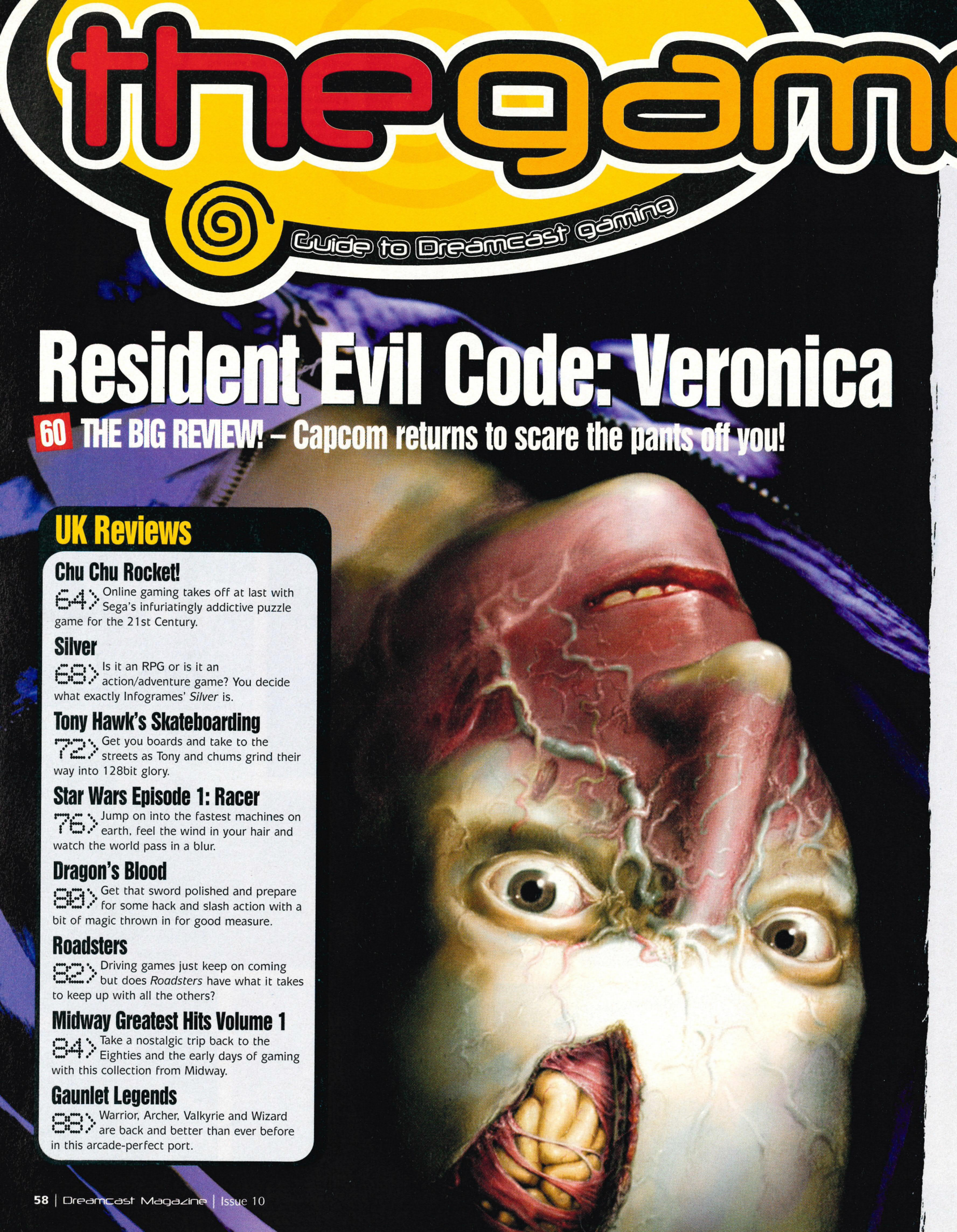


the game

Guide to Dreamcast gaming

Resident Evil Code: Veronica

60 THE BIG REVIEW! – Capcom returns to scare the pants off you!



UK Reviews

Chu Chu Rocket!
64 Online gaming takes off at last with Sega's infuriatingly addictive puzzle game for the 21st Century.

Silver
68 Is it an RPG or is it an action/adventure game? You decide what exactly Infogrames' *Silver* is.

Tony Hawk's Skateboarding
72 Get you boards and take to the streets as Tony and chums grind their way into 128bit glory.

Star Wars Episode 1: Racer
76 Jump on into the fastest machines on earth, feel the wind in your hair and watch the world pass in a blur.

Dragon's Blood
80 Get that sword polished and prepare for some hack and slash action with a bit of magic thrown in for good measure.

Roadsters
82 Driving games just keep on coming but does *Roadsters* have what it takes to keep up with all the others?

Midway Greatest Hits Volume 1
84 Take a nostalgic trip back to the Eighties and the early days of gaming with this collection from Midway.

Gauntlet Legends
88 Warrior, Archer, Valkyrie and Wizard are back and better than ever before in this arcade-perfect port.

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 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

90> Power Stone 2

If you thought that *Power Stone* was fantastic then you'd better prepare yourself to me amazed again because this is ace!

92> Typing Of The Dead
92> Twinkle Star Spirits
92> Densha De Go! 2
92> Gundam Side Story: 0079
92> Sorcerian – Apprentice Of Seven Star Magic



Dream team

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

Simon Phillips



Simon refused to get off his skinny ass preferring the entirely more pleasurable recreational sport of beer fishing.

Game of the month – Ferrari F355

Martin Mathers



Martin can't dance, he just does the 'Sweet Luvin' Shuffle' – and rest assured it's not a pretty sight, unless you like that sort of thing...

Game of the month – Samba De Amigo

Alex Warren



Being a monkey, Alex can't dance and his uncoordinated efforts only made him look like an even bigger fool.

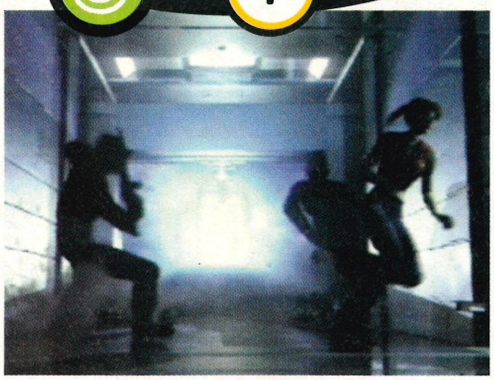
Game of the month – Asking Stoopid Questions

Nick Trent



You know when old man Trent is shaking his thang on the dancefloor because it's like an earthquake hitting.

Game of the month – Tony Hawk's Skateboarding





web site | www.eidos.com



Thousands of zombies have taken over the Dreamcast and only Claire Redfield, sister of the famous STARS member Chris Redfield, can save the day. Or can she?

Resident Evil Code: Veronica

Dreamcast Magazine ULTRA



essential information

Resident Evil Code: Veronica



Publisher	Eidos
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Survival Horror
Release	Out now



one players



vibration pack

visual memory

VM information

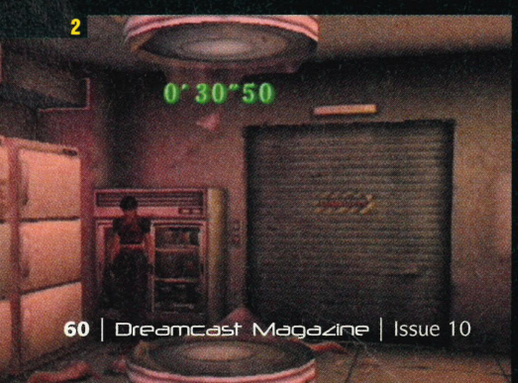


Save position	Y
Logo during play	Y
Mini-game	N

Rather than the regular logo, the VM gives you a display of how healthy your character is, along with a pinging heart monitor. Ace.

The *Resident Evil* series of games have set a completely new genre for video games, known simply as the 'survival horror' game. The series has been ever so popular and with the fourth game now in production, it seems like there could be no end to the zombie infestation. Gamers who have played any of the other *Resident Evil* games on less powerful consoles will feel right at home with *Code: Veronica*, but this is the Dreamcast version and many surprises are also in store.

The first thing that really stands out about this game is the graphics. Everything looks beautiful (apart from the zombies) and the action seems to move effortlessly from cut-scenes to actual gameplay. *Code: Veronica* is a massive title that requires two discs to hold all the information and the intensity of the cut-scenes is simply breathtaking.





[1] There are plenty of stiffs lying around the Island fortress – try not to get too close! **[2]** A few strange creatures with electricity attacks have been released – get out quickly before you fry! **[3]** You need to collect a large number of items in order to progress through the game. Unfortunately, you can only carry eight pocket-sized items.

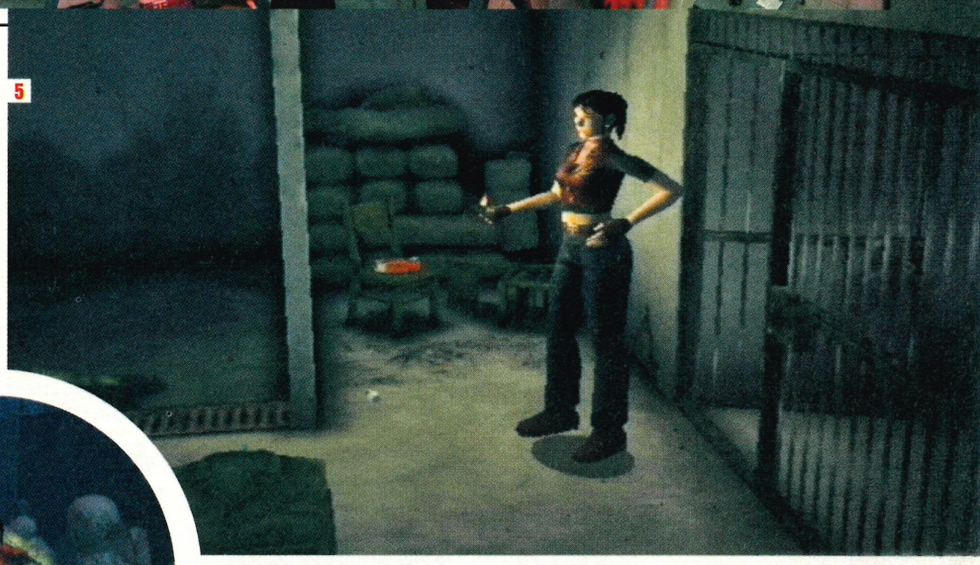


awesome moment

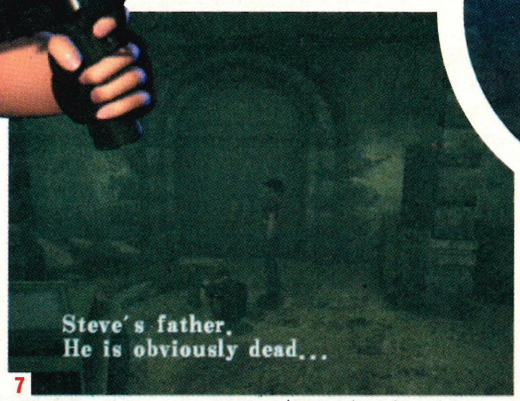
Look, for the last time – I don't want any of your tomato ketchup! Put it away!











[4] Meet our heroine, Claire Redfield! **[5]** A small windproof lighter is the only item you have to start this horrifying mission with. **[6]** Sometimes the number of undead creatures is quite alarming – you'll need plenty of ammo to down this lot! **[7]** Steve is having a bit of a problem. He's just found out his father is a zombie!

Be Afraid, Be Very Afraid!

> There are a large number of hellish monsters to deal with, including the *Resident Evil* trademark zombies. Here is a small selection of the nasties that await around almost every corner!



Zombie

Coming in a range of colours and flavours (ewww), the zombies make up the bulk of the enemies faced in *Code: Veronica*. They're not the toughest monsters in the world but they don't go down without a fight!



Bandersnatch

They might only have one arm, but that doesn't make them any less gruesome! Run away and they'll chase after you, but get too close and you'll have your skull crushed by their awesome grip!



The Giant Worm

Out of the blue a strange giant worm appears that looks like the Sandworms from *Dune*. You don't have to kill this monster, so give it legs and get out of its wriggly way!

At times you'll wonder if you're watching a movie... and then you'll realise that you can actually control the action! With this kind of graphical interface, the horror moments can provide genuine terror and at times you will quite literally be jumping clean out of your skin.

Ballroom Dancing

Unfortunately, the control system is still as frustrating as ever – pressing Up will move your character forwards but pressing Left or Right will just make them spin around in tiny circles like a dizzy overweight ballerina. This is one of the annoying factors that has remained throughout the series and it's a wonder nobody has thought of the idea of the character moving in the same direction as you press the control pad. The Inventory Screen is still difficult to navigate and there is only enough room for a few herbs and a windproof lighter... but unfortunately, no room for any Rizlas. Honestly, you could fit more items in a Tesco carrier bag than the total number of items carried by your fearless zombie wacker!

This control system does, however, lend itself to the terror of the game and it becomes a lot more difficult to remain calm when being attacked on all sides with only a lighter and your herbs to protect you! The slow graceful movement of your character feels like a bloated

"At times you'll wonder if you're watching a movie, and then you'll realise that you can actually control the action"







continued

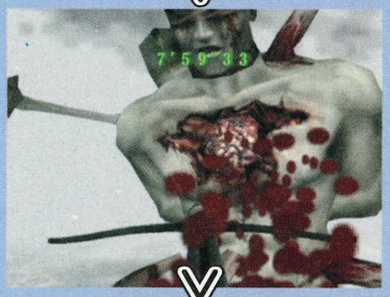
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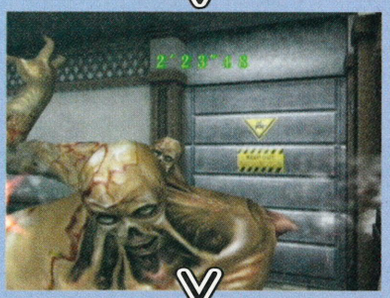
web site | www.eidos.com

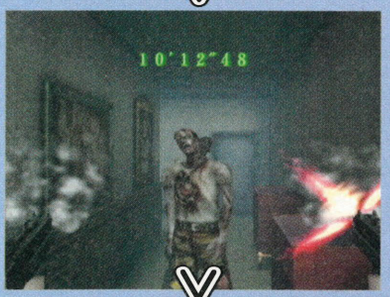
THROUGH MY EYES

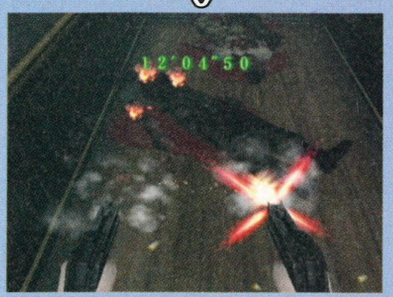
> If you've ever wondered what it might be like to combine the *Resident Evil* style of game with something like *Quake* or *GoldenEye*, now's your chance to find out. By finishing the game with the Sniper Rifle in hand (you pick it up late in the adventure) you'll unlock Battle mode, a new game where killing zombies can all be done from a first-person viewpoint! It's not the most amazing thing ever but at least it offers something new to play around with once you've completed the main game...













infoburst

Extra information>

> Not surprisingly, Capcom is already working on another *Resident Evil* game, this time from Umbrella's perspective. Spooky!

> The last we heard, George Romero was still planning to work on a *Resident Evil* film... but it's probably been canned. Damn shame.

> It took us flippin' ages to complete the whole game... Mart's hands are still bleeding from the experience. Nurse, the band-aids!

holidaymaker trying to ballroom dance; is this not enough to scare you? Imagine being ambushed by several gory monsters and knowing that even if you do try to run, your stranded adventurer will move like there's a five year old child strapped to each leg. Of course, you can use the Run button to escape the fray but in the heat of the action, you'll be more intent on downing your assailants than taking the time to carefully read the instruction manual!

Adrenalin Overload

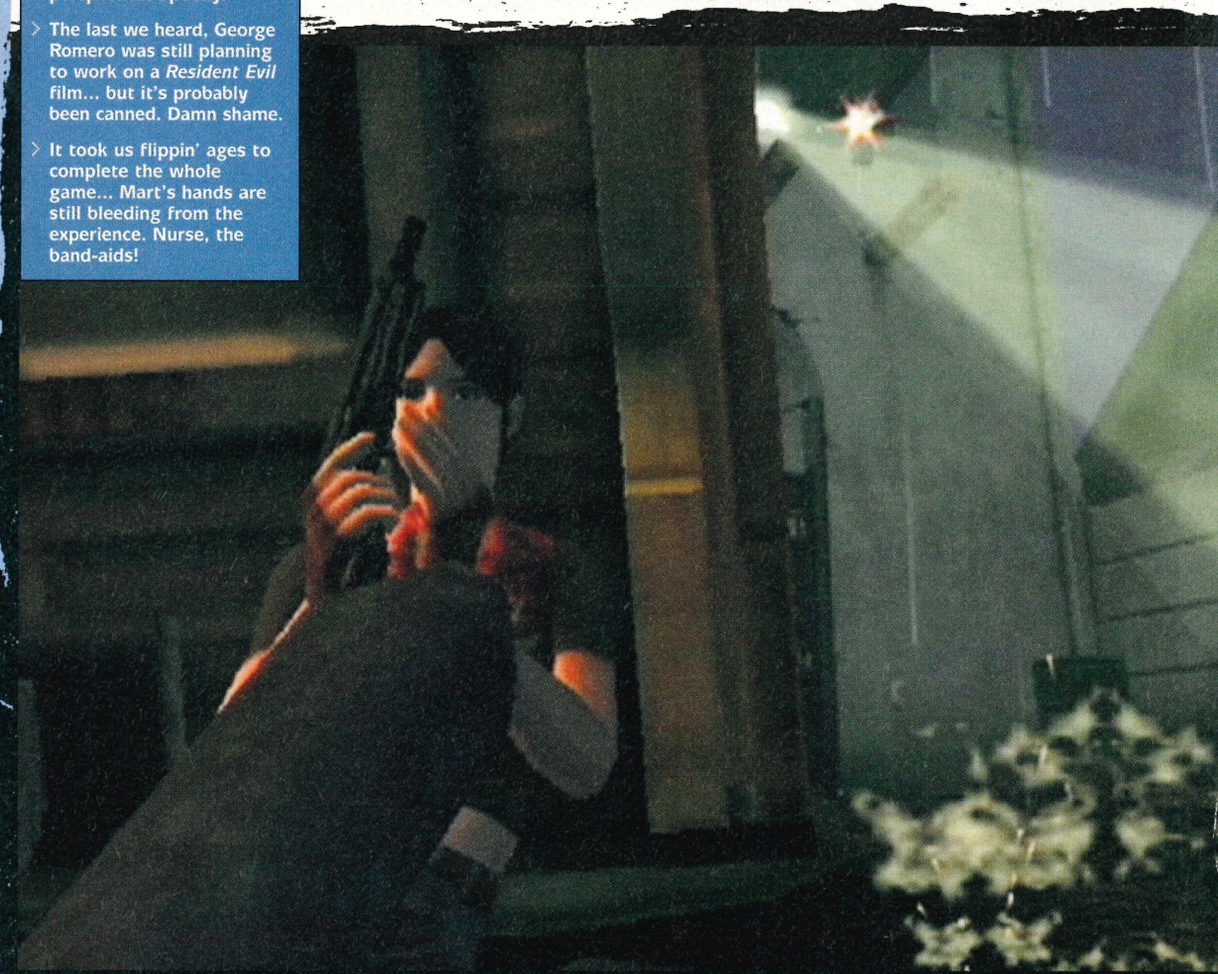
The game begins in a dark cell, with only a lighter for company. Claire Redfield came in search of her brother Chris Redfield and was captured by the evil Umbrella Corporation. Luckily, a friendly face lets her out and you can waltz (see above comment) through the door to freedom. The door slowly opens with creaks adding extra tension and even if no loading is required, the scene seems to take forever. It's a door! We want to go through! It's the start of the game! We know there's nothing nasty behind it... or is there?

As you progress through the game, these familiar *Resident Evil* annoyances seem to drift away and the sheer excitement and terror of the game will take over. The zombies are only the start of your problems and many more evil enemies wait ahead. Of course, you'll need to backtrack several times, collecting items such as a fire extinguisher for putting out a fire or finding a key to unlock a certain door. Weapons and ammunition are in short supply so you'll need to aim every bullet carefully and avoid getting carried away in the heat of the fight. Again, this adds to the tension and makes this game a thoroughly frightening and yet totally entertaining experience.

Born to be Wild

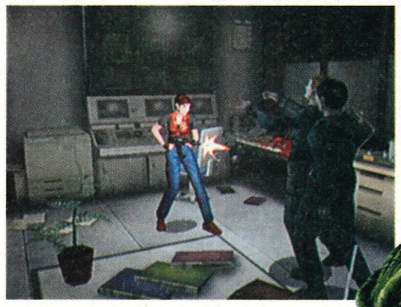
In order to escape the island and find your brother you will need to search every area thoroughly and return to areas later on when you have found various missing clues. The levels are just massive and with all the moving back and forth, you can quite easily get lost or side-tracked. Sometimes monsters and zombies will appear from thin air, so don't assume that cleared out areas are risk free! The puzzles are varied and whilst some are more complicated, like trying to work out the Ashford family line, others are more straightforward and obvious.

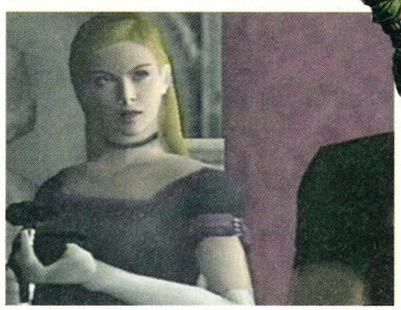
The graphics remain impressive throughout the game and even though a





"A totally breathtaking blood-soaked experience"









few factors could be deemed annoying, the gameplay is just superb. The terror and excitement created is second to none, making this a totally entertaining game that will wrap you in its gore-soaked charm and frustrate you with its complexity. *Resident Evil Code: Veronica* is extremely difficult in its European version, unlike the Japanese game which had three difficulty settings. This makes for an incredibly long struggle against the evil hordes protecting every last herb and bullet, but then you certainly won't complete it within the first couple of days and wonder where all your money went.

Resident Evil Code: Veronica is a totally breathtaking blood-soaked experience that is just so amazing you won't want to put it down. The graphics are incredible, coming very close to the awe of *Shenmue*, and the gameplay far out rivals anything ever done with a *Resident Evil* game before. It's a thrilling game with elements of fear that will get your heart pumping faster than a rabbit in springtime and graphics that will leave your jaw dangling an inch off the carpet!

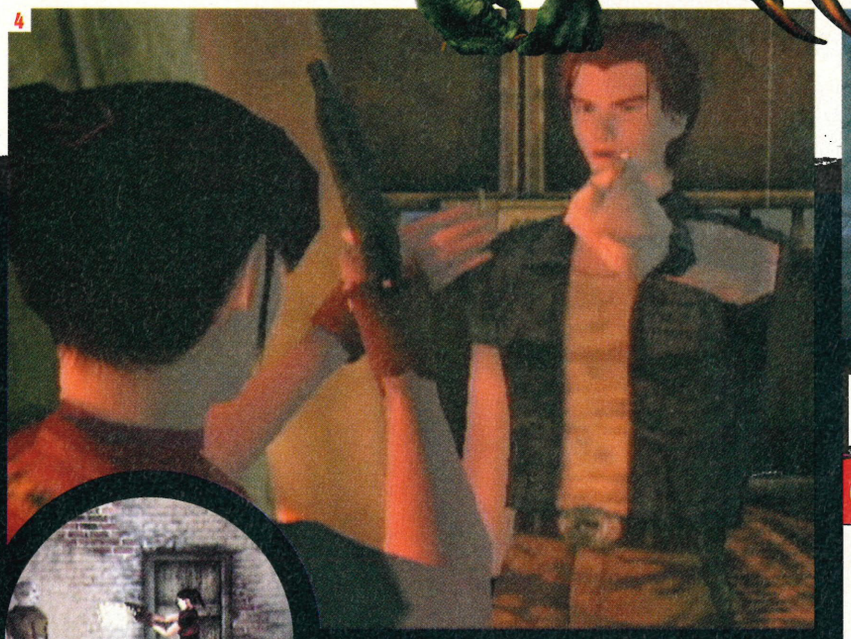
Russell Murray

2nd opinion

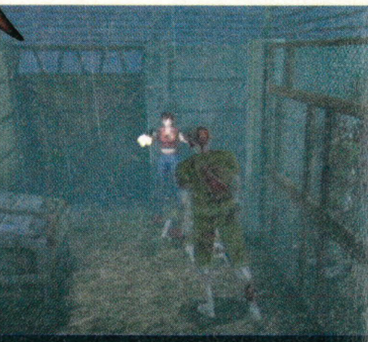
> **Finally, one of Capcom's finest games has made it to the UK! We've been salivating over this one for ages and now, at last, the PAL market has got hold of it. There's virtually nothing different here from the import versions – it's still an amazing game – but the lack of a 60htz mode and the increased difficulty make for a slight disappointment. Still, it's *Resident Evil* and is as incredible as ever... what more do you want, eh?**
Martin Mathers

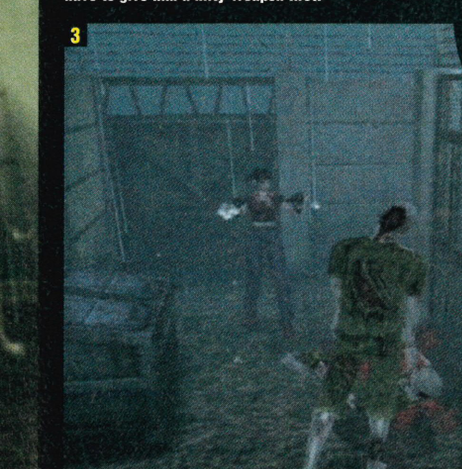


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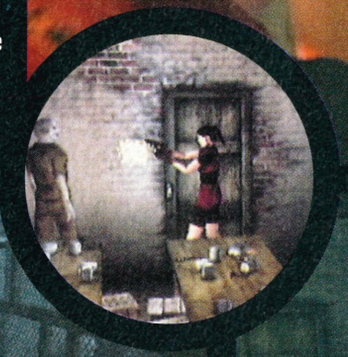


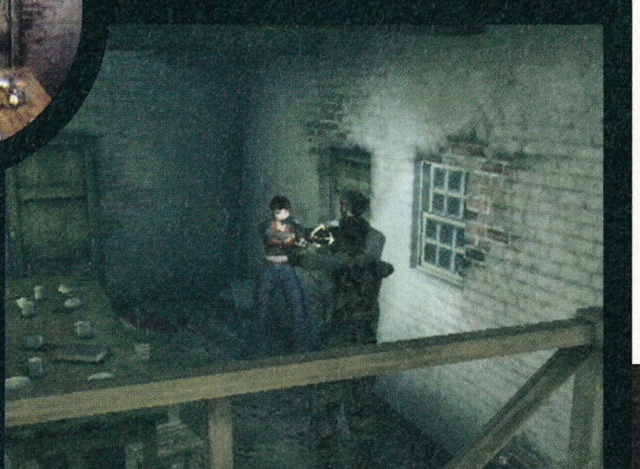
4





3





[1] The graphics look amazing and at times, you could be watching a film! **[2]** Maybe there is something strange hiding underneath the barracks. **[3]** Eat lead you ugly undead monster – and don't you dare get up again! **[4]** Steve becomes playable later in the game, but you'll have to give him a nifty weapon first!

summing up the game >

Dreamcast magazine opinion

RESIDENT EVIL	
⊕ Genuinely frightening in places!	⊖ I just want to go through the door!
⊕ Amazing graphics and cut-scenes	⊖ Why can Claire still not jump?
⊕ Loads of puzzles to solve!	⊖ Slightly infuriating controls

VISUALS	96%
SOUNDS	85%
GAMEPLAY	90%
VALUE	92%

DM Rating 94%

summing up

> *Resident Evil* fans will go mental about this game – the whole affair looks amazing and at times, the action will scare the life out of you.

alternatively >

- **Shadow Man**
- **Legacy Of Kain: Soul Reaver**

Chu Chu R

All aboard the Chu Chu Rocket! One quick blast of Sonic Team's latest and greatest game and you'll love those meeses to pieces!

Okay, so we admit that even we're not sure what the guys over at Sonic Team's Japanese headquarters were smoking on the day that *Chu Chu Rocket!* was born but whatever it was, we'll have some too. Not that we're promoting smoking things on the basis of getting ideas – we just wish that maybe we could come up with top thoughts on what would make a fantastic game. After all, who would have thought that forcing a horde of mutant mice into a cramped one-man rocket and watching them escape the evil clutches of some in-bred cat-thing would make such a great game? Nope, neither did we...

Tom And Jerry

Right, so for those of you that have been living in a large hole with a pair of ear-muffs on for the last few months, here's the lowdown on what *Chu Chu Rocket!* is all about. Imagine that age-old classic game *Lemmings* (where you had to stop the Lemmings from wandering aimlessly into oblivion) but in a 'top-down, slightly-less-complicated' fashion. It's the Chu Chus – those adorable-looking little mice creatures with the big blue ears – versus the Capu Capus – the orange cat-blobs with pointy ears and big, sharp teeth. The idea? To help the Chu Chus get away

essential information>

Chu Chu Rocket



Publisher	Sega
Developer	Sonic Team
Origin	Japan
Price	£34.99
Genre	Puzzle
Release	Out Now


four players


vibration pack


modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

1



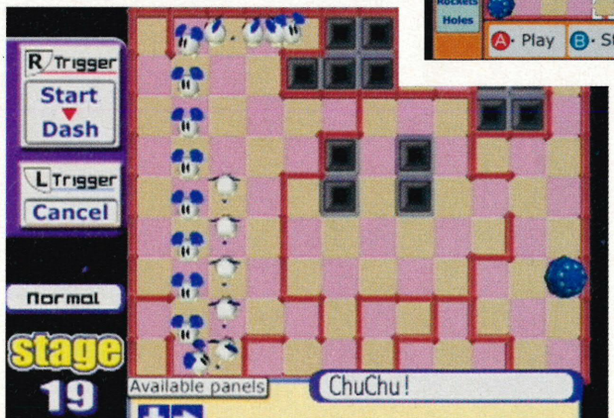
2



3







[1] It can be flippin' hard trying to keep tabs on the action during the party games... argh! [2] These power-ups are essential if you want to come out on top. [3] This is a puzzle we made ourselves... can you see the hidden message?

awesome moment

Put an arrow here... and one here... and voila! Talk about easy...



ocket!



Dreamcast magazine ULTRA



from the Capu Capus before they all get eaten. Piece of cake, matey...

Of course, it's never going to be that easy; being a puzzle game, there's got to be some kind of mental stimulation, hasn't there? In order for the Chu Chus to escape the level and get away from the Capu Capus, they have to make it to the aptly-named Chu Chu Rocket and fly away. Sounds simple, doesn't it? Well, it ain't – because the Chu Chus aren't all that bright and they tend to keep running until a wall gets in the way (in which case, they just change direction) or they fall into a pit or a Capu Capu's gob (in which case, they die... end of story). Argh!

3... 2... 1... Lift Off!

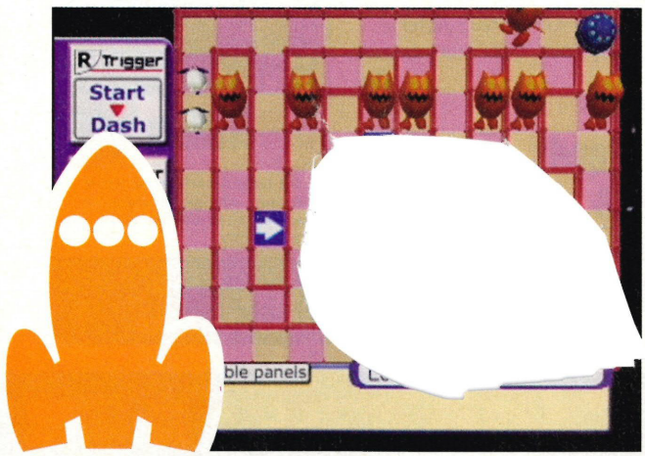
Thankfully, you've got the opportunity to help the little fellows out by pointing them in the right direction... quite literally. By using the limited number of directional arrows you've got (activated by using one of the four buttons on the pad) you can steer the Chu Chus away from danger and into the rocket. Saying that, you'll need to plan ahead if you don't want everything to go wrong... but then if you do manage to slaughter those poor creatures, at least you can keep trying until you get it right.

Yes, it sounds like the most bizarre concept we've ever heard of and you'd be

infoburst

Extra information

- When we had this back in issue 4, it was the most played game in the office. We were flippin' ace at it, we were...
- *Chu Chu Rocket!* is the very first game in Sega's online gaming assault in the UK. It's about time too!
- If you complete the Puzzle and Challenge Modes, you can play with Chao (from *Sonic*) or Pians (from *NiGHTs*) instead!





"It's in the multiplayer department that Chu Chu Rocket! really shines"

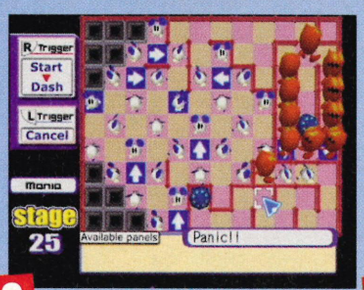


Step By Step (By Step)

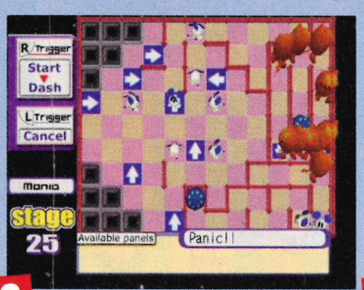
So, you've got to the very last level of the Mania setting of Puzzle Mode... but you just can't finish it. Pah – pathetic mortals. We, the gods of Dreamcast gaming, got it on our first go... well, sort of. Honest – we can prove it...



1 Hmm, look tough. At least, it might do to you... but not to us. Ha!



2 Right, let's stick an arrow here... and one over here... ahh, easy!



3 And they're off! Hit that R button again to speed the little guys up...



4 Ta-da! We said we were ace. Look, we didn't have a guide or anything!

continued

continued







forgiven for turning your nose up at first. Of course, *Chu Chu Rocket!* is one of those incredibly annoying games that draws you in slowly until you just can't stop playing the damn thing. There are plenty of game modes that offer different styles of play – for example, the Puzzle mode is your straight-forward 'work out what do to' game with four levels of play ranging from Normal to Mania, while the Stage Challenge mode will have you tearing your hair out trying to complete the different tasks, whether it's helping the Chu Chus escape or feeding them to the Capu Capus...

Chu 'em up, spit 'em out

Despite having a lot of playability for the lone gamer though, it's in the multiplayer department that *Chu Chu Rocket!* really shines. The idea remains the same (get the Chu Chus into the rocket) but the addition of more players means more rockets and this is where the excitement begins. Trying to get all the Chu Chus in your rocket while heading your opponents off at the pass makes for fast and furious action – especially when you throw in mad variables like 'Mouse Mania' (loads of Chu Chus flood the screen), 'Cat Attack' (Capu Capus rush everyone's rockets) and other crazy extras. The pace of the action takes a while to get the hang of but once you do, it ranks up there with the multiplayer antics of games like *Bomberman*.

Like all games though, there are faults – although thankfully, they're only minor ones. The main problem many people will have with *Chu Chu Rocket!* is the way it looks; it's not exactly 'next-generation' in terms of the graphics and sound. This isn't really an issue when you take into account just how playable the game is, but even then there will be gamers out there that won't buy it just because it doesn't show off the Dreamcast as much as something like *Soul Calibur*. If you fit into this category... well, how shallow are you? Geez...

The only other things we can come up with as criticisms are problems typically related to puzzle games in general. For example, with each of the Puzzle and Challenge stages only having one solution each, you're only likely to play through them a few times... but then with the Puzzle Creation mode, you can put your own levels together. Also, it's not exactly the kind of game you can just pick up and play – you need to work out what's going on before you can really get into it. It's easy enough to learn but that initial stumbling block might be enough to put those with short attention spans off...

But we digress – none of these things should be enough to put you off getting your mitts on what has to be one of the most original, addictive and just damn fine games we've seen on the Dreamcast so far. Gather your friends (or just strangers off the streets if you haven't got any mates) and get ready to experience the ultimate party puzzler – trust us, it really doesn't get much better than this. Joy!

Martin Mathers

2nd opinion

> The epitome of simplicity, *Chu Chu Rocket!* is without a doubt one of the most entertaining and original games that we have played on the 128bit wonder that is the Dreamcast. Better still is the news that many of you will be getting a copy of this for free (see page 9 for details), which is nice. Unlike most freebies, this is one helluva bargain as the gameplay in single-player will keep you busy for ages. Add to that a supremely satisfying multiplayer mode (not to mention the online gaming experience) and you've got a contender for the game of the year...

Simon Phillips

Dreamcast Magazine opinion

summing up the game >

CHU CHU	BIG POO
⊕ Originality isn't dead. Hoorah!	⊖ Doesn't exactly look 'next-generation'
⊕ More addictive than chocolate Valium	⊖ You'll have to teach your mates how to play
⊕ Another top-notch multiplayer extravaganza	⊖ Don't bother if you hate puzzle games

VISUALS	77%
SOUNDS	80%
GAMEPLAY	95%
VALUE	93%

DM Rating 90%

summing up

The hottest party game we've ver seen, with plenty under the od for those who are 'sans' ends. Ahhh.

ernatively >

Wetrix+

Chef's Luv Shack

Turning Japanese

> Yep, *Chu Chu Rocket!* is a stupid name but at least the game is pretty darn corking. Trust the Japanese to come up with ridiculous-sounding but rather ace puzzle games; just check out some of these fine fillies...

Puzzle Bobble 4

Hoorah for *Puzzle Bobble*! No matter how many times they re-release it, the game never changes – fire balls up and match the colours, creating havoc for your opponent. It's fast, furious and top-notch fun; we love it!



Plus Plum

Another of those 'match the coloured balls' puzzle games, *Plus Plum* never made it out of Japan. It might have been far too complicated for its own good, but you can't knock a game where you can 'slap your opponent's plums'. Ha.



Mr Driller

Namco's next big Dreamcast game ain't going to be *Soul Calibur 2*... it's this. One of the biggest games in Japanese arcades at the moment, we think this looks really exciting. No, honestly we do... we're not lying or anything. Argh!



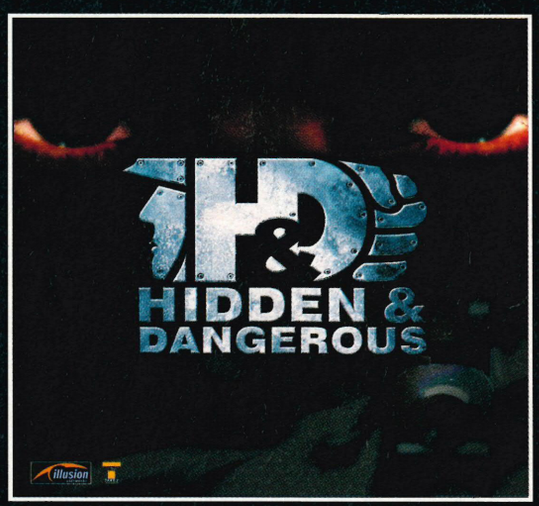
"Gather your friends and get ready to experience the ultimate party puzzler"



SAVE YOUR PRIVATES

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dreamcast MONTHLY



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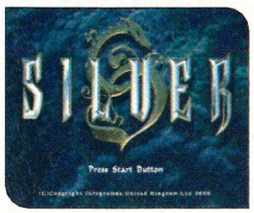


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web site | www.silver-game.com

essential information

silver



Publisher	Infogrames
Developer	Spiral House
Origin	UK
Price	£39.99
Genre	Adventure/RPG
Release	June


one player


vibration pack



visual memory

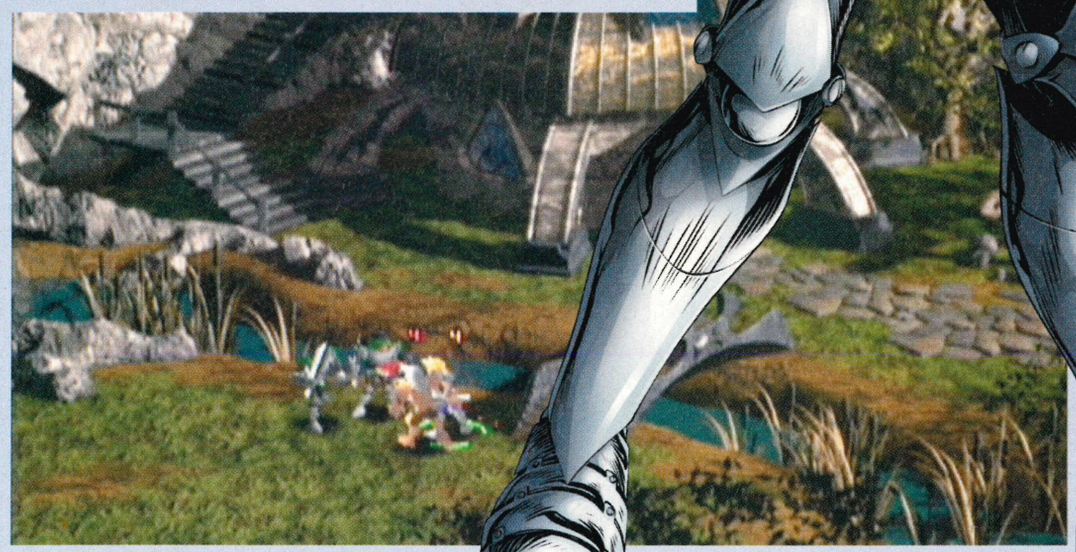
VM information

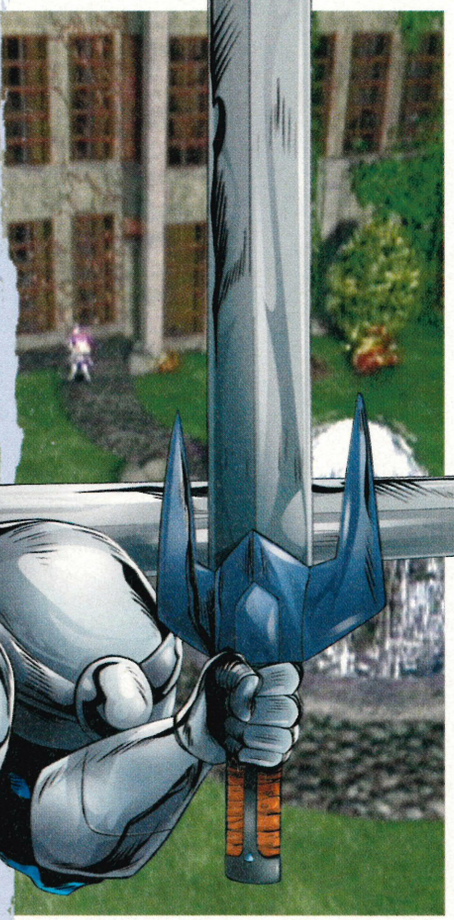
Save position	Y
Logo during play	Y
Mini-game	N

Silver

Wizards, warriors, maidens, dragons... what more could you ever want from an adventure game? Welcome to the world of Silver, an RPG with a difference.







***Silver* has all the ingredients of being a classic RPG, but it isn't.** It has the plot line, the setting, all the characters and creatures to make for the perfect RPG. What's more, it's also a genuinely good and thoroughly enjoyable game. So why isn't it? Well, for all the pretensions that *Silver* has it's not really a true out-and-out RPG. Instead it's some kind of mutated hybrid of RPG, arcade action and adventure – a combination which makes it far and away better than any, dare we say it, genuine RPG.

Magical Mystery Tour

Set in the distant and mystical land of Jarrah, *Silver* pits you against the evil tyranny of the Draconian sorcerer Silver who rules the land and the inhabitants through fear of his magical powers. As with all dirty old men he has the urge to procreate, but because he can't be bothered to go down the local nightclub and pull for himself he's sent his brainless henchmen into the countryside to pillage the villages, take the womenfolk as hostages and bring them to him. Lazy bugger. However, in embarking on his evil plans

awesome moment



The opening sequence of the game sets the scene and is incredibly eerie.

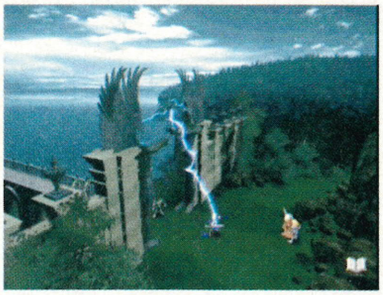


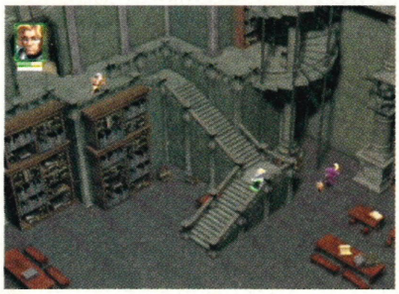


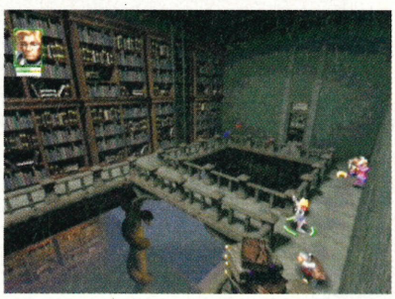


[1] Silver sends his son to do all his dirty work for him... like pillage the villages and rape the women. [2] The library is crawling with these little imps. [3] The camera angles used throughout the game are surprisingly effective. [4] Watch out for the ambush in the forest!











he didn't bet on crossing the path of David, our unlikely hero. With his wife one of those taken, David has sworn to rescue her and to rid the world of Silver in the process. A traditional old story of good against evil then... how novel.

However, as with all adventure games, it's not as straightforward as that. Before you can get anywhere remotely near to your ultimate objective you must fight your way through seven worlds, 300 plus scenes, 27 missions, hordes of creatures... oh and let's not forget the huge (and really tough) bosses. And when we say hordes of monsters we're not joking. There's a massive 75 different breeds of monster in the game, all determined to savour your blood, and they range from sprightly little imps and sword-wielding skeletons to the more threatening orcs, lizardmen and stone golems. Even when you've slashed your way through all of them you can't complete your quest until you've found the eight magical orbs that will allow you to summon the forces of earth, life, fire, ice, lightning, acid, time and light. And even then you've got to master them so that you use them to destroy Silver. In other words, there's a hell of a lot to do.

Silver Lining

This is all well and good but is it actually any good? Well put it this way – a game doesn't win awards if it's a bit on the crap side, does it? The beauty of *Silver* lies in its gameplay and the fact that it doesn't quite know what it is. There's definite elements of RPG in there, but there's also liberal splatterings of arcade action (*Gauntlet Legends* in particular springs to mind) along with a sprinkling of classic adventure gameplay. With so many elements and influences in the game, who cares if it can't be pigeon-holed with ease because as it stands, *Silver* is an immensely enjoyable and satisfying game to play. The fact that it's driven so strongly by its story line means that it's easy to pick up and play, as well as making it easy to get actively involved with the characters.

As well as fighting your way through the swarms of enemies and solving the puzzles there's a whole host of other characters for you to interact with. Some will help you and become allies while others will only prove a





infoburst

Extra information

- The PC version of the game won awards for its music and sound effects.
- There are over 75 monsters and 50 other characters in the game.
- The tyranny of Silver is enforced by his murderous son Fuge and his witch daughter, Glass. What a lovely family...



BEASTLY BOSSES

As you'd expect from an RPG-styled game there's the usual assortment of devilish bosses that must be slain throughout the game. For starters there's a fiery demon to kill and then there are ice dragons and giant rats, amongst others, for main course. Tasty!



continued

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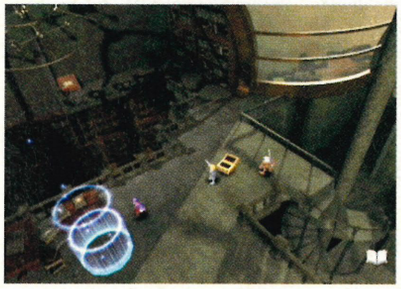


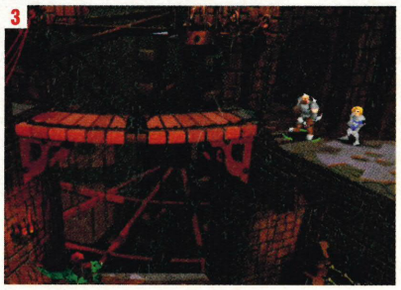


1



2





3

[1] The game will take you across a mass of enchanting lands and scenes. [2] Watch out for the strange goblin-like creatures – they can get pretty nasty when they want to! [3] Throughout the game you'll meet loads of other characters, some of whom will join you as allies.



"As it stands Silver is an immensely enjoyable and satisfying game to play"

hindrance. Indeed, four of those that become your allies will also become playable, thus allowing for greater gameplay options. The control of the game might seem a little awkward at first, especially in battle, but once you've mastered the sword-wielding technique (as well as all the other weapon skills) it's a hack and a slash away from becoming glorious.

Spellbound

The worlds of Jarrah are all that you would expect from such a game – they're far from being of a next-gen standard, but they are solid with some good detail. They also have a number of cool effects which are complimented by some top-brass light-sourcing. The fact that there always seems to be loads going on means that this is all the more impressive, and it certainly helps add to the enjoyable gaming environment.

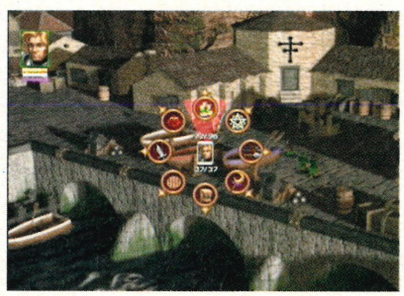
Which leads sweetly onto the audio quality of the game. When it was released on PC the music for the game won an award, which should tell you how good it is. Along with the graphics it helps creates the perfect atmosphere for the game. The voice-acting isn't to be sniffed at either, especially when you compare it to the majority of lame, half-arsed voice-overs that can be found on other games.

At first sight it might seem that *Silver* is the sort of game best kept for PC gamers, but once you've played it on Dreamcast and savoured the delights that it has to offer you'll think differently. It might not be an out and out RPG or even a hardcore action/adventure game but *Silver* nestles snugly somewhere between the two and it works surprisingly well, making it well worth a look.

Alex Warren







2nd opinion

Why name your game after the second most precious metal – hardly ambitious is it? Anyway, *Silver* packs a lot of adventuring and swash-buckling with a healthy dose of blazing spells and-role playing onto a GD-ROM. While its fun and has plenty of cartoon character to it, *Silver* looks a bit out of its depth on a next-gen console. I'm sure PlayStation owners would lap it up and maybe younger Dreamcasters can get into it but for the majority *Silver* is a curio from a bygone world, about to be stomped into the ground by bigger and better things!

Geoff Spick

summing up the game >

Dreamcast magazine opinion

GOLD	BRONZE
⊕ Indulgent gameplay	⊖ Too many loading scenes
⊕ Loadsa monsters for you to slay	⊖ Graphics aren't the best ever
⊕ Award-winning musical accompaniment	⊖ It just doesn't know what it is

VISUALS	80%
SOUNDS	88%
GAMEPLAY	82%
VALUE	85%

DM Rating 84%

summing up

> *Silver*'s happy medium of RPG and adventure action means that not only does it carve out its own cosy little niche in the gaming market but it also has mass appeal.

alternatively >

- Evolution: World Of Sacred Device
- Soul Reaver: Legacy Of Kain

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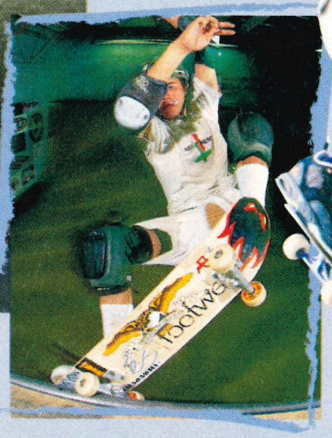
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Tony Haw Skateboa





1

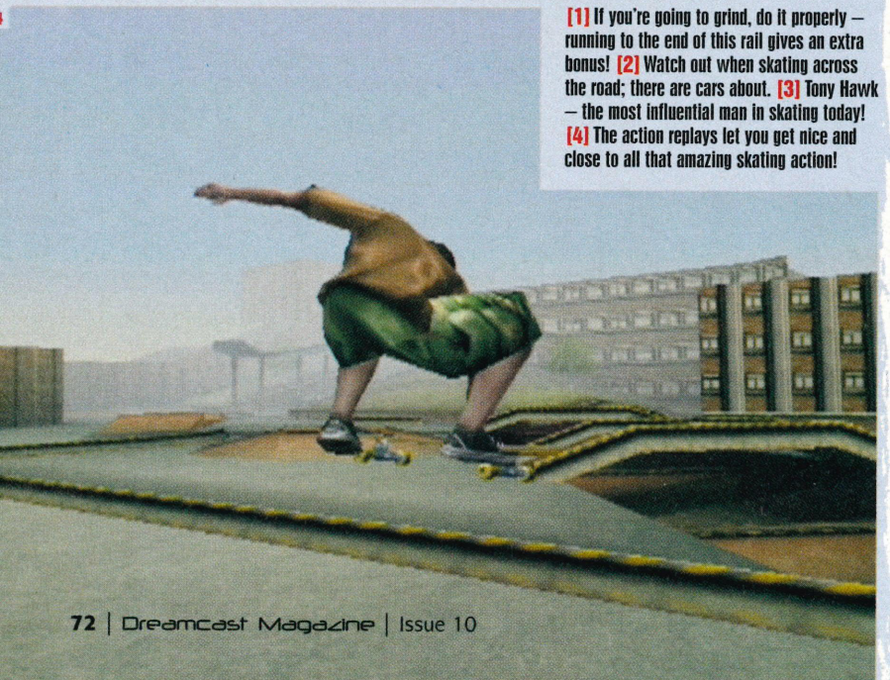




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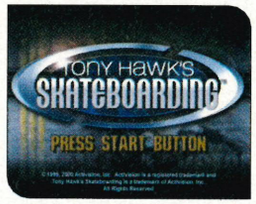
[1] If you're going to grind, do it properly – running to the end of this rail gives an extra bonus! **[2]** Watch out when skating across the road; there are cars about. **[3]** Tony Hawk – the most influential man in skating today! **[4]** The action replays let you get nice and close to all that amazing skating action!



Time to ollie up, grab some phat air and pull off those rad tricks – Tony Hawk has come to the Dreamcast to show you what he's made of!

essential information

Tony Hawk's Skateboarding



Publisher	Crave
Developer	Neversoft
Origin	US
Price	£39.99
Genre	Sports
Release	Out now



two players



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Rather than just displaying the usual game logo, the VM tells you how well you're doing with each trick – anything from 'Ouch!' to 'Rad!'

Here at Dreamcast Towers, we love skateboarding. Well, actually what we love is watching skateboarding... or more accurately, we love watching people on skateboards fall over and hurt themselves. We don't know why – maybe it's the satisfaction of seeing other people in pain rather than ourselves (because we're like that) or probably because it makes us laugh. Either way, it's the only sure-fire way that any of us here are going to properly enjoy skateboarding – apart from being able to push ourselves along the pavement, we're all a bit crap at it.

Still, that doesn't mean we don't like to have a go and what better way to hone our boarding skills than on Crave's latest big release, *Tony Hawk's Skateboarding*. It was a massive hit on those two 'other' consoles that we don't like to mention and now (finally) someone's had the sense to bring the game to the Dreamcast



awesome moment

Just look at those tricks – it's the 900! Oh my gawd!



k's rding

Dreamcast magazine ULTRA





"One of the few absolutely essential must-have titles on the Dreamcast so far"

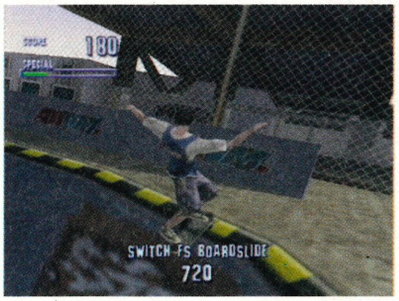
with tremendous results. Okay, so it might be a little early in the review to be saying something like this, but we'd have to put this game down as one of the few absolutely essential must-have titles on the Dreamcast so far (along with *Crazy Taxi* and *Soul Calibur*). Still, at least now you know which direction this review is going in...

Grab Some Air

If you've ever watched satellite channels like Eurosport, you'll probably have spotted the X Games; the 'extreme sports' equivalent of the Olympics, where events like BMX, street luge (blokes racing down the street by lying on a bit of plywood with wheels) and skateboarding are all commonplace. If you have seen it, you might just recognise some of the faces in *Tony Hawk's Skateboarding* – from leading female boarder Elissa Steamer and British sensation Geoff Rowley to the man himself, Tony Hawk, all the skaters are household names in the field of skateboarding. No, really they are – just because you haven't heard of them, doesn't mean that we're not telling you the truth...

Now, in case you're not 100 percent sure what *Tony Hawk's Skateboarding* is about (besides being a skateboarding game, obviously) we'll fill you in. It ISN'T a racing game; the only thing you've got to race against is the clock as it ticks down. Nope, rather than pitting you against other skaters, the game offers various challenges for you to complete





YOU'RE A CONTY!

If you've got any mates who fancy trying to beat you on the boards, you should let them take you on at one of the two-player modes on offer – after you've wiped the floor with them, you can really boast that you're the king...

Graffiti

Prove which one of you is the best by painting the town red... literally! By using the ramps, rails and obstacles around each course to pull off tricks, you 'paint' them your colour – to steal stuff marked by your opponent, simply pull off a better stunt from it! Couldn't be easier...



Trick Attack

This one's easy – it's a two-minute battle to see who can amass the most points by doing as many tricks as humanly possible! Standard rules apply, so build up those Special meters and hit those crazy stunts... and if your opponent's winning, skate into him to knock him over. Haha!



Horse

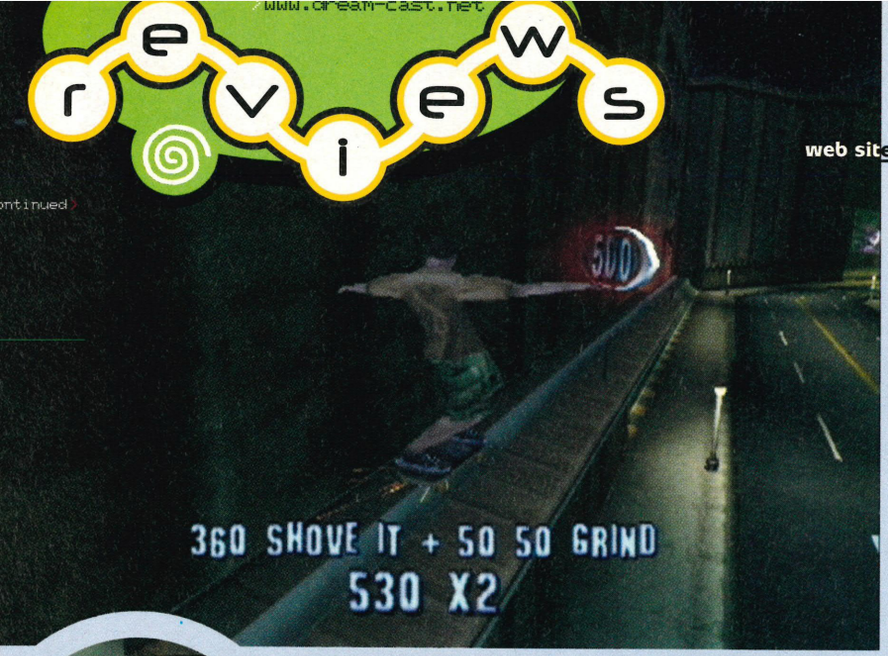
This one really separates the men from the boys – after picking a word (we like 'Conty') each skater takes it in turns to outscore each other with one trick until someone fails. You've only got ten seconds to pull it off and when someone can't match their opponent's score, they get a letter of the chosen word. Complete the word and you lose! Can't say fairer than that...



continued

reviews

ontinued



web site | www.crave.com

CHAIRMAN OF THE (SKATE)BOARD

People who aren't particularly 'down with the kids' probably won't know much about skateboarding, let alone the guys and gals who do it as a profession. If you're one of these people then here's a little 'Who's Who' for you...

Tony Hawk
Arguably the most influential skateboarder of all time, Tony has forgotten more tricks than most people learn in a lifetime! He's also the only boarder to every pull off 'The 900' – the toughest trick in skateboarding history!

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

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

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

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

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

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

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

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

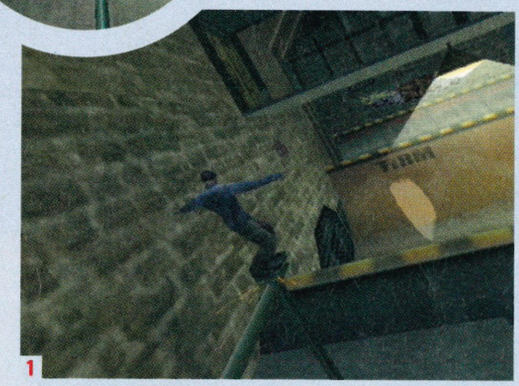
Jamie Thomas
Throughout his time as a skating pro, Thomas has made half a dozen videos on his favourite sport... skateboarding!

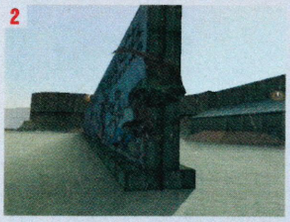




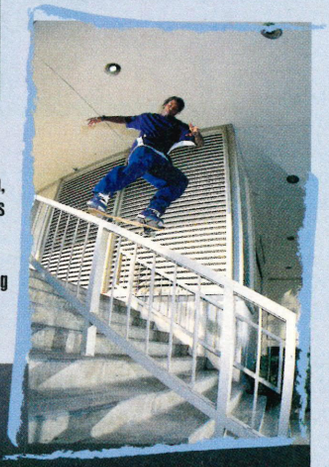
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Extra information

- Foolishly, Activision sold the licence for *Tony Hawk's Skateboarding* to Crave because the people there thought it wouldn't sell. Let's all point and laugh, shall we?
- No-one could really predict just how popular it would be – it's one of the best games we've played in ages!
- Skateboarding is one of the most popular extreme sports around, right up there with BMX and snowboarding.

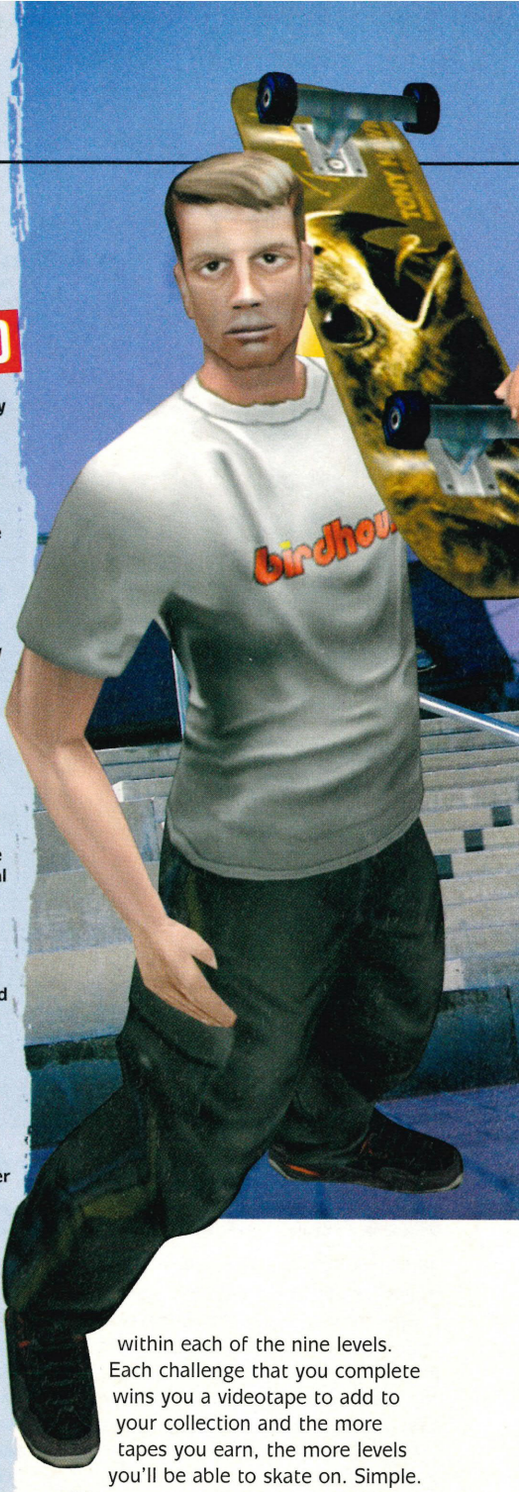

1


2

[1] Try to get up into that overhanging balcony for some major points! [2] Ooh, the Playground rail – this is one of our favourite tricks... [3] Once you manage to build your skating skills up, you'll be able to reach all of these rails!

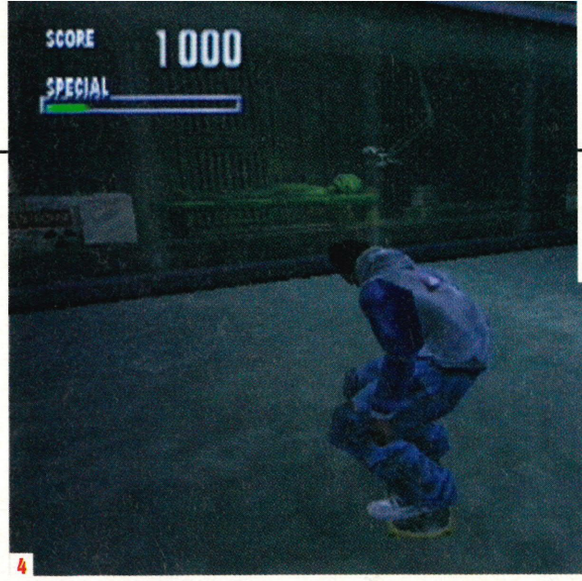






within each of the nine levels. Each challenge that you complete wins you a videotape to add to your collection and the more tapes you earn, the more levels you'll be able to skate on. Simple.

Of course, completing these challenges isn't exactly easy (as if you were expecting it to be, right?) and you'll need all your boarding skills if you want to win those elusive tapes. As well as the SKATE tape – where you have to find all five letters of the word SKATE around the level and collect them by skating into them – there's always some form of target challenge that requires you to locate five particular objects and smash into them, whether it's street signs, piles of boxes or even shopping mall maps made out of plate glass! Then there are the obvious trick score tapes that need to be won by pulling off your best stunts and moves and finally, there's the mystery tape; it's in a hidden location, so you can bet that getting it won't be easy! All of this is against the clock, so with only two minutes until the level ends, you've got to get your skates on... so to speak.







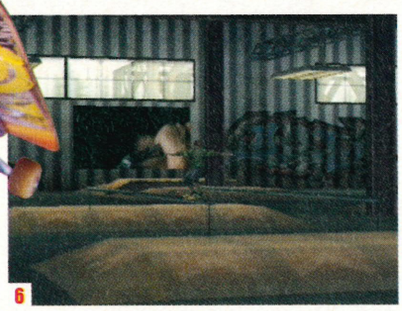


4

5



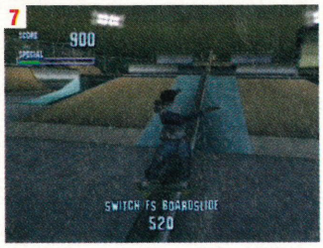
"You might have thought that you'd seen it all with the PlayStation and N64 versions but believe us, you ain't seen nothing yet"



6

[4] Hmm, nice alien autopsy. Can I watch? [5] Look hard enough and you'll even find this spaceship. Cool! [6] The competitions really give you the chance to show off those tricks. [7] Do tricks from grinds to rack up some serious combos!

7



2nd opinion

Judging by the numerous letters and emails that we've been receiving, there are many Dreamcasters who want a top class skateboarding game. Well here it is. Neversoft has done a superb job of porting this to the Dreamcast – so much so that resident 'Chubby Skateboard Kid' Trenty had to be forcibly removed from the game so that he could colour the mag in. Add the super-smooth two-player mode and you have a game that fans of the (ahem) sport and people of questionable balance (like myself) will enjoy this for months to come.
Simon Phillips

Grind That Rail

As you can tell from the amazing range of screenshots around these pages, Crave has done an incredible job in bringing *Tony Hawk's Skateboarding* to Dreamcast in terms of the look of the game. You might have thought that you'd seen it all with the PlayStation and N64 versions but believe us, you ain't seen nothing yet. Every wall, ramp and rail... it all looks so solid and detailed that we were totally blown away. The Dreamcast version of the game really shows what the machine can do (not that we didn't know already) so you'll want to make sure you've always got a couple of PlayStation-owning mates on hand to show off to every time you stick it on for a game.

To go along with the incredible graphics, Crave has also kept in all the storming music tracks from the PlayStation version to liven up each of the massive levels. With tracks from bands like Goldfinger, Dead Kennedys, Suicidal Tendencies and Primus (if you haven't heard of any of them, don't worry – they're US Indy groups) you'll be moshing along just as well as the next skateboarding fanatic. Just make sure you concentrate on keeping your board on the road while you do it...

Fall On Your Ass

By all accounts, *Tony Hawk's Skateboarding* is a pretty fine game. In fact, we'd nearly go as far as to say that it was damn near perfect... if it could be. Of course, nothing's perfect, so if you're going to push us then we'll have to find something wrong with the game. Ho hum. Besides making everything seem fair, why do you make us do such things eh?

Right, things wrong with *Tony Hawk's Skateboarding*... well, you could say that even though the game has made it to the Dreamcast and is the best version EVER, it hasn't really changed much since the PlayStation version. Saying that though, we love it just the same, if not more so. Damn. Then there are the controls; it takes quite a bit of practice to get the hang of them and they can prove frustrating to people who aren't very good at it... but then even the folks we know who can't play it seem to love the game to bits. Argh! Okay then – playing *Tony Hawk's Skateboarding* will ruin your life because you won't want to stop playing it and you'll end up growing a very long beard (yes, even the girls) which will eventually suffocate you as there isn't enough time to cut it off AND play the game at the same time. There you go – told you we'd find something wrong, didn't we?

Just in case you've missed the whole point of this though, we'll say it again; *Tony Hawk's Skateboarding* is simply BRILLIANT. There's so much to it that you'll be playing it for ages before you've mastered it all (and even then, you can always do better with all the tricks and stunts that you can do). The two-player mode never, EVER runs out of steam because it's really good fun to play. It looks great, it sounds great... ahh heck, it's just all great. It's hard to see what else we have to say in order to get you to go out and get this besides telling you that if you don't, you're an idiot. You know you want it – have we ever lied to you?
Martin Mathers

summing up the game

Dreamcast Magazine opinion

PADS	HELMET
⊕ The best version of this game yet	⊖ The game is identical to the Playstation version
⊕ You'll never, EVER get bored of playing it	⊖ Takes a bit of practice to get good at it
⊕ The two-player modes really kick ass!	⊖ You'll end up becoming a social recluse

VISUALS	94%
SOUNDS	95%
GAMEPLAY	96%
VALUE	92%

DM Rating 94%

summing up
An essential purchase for any self-respecting Dreamcast owner. We just can't emphasise how great this game is!

alternatively
- Trick Style
- Snow Surfers

web site | www.starwarsracer.com

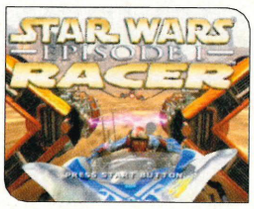


Four wheels and one engine not enough for you? Then sidle on over to a pod-racer and you'll know the true meaning of speed.

Star Wars Episode

essential information>

Star Wars Episode I: Racer



Publisher	Activision
Developer	LucasArts
Origin	America
Price	£39.99
Genre	Racer
Release	Out now



two players



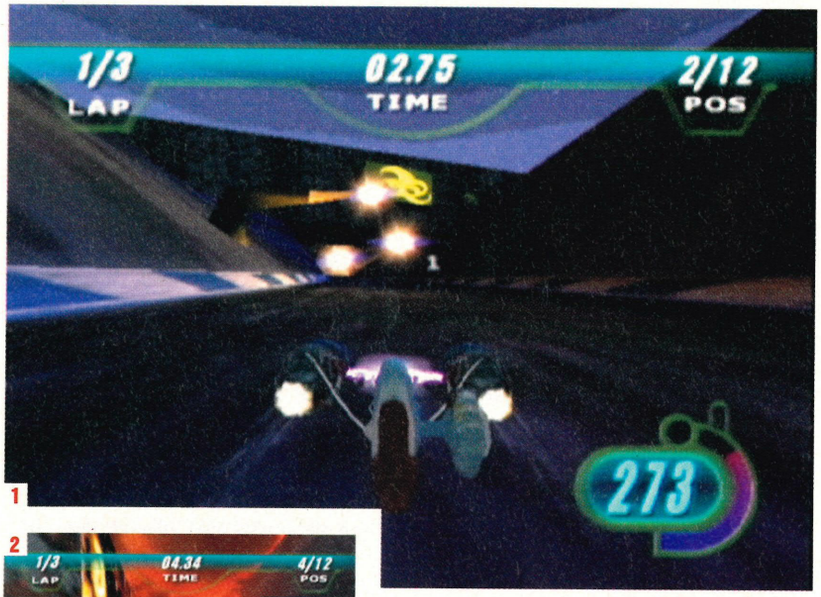
race controller



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N



1



2

[1] The backgrounds of the courses are solid but hardly inspiring. [2] Red sky at night, shepherd's delight... or not. The Mon Gazza skyline is bright if nothing else.



A long time ago (okay, last year) in a galaxy far, far away (well America), the most hyped, most anticipated film ever, ever, ever was released. Whether you loved it or loathed it there can be no denying the gigantic scale of *Star Wars Episode 1: The Phantom Menace*... or the marketing monster behind it. And since then there's been no looking back as every industry has looked to make a fast buck out of it, with the games industry being no exception. And that's the problem with this Dreamcast version of *Star Wars Episode 1: Racer*. Quite frankly it's no more than a cheap, lazy cash-in on a game that has already been out for a year on PC as well as the N64 and the Game Boy Color. They could have at least bothered with some extra Dreamcast exclusive features.

Wipe (Them) Out

For those who haven't had the pleasure of playing those versions, *Star Wars Racer* is basically a *WipeOut* styled high-speed racing game, only this time it's based in the *Star Wars* universe – and it's a mighty big one. There's a grand total of 25 courses in the game, split into four

awesome moment

The opening FMV sequence is the best visual experience of the game.



1: Racer

championships and set over eight different, though equally challenging, planets. There's also a huge array of characters to play (25 in total) amongst whom reside Clegg Holofast, Ben Quadinaros and of course Anakin's arch-rival the salubrious, dirty tactics lover Sebulba. The slime ball!

All of this guarantees a fair amount of longevity to the game, as does the two-player option where you can pit your wits, skills and reactions against anyone who dares join you in what amounts to a race to the death. As usual you can upgrade your pod-racer for a small fee, only this time it's not a garage but the vile Watto's junkyard. And man, does he drive a hard bargain!

How Rude

The graphics, though imaginative, are far from being inspirational or even of a Dreamcast standard. Sure they're solid enough but solid just ain't good enough when games like *Sega GT* and *MSR* will just trounce over it. The settings for the courses are a perfect example of this. Take the water-covered courses of Aquilaris – they act as fantastic backdrops but they just don't have the detail that you'd expect them to have. Meanwhile there's an inexcusable amount of pop-up, fogging and clipping which doesn't do much to help proceedings. As for the actual pod-racers, well they're hardly the most polygon-crunching pieces of technology a game's ever seen. Quite simply put, it just doesn't make use of the Dreamcast's superior power, making it nothing more than second rate.

Destiny Calling

However, despite the lacklustre and far from inspirational graphical quality of the game, it is really rather enjoyable to play, especially if you allow yourself to become totally immersed in the whole magical ambience that only *Star Wars* can create. Oh, and it's also pretty goddamn fast too. The thrill of flying along at some crazy speed through tunnels and rock

"Quite frankly it's no more than a cheap, lazy cash-in on a game that has already been out for a year"

infoburst

Extra information

- There's a total of 25 courses, four of which can only be unlocked when you've finished the first three championships.
- The crowd during the pod-racing scenes was made up of only six real people – the rest was all computer generated. Actually no... Nick just made that up.
- Anakin – he's Darth Vader don't you know. No really, he is!
- The game has already been released on both N64 and PC... a year ago.







ALIEN RACERS





As you'd expect from a *Star Wars* game there are racers from all over the galaxy competing in the various championships, each with their custom designed pod-racers. Watch out though, some have dirtier tactics than others!





continued





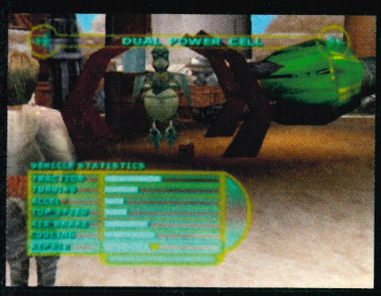


WATTO'S JUNKYARD

> Before each race you can pay a visit to Watto's junkyard where you can get your pod-racer upgraded... for a small fee. There's repulsor grips, air brakes, power-cells and radiators to spruce your pod up, amongst other things.





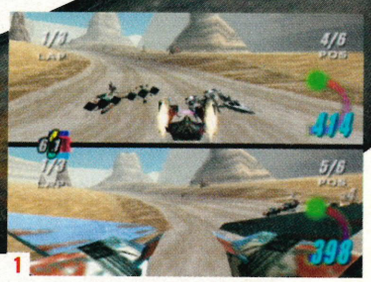


strewn gorges of planets from the furthest reaches of the galaxy is nothing less than exhilarating, especially when viewed from inside the pod-racer. Only then does the real speed of the game begin to sink in, taking you to the edge of your seat and testing your reactions to the limit in the process. In other words, it's just plain old fast. There is one problem with the gameplay though – it's too easy. If you're anywhere near being a decent racer you'll be able to whizz through all the tracks and open up all the characters within a matter of days, making the whole challenge of the game virtually redundant.

Also of particular note is the audio accompaniment to the game, straight from the pen of composer John Williams. It brings more of the *Star Wars* atmosphere to the game than otherwise created by the graphics, as well as making up for the repetitive drone of the engines and the yelps and comments that are hurled from the pilots' mouths. Shut your eyes and you could almost be there...

In the end, if you're a *Star Wars* fan you'll love this game despite its obvious frailties and if not then you're probably better off waiting for the likes of *POD 2* from Ubi Soft or Crave's *MagForce Racing*. For the casual observer, *Star Wars Racer* certainly isn't the best game around and although it's plenty fast enough for even the most die-hard speed freaks, it still lacks the real panache of the film.

Alex Warren

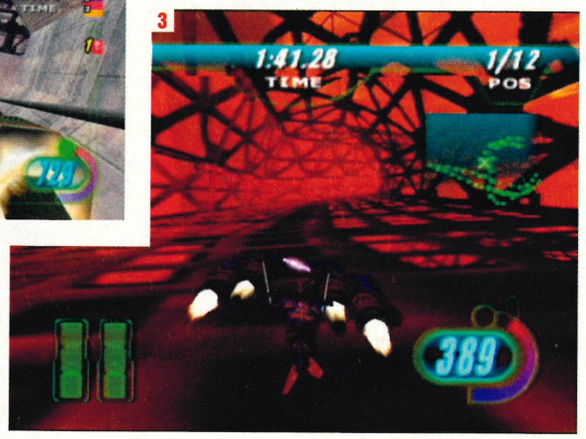


1



2





3

[1] The enjoyment and life-span of the game is trebled by the two-player mode. **[2]** Once you've experienced the in-pod view you'll know the true meaning of speed. **[3]** The courses are littered with tunnels to speed through.

2nd opinion

> Right, here's a good idea. Why don't we get this game that came out nearly a year ago, move it onto a different console without actually making it better and then re-release it when nobody really cares... good, eh? Actually, no. It's not that this is a terrible game, but rather that it's just so... well, passé. This is NOT Dreamcast material and it's far too easy as well. If you're desperate for a *Star Wars* fix, go rent the video instead.

Martin Mathers

Dreamcast magazine opinion

summing up the game >

FORCE	FARCE
⊕ Watto's junk yard	⊖ No Dreamcast extras!
⊕ Good musical accompaniment	⊖ No Dreamcast game should look this shoddy
⊕ It's Star Wars – need we say more?	⊖ Just a lame conversion

VISUALS	68%
SOUNDS	80%
GAMEPLAY	76%
VALUE	72%

DM Rating 74%

summing up

> The Dreamcast version of *Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version.

alternatively >

> 4Wheel Thunder

> Zusar Vasar

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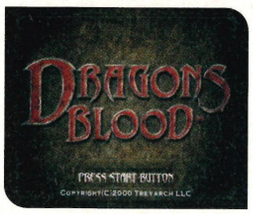


dreamcast addict.com

web site | www.treyarch.com

essential information>

Dragons Blood



Publisher	Interplay
Developer	Treyarch
Origin	UK
Price	£39.99
Genre	Action/Adventure
Release	Out now


one players


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N





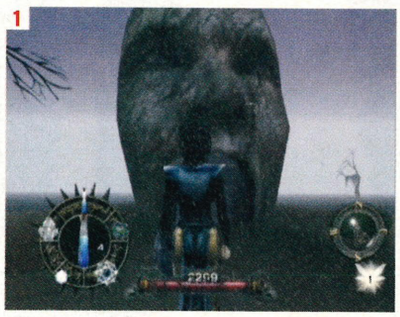
Dragons Blood

infoburst

Extra information>

- If you listen closely to the voice of Ansorin (your friendly elf advisor in the game) then you might recognise it as George Takei – Mr Sulu from the original *Star Trek*.
- Apparently, the influence for some of the nastier 'Insect Queen' monsters comes from the various PC games that the team have made before.
- For some strange reason, *Dragons Blood* is entitled *Draconus: Cult Of The Wyrm*. We don't know why though...

1





[1] Ooh, scary. No, really it is. We almost lost our pants... [2] Hey, just stop with the red glowing thing and fight like a man, ya big jesse!

2



Polish up your helmet (fnarr), grab your mighty chopper (fnarr fnarr) and let's go slay some dragon arse, old-school style!

Mmm, swords. If you're the kind of person who enjoys ploughing through hordes of nasty monsters (and have already completed *Soul Fighter*) then you're probably scratching your arse with the lack of games on the Dreamcast in the style that you love. Well, no more! That's right – thanks to the lovely people at Interplay, you can now sit back and slaughter as many evil armies as you fancy with *Dragons Blood*... because it's a medieval hack-n'-slasher. Oh yes.

Oh, Oh, Oh... It's Magic

The story, as you might expect from this kind of medieval adventure, is typically predictable. Bloke (or girlie depending on your preference) is born to king, bloke receives title of 'Dragonsbane', bloke goes out and kicks some serious medieval ass. As we've already said though, you've got a choice as to who you use – if you decide to play as the stupidly-named Cynric, you'll be cleaving people in two with a sword bigger than... err, a very large sword. If, on the other hand, you choose the equally dumb-sounding but rather lovely Aeowyn then a multitude of spells and magical goodies will be at your disposal instead... although you'll still have your trusty sword as well. Lovely.

There are fifteen levels in total for you to traverse, split between three separate 'hubs' – Forest, Swamp and Mountain. To the game's credit, the levels do look rather wonderful; forests are lush and verdant, dungeons are particularly dank and menacing and they all radiate that 'medieval times' feel that you'd expect here. It's a good job, because you'll spend plenty of time exploring them – if they didn't look this good, you'd get rather bored.

It Does Drag-on

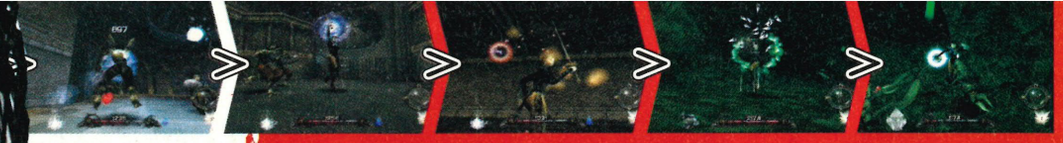
While this all sounds fine and dandy though, in practice it's a slightly different story. Take, for example, the fighting system. It's pretty straightforward – one Attack button, one Defend button... and

"It seems to fall rather too comfortably into the category of 'Could Do Better' and ends up only being above average rather than excellent"

awesome moment

Ooh – just check out the spells on her, eh? She's the new Paul Daniels!





that's it. Of course, when you take into account that holding the Defend button only allows you to block one hit before resetting... well, staying alive can be pretty tough.

Then there's the animation – with the characters all drifting around as though they're floating a few inches off the ground, before sliding through each other thanks to the slightly dodgy collision detection. The controls are a little unwieldy as well and because of the mildly annoying camera angles, it can be easy to run up a hill... only to find a death-dealing precipice on the other side with disastrous results. Bugger.

Our major concern, though, is the lack of brain power needed to get through the game. Okay, so it's not exactly the easiest game in the world (mostly because of the tricky fighting bits) but when presented with a puzzle, usually involving a key and a door, you'd at least want a bit of a challenge in solving it – not a huge red cross on the map that practically screams 'THE SOLUTION'S HERE!' It's not clever, okay?

Don't get us totally wrong; once you get into it, *Dragons Blood* is actually quite an enjoyable little game. However, it seems to fall rather too comfortably into the category of 'Could Do Better' in some of the more critical areas and ends up being above average rather than excellent. A pity, really...

Martin Mathers

2nd opinion

> All of a sudden fantasy-styled games seem to be invading the Dreamcast like a bad smell – not that we mind so long as they're any good. *Dragons Blood* is somewhere in the middle – not crap but not great. It looks lovely for much of the time despite some quite appalling, juddering camera work which has the same effects as a rocking boat. The control doesn't do much for the gameplay either, meaning that once again we have a relatively sub-standard adventure game on our hands.

Alex Warren

summing up the game >

Dreamcast magazine opinion

SWORD	BORED
⊕ A nice little hack 'n' slash adventure	⊖ Fighting can be a real pain in the arse
⊕ Alternate paths add some variety	⊖ Run, slice, run, slice... get the picture?
⊕ You've got to love those fancy spells	⊖ The puzzles aren't exactly mind-bending

VISUALS	86%
SOUNDS	83%
GAMEPLAY	78%
VALUE	73%

DM Rating 79%

summing up

> Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame.

alternatively >

- Shadow Man
- Legacy Of Kain: Soul Reaver



3



4

[3] Your name's not down, you're not crossing my bridge! [4] Okay... lunge and swing! [5] Oh-oh – it looks like there might be some trouble ahead with a capital 'T'...



5

Monster Mash

> Being a game set in the realms of medieval fantasy, Treyarch have used plenty of artistic licence to come up with the hordes of monsters that you have to battle against. Luckily, many of them look like the people that wander around aimlessly here at Dreamcast Towers... so we though we'd introduce them to you.

Simon The Mighty Minotaur



Able to conjure cover images out of thin air and make phone calls last for an aeon – the mighty Editorial Minotaur commands your respect, be-atch.

Mart The Shaman Bloke



Because of his flaming rod (oo-er) and the fact that he has to wear that stupid red hat, Mart hasn't done his screenshots yet. But they're coming... honest.

Alex The Goblin



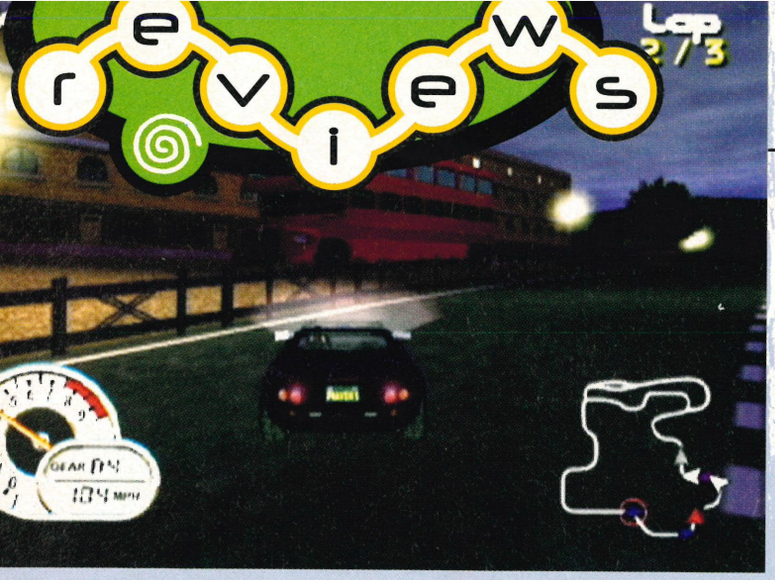
See the little goblin, see his little feet? And his little nosy-wose, isn't the goblin sweet? That's our Alex – he's such a little news-editing rascal...

Nick The Trentadon



Watch as the mighty Trentadon swings his sacred crayons! See him colour in whole pages of the magazine in mere seconds! Ooh, he so scary.





web site | www.titus.co.uk

Roadsters

With racing games coming quicker than a dog on heat, is Roadsters the game to show the rest the way? Errr, well not exactly.







[1] Flash your headlights and blind the other drivers. [2] Careful not to melt your tyres. [3] There are some great countryside drives to be had.





Another racing game, another day. Ho-hum, such is life. In fact you can probably squeeze three classes out of the genre – really great ones, bog-standard ones and crap ones. Unfortunately for *Roadsters* it's firmly placed in the final category. You see, when you start playing a game like this there's only one question that ever rears its ugly head and that's: "Why?" Why indeed. The problem is that it offers absolutely nothing new to the catalogue of Dreamcast racing games and would have been a whole lot better off staying at home. It's not so much a question of where did it all go wrong, but rather did *anything* actually go right?

Revving Up

Roadsters is one of those racing games that doesn't quite know what it is. Is it a simulation or is it an arcade-styled thrill-a-minute kinda game? Well, although it would probably like to think that it's a bit of both, ultimately the game doesn't get remotely close to either. The nearest comparison that can be made is to Ubi Soft's *Speed Devils*, but where that succeeded in finding a happy medium between the two, *Roadsters* fails ignominiously on all counts. Be it the gameplay, the control, the graphics or the audio, *Roadsters* is about as pleasurable as a recently sharpened bed of nails.

With so much fundamentally wrong with the game it's only fair to start with the positive aspects that can be drawn from it. One of the redeeming features that *Roadsters* has is that it boasts a bunch of official car licences, resulting in some cool cars making it to the starting line. So instead of driving an unnamed hunk of junk you at least know where your ass is sat. Then there's the four-player mode which is always a bonus and the... well, that's about it actually.

Natural Disasters

The game offers a pitiful amount of modes of play and options (Championship, Single Race, Time Trial and Multiplayer) and what there is is so unoriginal that it

"Roadsters is about as pleasurable as a recently sharpened bed of nails"

essential information

Roadsters



Publisher	Titus
Developer	Player 1
Origin	US
Price	£39.99
Genre	Driving
Release	May


four players


vibration pack


race controller



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N



infoburst

Extra information

- Each of the courses has it's own natural disaster, ranging from volcano explosions and earthquakes to plane crashes and floods.
- The cars in the game sport official licenses.

awesome moment

It's a disaster! Watch out for the molten lava as the volcano explodes.





makes it more or less pointless. Yes there's a garage where you can upgrade your car, but it's hardly revolutionary stuff and it's pretty mundane at best. However, in light of the rest of the game this is far from being the worst feature of the game – that's left in equal parts to the near awful graphics and gameplay that you'd kill yourself over.

Quite simply it looks awful. When you've got polygon-crunching games like *Sega GT* and *V-Rally 2* on their way, there's no room for a game that has such lame graphics and chugging frame rates as this does. Sure there's loads going on on-screen – there are eight cars on the track plus natural disasters that occur to spice up the action – but that's no excuse for some truly lacklustre graphics that are about as gorgeous as a dog's arse. Worse still is the handling of the cars, and the combined effect of the two on the gameplay is simply game-destroying.

However the greatest irony of the game lies with the disasters that occur around the various courses as they all too readily reflect the game as a whole – i.e. a total disaster.

Alex Warren

2nd opinion

> Er... we wanted to like *Roadsters*, in fact we were tentatively looking forward to playing it given that it was a pretty enjoyable racer on the N64. Alas, somewhere along the development chain-gang the Dreamcast version stalled and became as much a disaster as those featured in the game – the natural disasters, and not those gameplay, graphics and presentational arse-ups. As such I have to whole-heartedly agree with my esteemed colleague: avoid this, buy virtually any other racing game and you'll feel a whole lot better about yourself.
Simon Phillips







[7] There might be loads going on, but Roadsters is still ropey as hell. [8] London's burning, but where are the firemen? [9] The cars are the only cool thing in the game.





[4] There's nothing quite like a drive through the jungle. [5] It might be smoking now, but just wait until it blows. [6] Ooh look, it's gone dark all of a sudden.



TOTAL ECLIPSE OF THE CAR



> With the eclipse last year it seems that the hype is still around surrounding it, so much so that *Roadsters* features its very own eclipse of the sun. Not quite as impressive as the real thing, but it's still enough to put you off.

summing up the game >

Dreamcast magazine opinion

HITCH

- Decent amount of cars to choose from
- Four-player mode, which is nice...
- Errrr...

DITCH

- You call this fun?
- Shocking control system
- Looks crap, sounds crapper

VISUALS	51%
SOUNDS	44%
GAMEPLAY	45%
VALUE	55%

DM Rating 48%

summing up

> This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the console.

alternatively >

> Speed Devils
> 4Wheel Thunder

Midway Arcade Gre

Fancy getting your hands on a Dreamcast disc with six of the best classic arcades games ever? Well, tough luck – you'll just have to make do with this...

essential information

Midway Arcade Greatest Hits – Volume 1



Publisher	Midway
Developer	In-house
Origin	US
Price	£TBC
Genre	Retro
Release	Out now



two players



vibration pack

visual memory



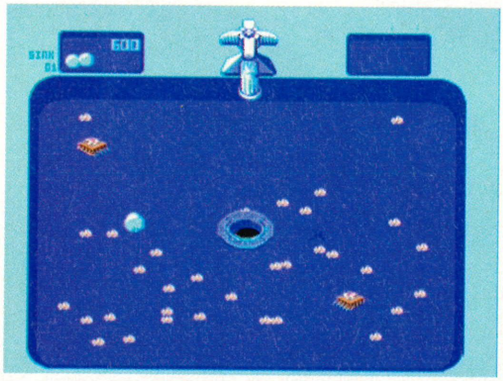
VM information

Save position	Y
Logo during play	Y
Mini-game	N

You know, it's difficult to know where to begin with a collection like this – after all, you can hardly take the disc as a whole when there are so many different elements to it. So here's an idea: let's look at each game separately and give a brief run-down on them before going into a little more detail, shall we?

Check Out Da Games, Boy-ee

Defender – The original shoot-'em-up, with the exception of *Space Invaders* perhaps. Fly back and forth, blasting the aliens and preventing them from abducting those cute little purple and green... er, things. Pretty hectic blasting action for all the family.



Defender 2 – Hmm, do you think this might be the sequel to the first *Defender* game? We'd never have guessed. And it's virtually identical. Ho hum.

Joust – Mmm, ostrich fighting. Ride your 'steed' around and flap those wings while trying to knock the other riders off and turn them into eggs for you to collect. Totally bizarre, but a good laugh if you've got a mate to join in for a bit.

Sinistar – Take control of your spaceship and fly around, killing anything that moves and 'mining' crystals to create Sinibombs that can be used to destroy the evil Sinistar once he's been rebuilt. Bizarre, but strangely okay.

Bubbles – One of the more enjoyable games in the collection is this rather strange offering. Guide 'Bubbles' around the sink, collecting stuff without getting burst. Not all that bad.

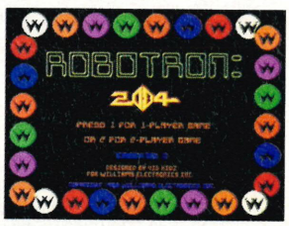
Robotron – Aargh! Don't even get us started on *Robotron*... we'll never get why this was such a popular game. It's rubbish... do you hear us? RUBBISH!

So, that's what you've got to look forward to if you pick up a copy of this collection. But the question is, should you really be looking forward to it? In truth the answer has to be a resounding 'No', for one major reason...

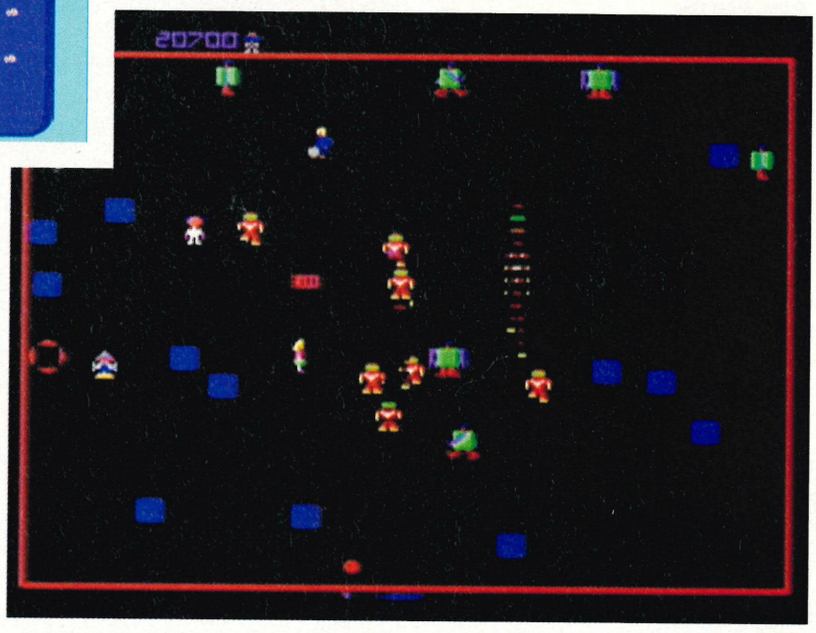
In the games industry (and among those slightly older games like us), it's amazing to see how many people think back and say things like, "The games when I was young were much better" and then go on to waffle about gameplay, how you didn't need good graphics to have a great game and so on. This might be true, but then if you try going back and actually playing some of those 'classic' games you'll be in for a shock... because they're crap.

Retro, Schmetro

Thanks to new technology and the advancement of games in general, we've been spoilt rotten – no-one plays a game any more if doesn't look at least half-decent, do they? They've also got to be slightly more engrossing that just doing the same thing over and over again... and sadly, *Midway Arcade Greatest Hits – Volume 1* doesn't offer either. Certainly,



"We'd expect to see something like this on the PlayStation but on the Dreamcast, it's a total abomination"





awesome moment

The best moment we could find was when we threw the game in the bin. Shame.



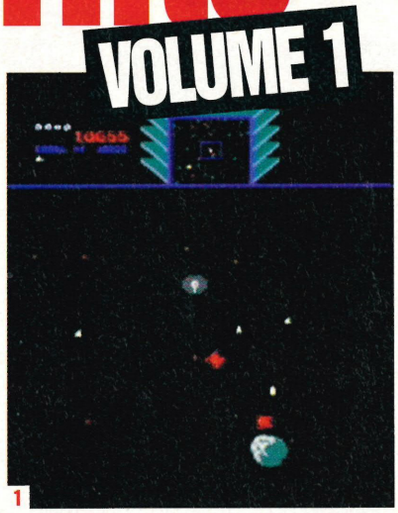
atest Hits VOLUME 1

these games were classics in their own time but now they just look old, tired and downright dull.

Bubbles and *Joust* held our attention the longest with a record of... 15 minutes each. Next came *Defender* and *Sinistar* with around seven minutes of play before we got bored and bringing up the rear with an astonishing three minutes of play was *Robotron*... at which point we just got up and walked away. Can you see the pattern? That's right – none of these games were good enough to keep us interested... which, considering we give every game a fair chance, is diabolical. Add to this the worst front-end menu we've ever seen, and a totally gamer-unfriendly menu system and you've got one stinker of a collection.

Frankly, this sucks big time. Fair enough, we'd expect to see something like this on the PlayStation (and indeed, it's already been out) but on the Dreamcast, it's a total abomination. If you buy it, you'll burn in the fires of Hell... and that's a promise.

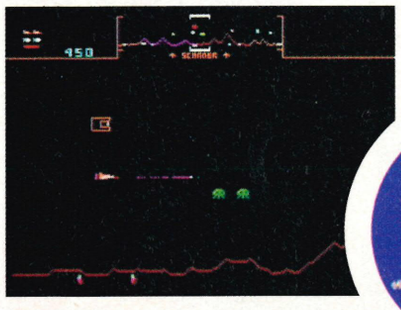
Martin Mathers



1



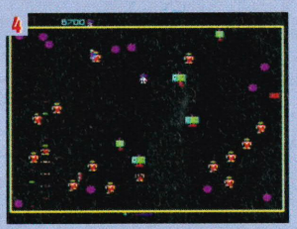
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3





4



[1] Sinistar isn't too bad to play, but it's just so repetitive... [2] Joust brings back some fond memories for us – if only because we used to play it instead of doing our homework. [3] This is Bubbles – gosh, what an interesting chap. [4] Oi, Robotron... NO! This has to be the worst game ever. EVER.

infoburst

Extra information

- Most of these games were around in the early Eighties when we were just a bunch of young whippersnappers playing marbles. Great days...
- Volume 2 and 3 of this collection are supposedly on the way, including games such as *Spy Hunter*, *Moon Patrol* and *Gauntlet*.
- Things we'd rather do than play this atrocity of a collection include: eating dog poo, listening to Kajagoogoo and playing golf. Golf? Noooooooo!

The Games That Time Forgot

When we cast our minds back, we can come up with tons of retro games that helped us through our childhood. *Manic Miner*, *Horace Goes Skiing*... the list goes on. But would we like to see these games brought to the Dreamcast? Hell, no – so here are three of our favourite games that should be left languishing in the mists of time for ever.

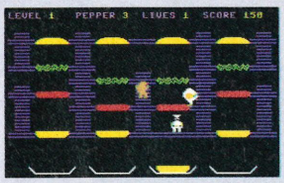
Chuckie Egg

An all-time classic for everyone on the Dreamcast team, we firmly recall playing *Chuckie Egg* for hours at a time on our ancient BBC Master computers. Only one problem though... the game never, EVER ended – it just kept going. Aargh!



Burger Time

For all those people who fancied making something to eat but couldn't be bothered to get off their fat arses, there was *Burger Time*. There was another version as well based on the wonderful Mr Wimpey character... but it was crap.



Airwolf

Oh yes – we clearly remember that in the TV programme, the Airwolf helicopter spent most of its time flying through caves with lasers on the walls... yeah, right. Still, at least it had the original theme music in it...



2nd opinion

Retro games are a thriving business. However, there are very few that in truth we'd want to play on a Dreamcast. Most of these games can now be found on a certain popular hand-held, which is probably where they belong. However, for a small dose of nostalgia this collection is worth a look but I suspect that the next disc will be the one that ought to be bought as it seems to contain the games that we remember (or still play today) that still offer a great deal of fun. *Midway Arcade Greatest Hits – Volume 1* unfortunately doesn't offer enough bang for your buck and ultimately it deserves to be avoided. Better luck next time.

Simon Phillips

Dreamcast Magazine opinion

summing up

TRIED &

- ⊕ A slice of classic retro perfection
- ⊕ Promotes gameplay over graphics
- ⊕ All the games are recreated perfectly...

TESTICLES

- ⊖ ... and they all look totally shit
- ⊖ Worst interface ever. EVER
- ⊖ None of these games will last you more than a day

VISUALS	18%
SOUNDS	21%
GAMEPLAY	70%
VALUE	29%

DM Rating 27%

summing up

We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere...

alternatively

- Gauntlet Legends
- Ecco The Dolphin

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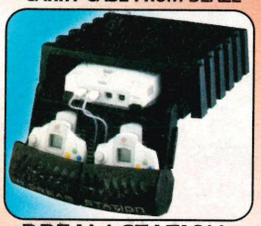
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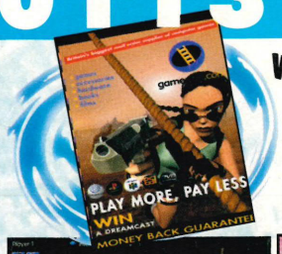
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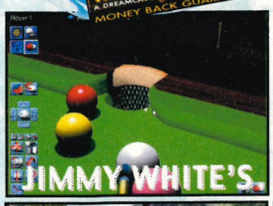
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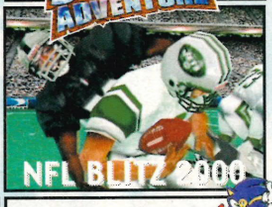


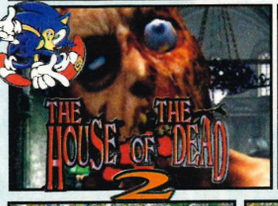






















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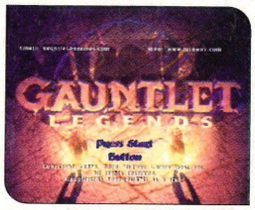


Battle axes, flying arrows, swords, magic – it's got it all! It's a legend... it's Gauntlet Legends.

Gauntlet Legends

essential information

Gauntlet Legends



Publisher	Midway
Developer	In-house
Origin	America
Price	£39.99
Genre	Adventure
Release	June


four players


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N


1



[1] These imps aren't so much cheeky as damn tough. [2] Colonel Sanders' early experiments didn't go down too well with the hens! [3] The dragon's lair ain't the place to be.


2


3

Way back in the mid-Eighties four friends came together to battle the forces of evil in a game that made many a young boy very, very happy... and out of pocket. The game? The now legendary *Gauntlet*. The game defined classic arcade action with an archetypal tale of good against evil set against a background of fantasy, monsters and magic. In other words, the perfect recipe for success and the quintessential arcade game that everyone had to play. Ahhh, the memories...

Laying Down The Gauntlet

Surprisingly, it wasn't until 1999 that Warrior, Archer, Valkyrie and Wizard were resurrected and re-united for their second world-saving adventure in the arcades with *Gauntlet Legends*, only this time they were in glorious 3-D. After that excursion it wasn't long before the gang hit the N64 but now, with a release on Dreamcast, they're being re-instated where they truly belong. But that's not all, as the Dreamcast version features four exclusive new characters – Sorceress, Knight, Dwarf and the wickedly wild Jester, complete with silly walk – for you to get to grips with.

For those who haven't savoured the delights of the game before the story is, as you might have guessed, as predictable as a Friday night for us down Bar Med [apart from Mathers that is,

awesome moment

Letting rip those special moves – sit back and admire your handywork.





5



6



[4] Watch out for the touch of death – it stings!
[5] The game has all the wonderful gameplay traits that the original had.
[6] The spells don't only look great, they wipe out everything in sight.
[7] There might not be too many puzzles to solve, but there's loads of killing.

It's A Legend

> Ahhh, those were the days. We were wee nippers when the original game was out in the arcades and playing this has brought all those glorious memories back.





infoburst

Extra information>

> Midway is including the original *Gauntlet* in its forthcoming Greatest Arcade Hits Package. Big cheer for Midway!

> The Dreamcast version features two extra kingdoms on top of those in the N64 version.

> There's one secret character that you must unlock.



7



2nd opinion

> Joy! Yes, so it's based on a game that's nearly as old as we are. Indeed, it doesn't look all that amazing when you first see it. But guess what? We love it. Probably one of the most engrossing multiplayer games we've played for a long while, *Gauntlet Legends* will have you and your mates huddled round the TV arguing which one of you gets to pick up the food... just like the old days in the arcade. Old-school gaming doesn't get much better than this!
Martin Mathers

who is predictable only by his inability to join us in the aforementioned drinking establishment – Ed]. The forces of evil, in the form of the demon Skorne and his seemingly thousands of minions, are running riot in the peace-loving realm. Your job? To send them all packing through the magical portal whence they came. Nothing could be easier huh? Errr, no. With seven kingdoms (two more than the N64 version) and 46 levels to battle your way through, it's certainly not an easy task, especially when you consider that each and every one of them is jammed full of every type of monster of you could imagine. There's orcs, ogres, skeletons, scorpions and of course, Death himself. Need we say more?

It's Magic!

However, the real beauty of the game is in its gameplay which is as pure, simple, fun and damn addictive as you could wish for. Like the original, you have to explore all the levels, bashing and shooting anything that looks ugly, moves or fires things at you while searching for runestones as well as treasure, special items and power-ups to make you even tougher. Oh, and there's always the odd puzzle to solve and traps to avoid – it's not all mindless violence, you know! Of course, one of the greatest draws of the game is the fact that it caters for four players so you can get your mates round,

"The real beauty of the game is in its gameplay which is as addictive as you could wish for"

have a few beverages and pretend you're back in the arcades again.

Battle Axed

Visually, the game isn't the best looking thing you've ever clapped your eyes on but the graphics are crisp and colourful while moving at an axe-choppingly fast rate. Even when four players are on screen and the action is totally frantic there's little, if any, slow down or any other crippling graphical diseases. Likewise, the music is neither here nor there; completely apt for the setting but in no way fantastic. The sound effects let it down a little as the firing of arrows, throwing of axes and the bizarre noises erupting from the pits of the monsters get a little tiresome after a while, although there is light relief from the advisory sepulchral voice that comes from above.

Still, *Gauntlet Legends* is a great game to play in every respect and it's like falling in love with a long-lost childhood sweetheart all over again. If you've played it in the arcades you won't be disappointed, if not then you're in for a real treat as this is truly one of the most enjoyable games on the Dreamcast.
Alex Warren

It's Minty!

> Well maybe. Amongst the numerous power-ups and special attacks you can pick up lightening breath which allows you to breathe lightening thus knocking all the enemies of their feet. Imagine it – death by bad breath! Surely there are nicer ways to go.





summing up the game >

Dreamcast magazine opinion

LEGENDS	FAG-ENDS
⊕ Gameplay doesn't get any better than this	⊖ Multiplayer can get annoying
⊕ Extra levels and characters	⊖ Not the best graphics ever
⊕ It's just like in the arcades!	⊖ No versus-type mode – why?

VISUALS	82%
SOUNDS	80%
GAMEPLAY	93%
VALUE	84%

DM Rating 87%

summing up

> *Gauntlet Legends* might not be the best-looking game ever but when you've got four friends crowded round, it's fantastically satisfying fun to play.

alternatively >
> Dynamite Cop 2
> Silver

Import Reviews

Hurrah, it's the unofficial beat-'em-up section! No, not really, it's the bit of the mag where we review those crazy import games!

Power Stone 2	90
Typing of the Dead	92
Twinkle Star Spirits	92
Densha De Go! 2	92
Gundam Side Story: 0079	92
Sorcerian	92

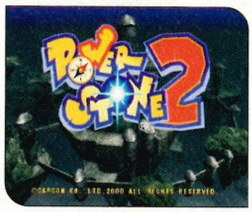


Power Stone 2

Thought that beat-'em-up action couldn't get any better than Power Stone? Wrong. Welcome to its heir apparent... it's loads better!

essential information

Power Stone 2



Publisher	Capcom
Developer	In-house
Origin	Japan
Price	£55
Genre	Beat-'em-up
Release	Out now



four players



arcade stick



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	Y

You can use your VM unit to store items bought in the shop for use in the game, as well as for trading with other players.

When the original *Power Stone* was released as a launch title in Europe it was met with huge clamour and was universally acclaimed as one of the best beat-'em-ups... ever. Its innovative design and gameplay re-defined a genre that was becoming tired, drab and quite frankly, going nowhere. So now its time has come around again, but can *Power Stone 2* relive its past glories and keep our button-hungry fingers satisfied? In a word, yes.

The Power & The Glory

In every respect *Power Stone 2* is bigger, better, more satisfying and more enjoyable to play than its predecessor. Anyone who's played the original will be able to tell you how it's one of those games that you can play for hours and hours without noticing time go by because it's just *so* fun and *so* addictive. Well, good news – *Power Stone 2* has even more chaotic, madcap gameplay than the original, meaning you'll be playing for even longer.

It's All Staged

The most noticeable difference between this and the original is the environments. If you thought that those fully interactive areas were impressive then you're going to be blown sideways by the ones on show here. Instead of the action being restricted to one area it takes place over several areas, moving on as you progress. What's more, as well as there being more items with which to interact, like gun turrets and bomber planes,



1



2



3

[1] The light-sourcing on the special moves is simply awe-inspiring! [2] With four players on screen the action can only be described as chaotic. [3] Jump in the gun turrets and blast everyone into oblivion. [4] Watch out for the bird droppings – they're explosive!



4

awesome moment

The confrontation with the final boss will have you quaking in your boots!











[5] The game retains all of the great gameplay traits of the original and builds on them. [6] Watch out for the homing missiles – they're coming to get you! [7] As before there are tons of weapons with which to crush your enemies. [8] Be ready for when the subs dive.

there's also loads more going on on screen. Quite simply, it's stunning and so engrossing that you'll have to take a week off school to recover.

Foursome Fun

The pleasures don't just stop there either. Another improvement in the game is the increase in players from two to four. In the Arcade mode you can team up against each other or against the computer for a bit of a foursome. Even when you're playing on your tod there's still four players on screen beating the crap out of each other with whatever weapons they can lay your hands on – and believe us, there's a lot of choice. The most remarkable thing about this is that the frame rate remains at a constant 60fps all the way through.

Even once you've left the fighting arenas there's loads to do. Throughout the levels you can collect coins which can then be used in the shop run by the lovely Mel. Here you can buy new clothes, weapons and the like – so if you fancy a bit of an image change you know where to go. You can also use the Element Cards that you pick up in-game in the shop; these allow you to combine items to make them better which is fairly neat. Add to that the VM mini-games, plus online gaming, and you've got the consummate beat-'em-up in your hands.

All in all, *Power Stone 2* is quite simply an awesome game. Nothing more, nothing less. It is undoubtedly arcade action at its very best – what more can we say?

Alex Warren





LOOK WHO'S FIGHTING

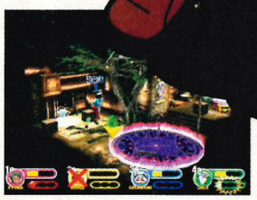
Not only is *Power Stone 2* bigger and better than the original, it's also got four new characters. There's Guruman the psycho chef, Julia from the mid-west, the gun-toting Alex and tiny-tyke Pete.











infoburst

Extra information

- In Japan the DC version was released at the same time as the arcade version and you can use saved data in your VM unit in the arcades. Cool!
- One of the secret characters (there are two) is the father of Fokker, Pride and the other is the girl in the shop, Mel.
- There are three secret levels that can be unlocked including a stage based in the shop.

"In every respect Power Stone 2 is bigger, better, more satisfying and more enjoyable to play than its predecessor"

Dreamcast Magazine Opinion

summing up the game...

GEM	JAM
⊕ Can gameplay get any better than this?	⊖ Only five stages
⊕ Awesome graphics with loads going on	⊖ Adventure mode should be longer and harder
⊕ Four players = four times the fun	⊖ Perhaps a little too chaotic?

VISUALS	91%
SOUNDS	85%
GAMEPLAY	95%
VALUE	87%

DM Rating 92%

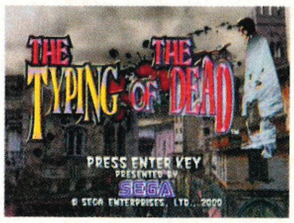
summing up

If you want pure arcade action you've come to the right place. *Power Stone 2* is a fantastic game in every respect and demands to played at all times.

alternatively

- Power Stone
- Marvel Vs Capcom 2

reviews Import Reviews



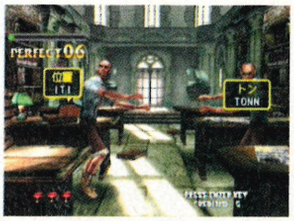
Typing Of The Dead

Publisher	Sega
Developer	In-House
Origin	Japan
Genre	Action
Reviewed by	Martin Mathers



It sounds like the worst idea ever – combine one of the greatest light-gun games ever with... a typing tutor. But d'ya know what? It's actually quite good. Wow.

Basically, you have to type words into your keyboard rather than use a gun to 'blast' the zombies and the tougher the monster, the longer the word. It's all in Japanese (although you can type the English letters underneath) so you'll be typing gibberish but with all the secrets and paths from the original game intact, it's a really good laugh. Just don't tell any of your mates that you've bought it...





Overall 90%



Twinkle Star Spirits

Publisher	SNK
Developer	In-House
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Martin Mathers



SNK in rehashed shoot-'em-up shocker – there's a surprise. Mind you, that's not necessarily a bad thing; despite being based on a game from nearly five years ago, *Twinkle Star Spirits* is a nifty little number.

Imagine a shoot-'em-up mixed with *Puzzle Bobble*; you go up against an opponent in split-screen action and the better you do at killing the enemies, the more nasty things appear on the other side of the screen. You can even go so far as to call in bosses to kick your mate's ass! This is definitely a multiplayer game – don't take on the computer or you'll just get bored.





Overall 79%



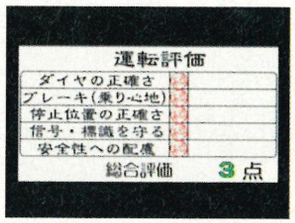
Densha De Go! 2

Publisher	Taito
Developer	In-House
Origin	Japan
Genre	Simulation
Reviewed by	Martin Mathers



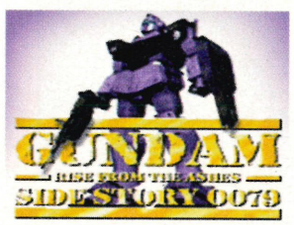
Hmm, trains. Hands up if you've ever wanted to be the driver of a Japanese train then... no-one? We have – so *Densha De Go! 2* is right up our street because you get to drive trains. In Japan. Really, really fast. Hallelujah.

Forgetting the fact that it's probably the most tedious game we've ever seen. Or the fact that the graphics look worse than Bella Emberg in a skin-tight leather basque. Or even that playing it is as painful as driving several rusty nails through your eyes and eating a bowl full of Razorblade Surprise. Apart from all this, it's great. Honest. No, really.





Overall 26%



Gundam Side Story: 0079

Publisher	Bandai
Developer	In-House
Origin	US
Genre	Action!
Reviewed by	Martin Mathers



If you've ever fancied taking control of a gigantic war robot then this is the game for you. Set in the future, you play one of the many Mobile Suit commanders who like nothing more than blowing things up and looking hard.

Fair enough, the controls are a bit tricky to get the hang of – moving around and looking around are near impossible to do simultaneously – and the game itself is a little on the short side, with only nine missions to choose from. Still, it's quite a fun game as long as it last... but there's no multiplayer options. Argh!





Overall 80%



Sorcerian – Apprentice Of Seven Star Magic

Publisher	Victor Interactive
Developer	Falcom
Origin	Japan
Genre	RPG
Reviewed by	Martin Mathers



Considering how advanced the Dreamcast is, it's amazing just how much low-grade tat appears on it. Take *Sorcerian* for example – rather than trying to look and play great, it's just... well, arse.

Basically, it's a 2-D RPG (although everything's modelled in 3-D) with the most basic game system we've seen for ages. Pick your group of adventurers, learn some spells and then get out there and kick some orc ass... and that's about it. Old-school adventure fans might love this, but we'd prefer to stick to something a little more 'now', ta very much.





Overall 49%

N E W

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GTA 1969	Fifa 2000	Mortal Kombat	Final Fantasy VII
Mechwarrior	NFL 2000	Gungage	Pokemon Card
James Bond 007	Urban Chaos	Lego Racers	Alundra 2
Shadow Tower	Love & Destroy	Final Fantasy 8	Dark Forces
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Virtua Fighter 3tb	Croc	Tekken Series	NFS Series
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Broodwars	Hidden & Dangerous	Kingpin	Colin Mcrae Rally
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Expendable	Worms Armegeddon	Soul Calibur	Speed Devils
Trickstyle	House of the dead 2	Toy Commander	LBA 2
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South Park	G-Force	G-police	Gene Wars
KKND	Novastorm	NHL '97	NHL '98
NHL '99	Nuclear Strike	Populous	Populous TB
Tyrian	Turok 2	Unreal	3D Lemmings
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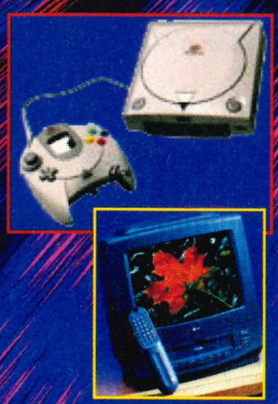
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Descent 3	EA Sports Cricket	Get Medieval	Flight Unlimited 2
Thief	Extreme G2	Cool Boarders	Pokemon Stadium
Dark Forces 2	Legacy of Kain	Soul Reaver	Soul Edge
Sin	Nocturne	Parasite Eve	Alundra 2
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Robotron X	Urban Chaos	James Bond	Shadow Tower
Wipe out 2097	Earthworm Jim 2	Super Gokuden	Messiah
Space Quest 2	Cool World	Sonic & Knuckles	Mission Impossible
Gemfire	Command&Conquer 2	Might & Magic 8	Metal gear Solid
Battlezone 2	The Dig	Diablo	Discworld
Discworld 2	MDK	Men in Black	Metal Slug
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Resident Evil 2	Rogue Squadron	Worms	Worms 2
Wizadry 7	Ishar 3	Immortal	Alien V Predator
Alpha Centuri	Alundra	Full Throttle	Future Wars
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WIN! Mad Catz Peripherals Page 96

WIN! Joytech Peripherals Page 105

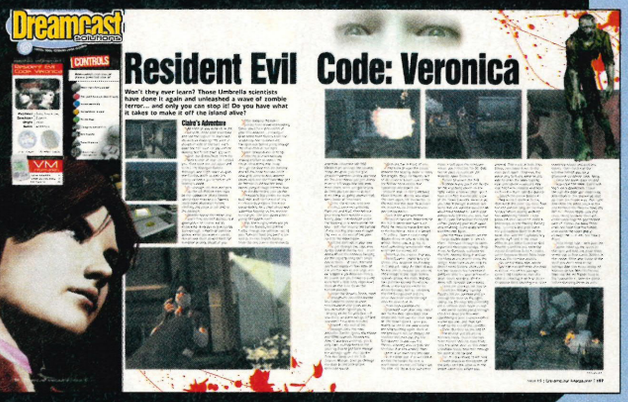
Stuff & Nonsense

120 Gadgets and gizmos galore as we check out fun stuff!



Resident Evil Code: Veronica

106 The complete guide to the entire first disc of the game that you shouldn't play alone...



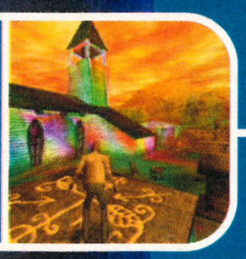
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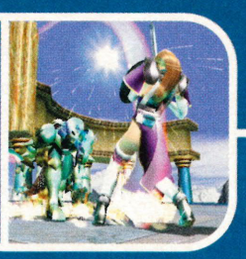
96 MAILBOX



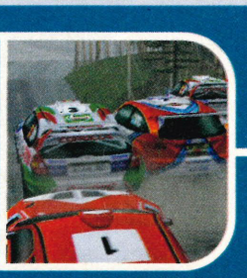
98 READER REVIEWS



116 DIRECTORY



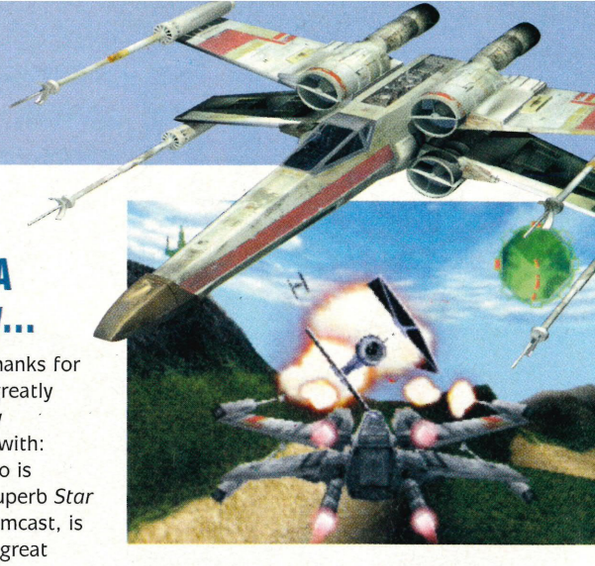
126 DREAM ON



130 DREAM MOMENT

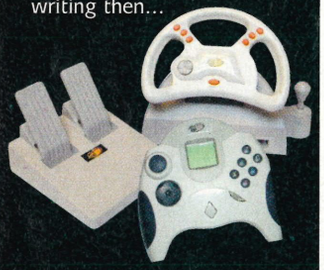


interact Mailbox



WIN! MadCatz Peripherals

Here at Dreamcast Magazine HQ we've teamed up exclusively with Mad Catz, 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.

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So what have you got to say for yourselves? Well, let's have a look, shall we?

Mr Original

When I bought my Dreamcast, I was instantly pleased to see such a promising line-up of brilliant games. At Christmas I received *Sonic Adventure* and *Sega Rally 2*. It's true that these are good games, but gamers such as myself are sitting here waiting for huge games such as *Shenmue*, *Dead or Alive 2*, *Ecco the Dolphin* and many other games. Although it may be true that direct PC ports are a good idea, I have been waiting for some originality in my games. To be honest, I'd rather see a new 'style' game rather than a clone of another game.
James Burling

DM: Original? What do you think the likes of *Crazy Taxi*, *Sega Bass Fishing* and *Chu Chu Rocket!* are? If they're not original then we might as well as forget about the Dreamcast now. Sure there are a fair few PC ported games but mixed in amongst them are some of the most original and bizarre games you're ever likely to see. And that's the great thing about the Dreamcast in comparison to the PS2 and one which is sure to help the console combat the imminent invasion from the Sony corner.



A Long Time Ago, On A Console Far, Far Away...

Hey guys, great mag and thanks for all the cool free stuff. It's greatly appreciated. I've just got a few questions I hope you can help with: firstly, now that the genius who is George Lucas is bringing the superb *Star Wars Episode 1: Racer* to Dreamcast, is there any news on the equally great *Rogue Squadron* also seeing a release on Sega's wonder machine?

Also, what are your feelings towards PlayStation2 and Microsoft's up-and-coming X-Box?

Personally I think Sony's new console looks crap and unoriginal and who is going to go and buy a Microsoft console? Not me!

Long live Dreamcast!
Colin McCutcheon

DM: Cheers fella! It's unlikely that *Rogue Squadron* will appear on the Dreamcast as LucasArts is concentrating upon milking the new *Star Wars* universe most fully rather than the worlds and environs that we know and love from episodes 4 to 6.

To be honest, we were a little worried about PS2, purely because the PlayStation has been so immensely successful. However, having spoken to developers and seen what the PS2 has to offer, at the moment we can say that the Dreamcast easily has the best software on offer, it is much easier to develop games for, it will be half the price of Sony's machine and it will have online gaming to boot – there now seems to be very little to worry about at all.

A Point Of Taste

Being the eagle eye that I am, I spotted an advert from Softwarefirst which recommended *ECW Wrestling* but after reading your review I was somewhat confused about how good it actually was. Is it just a marketing ploy from the company or is it actually good.

The Longest Letter... Ever!

Hi! Out of the all the Sega mags, you're the best one for quality and value! The videogames industry is dying, largely thanks to the casual gamer and to Sony. However, I believe all may not be lost. Once casual gamers get bored with games, the western market will be destroyed but videogames will never die in Japan.

I've taken it upon myself to boycott all PAL games and have for many years enjoyed all the best games on import, at 60hz, full speed and uncut! Frankly, PAL is crap! Rubbish like *Croc 2*, *Tomb Raider* and *Fifa* are prime examples of trash, and these games are supposed to be the western market's best games! What a joke! While you've been wasting your lives, us hardcore gamers have been enjoying the great games like *King of Fighters*, *Radiant Silvergun*, *Shenmue*, *Virtual On* and *Bomberman*. *Shenmue* should be the standard of all videogames! All Playstation2 and Dolphin games shouldn't fall below this standard for any reasons!

Another thing, there's so much talk about losing faith with the Dreamcast. What? There are loads of new landmark games coming out exclusively to Dreamcast! *Power Stone 2*, *Marvel vs Capcom 2*, *Virtual On 2*, *Soul Calibur 2*, *Quake 3*, *Half Life*, *Warcraft 3* to name but a few! These games alone are ten times better than any Playstation2 game! Playstation2 is sh*t! I've played it in London and it's awful! Please stop bumming Sony! How can you casual gamers not see past the bad launch they had, the grainy and pixelating DVD movies and bad launch games – *Ridge Racer V* is boats on tarmac and is a poor man's *Sega Rally*! *Street Fighter Ex* is lame and looks like a SNES game running on the FX chip and *ISS* is so poor, it's unbelievable! BUT WAIT! You casual gamers will still go out and buy it, thinking you have something good, when actually you have bought a bag of sh*t! You people make me sick and you don't deserve to play games ! If you want good games, either get a Dreamcast now or wait two years for Nintendo's Dolphin!

Yours Sincerely
Mr A Batour

PS Out of all the lame letters you print about nothing and pointless topics, print this letter as you know it's an issue that needs to be brought out!

DM: Casual gamers, eh? After all, they only made the videogames industry as successful as it is today... Anyone else got anything to add? However, to make you feel better and to help your gamesplaying, have some Free stuff!

Desperately In Need Of A Kreybloard!

when would the firshing rod comes out thank you please email me back (tsansalone@bigpond.com.au)

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



After the disappointment of *Attitude* I would be grateful if you could clear this up for me.
shaz@uk.dreamcast.com

DM: Of course it was a marketing ploy. Although better than *WWF Attitude*, *ECW Wrestling* is still a long way off being anywhere near a good game. Even if we were the biggest wrestling fans in the world we'd still have to stick by the score we gave it, so for the time being you're better off waiting for THQ's *WWF Royal Rumble* which will be released in autumn.

One-Eyed?

Before I start I would like to say congratulations on another great edition of DREAMCAST MAGAZINE and keep up the good work! There are a few questions I would like to ask, so here we go...

1. When *Sonic Adventure 2* comes out, will you be able to use your Chao from the first *Sonic Adventure*?
2. Is there any chance of Konami releasing a Dreamcast version of *Metal Gear Solid 2*?
3. How do you pronounce Aoi Umenekoi (from *VF3tb*)?
4. Please print me... please!

P.S Is *Crazy Taxi* cool or what?
Adam Roberts

DM: Ooh shucks. You're too kind! Well we aim to please. With regards to your questions here's what we can tell you:

1. **We're not sure whether you'll be able to use your Chaos from the first game because exact details are still very hush hush.**
2. **Rumour has it that the game will appear on Dreamcast. We can live in hope at least.**
3. **Whar?**
4. **Your wish is our command.**





Supergran?

I own copies of *SWWS 2000* and *UEFA Striker* and have recently rented a copy of *Virtua Striker 2*. I would like to say that *SWWS 2000* deserved its 62%, but if that is what it got how did *UEFA Striker* and *Virtua Striker 2* manage anything more than 40%. *Virtua Striker* is the worst of the lot – my granny could run faster than any of the players. It has got great visuals but the gameplay stinks. Is there any decent footy game planned (something from Konami, for example) and how long do we have to wait for it?
Rhys Williams

DM: Calm it fella – the footie season's over now! Well you seem like a fairly disgruntled fan but not to worry as the fabulous *SWWS* *Worldwide Soccer 2000: Euro Edition* is on its way and it's pretty darn fantastic. It's loads better than its predecessor in every respect so should quell your anger. Rumours still abound of a Dreamcast *ISS* game from Konami, but the developers are staying tight-lipped about it at the moment.



Is She Or Isn't She? You Be The Judge

Can you tell me why in issue 5 of your wonderful mag you rated Tina of *DOA2* as the number one babe, when Helena – of the same title – is undoubtedly more of a babe. Can you also tell me which are the best footy and racing games on the Dreamcast – I'm thinking of getting one as I've played my mates'.
Andy via email

DM: We have no fixed opinion as to who the best looking lady out of *DOA2* is because they're aren't real... However, just to help, here they are in all their glory!





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!

Will a mouse become available for Dreamcast?
John Heffernan via email
DM: Well, whilst we were at E3 we couldn't help noticing that there was indeed a mouse attached to the Dreamcast that, along with the keyboard, made *Quake III* a lot easier to play...

Hi there, all at DREAMCAST MAGAZINE. Firstly, congratulations on such a great magazine. Now I'll cut to the chase, *Crazy Taxi* is CRAP. Sorry I mean it's crap after the first day; it's just the same thing over and over again.
Conor Griffiths
DM: What planet are you on? Are you trying to tell us you finished all the Crazy Boxes in a day? Anyway, it's ace and we're still playing six months after we got it.

Quake III, *Half Life*, *Power Stone 2*, *Chu Chu Rocket!* and *Phantasy Star Online* ... can't wait for Dreamcast Online gaming. Slobber!
Chris Reese
DM: Join the club!

I have just bought *Crazy Taxi* to add to my collection of aaaaaaamazing Dreamcast games. It is a great game and it is still keeping me occupied after a month. But I have a question for you. While I was reading your magazine I couldn't help but notice you had a screenshot in the *GTA*-style view. How do I unlock this view as I have tried everything?
David Gabb
DM: Well that's because it's only in the Japanese version that we received and not in the PAL release.

interact Reader Reviews

Here we go again! More of your lovely reviews... once more the 90%+ scores are favourite. How's that work again?

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Here you go again... a whole raft of your very own reviews only now, for every review that we print, the scribe gets a prize (see below for details).

Don't forget to include your address when you send in your reviews!

● The views expressed in these reviews are those of the reader and not Dreamcast Magazine.

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You can send your reviews in to us in a variety of ways...

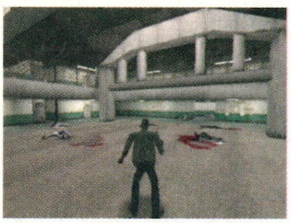
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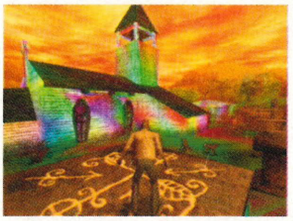


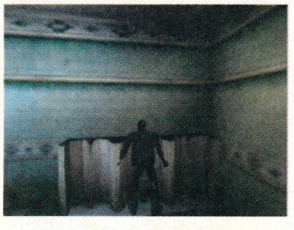
ShadowMan

Publisher	Acclaim
Developer	In-house
Origin	UK
Genre	Adventure
Reviewed by	Matthew Giles



Prepare to be scared! Well that's what it said in my local shop, but was it scary? NO WAY! Apart from the opening scene with Jack the Ripper killing himself and when you meet the rest of the serial killers for the first time. But when you get into the game you realise how boring it is killing dogs and deranged people all the way through the game. Another problem is the very long loading times – the longest I've seen on a Dreamcast game. So if you have £40 to spend on a game and you love horror movies this is a definite buy, if not stay away and buy something else.





Overall 60%



Powerstone

Publisher	Capcom
Developer	In-house
Origin	Japan
Genre	Beat-'em-up
Reviewed by	Craig Duncan



***Power Stone* is one of the greatest beat-'em-ups** ever! I got this game for Christmas along with a Dreamcast and I could not be happier with it. Right from the opening sequence of *Power Stone* I could tell that it was going to be great. The graphics are excellent and it's the only fighting game I've ever seen with such great 3-D environments – it's great the way you can turn away from your opponent and do what you like with the objects! Altogether, I think that *Power Stone* is a great game and anyone who doesn't enjoy its many gaming pleasures needs their head examined.





Overall 92%

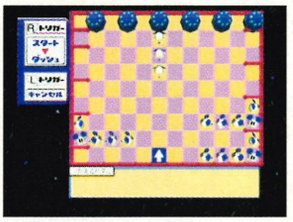


Chu Chu Rocket!

Publisher	Sega
Developer	Sonic Team
Origin	Japan
Genre	Puzzle
Reviewed by	Joanna Nuckowski

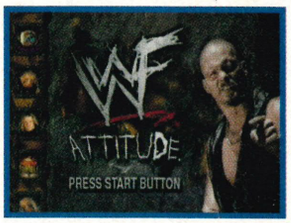


Sonic Team has once again delivered the goods. This game is imaginative, exciting and addictive in equal proportions. It is easy to pick up but takes time to master like any puzzle game should. There are basically four modes of play, with normal, teams, co-operative puzzles and one-player puzzles. It has online capabilities which makes for even more fun and with four players simultaneously it can't get any better. The lastability is huge with extras such as added modes of play when completing others and various extras to download. Get it, it's ace!



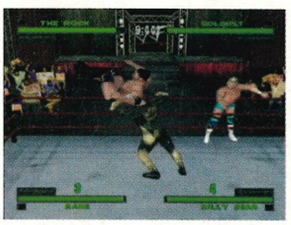


Overall 90%



WWF Attitude

Publisher	Acclaim
Developer	In-house
Origin	America
Genre	Sports
Reviewed by	Steven Kennedy



Firstly I would like to point out that WWF is a pointless sport, but that does not mean that the game is by any means boring! The graphics are great and the faces look very realistic. Yes, I do agree that it can be a bit slow, but the moves are very convincing and the commentary runs well with the action and adds much depth to the gameplay. It also has loads of different styles of fights such as three on one and hardcore matches as well which are very exciting and entertaining. All in all, I think that Acclaim Sports made a very good game, so your 41% score is wrong!





Overall 90%

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Get 'Em Che

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

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

L Left Shoulder Button

Home
Bookmark
Jump
Mail
Chat
Options
Disconnect

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

R Right Shoulder Button

Back
Forward
Reload
Cancel
Add Bookmark
Zoom
File

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

Get Your Dreamcast Games On The Internet At Low, Low prices

One thing that people keep on asking us is why Dreamcast games are so goddamn expense compared to PlayStation titles. Well, the thing is you don't have to shell out £39.99 every time you want a brand new game if you know where to look... and that's not in the high street shops of your local town. Take to the Internet super highway and you could find yourself some real bargains and save loads of money on all the latest games. And it's not just games that you can get on the cheap but all sorts of peripherals too, from controllers to steering wheels. So being the kind and helpful folks that we are, we hunted down the best deals on the Internet to help make sure you get the best out of your Dreamcast.

Pure Dreamcast

www.puredreamcast.co.uk

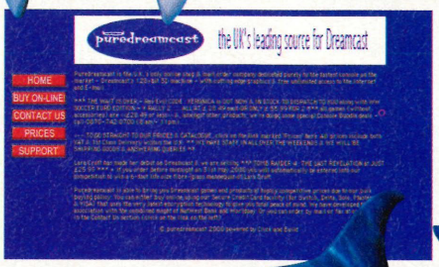
Dirt cheap deals can be found at Pure Dreamcast, a site dedicated entirely to Dreamcast titles and peripherals. There are loads of great package deals, including a Dreamcast for £166.99 as well as any two games (including all new releases) costing £28.49 for just £55.98. Now that's cheap



BEST BARGAINS	Price	RRP
Tomb Raider 4 and Resident Evil 2	£49.99	£79.98
House Of The Dead 2 and Gun	£46.99	£59.99
Hydro Thunder	£16.99	£39.99
Ready 2 Rumble	£18.99	£39.99
Virtua Striker 2	£19.99	£39.99







Software First

www.softwarefirst.com

Not only do Software First offer games on the cheap, they also offer a membership service allowing all members a further discount on products, which is pretty handy.



BEST BARGAINS	Price	Members	RRP
Ecco The Dolphin	£32.99	£31.99	£39.99
Tony Hawk's Skateboarding	£32.99	£31.99	£39.99
WWF Attitude	£18.99	£17.99	£39.99
SWWS	£19.99	£18.99	£39.99
UEFA Striker	£14.99	£13.99	£39.99



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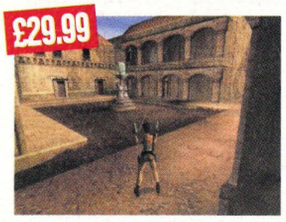


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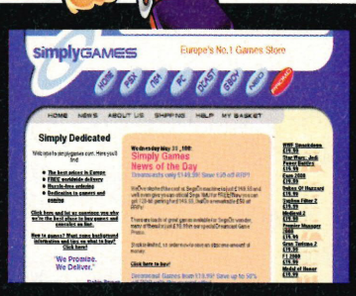
You'll find some more top game deals going on at Gameplay, although there aren't as many bargains in regards to peripherals. Still, who's complaining when you can get *Sonic Adventure* for £19.99!





BEST BARGAINS	Price	RRP
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MDK2	£29.99	£39.99
Resident Evil Code: Veronica	£29.99	£39.99
Sonic Adventure	£19.99	£39.99
Legacy Of Kain: Soul Reaver	£29.99	£39.99





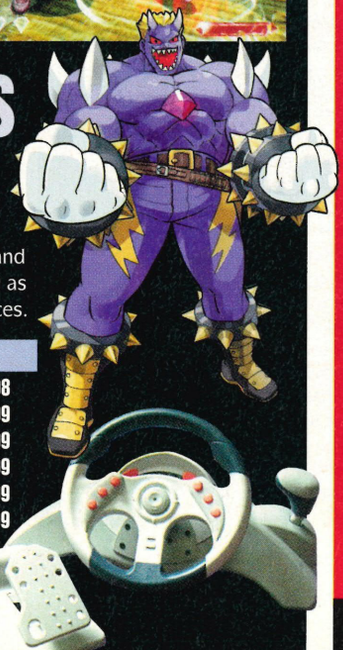


Simply Games

www.simplygames.com

Claiming to be Europe's number one games store Simply Games certainly has some fantastic bargains – how about a Dreamcast and VM unit for just £149.99? Not bad, hey? And as for the games, they're just going at crazy prices.

BEST BARGAINS	Price	RRP
Crazy Taxi and Mad Catz Wheel	£59.99	£79.98
Dead Or Alive 2 and VM	£29.99	£39.99
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Ready 2 Rumble	£19.99	£39.99
Power Stone	£19.99	£39.99
Mad Catz MC2 Wheel	£44.99	£59.99



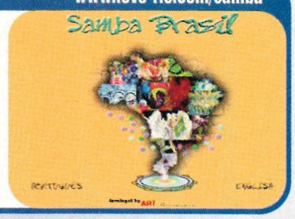
Webbed For Your Pleasure...

SAMBA TIME

www.love-rio.com/samba

Want to know all about samba? Well check out this Web site where you'll find out everything you ever wanted to know about the samba culture. There's a full history of samba, articles on what to wear at samba carnivals as well as lists of schools where you can learn to 'shake your bon bon' Ricky Martin-style.

Alternatively: www.sportsmusic.com/latin.html

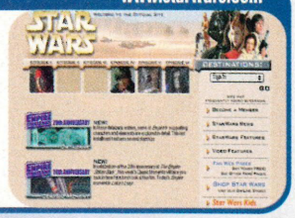


USING THE FORCE

www.starwars.com

If you're a Star Wars nut then you want to check this site out, with everything you ever wanted to know about the Star Wars universe. Along with all the news and features, there's in-depth looks at all the films. You want to know the anatomy of a Dewback? Well, it's all here along with a whole load more crazy facts you didn't know.

Alternatively: www.swzodiac.net

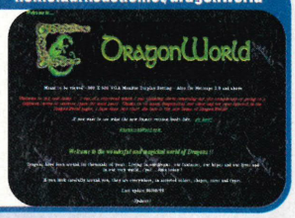


DRAGON FEVER

home.darkcastle.net/dragonworld

Have a penchant for dragons, do you? If so, this is the ultimate Web site for you with some great dragon artwork, information and stories. We think that the best thing about this site, though, is the fact that you can even adopt a dragon! Obviously they're not real (or are they?) but frankly, who cares... we don't.

Alternatively: www.draconian.com



ZOMBIFIED

www.horrorfind.com

If you're a big fan of horror, you'll be wanting to use this search engine site. Horrorfind.com will help you find out all those things you always wanted to know about witches, zombies, ghouls, demons and anything else weird and damn scary. Careful mind, you might want a clean pair of pants on hand before you enter any of these sites.

Alternatively: www.zombiejuice.com/zombies.htm



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Dreamcast solutions

Hints, Tips, Cheats and Guides



It's the invaluable cheat section where month after month we collate the best hints and tips to make gaming even more fun!



Rayman 2

› No arms, no legs, can dance a little... it's a bugger to play though. Not anymore!

Access Globox Disc
Hold L + R and press Bx4.

Bonus Map
Press A, B, X, Y, X, Y before the 'Access Denied' message.

Kaleidoscope Textures
Press Down, A, Down, B, A, Y, Xx2

Rayman VMS Icon
Press Up, X, Y, Down, Y, X, Left, Right.

Full Life
When playing a game, hit R repeatedly in a constant rhythm.

Full pause screen
Pause the game and press X + Y.

GTA2

Get $500,000
Enter 'MUCHCASH' as a player name.

Access All Weapons
Enter 'BIGGUNS' as a player name.

Star Wars Episode 1: Racer

› There'll be more cheats next month, but here's a handy character list for starters!

Bonus characters

Finish first place on the following tracks and you'll unlock the corresponding racer:

Racer	Track
Sebulba	Boonta Classic/Galactic
Aldar Beedo	Beedo's Wild Ride/Amateur
Ratts Tyerell	Howler Gorge/Semi-pro
Mawhonic	Andobi Mountain Run/Galactic
Slide Paramita	AP Centrum/Invitational
Clegg Holdfast	Aquilaris Classic/Amateur
Bullseye Navior	Sunken City/Semi-pro
Ark Bumpy Roose	Bumpy's Breakers/Semi-pro
Wan Sandage	Scrapper's Run/Semi-pro
Bozzie Baranta	Abyss/Invitational
Neva Kee	Baroo Coast/Semi-pro
Ben Quadinaros	Inferno/Invitational
Teemto Pagalies	Mon Gazza Speedway/Amateur
Mars Guo	Spice Mine Run/Amateur
Boles Roor	Zugga Challenge/Semi-pro
Fud Sang	Vengeance/Amateur
Toy Dampner	Executioner/Galactic

Tony Hawk's Skateboarding

› Can't get no grindin'? It's easy when you know how!

Play as Officer Dick
To unlock Officer Dick collect all thirty tapes with any character in Career mode.

Special Moves
You can only perform these moves when your character's Special Meter is flashing yellow.

Andrew Reynolds	
Backflip	Press Up, Down, B.
Heelflip Bluntslide	Press Down, Down, Y.
Triple Kickflip	Press Left, Left, X.
Bob Burnquist	
One Footed Smith	Press Right, Right, Y.
Backflip	Press Up, Down, B.
Burntwist	Press Left, Up + Y.
Bucky Lasek	
Fingerflip Airwalk	Press Left, Right, B.
Varial Heelflip Judo	Press Down, Up, X.
Kickflip McTwist	Press Right, Right, B.
Chad Muska	
Frontflip	Press Down, Up, B.
360 Shove-It Rewind	Press Right, Right, X.
One Footed 5-0 Thumpin'	Press Right, Down, Y.
Elissa Steamer	
Backflip	Press Up, Down, B.
Judo Madonna	Press Left, Down, B.
Primo Grind	Press Left, Left, Y.
Geoff Rowley	
Darkside Grind	Press Left, Right, Y.
Backflip	Press Up, Down, B.
Double Hardflip	Press Right, Down, X.
Jamie Thomas	
Frontflip	Press Down, Up, B.
540 Flip	Press Left, Down, X.
One Footed Nosegrind	Press Up, Up, Y.
Kareem Campbell	
Frontflip	Press Down, Up, B.
Kickflip Underflip	Press Left, Right, X.
Casper Slide	Press Up, Down, Y.
Officer Dick	
Yeeeehaw Frontflip	Press Down, Up, B.
Assume The Position	Press Left, Left, B.
Neckbreak Grind	Press Left, Right, Y.
Private Carrera	
The Well Hardflip	Press Right, Left, X.
Somi Spin	Press Left, Down, B.
Ho-Ho-Ho	Press Left, Up + Y.
Rune Glifberg	
Kickflip McTwist	Press Right, Right, B.
Christ Air	Press Left, Right, B.
Front Back Kickflip	Press Up, Down, X.
Tony Hawk	
360 Flip To Mute	Press Down, Right, X.
540 Board Varial	Press Left, Left, X.
Kickflip McTwist	Press Right, Right, B.
The 900	Get a lot of air and press Right, Down, B.

Classic Cheats

Cheats you might have missed for some of the Dreamcast's greatest games!

Sega Bass Fishing





› Enliven the current number one Dreamcast game with these cunning, but hard to find, bonus extras. Let's fish!

Bonus Practice Levels

To access more Practice levels complete Arcade mode once to unlock three new levels. To access the Palace level in practice mode complete Lake Paradise in Consumer mode. To unlock the Falls level in Practice mode complete Lake Crystal in Consumer mode.

Change Lure Colour

To change the colour of your lure press **Up or Down** to change the lure colour in Consumer mode.

Sonic Lure

To gain the Sonic Lure complete all five tournaments in Consumer mode.

Alternate Clothes and Boat Colour

To get some new clothes and to change the colour of your boat reach the final tournament in Original mode.

Virtua Fighter 3tb

› **They don't get much better than this! The original and certainly one of the best fighters on the Dreamcast. Get more bang for your buck!**

Fight Against The Name Entry Character

To make all the opponents you face turn into the fighting letter from the Name Entry Screen, follow these instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lau then press Start
- Move to and highlight Pai, hold Start and press X
- Now choose your character as normal and start fighting!

Play As The Name Entry Character

Turn the tables and face all of your opponents as the Name Entry Character yourself! Follow these instructions on the Character Select screen:

- Highlight Akira and press Start
- Move to and highlight Lion then press Start
- Move to and highlight Pai then press Start
- Choose the character you want to fight as and you'll be the fighting letter!



Play as Silver Dural

To take control of the silver robot girl at the end of the game, simply press Start, X and A simultaneously at the Character Select screen.

Alternate Costumes

If you fancy a bit of a change in your character's dress sense, simply hold down the Start button and then select your fighter with the A button. They will now appear ready to fight in their alternate clothes.

Slow Motion Replay

If you want to savour the final moments of your last victory, press and hold the Dodge button at the KO screen to watch the following replay in slow-motion.

Crazy Taxi

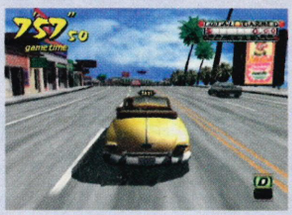
Think that you've seen everything in Sega's smash hit *Crazy Taxi*? Well think again, as there's a whole host of bonuses for you to enjoy!

Another Day Mode

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

Expert Mode

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



No Guiding Arrows

To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if done correctly.

No Destination Mark

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



Access Taxi Bike

To access the Taxi Bike press L+R+Start three times after you select your character but before the game starts. Alternatively, the bike will be unlocked if you finish all the Crazy Boxes.

View Change and Speedometer

To be able to change your view and to see your speedometer, plug a controller into port three and then press Start on that controller after you have started a game in either Arcade or Original mode. You can then change your driving view by pressing B (press A to switch back) and Y. To bring up a speedometer press X five times

Ready 2 Rumble Boxing

› **Added extras and a wealth of cool stuff to be found in Midway's ace boxing game!**

Two Player Level Select

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

Change the Cornerman's Voice

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

Outfit Change

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

Hidden Leprechaun

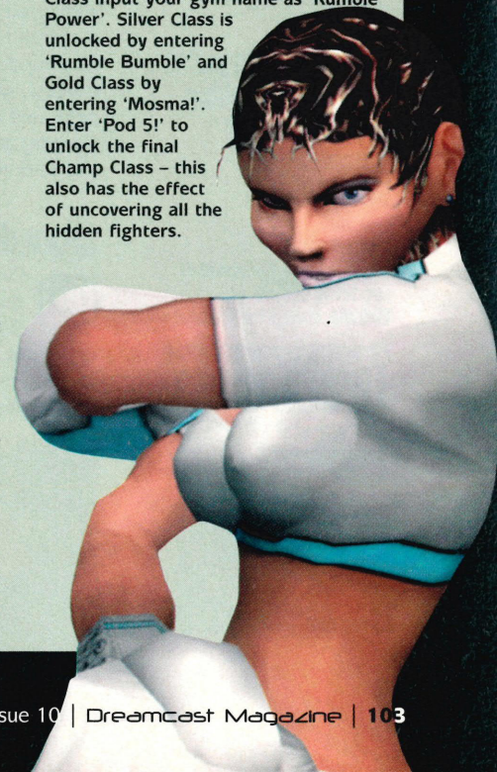
You can play the game as a Leprechaun if you go to the Character Select screen and press X + Left Shoulder + Right Shoulder together.

Life Recover

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

Class Unlock Codes

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



Questions and Answers

If you're stuck on a game and think we might be able to give you some advice, don't delay – write to us today. Our Dreamcast experts are ready and waiting to help out with all your gaming troubles...

Oi! Nutter!

Q I may be the oldest Shadow Man in the country (I'm 60-years old) but can any youngsters help me in the Temple of Blood? I can't reach the Govi on the buttress with the unclimbable slope each side. There seems no way around this obstacle. Is it because a 60-year-old Shadow Man can't jump that high? Give me some hints, you youngsters – Luke is waiting for me...

Keith Spredbury, via email

A **Err... right. To be honest, Keith, we'd say that your age is affecting more than just your gameplaying... anyway, back to your *Shadow Man* problem. If you're talking about the Govi we're thinking about, then you're stuck on a very simple problem – you've missed a switch. You know that huge rotating wooden panel on the right-hand side of the level? Well, if you turn it so that the opening is on the right, you can run in and flick a switch to start blood flowing down the pillar outside. Now just find the pillar and climb up before jumping across and collecting the Dark Soul. Next!**

Crocodile Blues

Q I've been playing through *Vigilante 8: Second Offense* for a while now and although I've beaten the Vigilante and Coyote Missions, there's one stage of the Drifter Missions that's got me stuck. In the Ghastly Bayou, Louisiana I just can't work out how to trap the alligator – I can't beat the level without doing it. What should I do?

Tom Cairns, Huddersfield

A **If you check out the swamp where the alligator lives (make sure you pick up the Hydrofloater first or you'll sink!) you'll find some cages hanging from trees. Beneath are what look like ghosts – if you pass through one of them, you'll make the cage drop into the water. All you have to do is get the alligator to chase you and then lead him under one of the cages, setting off the trap as you go to trap it behind you. It's not easy, but practice and you should have a new handbag and some shoes in no time!**

Get The Picture

Q Can you help me please? I am playing through *BioHazard Code: Veronica* and I'm totally stuck in the picture gallery because I just can't figure out the sequence to push the buttons. Can anybody help me before I completely lose my mind? Cheers.

Mark O'Mara, via email

A **Don't you see, Mark? That's what you get for buying import copies of games like this – you won't be able to work out some of the tougher puzzles! Saying that though, we can't say we didn't do exactly the same thing... anyway, to get through the Picture Gallery successfully, you'll need to hit the buttons under the various pictures in this order:**
Lady Veronica Ashford (the only woman)
– Lord Stanley Ashford (the man holding twins)
– Lord Thomas Ashford (red-haired man on his own)
– Lord Arthur Ashford (with a plate in the background)
– Lord Edward Ashford (holding a book)
– Lord Alexander Ashford (next to a candle)
Now hit the button under the large picture of Alfred Ashford at the top of the stairs in order to complete the puzzle. See, it couldn't be easier!

It's Soul Destroying

Q I know you don't need them to finish the game,but I'm trying to collect all the Glyphs in *Legacy of Kain: Soul Reaver*. The one I'm stuck on at the moment is the Sound Glyph – I haven't got a clue where it might be. I've searched everywhere but can't seem to find it... can you tell me where it is?
Thanks again,

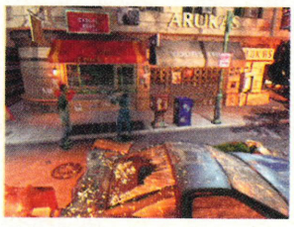
Alex Verrey, Stanmore

A **Have you checked the Silenced Cathedral, Alex? That's where we'd look – drop into the first air vent and, instead of rising up with your wings, drop down to the bottom to find a passage. Follow the path and smash the glass with your Telepathy, then shift to Spectral and pass through the gate. When you drop down, you'll find a Bell Hammer – grab it and climb back up, then repeatedly throw it into the alcoves and switch between Spectral and Material to move along the platforms, picking up the Hammer as you go. Smash the glass at the end and then go into the passage and ring the bell with the Hammer in order to reveal the Glyph.**









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



IT'S THE 'Beat Mathers' Challenge!

WIN! Fantastic Joytech Goodies!

› This month, Mart's been working hard to come with some incredibly top scores on our favourite games – judging by the results below, we think he's done pretty well. Despite being amazing at games though, he's just a man – a man that's totally beatable. And that's where you folk come in...

If you think you can beat any of the records set by our man Mathers, send us your name, age and address along with the details of your winning score and some photographic proof to the above address, marking your envelope 'I've Beaten Mathers'. We've got five sets of Joytech peripherals to give away including a Controller, Jolt Pack and Memory Card to give away to the best ones...

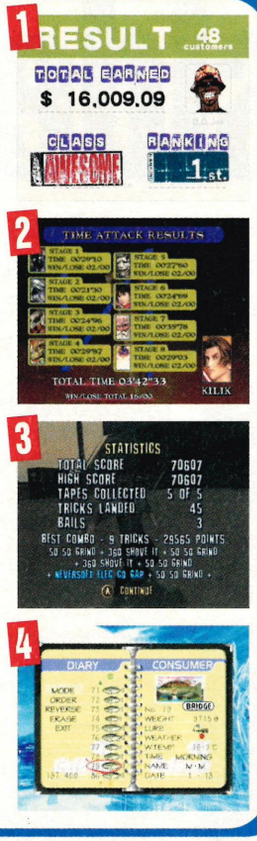
Don't forget – you have to use the same settings and levels as him to make it a fair challenge, or you won't have a chance to win and see your name in the mag! Now, let's have those scores!

1. Crazy Taxi
Highest Score – $16, 009.09
(Awesome Ranking, 48 passengers)
(Arcade Mode, 70secs, Normal Difficulty)

2. Soul Calibur
Fastest Complete Time – 03'42"33
(Time Attack, Normal Difficulty)

3. Tony Hawk's Skateboarding
Record Score – 70, 607 pts
(Downhill Jam Stage, Single 2min Session)

4. Sega Bass Fishing
Biggest Fish Caught – 9715kg
(Consumer Mode, Normal Difficulty)



high score heroes

Send In Your Entries!

› So, you've unpacked your Dreamcast, played your favourite game to death and just don't know what to do with all those high scores that you are simply dying to show off to the world. Well, here's your chance to pamper your swelling ego by proving that you are the best gamesplayer in the whole wide world. All you have to do is send in your high scores to us and we'll print the best times/scores each month. You never know, if you do, you might just earn yourself a nice prize.



How To Send In Your Scores

Play any Dreamcast game and get yourself a top score – one which is better than your mates can even think of.

Use a camera or video recorder to capture the evidence of your amazing feat!

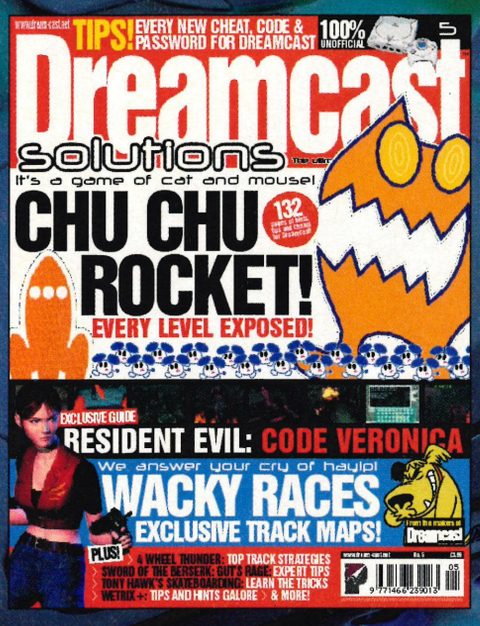
Send in your video or photographs to us with a letter detailing your scores and your name and address. We will scrutinise your efforts and weed out all the fakes, then print them in a forthcoming issue of DREAMCAST MAGAZINE!

The address is...
High Score Heroes
Dreamcast Magazine
Paragon Publishing
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› Note: If you want your photographs or video back please make sure you include a stamped addressed envelope or jiffy bag and we'll return them to you.

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Ace Combat 2, 3
Alien Trilogy
Army Men 3D, Army Men Air Attack
Broken Sword 1, 2
Championship Motocross
Colin McRae Rally
Command and Conquer Series
Coolboarders 1, 2, 3, 4
Crash Bandicoot 1, 2, 3, Team Racing
Die Hard Trilogy 1, 2
Dino Crisis
Driver
Duke Nukem: Time to Kill
Dune
Eagle One Harrier Attack
F.A. Manager
Fear Effect
FIFA 2000, '99, '98, '97
Final Fantasy VII, VIII
Fisherman's Bait
Formula 1 '99
Forty Winks
G-Police 1, 2
Gran Turismo 1,2
Grand Theft Auto 1, 2, London
Heart Of Darkness
Int. Track and Field 1, 2
ISS Pro Evolution, '98
J McGrath Super Cross '98
Knockout Kings 2000, '99
L.M.A. Manager
Le Mans 24 hrs
Medal of Honor
MediEvil
Metal Gear Solid Original, Missions
Mission Impossible
Mortal Kombat 3, 4, Trilogy
Need For Speed 1, 2, 3 Road Challenge
Nightmare Creatures
No Fear Downhill Mountain Biking
Premier Manager '99, '98
Quake 2
Rage Racer
Rainbow Six
Rayman 1, 2
RC Stunt Copter
Ready 2 Rumble
Resident Evil 1, 2, 3, Survivor
Ridge Racer 1, 2, Type 4
Shadowman
Silent Hill
South Park, Rally
Speed Freaks
Spyro 1, 2
Star Wars Episode 1-The Phantom Menace
Street Fighter Ex Plus Alpha
Syphon Filter 1, 2
T'ai Fu
Tekken 1, 2, 3
Theme Park, World
Time Crisis
TOCA 1, 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3, 4
Tomorrow Never Dies
Tony Hawk's: Skateboarding
Toy Story 2
Urban Chaos
Vigilante 8, 2nd Offence
V-Rally 1, 2
Wing Over 1, 2
Wu Tang: Taste the Pain
WWF Attitude, War Zone
WWF Smackdown
X - Files

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

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PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098169
Calls to the above numbers cost 60p a minute

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Check out our new web site at www.cheatsunlimited.com

essential information>

Resident Evil Code: Veronica



Publisher	Eidos Interactive
Developer	Capcom
Origin	Japan
Genre	Adventure


one player


vibration pack

visual memory



VM information

Save position	Y
Logo during play	Y
Mini-game	N

CONTROLS

More controls than you can shake a zombified stick at!


Move Claire/Chris around


Run (with Analogue Stick/D-pad)


Access inventory


Action/Shoot weapon


Access map


Change target (with R)


Aim weapon

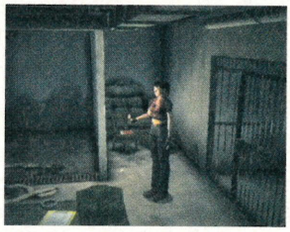


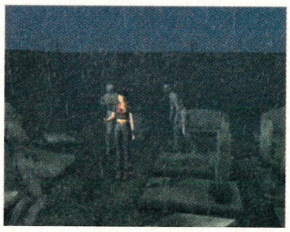
Pause/Unpause

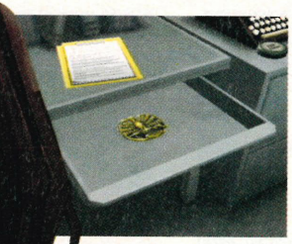

Move Claire/ Chris around

Resident Evil

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







Claire's Adventure

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

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

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

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

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

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

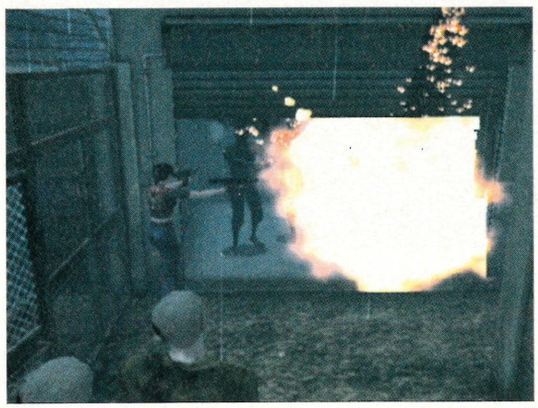
In the dormitory, pick up the Prisoner's Diary from the bunk bed then walk to the end of the room and turn right – there are some Bullets on a shelf ahead and a zombie tapping on the window behind you. Can you guess what's going to happen next?

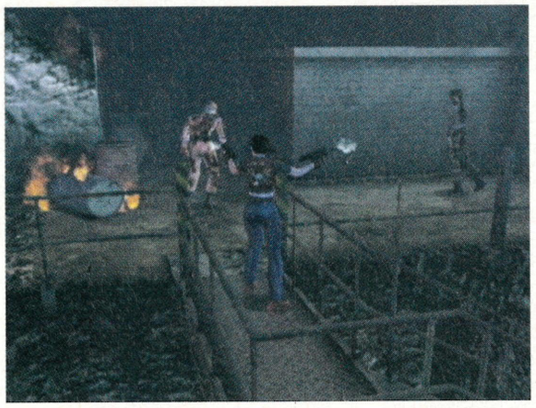
Yep, that's right; when you go for the Bullets, the zombie bursts through the window next to you. Turn and blast the zombie (as well as his two friends coming from the direction of the showers)





Code: Veronica







and then collect the MP-100 Pistols from amongst the carnage. These are great guns but you shouldn't use them unless you have to! The first chance you get, dump them in a Storage Box and leave them there; when you get to play as Chris you'll be able to collect them early on, giving yourself that extra boost of firepower!

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

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

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

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

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

Back in the area with the detection barriers, head over to the 3-D Scanner and turn it on. Place the metallic Hawk Emblem in the machine to have it scanned – in order to take it to the large double doors (it acts as a key to unlock them), you're going to need something non-metallic that won't set the alarms off...

Return to the shutter that you passed earlier (make sure you collect your weapons on the way out) and get ready. As soon as you hit the switch to open the shutter, the zombies in the cages behind you will attack! Kill them and the two zombies behind the shutter (blow up the barrels inside for added damage) before collecting the Fire Extinguisher and the Small Key from inside the cage with the Guillotine in.

Head back towards the graveyard – on your way, watch out for the two rabid dogs that attack and then use the Small Key on the locked gate to save you having to run all the way around the long building again. Back at the graveyard, kill (or dodge) the zombies and then use the Fire Extinguisher to put out the flames, allowing you to grab the briefcase that lies among them.

Enter your inventory and look at the briefcase. If you rotate it so that the handle faces you, you'll notice a small red button on the side. Hit the Action button to press it and open the briefcase – inside, you'll find the TG-01 that can be used to duplicate the metallic Hawk Emblem.

Return to where the 3-D Scanner is and place the TG-01 on the engraving plinth on the right – after a few seconds, you'll have a perfect non-metallic copy of the Hawk Emblem. As soon as you have it though, zombies will burst into the corridor outside! As you'll have needed to dump your weapons to get into this area, run quickly past the undead monsters before grabbing your stuff again and returning to the place where you first met Steve.

Use the Hawk Emblem on the large double doors to unlock them, then pass through to reach a partially destroyed bridge. Drop down to the lower walkway on the left, running along it and up the steps at the end to cross the bridge. Head back to the jeep to collect some Bullets, then push the box towards the flames and climb up onto it – walk across the other boxes and drop off the other side to reach some stairs.

Climb the stairs to the top to reach the Military Training Facility. Kill the zombies and go through the door on the right, taking out the dogs and collecting the Crossbow Bolts from on top of the barrel before going through the door. Grab the Red Herb (combining it with a Green Herb if you've got one) and then run down to the end of the corridor.

Enter the door on the left of the shutter and kill all the zombies inside. Search the two open lockers and the dead body near the other door to find more Crossbow Bolts, then exit through the door at the far end.

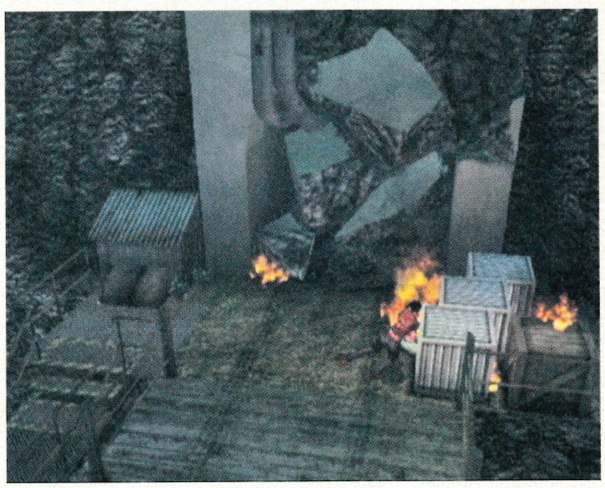
Two more zombies to kill here – one stands at the bottom of the steps and the other is in the steam room near where you entered. Pop a cap in both their asses, then head down to the main pool room. Drop into the water and turn the valve on the wall to drain the pool slightly; now pick up the Cupboard Key that has been revealed and head back to the main corridor outside.

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

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

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

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



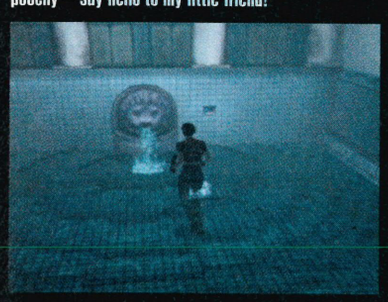
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Dreamcast solutions

Hints, Tips, Cheats and Guides







[1] If you don't hurry up and let Steve out, he'll suffocate and die! [2] Bats are a real pain – just scare them away with your lighter and save ammo. [3] Here poochy – say hello to my little friend!





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

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

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

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

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

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

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

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

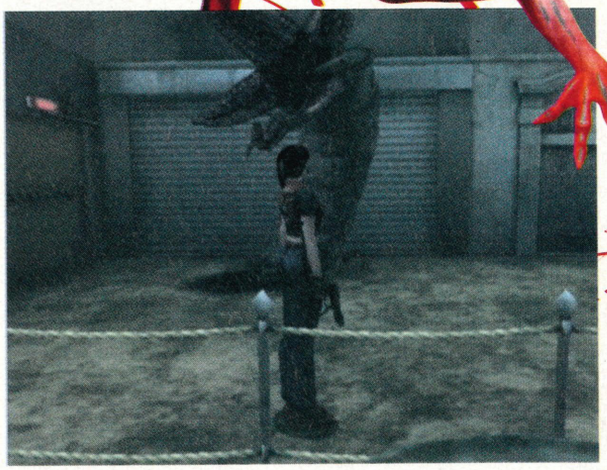
Run around the desk and go through the shutter at the end of the narrow passage. Cross the bridge and pass through another shutter, then head right and use the lift to reach the upper walkway. Use the lever on the control panel to move the crane downstairs – position it over the large box in front of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

Go back down to the lower level and hit the switch you revealed to bring up the lift... with a hoard of zombies on board! Run away quickly and pick them off from a distance before boarding the lift and collecting the Crossbow Bolts and the Biohazard









ID Card. Now retrace your steps all the way through the sub and past the Palace to return to the Military Training Facility.

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

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

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

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

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

STEVE'S ADVENTURE

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

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

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

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

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

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

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

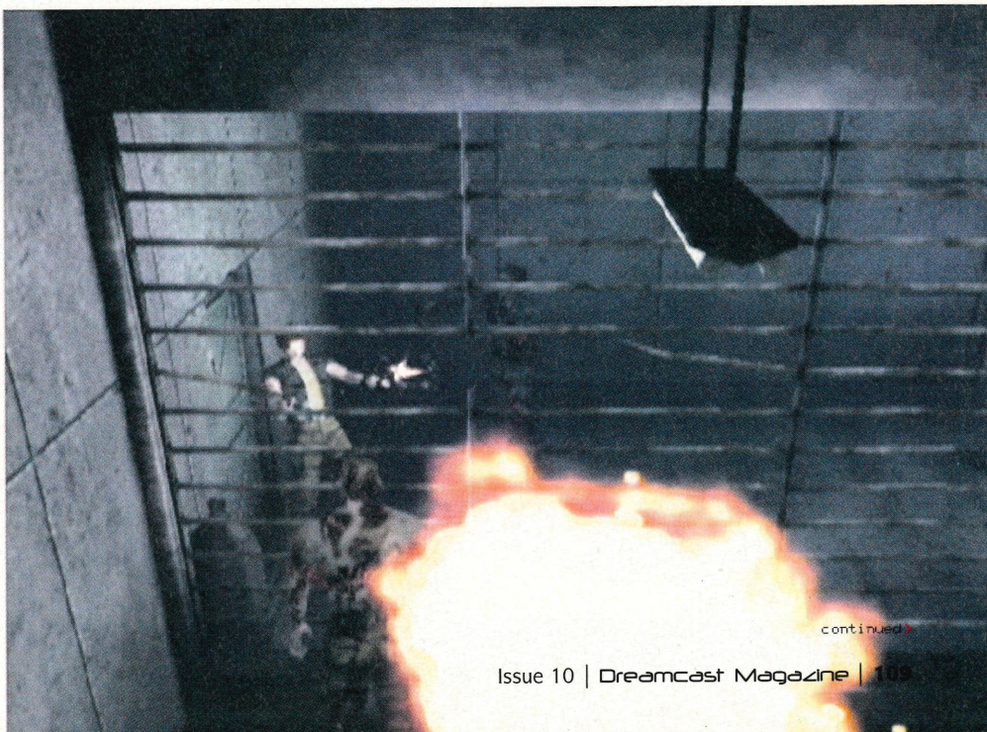
Go through the door beyond the arch to re-enter the Military Training Facility. Run to the end of the hall and open the shutter near the entrance with your Biohazard ID Card before climbing the stairs and entering the door on the left. Input the code '1126' into the keypad by the window to gain access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

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

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

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

Head back to the lift and go to the second floor; from here, go through the door in the Control Room and cross the balcony to where Alfred originally trapped you in with the



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Dreamcast solutions

Hints, Tips, Cheats and Guides

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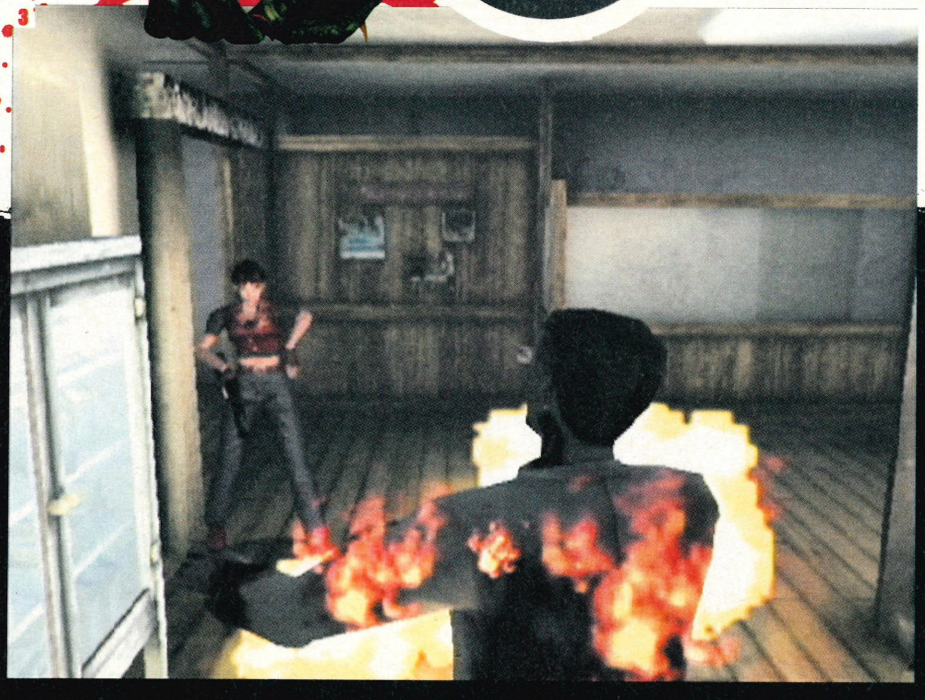








[1] Zombies appear in areas where you've already been – watch out for them! [2] Well, duh – it's pretty obvious that something's going to happen here, isn't it? [3] Be careful when taking on this zombie doctor. He's a lot tougher than the usual zombie fodder!





Bandersnatches. Open the shutter with the Biohazard ID Card (you'll be able to dump this now) and then enter the room on the right. Grab the Hemostatic Pills from the Storage Box and then run back outside.

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

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

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

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

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

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

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

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

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















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

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

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

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

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

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

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

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

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

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

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

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

Return to the main room – remember that body bag that moved as you left? Well, there was something inside trying to get out! Arm your Grenade Launcher and walk over to the central cubicle to meet a rather powerful zombie doctor! Blast him and the patient he was munching on, then search his burning corpse to find a Glass Eye.

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

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

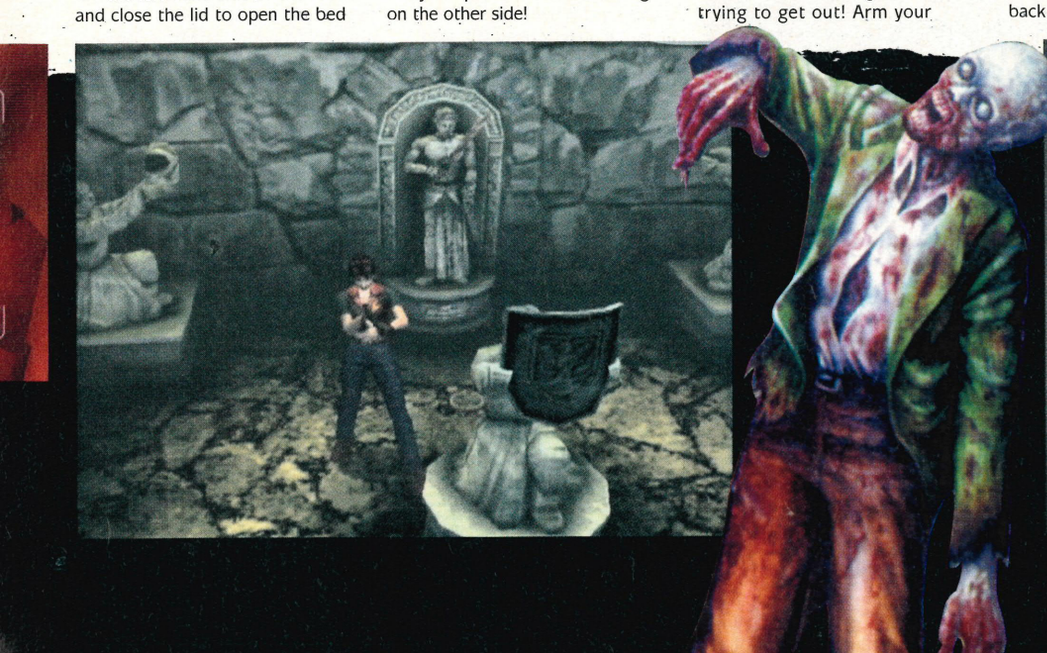
Once the gas dies down, insert the Rusted Sword into the slot in the Iron Maiden that appears. Be prepared – when you do this, a zombie will jump out to surprise you! Blow his head off and then collect the Piano Roll from inside the Iron Maiden. Now run back upstairs, out of the Medical Facility and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

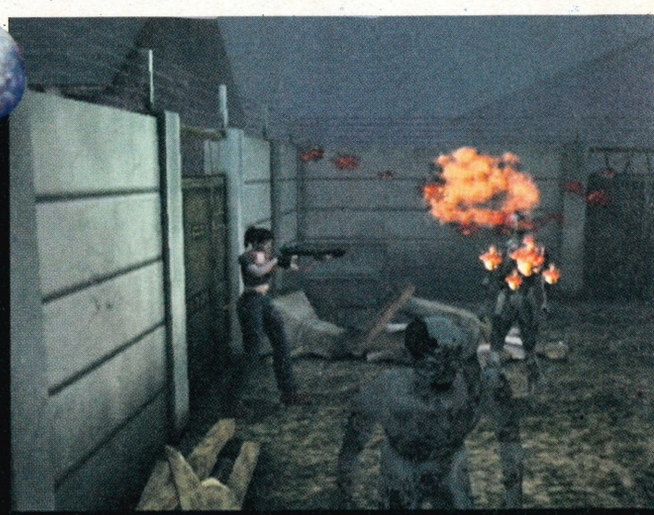
Head upstairs and run left along the balcony to the door you unlocked earlier. Go inside to find the Casino – there's no time for gambling though, so don't try it. Collect the Bullets from the table and then walk over to the piano by the window; use the Piano Roll on it to start the music and open up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

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

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

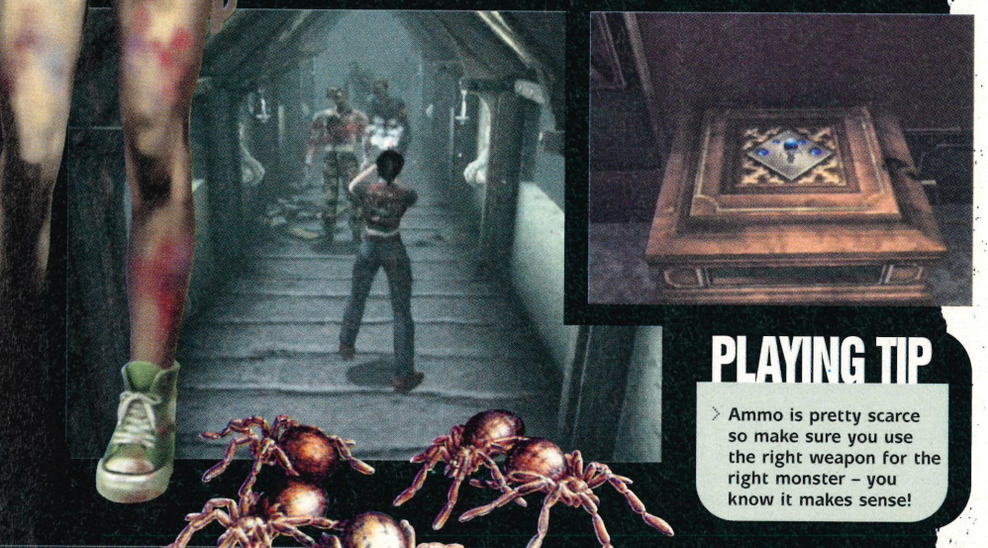
Get off the roundabout and wander around the room until you find a Silver Dragonfly – if you examine this in your inventory and pull off the wings (just like the freaky twins in the film clip you





continued





PLAYING TIP

Ammo is pretty scarce so make sure you use the right weapon for the right monster – you know it makes sense!



keep seeing) you can turn it into a key. Put the key into the slot in the large painting of an ant on the opposite side of the room to activate the roundabout.

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

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

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

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

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

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

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

Run to the far corner of the room to find a group of dead zombies – pick up the Airport Key from amongst the carnage, then retrace your steps back across the bridge to the crane room. Use the lift to return to the lower level, then use the Airport Key on the gate behind you; go through the door behind it and grab the Green Herbs, Bullets and Grenade Rounds before saving the game with the typewriter.

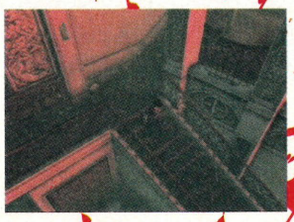
Turn around to face the elevator door – there are two crates underneath that prevent it from closing properly. Push the right-hand crate under the door until it can go no further, then move around and push the left-hand crate across to the far right of the door. Now shove that into the elevator as well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

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



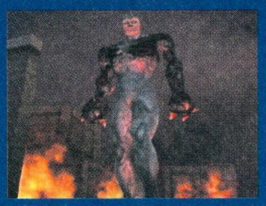






T-078 Tyrant





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

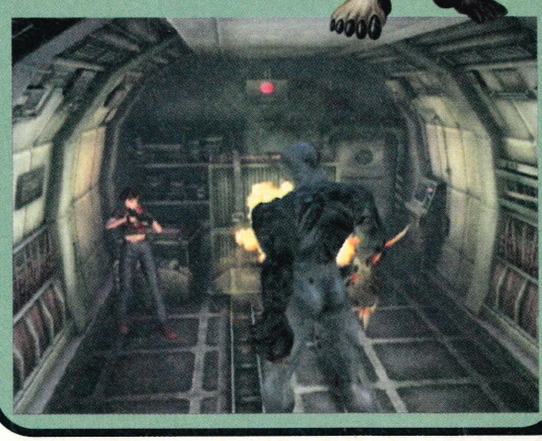
Head back to the submarine and take the long path back to the plane where Steve is waiting. Jump aboard and watch as you take off to escape this miserable death-trap! Of course, things are never that easy... you'll see Alfred come after you in his Harrier and then, to make things worse, something attacks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

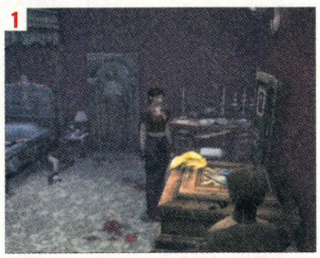
T-078 Tyrant... Again!

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

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





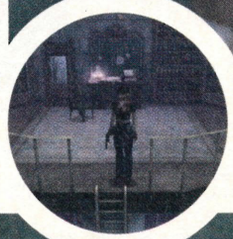


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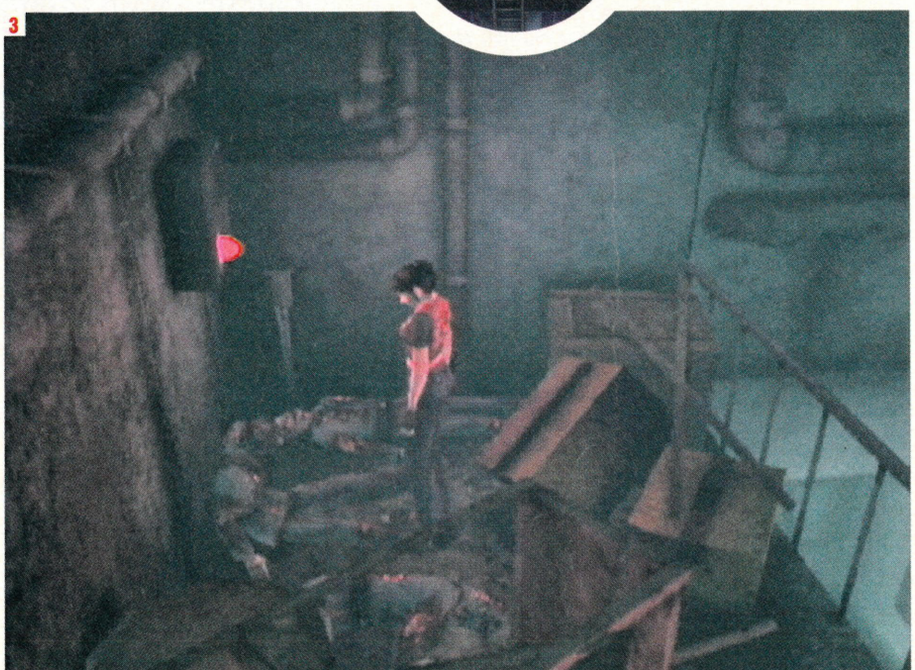


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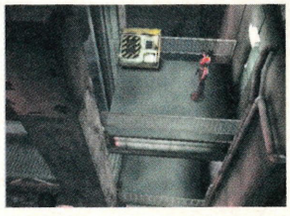
[1] That wig is a dead giveaway that Alfred's a bit strange! [2] Here's the man himself – not exactly a model human, is he? [3] Don't worry about these zombies... they're quite dead.



3

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





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The end of Claire's journey and Chris Redfield arrives!

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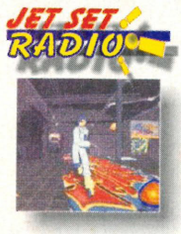
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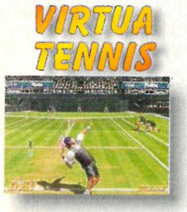
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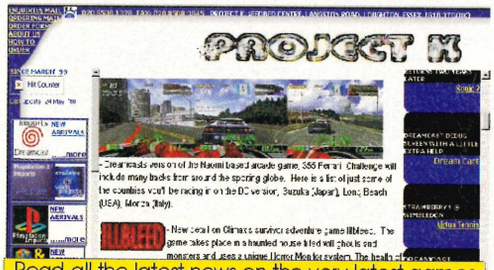


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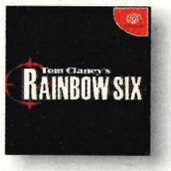


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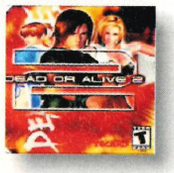
















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directory

Unless you are lucky enough to have money to burn then don't even think about buying a game for your Dreamcast unless you have looked here!

It's our job to know games so before you bother to even think about getting yourself a game you should read these four pages *very* carefully. Doing so will prevent you from wasting money.

You'll also find a handy Best Of Genre section which, funnily enough, highlights the brightest and most spangly games that money can buy...

While you're at it check out the mini-reviews of peripherals, DVDs, CDs and comics. These four pages come in very handy!



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
4Wheel Thunder	**Midway**	**2**	⊖	⊖	STEERING WHEEL	08	92%
"*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
AeroWings	**Crave**	**4**	⊖	⊖	⊖	03	68%
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							
Armada	**N/A**	**4**	⊖	⊖	⊖	05	91%
We Say: "In spite of first impressions, *Armada* offers the kind of depth sorely lacking in the majority of its contemporaries." ST							
Blue Stinger	**Activision**	**1**	⊖	⊖	⊖	02	65%
We Say: "It's *Blue Stinger's* failure to really excite the player at any moment that is its main problem." GN							
Buggy Heat	**Sega**	**2**	⊕	⊖	STEERING WHEEL	02	76%
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							
Chef's Luv Shack	**Acclaim**	**4**	⊖	⊖	⊖	03	76%
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							
Crazy Taxi	**Sega**	**1**	⊖	⊖	STEERING WHEEL	05	94%
We Say: "*Crazy Taxi* is a fully-leaded adrenaline rush experience – it's pure concentrated fun, stuffed onto one Sega-patented GD-ROM..." ST							
Dead Or Alive 2	**Acclaim**	**4**	⊖	⊖	ARCADE STICK	08	92%
"*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							
Deadly Skies	**Konami**	**1**	⊖	⊖	⊖	06	78%
We Say: "Soaring through the skies has never been such an exhilarating experience – a must for Tom Cruise wannabes." AW							
Dynamite Cop 2	**Sega**	**2**	⊕	⊖	⊖	03	69%
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							
Ecco The Dolphin: Defender Of The Future	**Sega**	**1**	⊖	⊖	⊖	08	91%
"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							
ECW Hardcore Revolution	**Acclaim 4**	**4**	⊖	⊖	⊖	08	52%
"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							
Evolution	**Ubi Soft**	**1**	⊕	⊖	⊖	05	80%
We Say: "*Evolution* is great fun to play once you've allowed yourself to be swallowed up by the archeological crusading thing." AW							
F1 World Grand Prix	**Video System**	**2**	⊖	⊖	STEERING WHEEL	03	89%
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							
Fighting Force 2	**Eidos Interactive**	**1**	⊖	⊖	⊖	04	74%
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							
Fur Fighters	**Acclaim**	**4**	⊖	⊖	⊖	09	91%
We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP							
GTA2	**Take 2 Interactive**	**1**	⊖	⊖	⊖	09	81%
We Say: "*GTA2* is immensely satisfying once you've got to grips with the tricky control, proving once again that gameplay is more important than graphics." AW							
House Of The Dead 2, The	**Sega**	**2**	⊖	⊖	LIGHT GUN	01	91%
We Say: "This is one of the titles worth buying a Dreamcast for, especially with the amazingly good lightgun to play with." MM							
Hydro Thunder	**Midway**	**2**	⊖	⊖	⊖	01	79%
We Say: "As a one-player game, there's perhaps not quite enough in the gameplay to have you drooling at the mouth." JR							
Incoming	**Infogrames**	**2**	⊖	⊖	⊖	02	80%
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							
Jimmy White's 2: Cueball	**Virgin**	**2**	⊖	⊖	⊖	03	59%
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							
Jojo's Bizarre Adventure	**Virgin Interactive**	**2**	⊖	⊖	ARCADE STICK	07	71%
We Say: "A little too bizarre for its own good – despite trying to do something original, it just ends up mediocre." MM							

Director-Key

Publisher	The company that distributes the game.
Genre	What style of game is it?
Issue	Which issue of DREAMCAST MAGAZINE did the original review appear in?
We Say	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

Action/Adventure	Blending exploration and puzzle solving with arcade action.
Beat-'em-up	These rely on you beating merry-hell out of the opposition.
Driving/Racing	Perhaps self-explanatory; include cars, boats, bikes and planes.
Party/Puzzler	Brain-ticklers, usually for more than one player.
Platform	Involve stacks of jumping and climbing.
Shoot-'em-up	Kill everything!
Sports	Soccer, American football, basketball, golf and so on.
Strategy/Simulation	Covers the likes of flight simulators and strategic war simulators.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Marvel Vs Capcom	**Virgin**	4	⊖	⊖	⊖	04	91%
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							
MDK2	**Virgin Interactive**	1	⊖	⊖	⊖	07	90%
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							
Millennium Soldier: Expendable	**Infogrames**	2	⊖	⊖	⊖	01	80%
We Say: "If you're a seasoned gamer who remembers the likes of *Smash TV* then you'll know exactly what to expect from *Millennium Soldier*." NR							
Mortal Kombat Gold	**Midway**	2	⊖	⊖	⊖	03	77%
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							
NBA 2K	**Sega**	4	⊕	⊖	⊖	06	89%
We Say: "As an overall package this game is absolutely brilliant, although it does have limited appeal." AW							
NBA Showtime: NBA Vs NBC	**Midway**	4	⊕	⊖	⊖	04	90%
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							
NFL 2K	**Sega**	4	⊕	⊖	⊖	04	74%
We Say: "When compared to the likes of *NFL Blitz*, *NFL 2K* is made to look wearisome and monotonous." AW							
NFL Blitz 2000	**Midway**	4	⊕	⊖	⊖	03	89%
We Say: "The beauty of *NFL Blitz* is that you don't need to have a clue about the sport to be able to enjoy it." AW							
NFL Quarterback Club 2000	**Acclaim**	4	⊖	⊖	⊖	04	56%
We Say: "Dull, boring and mindless, *NFL Quarterback Club* is American football at its worst, without even a sniff of enjoyment." AW							
Pen Pen	**Infogrames**	4	⊖	⊖	⊖	02	86%
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							
Power Stone	**Eidos Interactive**	2	⊖	⊖	⊖	01	92%
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							
Psychic Force 2012	**Acclaim**	2	⊖	⊖	⊖	04	65%
We Say: "Graphically and aurally there is nothing here that couldn't have been ably produced on a PlayStation. A poor, poor game." ST							
Racing Simulation: Monaco Grand Prix	**Ubi Soft**	2	⊖	⊖	STEERING WHEEL	03	83%
We Say: "The controls can be a little too sensitive. Nowhere near as good as *F1 World Grand Prix*." MR							
Rayman 2: The Great Escape	**Ubi Soft**	4	⊖	⊕	⊖	07	92%
We Say: "*Rayman 2* represents all that is great about the Dreamcast and is as good a game as you're going to find for it." AW							
Ready 2 Rumble Boxing	**Midway**	2	⊕	⊖	⊖	01	90%
We Say: "Make no mistake, *Ready 2 Rumble* is no punch-drunk hitter, but a right swinger that will keep you in the ring well into 2000!" ST							
Resident Evil 2	**Virgin**	1	⊕	⊖	⊖	05	73%
We Say: "Nothing more than a cheap conversion of the PC version that fails to do justice to the Dreamcast." AW							
Re-Volt	**Acclaim**	2	⊖	⊖	STEERING WHEEL	03	86%
We Say: "The game has some really smart graphics with realistic scenery and lightning fast speeds along with some great gameplay." AW							
Red Dog	**Sega**	4	⊖	⊖	⊖	02	85%
We Say: "As a multiplayer it's fun, if nothing particularly outstanding, but the overall package is a winner." RK							
Sega Bass Fishing	**Sega**	1	⊖	⊖	FISHING ROD	03	80%
We Say: "*Sega Bass Fishing* is a fantastic game and whatever your attitude to the sport of fishing is, you can only love this game." AW							
Sega Rally 2	**Sega**	2	⊖	⊕	STEERING WHEEL	01	91%
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 Worldwide Soccer 2000	**Sega**	4	⊕	⊖	⊖	04	62%
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 Worldside Soccer: Euro Edition	**Sega**	4	⊖	⊖	⊖	09	92%
We Say: "Talk about overhaul – this semi-sequel to an originally lack-lustre game totally changes everything. It's simply one of the most fun footie games EVER!" MM							
Shadow Man	**Acclaim**	1	⊖	⊖	⊖	03	90%
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							
Slave Zero	**Infogrames**	4	⊖	⊖	⊖	06	70%
We Say: "Probably not as good as it should be, although it is still enjoyable to play despite a dodgy frame rate." AW							
Snow Surfers	**Sega**	2	⊖	⊖	⊖	03	62%
We Say: "The gameplay in *Snow Surfers* is fine, but the visual atrocities only serve to bring the rest of the game down into the depths with it." AW							
Sonic Adventure	**Sega**	1	⊕	⊕	⊖	01	90%
We Say: "Despite many regrettable aspects, *Sonic Adventure* is the first genuine must-have game for the Dreamcast." JR							
Soul Calibur	**Sega**	2	⊕	⊖	⊖	02	94%
We Say: "*Soul Calibur* is the best fighting game you'll ever play making it an essential Dreamcast purchase." ST							

gearbox

If you're looking for those all-important peripherals then this is the place to be!

Jolt Pack

› Joytech › £9.99

4/5

Well, let's face it – a rumble pack' s a rumble pack. What more can be said? They're all essentially the same as each other in that all they do is rumble to give you that extra gaming sensation. The saving grace of the Joytech Rumble Pack is that it comes in several funky translucent colours including orange, blue and black – and let's face it anything's better than grey!

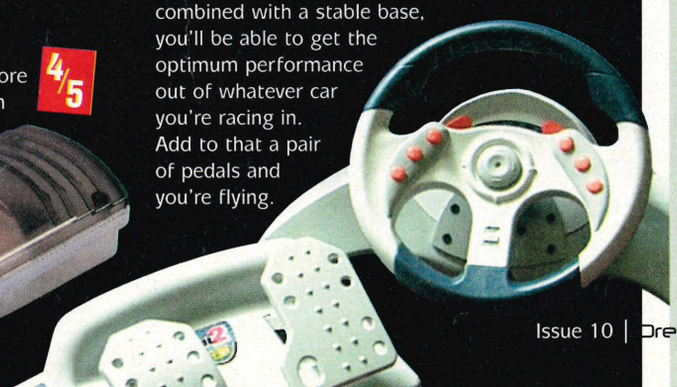


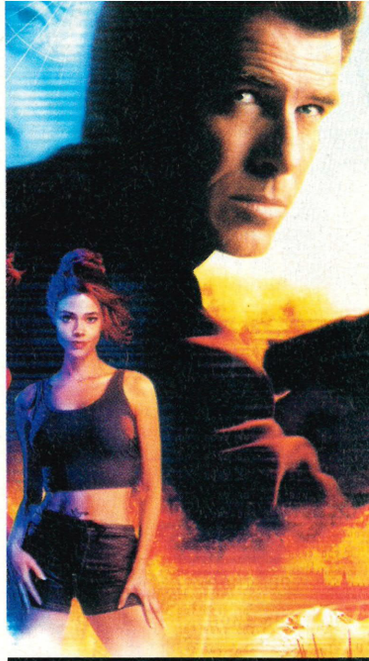
MC2 Wheel

› Mad Catz › £59.99

4/5

Well we might have been a little harsh on the last Mad Catz steering wheel, the not so DreamWheel, but this time they've gone and got it bang on. The MC2 offers a much more realistic drive for wannabe Colin McRaes and Jenson Buttons than its predecessor did, not least because it has a full moon wheel rather than half a one. With an Accudrive System in place combined with a stable base, you'll be able to get the optimum performance out of whatever car you're racing in. Add to that a pair of pedals and you're flying.





DVD Reviews

The James Bond Collection: Volume Two

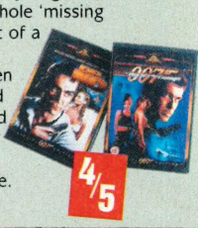
Cert	PG
Publisher	MGM
Price	Varies (Import)

Following hot on the heels of Volume One comes the next collection of James Bond DVDs for you to wallow in at your leisure. This time around, you've got the likes of *Dr No*, *On Her Majesty's Secret Service*, *The Man With The Golden Gun*, *The Spy Who Loved Me* and *Moonraker* on offer – all rather spiffing films (unless you don't like Roger Moore) and, as such, they combine to form a rather wonderful collector's item.

There's only one major blot on the landscape of this fine package though and that's the 'addition' of the latest Bond movie, *The World Is Not Enough*, to the collection as well. You see, while the film is considered to be part of the set... it's not actually in the box. Oh no – in a clever marketing ploy – MGM has left a space in the box for the DVD but not included the disc in the price, meaning you'll have to go out and buy it separately. Bummer.

Despite this little hiccup though, it's a pretty rip-roaring boxset. Admittedly, it's not quite as sexy as the first collection (after all, it's mostly Roger Moore and the whole 'missing disc' thing is a bit of a downer) but for anyone who's even slightly interested in the James bond phenomenon, this set is an essential purchase.

Martin Mathers



4/5



continued ›

directory

Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

ontinued>

CD Reviews

Black Box Recorder The Facts Of Life

Label: Nude

Last year's *England Made Me* might have been all morose and cynical but *The Facts Of Life* sets the record straight, and if not totally uplifting at least it doesn't leave you wanting to top yourself. Nixey's voice is enchanting throughout and remains the perfect foil for Haines' cutting lyrics over some equally entrancing melodies. This is undoubtedly a gorgeous album best encapsulated by the title track and is an absolute must for all those innocent souls out there.



4/5

Alex Warren

Belle & Sebastian: Fold Your Hands Child, You Walk Like A Peasant

Label: Jeepstar

There's only one word that can describe an album like this... and it ain't crap. More like amazing. But that's just one word to describe this, the fourth album from B&S. It's emotional, melodic, inspirational, love lorn – in other words, an album that you can fall in love to. The opening *I Fought In A War* is a defining B&S song and sets the tone of love, hope and melancholy for a truly heart warming set of songs. Your life will never be complete if you don't indulge in the delights of B&S and this is as good a place to start as any.



5/5

Alex Warren

The Hurricane: Universal Island

Label: Dreamworks/Polydor

As the *Fight Club* CD proved, it is possible to create a top-notch album of a film. However, this selection of a variety of musical styles doesn't quite sit together as a coherent whole and whilst we did take some comfort from the stunning Ray Charles classic *Hard Times* that makes a welcome appearance, the vast majority of the tracks are dull, pointless with a hint of bland. There really is no reason to shell out for this and we can't think of a single reason to buy it. So don't.



1/5

Simon Phillips

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Soul Fighter	**Piggyback Entertainment**	1	⊖	⊖	⊖	03	83%
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							
Soul Reaver	**Eidos**	1	⊖	⊖	⊖	06	90%
We Say: "The definitive version of this tasty vampire-killer – add it to your collection and save your soul." MM							
Speed Devils	**Ubi Soft**	2	⊕	⊖	STEERING WHEEL	02	92%
We Say: "Ubi Soft's first Dreamcast racer makes *Sega Rally 2* look about as exciting as driving a supermarket shopping trolley!" RK							
Street Fighter Alpha 3	**Virgin**		⊖	⊖	⊖	04	84%
We Say: "*Street Fighter Alpha 3* is coin-op perfect and practically devoid of the painful loading times that plagued the PlayStation version." RB							
Street Fighter III: Double Impact	**Virgin Interactive**	2	⊖	⊖	⊖	08	74%
"We're not saying that it's bad... we're just saying it's *Street Fighter*. Again. You've seen it all before, so why bother." MM							
Suzuki Alstare Extreme Racing	**Ubi Soft**	2	⊕	⊖	STEERING WHEEL	02	81%
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							
Sword Of The Berserk: Guts' Rage	**Eidos**	1	⊖	⊖	⊖	09	73%
We Say: "As much fun as *Sword Of The Berserk* is, there just isn't enough of it. Too much time is spent on the cut-scenes and not enough on the action." AW							
Tech Romancer	**Virgin Interactive**	2	⊕	⊖	ARCADE STICK	08	90%
"What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							
Tee Off Golf	**Acclaim**	2	⊖	⊖	⊖	05	80%
We Say: "*Tee Off Golf* is the perfect way to fill in the gaps that punctuate the winter days." AW							
The Nomad Soul	**Eidos**	2	⊖	⊖	⊖	08	84%
"*The Nomad Soul* is a rewarding experience for those who are willing to give it a chance." MM							
Tokyo Highway Challenge	**Crave**	2	⊖	⊖	STEERING WHEEL	03	73%
We Say: "*Tokyo Highway Challenge* isn't one of the best Dreamcast racing games but it does look fantastic." AW							
Tomb Raider: The Last Revelation	**Eidos**	1	⊖	⊖	⊖	07	88%
We Say: "Thanks to the power of the Dreamcast, every stage of *Last Revelation* looks jaw-droppingly amazing." MM							
Toy Commander	**Sega**	4	⊖	⊖	⊖	02	86%
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							
Trick Style	**Acclaim**	2	⊖	⊖	⊖	02	79%
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							
UEFA Striker	**Infogrames**	2	⊖	⊖	⊖	02	82%
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							
V-Rally 2: Expert Edition	**Infogrames**	4	-	-	STEERING WHEEL	09	86%
We Say: "*V-Rally 2* doesn't quite come up to the same standards as *Sega Rally 2*, meaning that although it's a very good game it's just not great." AW							
Vigilante 8: Second Offense	**Activision**	4	⊖	⊖	⊖	04	91%
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							
Virtua Fighter 3tb	**Sega**	2	⊖	⊖	⊖	01	93%
We Say: "An arcade-perfect conversion of a great game. *VF3tb* isn't the best one-player game in the world, but with some mates it's awesome!" SH							
Virtua Striker 2	**Sega**	2	⊖	⊖	⊖	05	78%
We Say: "*Virtua Striker* is an excellent arcade-style footie game, it's great for a laugh and it certainly looks the part." SP							
Wacky Races	**Infogrames**	4	⊖	⊖	STEERING WHEEL	09	93%
We Say: "A top fun racer that makes a change from all the realistic 'driving' games around. It's wacky with a capital 'W'!" MM							
Wetrix+	**Take 2 Interactive**	2	⊖	⊖	⊖	08	80%
"Puzzle fans will find themselves in cerebral cortex-munching nirvana." SP							
Wild Metal	**Rockstar**	2	⊖	⊖	⊖	07	58%
We Say: "*Wild Metal* amounts to no more than a dull, unimaginative, shameful waste of GD-ROM technology." ST							
Worms Armageddon	**Hasbro Interactive**	4	⊖	⊖	⊖	04	73%
We Say: "As ever, Team 17 has delivered the goods, *Worms Armageddon* is the finest and most enjoyable of the series." AW							
WWF Attitude	**Acclaim**	4	⊖	⊖	⊖	03	41%
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							
Zombie Revenge	**Sega**	2	⊕	⊖	⊖	05	81%
We Say: "*Zombie Revenge* proves once and for all that the Dreamcast really is just an arcade machine in disguise." AW							

best of GENRE

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...

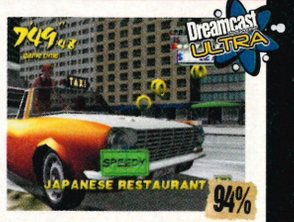
Beat-'em-up



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%
Carrier	Jaleco	1	-	-	-	09	69%
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%
Gunbird 2	Capcom	2	-	-	-	09	81%
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%
King Of Fighters '99 Evolution	SNK	2	-	-	ARCADE STICK	09	72%
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%
Puzzle Bobble 4	Taito	2	⊖	⊖	⊖	09	92%
Rainbow Cotton	Success	1	⊖	⊖	⊖	07	69%
Ring	Asmick	1	⊖	⊖	⊖	08	59%
Sakura Wars	Sega	2	⊖	⊖	⊖	08	77%
Sakura Wars Song Show	Sega	1	⊖	⊖	⊖	09	33%
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%
Time Stalkers	Sega	1	⊖	⊖	⊖	09	70%
Tokyo Bus Guide	Forty Five	1	⊖	⊖	⊖	07	82%
Toukon Retsuden 4	Tomy	1	⊖	⊖	⊖	02	49%
Treasure Strike	Kid	4	⊕	⊖	⊖	09	72%
Virtua Cop 2	Sega	2	⊖	⊖	LIGHT GUN	08	69%
Virtua On	Sega	2	⊖	⊖	⊖	05	80%

Party/Puzzle



Chu Chu Rocket!

A crazy game of cat and mouse, *Chu Chu Rocket!* is miles better than most puzzle games! It's also one of the most addictive games that you'll ever play!

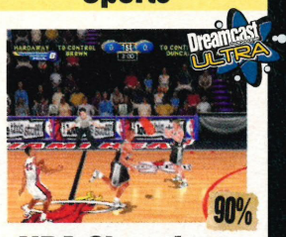
Shoot-'em-up



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.

Comics

Justice Society Of America: Justice Be Done

Publisher Titan Books
Price £9.99

Forget Superman, Batman or Spiderman – if you're looking for some real superheroes, look no further than the Justice Society Of America. *Justice Be Done* follows the reformation of America's oldest band of heroes as they fight to stop the Dark Lord from doing the usual; killing, assuming mantles of power, that sort of evil thing. There are plenty of interesting twists in the story and the characters are great but the only gripe with this collection is that it ends on such a cliffhanger... we want to know what happens next!



4/5

Martin Mathers

Star Wars: Shadows Of The Empire

Publisher Titan Books
Price £12.99

Filling the gap between *The Empire Strikes Back* and *Return Of The Jedi*, *Shadows Of The Empire* is both incredibly entertaining and revealing. In fact, it's fantastic. The novel follows four intertwined stories – that of Boba Fett, Leia and her search for Solo and the search of Vader and Prince Xizor for Luke. It's action packed all the way through while simultaneously being totally engrossing, thus making it an absolute must for all dedicated *Star Wars* fanatics. Go get it now!



5/5

Alex Warren

Batman Of The Future

Publisher Titan Books
Price £7.99

They had to do it, didn't they? With virtually every decent superhero having had to go through some kind of metamorphosis of late, it somehow seems fitting that this should land on our desks. Rather than the darkly gothic images from the *Dark Knight* series, *Batman Of The Future* is based upon the cartoon series and the selection of yet another mortal to don the black cape. Whilst there's nothing wrong with this collection we prefer our Batman all twisted and bitter as opposed to the slightly childish version presented here. Kids and completists only...



2/5

Simon Phillips

stuff & nonsense

On the hunt for gadgets? Then cast your eyes over this collection of cool toys and gizmos.

Buffy The Vampire Slayer Figurines

Manufacturer	Downpace
Tel	www.internetgiftstore.co.uk
Cost	£9.99

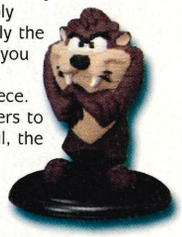


> At last everybody's favourite vampire-slaying beauty is being immortalised in plastic, so now you'll be able to act out all your sordid fantasies. Joining Buffy in plastic is vampire-slaying chum Willow, love interest Angel and evil chief vampire-nasty, The Master. Fun for hours, or just a neat-looking desk adornment.

Taz Sculpture Puzzle

Manufacturer	The Really Useful Games Company Ltd
Web site	www.rugames.com
Cost	£N/A

> Bored of your bog-standard flat jigsaw puzzles? Fancy bit of a challenge? Then how about chancing your arm at these really rather cool 3-D sculpture puzzles? Simply stack 'em up and slowly but surely the character will start forming until you have a full-blown sculpture to proudly display on your mantelpiece. There's a whole range of characters to choose from including Darth Maul, the Tazmanian Devil and good old Homer Simpson. Time to start building methinks.



YST-M40 Speakers

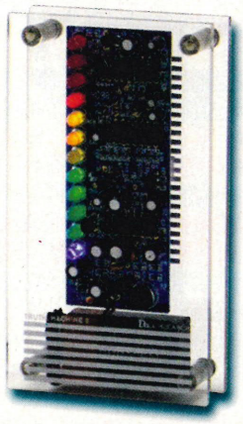
Manufacturer	Yamaha
Tel	01923 233 166
Cost	£49.00

> Let us guess – your television's speakers just can't handle the sound of the roaring engine from your Ferrari, or even worse, the shrill cries for help as zombies descend upon you. Yamaha has the solution for you with these new YST-M40 multimedia speakers – designed to give you the ultimate gaming experience that goes in one ear and out the other. Minty and dirt cheap too.

Truth Machine

Retailer	The Gadget Shop
Web site	www.thegadgetshop.com
Cost	£30.00

> Got yourself a little brother who's run off with your Dreamcast but is refusing to tell you where it is... even under torture? To tell if he's really telling the truth you'll be needing one of these little beauties – guaranteed to tell you if someone's lying or not. Equally good on girlfriends who deny the existence of another man in their lives too.



Tsunami Storm Gun

Manufacturer	The Character Group Plc.
Tel	0161 633 9800
Cost	£29.99

> The arrival of summer means just one thing – water fights, and lots of them. To guarantee victory and a thoroughly good soaking for anybody who comes near you all you need is the new Tsunami Storm Gun. It's big, it's powerful and it's damn fun! So for a fun-packed, sun-soaked summer you need look no further – this is the answer to all your prayers.



Electra Glide Frisbee

Manufacturer	Olop
Tel	01803 201 972
Cost	£4.99

> Summer is well and truly here which means that it's out with the shades and more importantly, out with the Frisbees – which is where Olop's Electra Glide Frisbee comes in. Looking more like an alien UFO than a Frisbee it flies like a dream through the sky, cutting through the air like a knife through hot butter. And it makes noises on impact just to annoy everyone else on the beach.



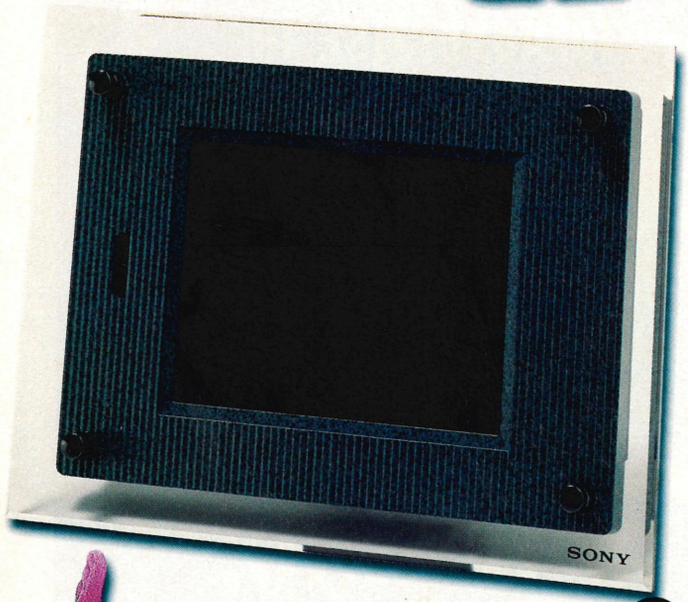
Robot Clock

Retailer	The Gadget Shop
Web site	www.thegadgetshop.com
Cost	£6.95

> Small and perfectly formed, this Robot Clock is the ideal desk friend just so you don't miss all those vital appointments and meetings... if you can read the minutely-sized dial. Still, it looks cute so you can't complain.







Digital Photo Frame

Manufacturer	Sony
Tel	0990 111 999
Cost	£700

> First you had digital cameras but now Sony has gone one better and come up with the digital photo frame. Just slip a memory stick into its back slot and hey presto, you'll be able to view your photographic masterpieces on the 5.5 inch screen. But that's not all, as the Photo Frame also allows you to view MPEG videos too... if you fancy squinting at a 5.5 inch video. It might seem a little crazy, but only time will tell if they catch on.

CE-20J3BX Retro TV

Manufacturer	LG Electronics
Tel	01753 500 400
Cost	£229

> If you're looking for a cool and classy television you could do a hell of a lot worse than LG's snazzy looking CE-20J3BX TV. Available in either silver or translucent blue, with curves to die for and a 20 inch screen there's not much you can complain about here! Add to that all the usual features, including Fastext and a 100 channel memory, and you have the TV of the 21st Century.



Chicken Run Beanies

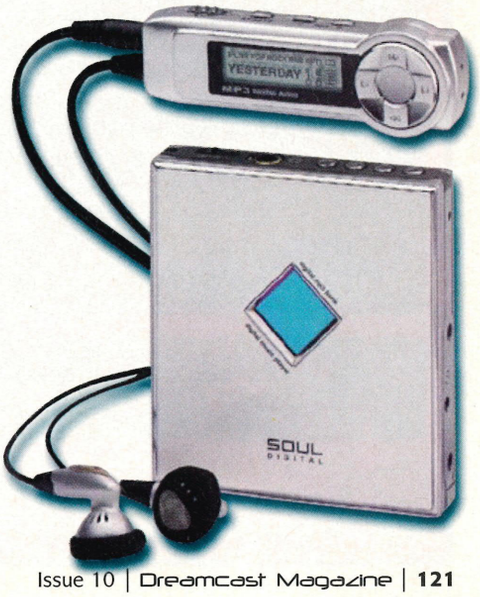
Manufacturer	Golden Bear
Tel	01952 608 308
Cost	£7.99

> With *Chicken Run* almost upon us, toy manufacturers are already cashing in. First out of the blocks is Golden Bear with its *Chicken Run* beanies of Ginger, Rocky and Babs. Be warned – there's a new chick in town!

MF-PD360 MP3 Player

Manufacturer	LG Electronics
Tel	01753 500 400
Cost	£170

> With MP3s well and truly taking off, more and more MP3 players are infiltrating the market – hey, even Sega is releasing one. The latest offering from LG in the MP3 market, one which the company is making its own, is not only sleek, sexy and lightweight, it also has 64MB of memory *and* Windows NT compatibility. Oh, and it fits in your pocket. Sounds pretty ace too.



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Universal Jap Dreamcast No Modem £169 ***Universal UK Dreamcast With Modem £199***

SEGA DREAMCAST GAMES	USA
Virtua Tennis	£Call
Hidden and Dangerous	£Call
Silver	£Call
Gauntlet Legends	£Call
Marvel vs Capcom 2	£Call
Soul Calibur	£32.99
Resident Evil: Code Veronica	£49.99
Dead or Alive 2 Tecmo	£47.99

SEGA DREAMCAST GAMES	JAP
Virtua Athlete 2K	£Call
Street Fighter 3: Third Strike	£Call
Power Stone 2	£49.99
Tokyo Highway Battle 2	£49.99
Biohazard 2	£29.99
Giga Wings	£29.99
Zombie Revenge	£29.99
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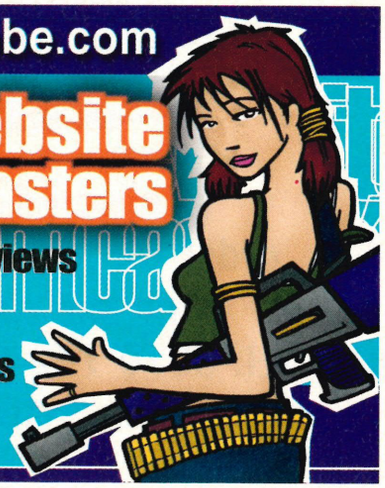
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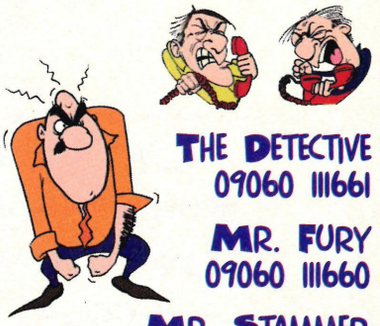
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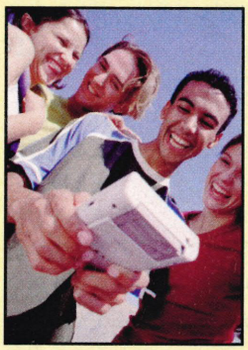
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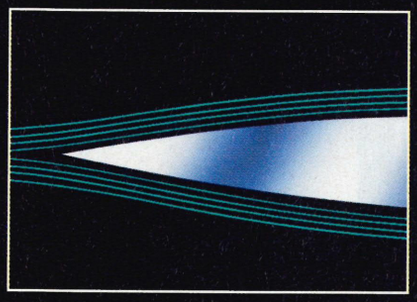
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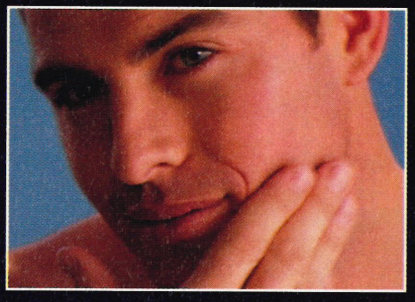
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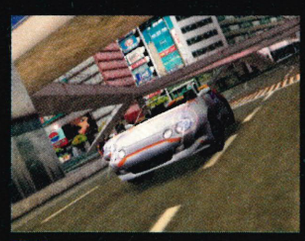
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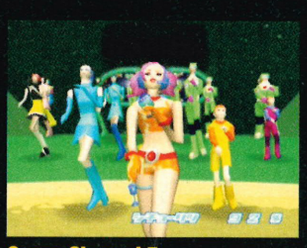
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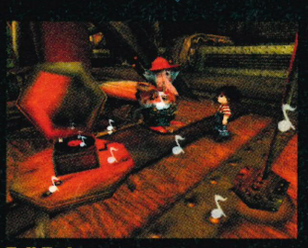
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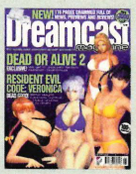
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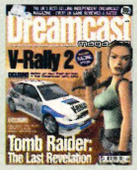
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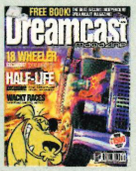
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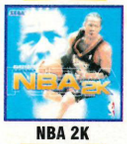

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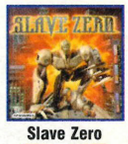

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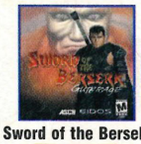

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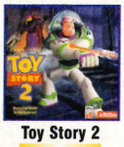

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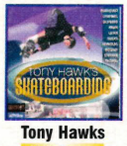

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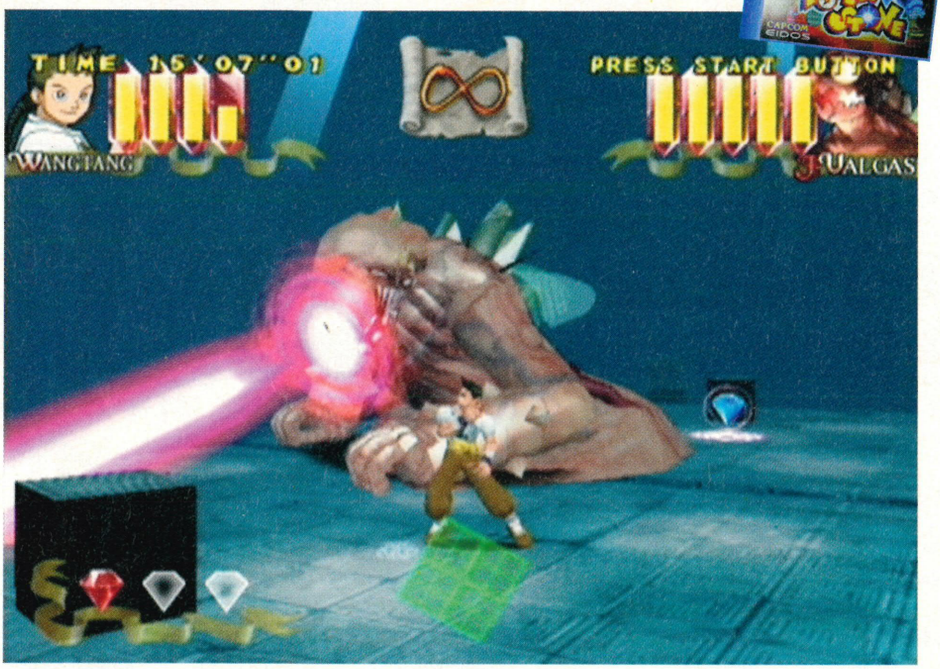
dream moment

Number 007

Power Stone

Avalon Isle > The Final Battle





"You'll never get my Power Stone... NEVER!"

In honour of this month's review of *Power Stone 2*, we thought we'd offer you an all-time great Dream Moment this issue. As the old saying goes, videogames come and go but beat-'em-ups stay the same... or something like that. Anyway, it was true until Capcom (the master of fighting games) gave us *Power Stone* – a true revelation in pummelling your mates into the dirt. Don't fancy using your fists to hurt your opponent? Then just grab the nearest crate/table/plant pot (delete as appropriate) and smash it over their heads! Lovely.

So, it all comes down to this – after fighting your way through the other adventurers out to get their hands on the Power Stone (and defeating the thoroughly evil Kraken) you've made it to Avalon Isle. Waiting for you is Valgas, one meaty mofo of a boss who'll do anything to prevent you from stealing his prized Power Stone... but after an apocalyptic battle, you've beaten him to the ground. You've won! Of course, it's not that easy... as the Power Stone merges with his body, Valgas transforms into the biggest, nastiest boss we've ever seen! Sure, we've seen big guys like Onslaught in *Marvel Vs Capcom* and Inferno in *Soul Calibur*, but never anyone as huge as this! Be ready for a fight to the death – it's all or nothing in the final battle!

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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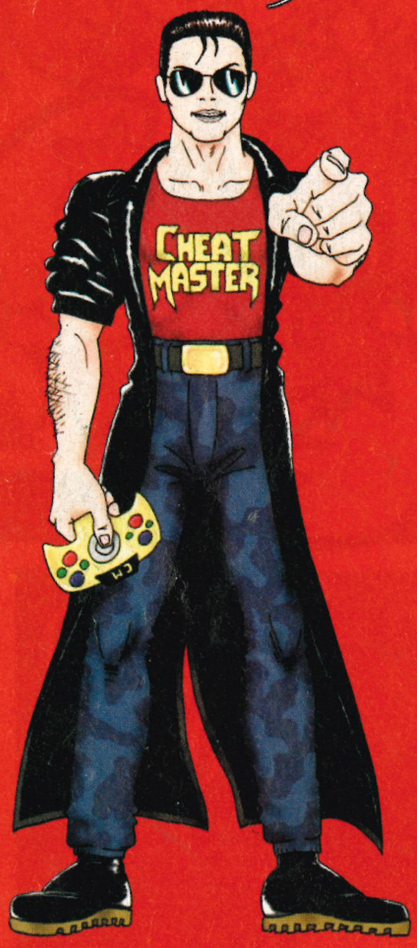
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Crazy Taxi
Cueball (Jimmy White 2)

D
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E
ECW Hardcore Revolution
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F
Fighting Force 2
Flag To Flag

G
Generator Vol.1
Giant Gram Pro Wrestling 1 & 2
Godzilla Generations

H
Half Life
Hardcore Heat
Hidden & Dangerous
House Of The Dead 2
Hydro Thunder

I
Incoming

J
Jojo's Bizarre Adventure

K
King Of The Fighters 99

L
Legacy Of Kain: Soul Reaver

M
Marvel vs Capcom
Metropolitan Highway Battle
Millenium Soldier: Expendable
Mortal Kombat Gold

N
NBA 2K
NBA Showtime
NFL 2K
NFL Blitz 2000
NFL Quarterback Club 2000

P
Pen Pen Tri Icelon
Plasma Sword
Pop 'n Music
Powerstone
Psychic Force 2012
Puyo Puyo

R
Racing Sim.: Monaco Grand Prix
Rayman 2
Ready to Rumble Boxing
Redline Racer
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S
Sega Bass Fishing: Get Bass
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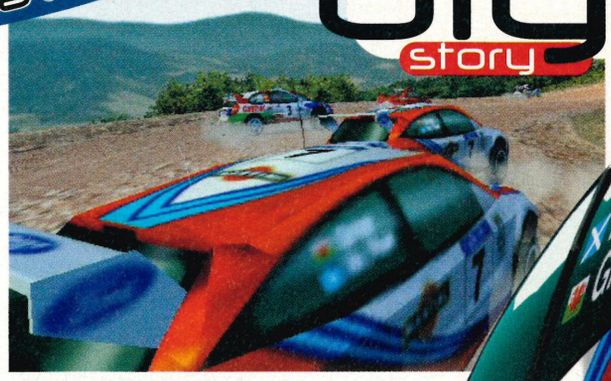
>Hot-off-the-press Dreamcast rumours, gossip, snippets and more<

Dreamcast world news network

the big story

Colin McRae Rally 2.0

Getting Dirty Was Never So Much Fun...







softography

previous works>

- Micro Machines
- World Touring Car Championships

Codemasters



**Sega Rally 2 went for arcade thrills, *V-Rally 2* *Expert Edition* couldn't quite make up its mind what it was... However, the wait for the premier rally game is nearly over, or at least Codemasters has finally announced that *Colin McRae 2.0* is coming to the Dreamcast, and by jiggery we're as happy as a hippopotamus that's just discovered a rather lovely muddy patch (see also: pig in doo doos).

Traction Action

Though widely touted as being the first (of hopefully many) Codemasters Dreamcast-bound titles, it wasn't until E3 that official confirmation and, more importantly, playable code was shown to the world. Naturally, DREAMCAST MAGAZINE was first in the queue to sample the four-wheeled delights of what will no doubt be one of the finest racers to grace the Dreamcast.

Before our exclusive preview next month, we've just got space to bring to you the latest details that we managed to glean from the developers.

Essentially, the DC version will follow the route set out by its PC sibling. However, unlike some other developers that we could mention, the code for the Dreamcast version is being written from the ground up, which will allow Codemasters to take advantage of the Dreamcast's capabilities to the fullest. Though the code that we played was a good four months away from completion, the build on show not only handled convincingly – showing promising signs that it will be the most realistic rally game to date – but also looked every bit as good as any racing game seen on the Dreamcast, if not better. Bearing in mind that many aspects of the game have yet to be implemented, such as damage physics and most of the tracks, even our limited time spent with the game was enough to convince us that *Colin McRae 2.0* will be a supremely good game, so much so that it'll be our cover game next month as we exclusively trek to Codemasters to find out everything that you need to know about getting reet dirty!

information

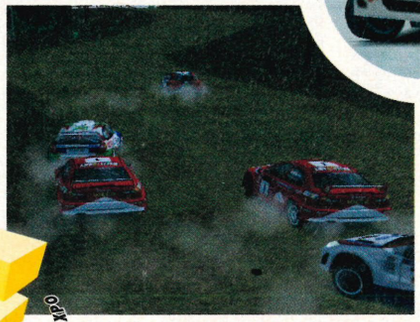
Publisher	Codemasters
Developer	In-house
Players	2
% complete	50%

Nov

anticipation rating
ninety percent











ELECTRONIC ENTERTAINMENT EXPO

E3

"The wait for the premier rally game is nearly over"

newscast.

Dreamcast world news network

THE rumour mill

Virtua Athlete 2K

> Rumour has it that Sega of Japan is planning a game called *Virtua Athlete 2K* that will tie in the rest of its sports branded games. It's been suggested that the game will be an Olympic title, but any other information (including a release date) regarding the game is being closely guarded by Sega.

Dreamcast Gearing Up

> Another snippet of exciting game news emerging from Konami this month is that the company is considering bringing *Metal Gear Solid 2* to the Dreamcast. The game has already been pencilled in for release on PS2 and a DC release will depend on how well it's selling at the time. We can live in hope!

24 Hours Of Fun!

> Developing giant Infogrames is to release a Dreamcast version of the smash Le Mans sim (not-so-cunningly titled *Le Mans*). Screenshots arrived just too late to be included in this month's mag but DREAMCAST MAGAZINE will be travelling to France to bring you the lowdown not only on this potentially great racer but also the brown trousers-inducing frightener, *Alone In The Dark 4*. Miss next issue and we'll come around to your house to 'ave a word...

Japanese Get Credit

> Sega subsidiary, ISAO Network, is planning to bring out the ISAO Card this summer, a prepaid credit card for Dreamcast. The card will allow Dreamcast users to pay for network charges and goods bought online. No such plans have been announced for the European Dreamcast users.

Dreaming Of Naomi

> With Dreamcast ports of Naomi-based arcade games *Ferrari F355* and *18Wheeler: American Pro Trucker* already confirmed, Sega of Japan has now announced a further game that will undergo the transformation onto Dreamcast. The game in question is *Out Trigger* and it will have a four-player split screen option as well as supporting online play. Ahhh, she's a good girl that Naomi!

NEWS

Blues Brother, Soul Reaver



Legacy Of Kain: Soul Reaver 2 Coming To Set Our Souls On Fire

If you managed to play through to the end of the original *Soul Reaver: Legacy Of Kain*, you'll know just how annoying it all was. Raziel sees visions of his future, Kain gets away and then just when everything gets interesting, the immortal words 'To Be Continued...' pop up. Noooo! We want to know what happens next! Well, pretty soon everything will be revealed because those lovely people at Crystal Dynamics have begun work on the sequel at long last. Are you wetting your pants yet or what?

Picking up where the last one left off, you still control Raziel as he 'travels back through the currents of time in pursuit of his creator and nemesis, Kain'... ooh, sounds dramatic. As before, you can expect the usual mixture of vampire-slaying weaponry, magical spells and nasty demon-esque monsters but made even better. Throw in a ton of new places to explore, even bigger and yuckier bosses and (of course) plenty of things for your Soul Reaver to slice through and you've got something that looks pretty darn special...

Even though it's only in the early stages of development, this one is shaping up to be a stormer of a game. If, like us, you can't wait to find out what happens in the next chapter of the *Soul Reaver* story... well, you're going to have to because the game isn't due until the end of the year. Ho hum...





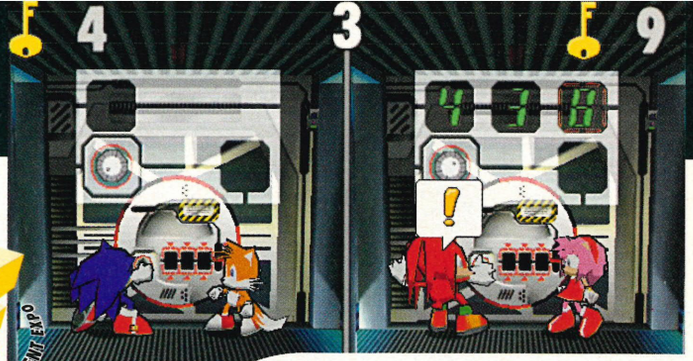
"This one is shaping up to be a stormer of a game"











NEWS

Sonic's Back And He's Got The Groove

First Sonic Adventure 2 And Sonic Shuffle Screens And Details

Last month we brought you the news that Sonic would be making two appearances this year, the first being *Sonic Adventure 2* and the second in *Sonic Shuffle* – a *Mario Party*-styled game. And guess what? We've got the first screens from each game as well as details. Check it out!

Adventure #2

Rumours have abounded about the existence of *Sonic Adventure 2* for ages but Sega has been refusing to officially announce anything on the subject. The company has now broken its silence and revealed the first screens of Sonic and co's second outing on Dreamcast. No gameplay details were revealed but we can't imagine that it's going to differ massively from the first game, so your guess is as good as ours.

"Don't you just love the spiky blue guy?"

Shuffle Along

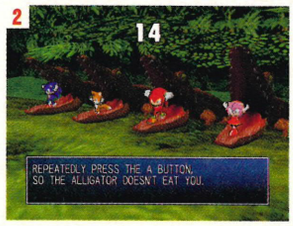
The story behind *Sonic Shuffle* is, as you'd expect, totally clichéd. Evil monster (Void) steals and locks up Precioustones and Sonic and his chums have to go and get them back. The game itself takes place over a board which features numerous mini-games (currently over 50) just like in *Mario Party*, but fear not, as there is a difference! Instead of throwing a dice à la *Mario Party* you get to pick a card from a pack of cards which will tell you how many places you can move, hence the 'Shuffle' in the title. The cards will also feature elsewhere in the game, although where and how exactly is yet to be revealed.

Oh, and then there's the small matter of network play. Don't you just love the spiky blue guy?





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2

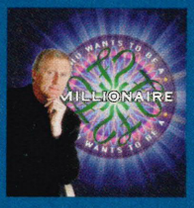
[1] The mini-games of Sonic Shuffle look plain crazy! [2] The developers of the game have opted for the cell-shading technique as used in Jet Grind Radio.

Party Time

As well as Sonic returning for a second outing on Dreamcast so too are all his friends... and enemies! There's Tails, of course, his beau Amy and his Echidna friend Knuckles, as well as arch-Rival Dr Robotnik to help stir things up a bit.

You Had £32,000...

...You've Now Got Who Wants To Be A Millionaire on the Dreamcast! Err... Hoorah!



Of all the things we thought would have been brought to our beloved Dreamcast, we'd never have imagined that quiz shows would be among them. How wrong we were – because Eidos, in all its infinite wisdom, is set to bring the smash TV show *Who Wants To Be A Millionaire* our way this Autumn. The complete feel of the program will be captured, right down to Chris Tarrant asking the questions and uttering those annoyingly immortal words, "Is that your final answer?" Sounds great. If you can't wait until it arrives though, you could always get a taster by pointing your Dreamcast browser at http://abc.go.com/primetime/millionaire/mill_home.html and trying to 'win' that cash... even though you can't. Bugger.

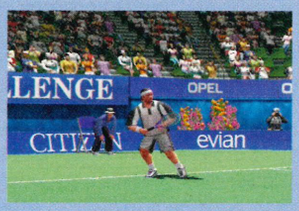
Simply Smashing

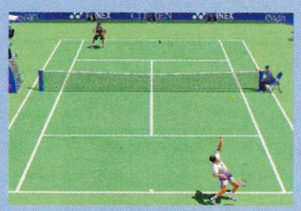
Power Smash Tennis Slams Onto Dreamcast

For those who saw our arcade feature last month you'll know how excited we are about the release of this game on Dreamcast. Now we've been able to get our hands on the details of the console version, we're even more excited.

Although Sega has not added to the eight players available in the arcade version yet, a Doubles mode has been implemented, allowing for four tennis fanatics to crowd around and smash the ball all over the court. For any one who's played the two-player mode in the arcades you'll realise just how pant-wetting this prospect is... still no ladies though!

In regards to game modes there's Doubles as well as Singles which you can play in either Arcade, Exhibition or World Tour modes. Each court is different so if you're playing in France you'll be playing on clay and if in England you'll be on grass meaning that you're going to have to adapt to the speed of the court. All in all it looks like it's shaping into a great title and one we're gagging to smash around the court.





NEWS



Grass Roots

The eight players that you'll be able to control in the game are Carlos Moya, Cedric Pioline, Jim Courier, Mark Phillippoussis, Thomas Johansson, Tim Henman, Tommy Haas, and Yevgeny Kafelnikov.

"It looks like it's shaping into a great title"

newscast.

Dreamcast world news network

NEWS

Alien Encounters For Dreamcast

Roswell Conspiracies Uncovered

> Transforming cartoons into games is all the rage at the moment so not ones to miss out on all the fun Climax and Red Storm have, in their infinite wisdom, decided to transport the world of *Roswell Conspiracies* to Dreamcast in full gaming glory.

The story of the cartoon, and the game, revolves around the idea that aliens are roaming the earth hunting humans for food, sport and other more sinister purposes. *Men In Black* anybody? A special group called The Global Alliance, based in a top secret bunker in Roswell, is formed to combat the threat and lo and behold, you've got a game on your hands.

UFO's

Set over 40 levels and six locations the game takes on a third-person perspective with your job, as one of several special agents, being to hunt down the aliens and save the earth from the alien conspiracies – the hunter becoming the hunted. And as with any adventure game there's the usual puzzles to solve, aliens to kill and weapons of mass destruction to cause mayhem with. Cool. Alien adventures here we come... well, come the end of the year.



"Aliens are roaming the earth hunting humans for food, sport and other more sinister purposes"

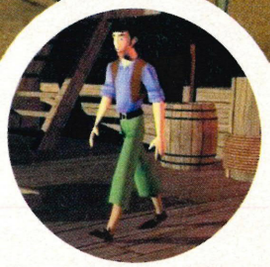




FIRST LOOK

Gold And Glory:

The Road To El Dorado

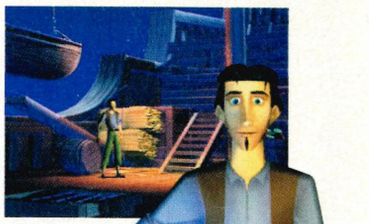


It seems that publisher Ubi Soft is going through a bit of a boom, or so the company would have us believe with 13 games on show at E3, and its take on the latest Dreamworks' animated film, *Gold And Glory: The Road To El Dorado*, looks to encapsulate this boom.

Gold Diggers

Details of the gameplay are still quite scarce but it is known that the action will follow the story of the films' two gold hungry, bumbling protagonists, Tulio and Miguel, and their search for the legendary city of El Dorado. Set over 20 levels you must battle against swash-buckling sailors, trek through miles of jungle and escape Spanish soldiers before reaching the fabled destination... the city of gold. Interspersed between the action will be actual animated sequences from the film, so none of your boring cuts-scenes then! Judging by these screens it's looking absolutely gorgeous too, so much so that you have to wonder whether they're straight out of the film! Well they've certainly whetted our appetite for a Spanish adventure, only we're going to have a bit of a wait on our hands before it's released towards the end of the year.

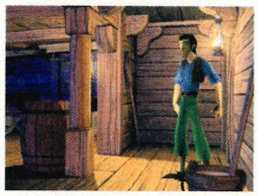




THE ROAD TO HOLLYWOOD

> The voices of Tulio and Miguel in the film *Gold And Glory: The Road To El Dorado* are played by Kevin Kline and Kenneth Brannagh respectively.

"It's looking absolutely gorgeous too"



Castlevania Resurrected?

Castlevania Not Dead Yet

UPDATE





> You might recall that last month we brought you the sad news that *Castlevania: Resurrection* had been canned for the Dreamcast. However, it now seems that this isn't the case as new images of the game have recently appeared on Konami's US Web site and it appears that the game will be released sometime next year instead. Well, at least it makes us happy again.

HOT bytes

> How ecstatic were we when a visiting dignitary from Acclaim brought a copy of *Ferrari F355* down with him? Errr... very! Man was it awesome and every bit as good as its arcade counterpart. Role on September!

> E3. Wow! The amount of fantastic Dreamcast games on show was quite incredible. *Quake III*, *Evil Twin*, *Jet Grind Radio*, *Half-Life*, *Power Smash Tennis* and *Colin McRae 2.0*. With all these titles set for release, Sega's home console future (and ours) looks very bright.

> Online gaming is finally here! After one final delay the delightful *Chu Chu Rocket!* has at last been released and with it the launch of online gaming. Hurrah! And not too soon. Right, anyone fancy having their butt kicked?

COLD cuts

> Our man Megabyte Millionaire Mathers has had a calling to go walkabout with Miss Joanna Dark next month leaving us, or rather Alex, to write the entire mag... just as we go up to 132 pages. He does pick his moments.

> After bringing a load of presents back from his trip to Japan last month, we were expecting the same sort of service from Simon after his jaunt to America. Yeah right, what sort of fools are we? Tight fisted *?% [I'm not tight, I'm poor! – Ed].

> Although we're all a little jealous of Simon's trip to E3, he claims it wasn't all that it was cracked up to be. Unprintable comments about LA taxi drivers were prevalent (at least they weren't *Crazy Taxi* drivers) as were equally scathing comments about a certain Squalid Schnnneeeeeeeeee! Well, *we'll* go next year then!

newscast.

Dreamcast world news network

Don't Steal It, Win It!

5 COPIES OF GTA2 TO GIVE AWAY

Are you ready to become the most wanted man in Christendom? Then *GTA2* is the game for you. If you haven't already pilfered it from the local games store here's your chance to win a copy of the game by entirely fair and legal means because we've got five copies to give-away courtesy of Take 2 Interactive.

All we want you to do is tell us, in no more than 50 words, what you would steal and why.

Send in your answers on a postcard to the following address, making sure that it gets to us no later than 1 August.



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Ferrari F355 Challenge

A near arcade-perfect conversion? With a two-player option? Yes please! We dribbled over this when our local Sega Park got in the full arcade unit but that was nothing. Now we've got the concrete evidence from the E3 of how good the Dreamcast version will be... well, we've just wet our pants. Great.

Jet Grind Radio

Oh look – it's ANOTHER incredibly original and extremely amazing game from Sega's stable. If it keeps churning them out like this, Sega will wear itself out! Skating's pretty big in the office at the moment – in fact, we're so excited about this game... that we've just wet our pants. Again. Damn.

WWF Royal Rumble

Okay, so not everyone in the office is looking forward to this one – only Mart, with his vast knowledge of men in stretchy pants, seems to be jumping for joy at the sound of THQ's big wrestling game. Still, we know you love your WWF games to pieces so we'll stick this in just because we love you.



NEWS

Star Gazing

Starlancer Confirmed For Dreamcast

Space age battles are on their way to the Dreamcast as the super-powers of the world battle it out for control, not just of the earth but the entire solar system. Welcome to the future. Welcome to *Starlancer*.

The Final Frontier

Starlancer catapults you out of the earth's atmosphere and into wide open space where the action really starts to heat up. Essentially it's a first-person space combat game which will take you from one end of the universe to another in a matter of minutes, with a fair few battle en route. Well, the story's a little more in-depth than that (totally immersive in fact) with loads of missions to keep you occupied for an aeon.

But if you're more a dog-fighting fan then there's always the Deathmatch mode where you can pit your space age wits against eight other players (it has online play don't you know). In fact you can even play through the Story mode online with other players which is rather tasty-sounding. With over 80 spacecraft and all the lasers, guns, missiles and cannons you could ever wish for, you can rest assured that *Starlancer* is going to be a big, big game.



"Super-powers of the world battle it out for control, not just of the earth but the entire solar system"



NEWS

Lara Croft No.5 Revealed

Eidos has revealed the brand new Lara Croft this month – and the lucky girl? 17 year-old model Lucy Clarkson. Make up your mind whether you think she's up to the job, but she's already a big hit here at Dreamcast Towers.





Sega Dump Ricky

With the release of *Samba De Amigo* this month in Japan came distressing news that the two Ricky Martin songs found on the arcade version of the game were not on the home version. The reason why *Living La Vida Loca* and *The Cup Of Life* have not appeared on the home version is because he's licensed to Sony Music Entertainment. Doh!

Dragons To Slay Dreamcast



Ubi Soft Reveals Dragon Riders – Chronicles Of Pern

NEWS

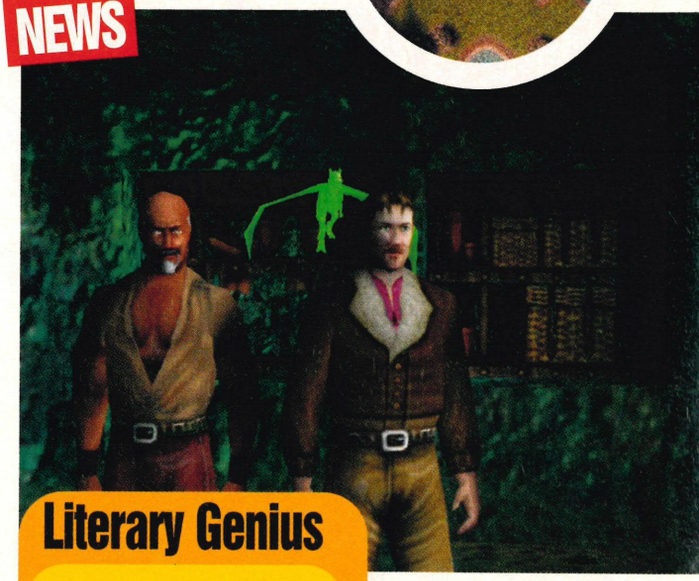
Ubi Soft is riding on the crest of a wave at the moment but the company is now set to change seats and ride on the back of a dragon with its latest Dreamcast title *Dragon Riders – Chronicles Of Pern*.

Fire Breathing

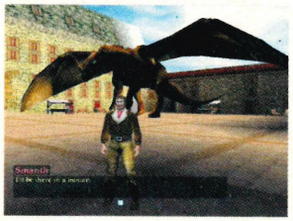
As with any fantasy-styled game the aim is simple – save the world. This time a mysterious plague is spreading like wildfire through the realm of Pern, instigated by an equally mysterious enemy. As dragon rider super kid, D'knor, you must investigate these curious goings-on and get to the bottom of it all, saving the plight of Pern in the process.

However, the gameplay isn't going to be restricted to a linear search-and-destroy plot but rather more impressively, it will be considerably more open thanks to a large variety of sub-quests, puzzles and missions. We can only hope that it'll employ the battle gameplay of *Joust* to add that extra bit of spice! Of course it all ends with a big boss, but what do you expect?

As you can see, even at this early stage in development the game's looking pretty darn sweet so you can imagine how good it'll be when it's released at the end of the year. And as for Panzar? Well who needs him when you've got a dragon that looks this good.

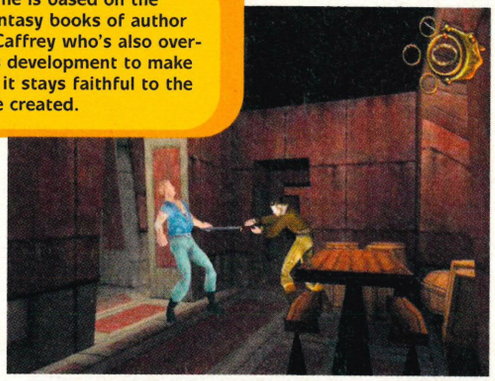






Literary Genius

The game is based on the classic fantasy books of author Anne McCaffrey who's also overseeing its development to make sure that it stays faithful to the world she created.



"The gameplay will be considerably more open thanks to a large variety of sub-quests, puzzles and missions"

It's 4 Wheel!

WIN! A Monster Truck & Copies Of 4Wheel Thunder

Ladies and Gentlemen – it's time to take to the dirt track, so prepare yourself for some high speed, muddy action. That's right, we've got six copies of Midway's superlative off-road arcade racer, *4Wheel Thunder*, to give away as well as a giant-sized remote-controlled truck to take to the roads with. One lucky reader will win the truck and a copy of the game while five runners-up will bag themselves a copy of the game. Believe us, this is one game you want to be playing. To win answer this simple question.

Reliant makes a three-wheeled car called the Robin, but it also makes a four-wheeled car. What's it called?

a) Kitten
b) Puppy
c) Budgie

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 1 August.

It's 4 Wheel
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 and sponsors Midway 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.

Dreamcast Speared

With *Rainbow Six* finally hitting the shelves in America, with a European release now imminent, Majesco has now officially announced that the sequel, *Rogue Spear*, is in the pipelines for Dreamcast too. The game, which will be published by Pipe Dream Interactive label, has no release date yet but if it's anywhere near as good as *Rainbow Six* it should be well worth looking forward to.

Software Release Schedules

UK Release Schedule

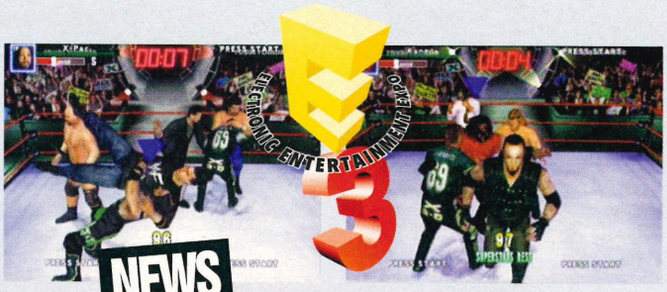
Title	Date	Publisher
Hidden & Dangerous	Spring	Take 2
Heroes Of Might & Magic III	Spring	Ubi Soft
Sega GT: Homologation	Spring	Sega
Take The Bullet	Spring	Sega
Major League Soccer	Summer	Konami
Fur Fighters	2 June	Acclaim
Zombie Revenge	9 June	Sega
Ecco The Dolphin	16 June	Sega
NHL2K	23 June	Sega
Time Stalkers	23 June	Sega
Silver	30 June	Infogrames
Arcatera	June	Ubi Soft
Deep Fighter	June	Ubi Soft
Gauntlet Legends	June	Midway
Resident Evil Code: Veronica	June	Eidos
Metropolis Street Racer	7 July	Sega
Maken X	7 July	Sega
Dead Or Alive 2	14 July	Acclaim
Space Channel 5	July	Sega
Dee Dee Planet	July	Sega
Extreme Sports	August	Sega
Cyprien	Sept	Ubi Soft
Supreme Snowboarders	Sept	Infogrames
Virtua Tennis: Sega Professional Tennis	Sept	Sega
Jet Set Radio	Sept	Sega
Sega GT	Sept	Sega
Black And White	Sept	Sega
Phantasy Star Online	Sept	Sega

Japanese Release Schedule

Title	Date	Publisher
M-SR	Spring	Sega
Pokekano	8 June	TBA
Animaster	15 June	Aki
Iron Storm 3	22 June	Sega
Tokyo Highway Battle 2	22 June	Genki
Netto De Para	22 June	Takuyo
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
Gundam: Giren's Ambition	29 June	Bandai
Memories Off	June	Kid
Re-Volt	June	Acclaim
Dogu Senki	June	TBA
Super Hero Avengers	6 July	Banpresto
Virtua Athlete 2K	13 July	Sega
Tomb Raider: The Last Revelation	13 July	Eidos
Bird Cage Kapitel 6	27 July	Sega
Ring Age	27 July	Takuyo
Formula One World Grand Prix 2	27 July	Ubi Soft
Sentimental Graffiti 2	27 July	NEC
Let's Make A Derby Stallion	27 July	Sega
Zusar Vasar	27 July	Real Vision
WWW.soccer	July	Clean Flight
Lack Of Love	July	Ascii
Killer Bass	July	TBA
Dogu Senki	July	TBA
Cool Cool Toon	July	SNK
Super Robot Wars Alpha	August	Banpresto
Rune Caster	August	TBA
Blue Submarine No. 6	Summer	Sega
Grandia 2	Summer	Game Arts
Sakura Wars 2	Summer	Sega
El Dorado's Gate	Summer	Capcom

US Release Schedule

Title	Date	Publisher
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
Fur Fighters	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
StreetFighter III: Double Impact	June	Capcom
Virtual On: Oratorio Tangram	June	Activision
ESPN Baseball Tonight	June	Konami
Walt Disney World: Magical Racing Tour	June	Eidos
Draconus: Cult Of The Wyrm	June	Crave
Tony Hawk's Pro Skater	June	Crave
Arcatera: The Dark Brotherhood	June	Ubi Soft
Gauntlet Legends	June	Midway
Toy Story 2	June	Activision
D2	June	Sega
Star Trek: New Worlds	1 July	Interplay
Deep Fighter	July	Ubi Soft
ECW Anarchy Rules	2 Aug	Acclaim
Sydney 2000	2 Aug	Eidos
Armada 2	31 Aug	Metro 3D
Rune	Summer	GOD
Virtua Tennis: Sega Professional Tennis	Summer	Sega
Silver	Summer	Infogrames
KISS Psycho Circus: Nightmare Child	Summer	Take 2
Half-Life	Summer	Sierra
4X4 Evolution	Summer	GOD





NEWS

Wrestling Fans Rejoice!

WWF Royal Rumble Returns To The Dreamcast!

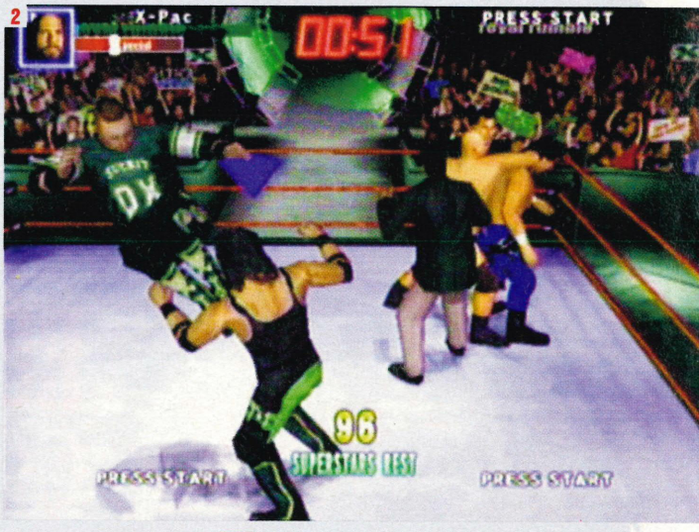
Of all the questions we receive here at Dreamcast Towers, three seem to be a recurring feature – 'When's the Zip Drive coming out?', 'Can I download porn with my Dreamcast?' and most importantly, 'Is there a decent WWF game coming soon?' Well, now we can at least answer one of these because THQ has announced *WWF Royal Rumble* for the Dreamcast! Hoorah!

Don't get too excited though – there's another side to all of this. Before you all start assuming that it's going to be bigger and more elaborate than the last WWF game, *WWF Smackdown* on the PlayStation... don't. You see, rather than bringing over tons of wrestlers, playing modes and other goodies, THQ has teamed up with Sega to produce an all-out arcade wrestling game with more action than a large box marked 'Action'. Great.

Of course, this isn't a bad thing – with two modes of play (Exhibition and Royal Rumble) being thrown in, around 20 of your favourite grappling buddies and the loveliest graphics you've ever seen, *WWF Royal Rumble* is shaping up to be something special. When you take into account that the game can handle up to NINE people on screen at once... well, we can hardly wait. The game is scheduled for Autumn in the US, so when any further details come up, we'll be sure to bring them to you first.

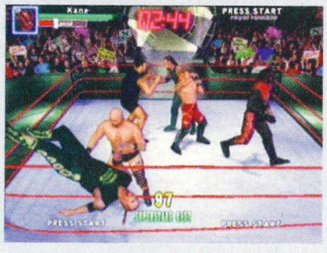
"The loveliest graphics you've ever seen"







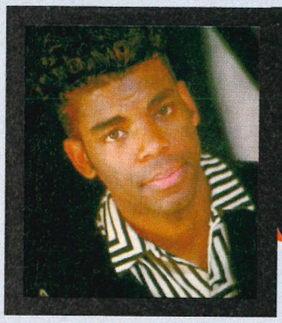
[1] Take that punk! [2] It looks loads better than both WWF Attitude and ECW Extreme Wrestling. [3] Fighting in supermarkets isn't uncommon in America... apparently.



WHO'S DA MAN?

So then – if *WWF Royal Rumble* is only going to feature a roster of 20 wrestlers rather than the huge piles of lycra-wearing blokes that other WWF games have to offer, who's going to make the cut? Well, don't worry – all your favourites will be there such as The Rock, Stone Cold Steve Austin, The Undertaker, Kane, Road Dogg, X-Pac and HHH. Of course, you can't forget some of the new guys, which is why THQ is planning to include some of the more recent additions to the WWF including The Hardy Boyz, Kurt Angle, Tazz and the man with the biggest arse in professional wrestling, Rikishi Phatu. Now you know... so stop asking!





US news

Need the hottest info from the United States of Dreamcast? Just ask Dan Francisco – he's the man with the plan!

Sale Of The Century

Well we all knew it had to happen at some stage but not as soon as this – the Dreamcast is being slashed in price from $200 to $150. Speaking at a pre-E3 party Sega honcho Peter Moore announced the news that is set to make the console even more competitive against Sony's PlayStation2 which, it was also revealed, would retail for $300.

Anyone buying a Dreamcast between 4 June and 31 August – the period running up to the PS2's launch – will receive a $50 rebate. And the catch? There is none. All you have to do is hop online via a months free trial on Sega.Net and register. Pure and simple...now where's our price drop?



Sega Brighten Things Up

After everyone else decided to brighten up Sega's box of grey dullness, Sega itself has now decided to bring out some coloured peripherals to add a little colour to the system. But the people at Sega have gone one better by giving them all silly names. There's Sonic Blue, Tails Yellow, Robotnik Black and Knuckles Red to liven the box of beauties up a little. However there's no sign of Sega releasing any other coloured Dreamcasts apart from the matt black one set for release with the sports titles in America. Still, some colour's better than none...







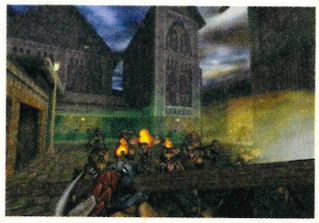


It's All On(line)

16 Online Games Announced

With the announcement of Sega.Net last month Sega has now revealed the games that it is going to launch the system with. With a launch in September, Sega is planning to release a massive 16 online titles for the system, thus at last keeping to its promise of online gaming with six billion players.

Greg Chiemingo, Vice-President of Marketing or Sega.com stated that, "SegaNet has created a community where gamers can go for the best overall Online gaming experience. With the stellar list of games announced today, players will have a large selection of games to battle online against one another."



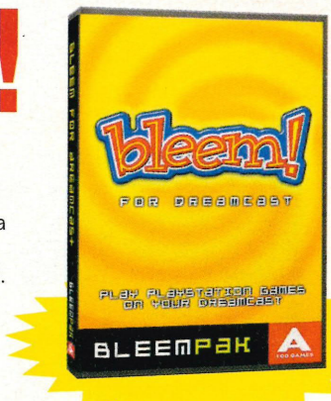


Sweet Sixteen

- Alien Front
- Black and White
- Chu Chu Rocket
- DC Bomber Man
- Sierra Sports
- Kiss Psycho Circus: The Nightmare Child
- Magic The Gathering
- Sega Sports NBA 2K1
- Sega Sports NFL 2K1
- PBA Tour Bowling
- POD 2
- 4X4 Evolution
- Phantasy Star Online
- Quake III Arena
- Railroad Tycoon II
- Worms Armageddon

Play PlayStation Games On Your Dreamcast!

Bleeming 'Eck!



Oh yes, this is big, big news. Revealed at E3 was the Bleemcast, a PlayStation emulator, that will allow you to play all of your old PlayStation games on your Dreamcast. In a cruel twist of fate for Sony, the Bleem program, introduced last year on PC, is coming to Dreamcast under the title of Bleemcast.

Dreamcasting

This is fantastic news for Sega as it will be able rub salt into the wounds of arch-rivals Sony and the much-touted backwards-compatability of the PlayStation2. Although the Bleemcast will not run every single PSX game it will run them at a significantly better visual quality than the PS2, thus rendering one of the PS2's main attractions relatively pointless. But how good is this? Well, put it this way – at E3 we saw *GT2* running on the system which looked more like *GT 2000* on the PS2 than the basic PlayStation version. That good enough for you? No? Well you'll also be able to use your PSX controllers on the system too. Now beat that Sony!

"The Bleemcast will allow you to play all of your old PlayStation games on your Dreamcast"



BE A EUR WITH A F COPY OF CHUCHU

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



Walt Disney World Qu Magical Racing Tour

Mickey Mayhem As Disney Wish Upon A Car...

Cartoon action aplenty, but this time it's featuring all your favourite characters from the Disney universe. First there was *Wacky Races* and now there's this tongue-twisting title from Eidos and Crystal Dynamics knocking at our door. Not that we're complaining, because it's about bloody time that the Dreamcast had some genuinely fun and crazy racing games to spice it up a bit. After all, who needs *Sega GT* when you can have *Walt Disney World Quest: Magical Racing Tour*?

Magical Mystery Tour

In true Disney style, *WDWQ:MRT* looks set to bring Mickey, Donald and co to life, as well as some all-new characters, in a totally vibrant and colour-exploding world based around Disney World, Florida. There'll be eight initial characters to select, each with their own special skills, including Chip and Dale the Chipmonks, as well as a number of hidden characters – Mickey Mouse and Donald Duck, anybody? Littered around the zany courses will be the usual assortment of weapons, collectables and power-ups making for even more crazy cartoon action. But the fun doesn't stop at the race course as you'll also have to search for the lost pieces of a fireworks machine so that you can make sure the fireworks display goes off with a bang.

With a four-player mode to boot what more could you possibly want from a game? Although it seems as if it will have more than just a few similarities to Infogrames' *Wacky Races*, and believe us there's nothing wrong with that, *WDWQ:MRT* still looks as if it will be able to deliver all the fun, games and frolics that we've come to expect from Disney. Wacky racing? Nah! Just plain crazy.

"It's about time that the Dreamcast had some fun and crazy racing games to spice it up a bit"



Dream casting

So you fancy being a big screen movie director – then how about casting your favourite Dreamcast game as a big budget Hollywood smash? What game would you bring to the silver screen, and more to point, who would star in it? This month we do the dirty on *Dead Or Alive 2* the movie.

The Pitch

Set in America in 1999 the story of *Dead Or Alive 2* starts innocently at a holiday camp in Florida, where a 'Miss Wet T-shirt' competition is taking place. However, things quickly turn nasty. The day after the competition it's revealed that the winner, Tina, had bribed the judges with her womanly charms. Needless to say the other girls, and their boyfriends, don't take kindly to this and all hell breaks loose, resulting in what can only be termed as a bit of a bitch fight. Sounds cool huh?



Lei-Fang – Lucy Liu

Playing the chief bitch action in *Ally McBeal* we think that Lucy Liu would be perfect for the part of the cheated Lei-Fang. We certainly wouldn't want to get on the wrong side of her for sure!



Ayane – Shannon Elizabeth

Having bared her assets for all to see in *American Pie* (and stealing the show in the meantime) Shannon has what it takes to fill the bra (oops, we meant shoes) of Ayane. She just needs her hair dyed.



Kasumi – Isla Fisher

We reckon that ginger Antipodean and ex-*Home & Away* star Isla has all it needs to make it on the big screen. Not sure about the acting mind!



Tina – Britney Spears

With her recent 'knee job' and her rumoured wish to make a move onto the big screen, the *Dead Or Alive 2* plot would be the perfect launch pad for her acting career!



Helena – Baby Spice

After showing off her acting skills in *Spice World* it's about time that Emma Bunton made her second outing into the world of film. The fact that she's a singer like Helena is just a bonus.



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...



ANACHRONOX

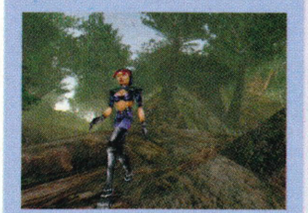
Guilty Parties
Eidos/Ion Storm

What's It All About?
Set on the spaceport Anachronox (well, there's a coincidence) you are Slyvester 'Sly' Boots, leader of a small band of intergalactic mercenaries. The universe is being torn apart and naturally, only you can stop it... by solving puzzles and killing things. It's an RPG, by the way. Great.

When's It Coming?
Supposedly appearing on the PC in April, that date has now slipped back to the Autumn while Ion Storm make the necessary 'refinements'. Nothing has been confirmed for the Dreamcast, but we wouldn't like to say that it won't happen...

The Bottom Line
In space, no-one can hear you pick up things that 'might come in useful later'. Really, they can't.







DEUS EX

Guilty Parties
Eidos/Ion Storm

What's It All About?
The future isn't a nice place to be – it's full of nasty, violent terrorist-types, you see. As an agent of UNATCO (an anti-terrorist organisation) it's your job to get out there and mop up the bad guys using your wide range of weapons and nano-technologies. Ooh, sounds dangerous...

When's It Coming?
Again, the PC version is supposedly on the way 'in the very near future' with only a bit of polishing-up to do before it arrives. As for a Dreamcast version... well, we're all keeping our fingers crossed for an announcement soon...

The Bottom Line
It's like *The Six Million Dollar Man*, but with more action... oh, and guns. Lots of guns.









Soldier Of For

Fancying working as a 'gun-for-hire' to prevent global annihilation? Well, it beats being on the dole...

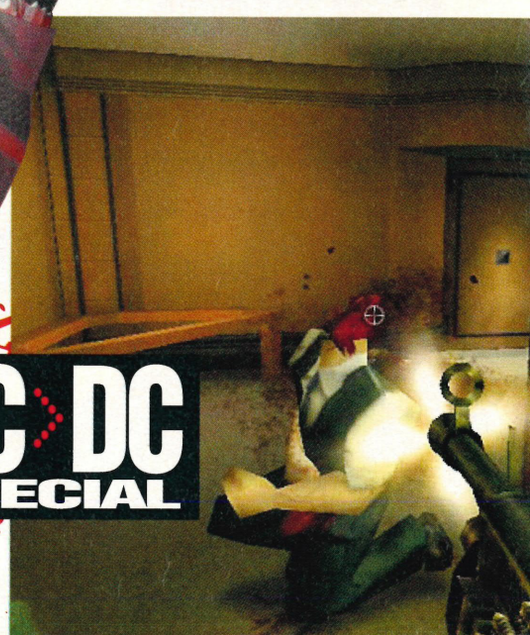
Hmm, war. What is it good for? Absolutely nothing... unless you're into videogames, in which case it can be a jolly good laugh instead.

Yep, there's nothing we like more than running around in full combat gear and making people's heads explode – in the confines of our own living rooms, of course. Saying that though, there aren't many games that let you do this... until now. Say hello to my little friend – his name's *Soldier Of Fortune*...

In the game, you assume the role of John Mullins – not a fictional character but an actual real-life mercenary who was also the







PC DC SPECIAL



SEGA TIMEWARP

Let's do the timewarp again... and go back for another look at a past issue of *Sega Pro*. Is that the November 1995 issue we see before us? It sure is!



Known to many as 'The Issue After The ECTS', the November issue of *Sega Pro* was full of news from... the ECTS. Duh. Actually featuring a good game on the cover for a change (*Micro Machines* really was quite fun) it also had a HUGE feature on the *Mortal Kombat* phenomenon to coincide with the big review of *Mortal Kombat 3*. All this and some of the fuzziest screenshots of *Virtua Fighter 2* we've ever seen – great.

Yesterday's News

Not surprisingly, *Sega Pro* was packed to the rafters with news in November, mostly taken from the mountain of press CDs brought back from the ECTS. As well as the lowdown on every game arriving on the Mega Drive and Saturn from companies like Acclaim, Interplay, BMG and (of course) Sega, there was a blinding announcement about the release of the Nomad – Sega's hand-held Mega Drive. Yes, the one that never came out. Talk about cutting edge...

Yesterday's Games

As well as massive reviews of the ever-popular (and increasingly rubbish) *Mortal Kombat 3* and *Micro Machines '96*, we looked at games such as *Theme Park* (cool), *Dark Legions* (eh?) and *Blazing Tornado* (ewww). Oh, and there were previews of *Virtua Cop*, *Virtua Fighter 2* AND *Kolibri* – the only game where you get to control a hummingbird. Bizarre.

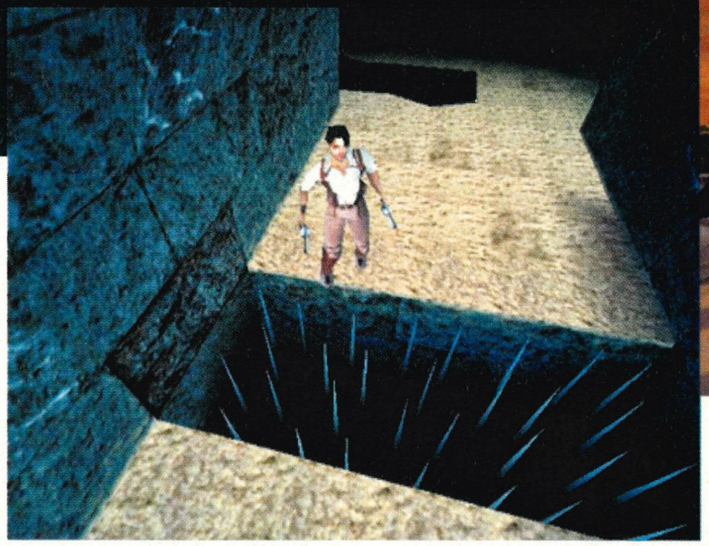
Top Of Yesterday's Pops

In another shock month for Sega, the top games on the Saturn were... *Virtua Fighter*, *Daytona USA* and various other titles that defy explanation. Why? Because they were ALWAYS the top games. Aargh!



NEWS







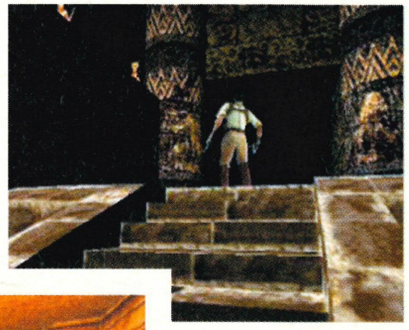
Get Ready To Be Mummified

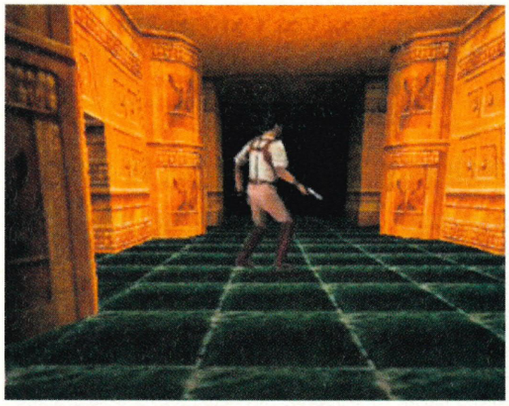
The Mummy Gets Dreamcast Release

After last year's box office success of the Indiana Jones rip-off, *The Mummy*, a game based on the film is now set for release from Konami. But with the subject of both the film and game focusing on archaeology, are we just getting another *Tomb Raider*, only without two of its best assets?

Yes and no. The game is a third-person action/adventure where you get to control the three main characters from the film (Rick, Evie and Jonathon) as you run about solving all the riddles, mysteries and dark secrets of the spooky sounding City of the Dead. Ooo-er! Just like in the film then. Each character will have their own special skills and abilities which you must utilise as best you can to stay alive and get to the bottom of the mysteries, which we're guessing will work in a similar way to the characters in *MDK2*.

It certainly sounds like an interesting prospect but with the archeological base already covered by *Tomb Raider: TLR* and the impending Indiana Jones title, we'll just have to wait and see. And with a release in November it's gonna be a bit of wait.





"Each character will have their own special skills and abilities which you must utilise as best you can to stay alive"

Mini-Sounds

WIN! A PAIR OF BLUE ROOM MINIPOD SPEAKERS

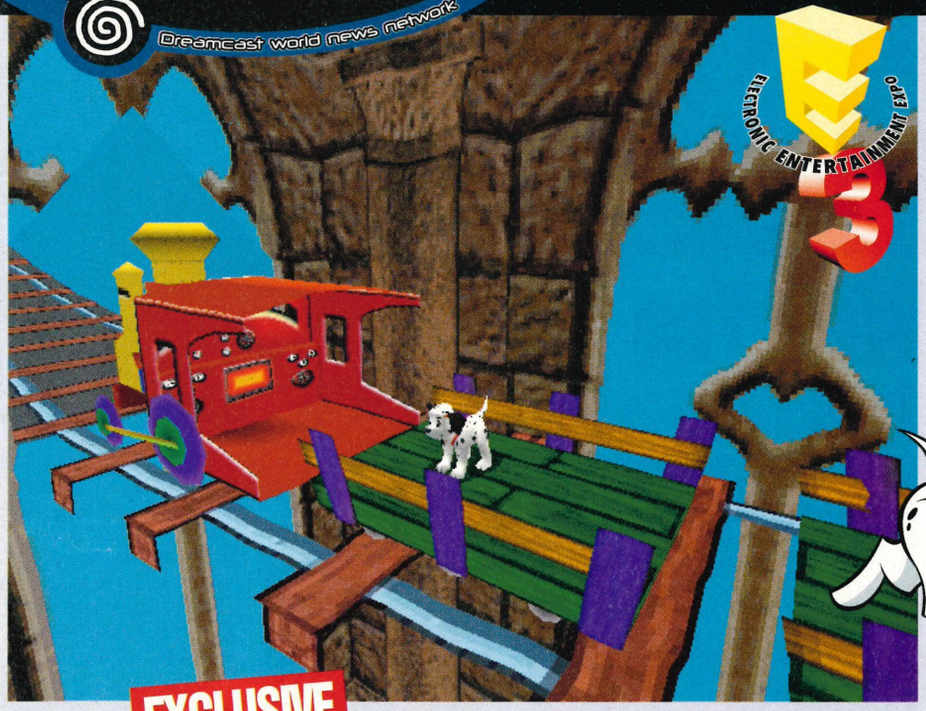
Featured in 'Stuff & Nonsense' a couple of months ago the Blue Room Minipod Speakers are the best looking and best sounding speakers you're likely to find. Stick your free music CD in your hi-fi and the sounds will blast through these little beauties, cutting though the airwaves like a hot knife through butter. Honestly, they're that good. Anyway, we've got a pair of these speakers to give away to one extremely lucky reader. All you have to do to stand a chance of winning is to draw us a picture of the speaker of the future. Easy. And we'll even let the winner choose what colour speaker they want from a choice of blue, white, black and silver.

When you've designed your speakers, stick it in an envelope making sure that it gets to us no later than 1 August.

Speaker Sounds
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
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BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Blue Room 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.





EXCLUSIVE

Puppy Love

102 Dalmatians: Puppies To The Rescue... Of Dreamcast





Last month we brought you news of Eidos's upcoming game based on the new Disney film, *102 Dalmatians: Puppies To The Rescue*, but now we have the first gameplay details and exclusive screenshots of the game. The game, which is being released around Christmas, pits you against the fur-loving, puppy-hating Cruella De Vil and her bungling lackies Horace and Jasper.

Cruella Intentions

The action of the game takes place across 20 levels based around London sites, as well as Cruella's mansion. Playing as one of the puppies, you must rescue your puppy brothers and sisters from the evil Cruella by solving puzzles and performing tricks, as well as playing with the in-game toys. As well as the levels there are eight mini-games which promise hours of additional gameplay. Well, it certainly sounds cool and judging by these exclusive screenshots, it's looking pretty minty too!

"It certainly sounds cool and judging by these exclusive screenshots, it's looking pretty minty too"

[1] Isn't that teddy bear Hugolin from Toy Commander? **[2]** Alex's party outfit was a bit too kinky for the young pup!

1



2



Man's Best Friends

In the game you'll be required to interact with a whole load of other creatures including the squirrels and monkeys on show here. Cruella probably wants their fur as well!









ELECTRONIC ENTERTAINMENT EXPO 3

PREVIEW

Super Runabout

First it was on PlayStation, now it's on Dreamcast and it's twice as big and twice as super!

When *Runabout* was released on PlayStation way back in the midst of the Nineties it was met with the amount of praise usually reserved for truly great games. However, it had one fault – it simply wasn't long enough and was universally thought to be way too short.

So for the last few years we've been waiting for Climax to set the record straight... and waiting... and waiting. Now, at last, the hiatus is almost over as the release of the follow-up, *Super Runabout*, is now imminent. Praise the Lord.

It's Super-Duper

The game can best be described as the bastard child of *Crazy Taxi* and *GTA2* as you must dash around a thriving San Francisco delivering bombs and engaging in high speed car chases, as well as plain old delivering passengers to various destinations. As in both games, the city will be entirely free-roaming, leaving it up to you to choose which route to take as you go about your business.

Exact details of the game's missions are still scarce, although you can be assured that there will be plenty of them to keep you busy. On top of that there's expected to be at least 30 vehicles of various sizes and shapes to bomb around in. All the while it's looking pretty darn fine too, making it one game that's headed for our 'Most Wanted' list.

information

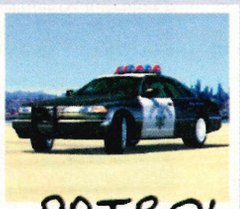
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Developer	TBC
Players	1
% complete	70%

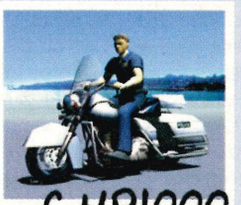
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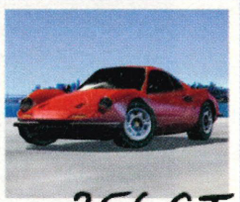
anticipation rating
seventy percent

Super Cars

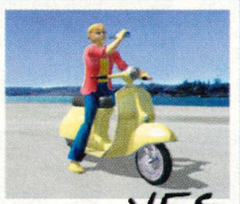
> One of the best features of the game looks set to be the vehicles that you're going to get to drive... and there's more than just cars to satisfy your urges. There's a 4x4 quad bike and Vespa, as well as a limo and a patrol car. Cool!





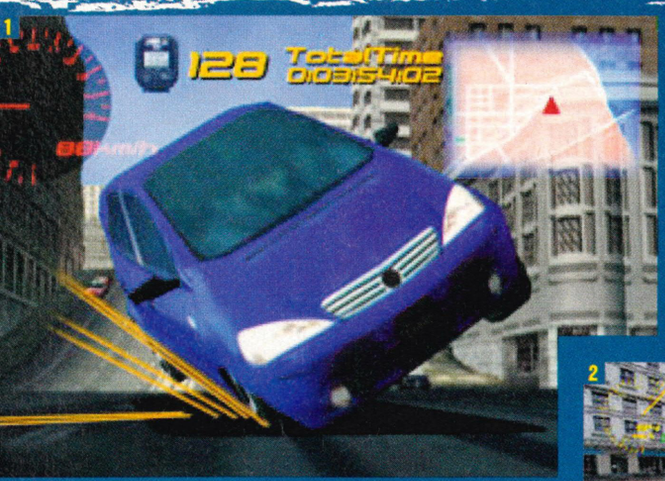








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softography

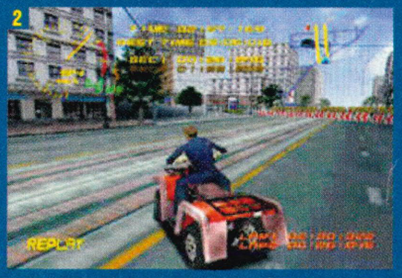
previous works>

> Runabout
> Climax Landers

climax

[1] Well, we always thought that a car had four wheels for a reason. [2] You get to drive all sorts of cool vehicles in this game. [3] If it's swift and sexy that you're searching for, you need look no further.

2



3



"The game can best be described as the bastard child of Crazy Taxi and GTA2"

NEWS

Rumble In The Jungle

Midway Unveils Ready 2 Rumble: Round 2

Undisputed king of the ring of last year's beat-'em-ups was Midway's outrageous boxing game, *Ready 2 Rumble*... and guess what? Round two is on its sucka punching way! However, although the original was undeniably a damn fine game, it did have its faults, which Midway has looked to iron out in this sequel. Which means just one thing – it's going to be minty!

First up for tarting up has been the AI which has, by all accounts, 'hit the weights' giving the boxers greater variety in their attacks thus making them much more of a challenge. Also up for re-tuning is the Training mode which will now offer a 3-D trainer, training fights and a full training course that will help make you the ultimate boxing champion. There will also be a few more mini-games to play in the gym too, including Jump Rope (skipping, in other words) and Stair Climbing – what a killer!

Midway is also planning to 'raz' the game up with improved visuals and the addition of some rather lovely looking 'Round Girls' – so if your attention wasn't already distracted by the gorgeous graphics they certainly will be now. Add to that seven new venues and a whole host of new boxing crazy characters and you have a game that deserves to go straight to the top of everyone's wish list.

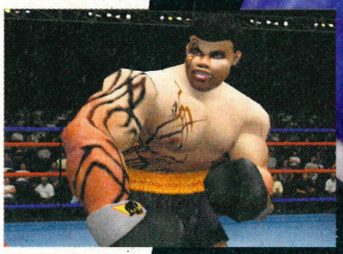
"Midway is planning to 'raz' the game up with improved graphics and some rather lovely looking 'Round Girls"











Jackson Does It In The Ring

One of the secret characters in the game is the self-proclaimed King of Pop himself, Michael Jackson. By all accounts he has already been motion-captured as well as having recorded sound effects to be used in-game. So for all those who've always wanted to smack him one, your chance is almost here. Fancy a pop Jarvis?

NEWS

Video Systems Is #1

F1WGP 2000 Details Revealed!

Ask anyone and they'll tell you that when it comes to Formula 1 racing games Video Systems is the undisputed master. Did you check out last year's *F1 World GP*? Pretty sweet, huh? Well the speed's just been turned up as *F1WGP 2000* is on it's way.

But this isn't just any sequel as *F1WGP* has had a complete makeover making it look even more sumptuous *and* there's loads more to it too. As well as the mass of modes of play from the first game there's going to be the added delights of a Tutorial, Gallery and, best of all, Broadcast mode where you get to take on the role of a TV director choosing which camera angles to use and which cars to follow. Neat! Then, of course, there's the VM where you can save all your cars specs and times, making *F1WGP 2000* a much more rounded game than its predecessor. With a release just around the corner you're not going to have much of a wait either. Speedy!

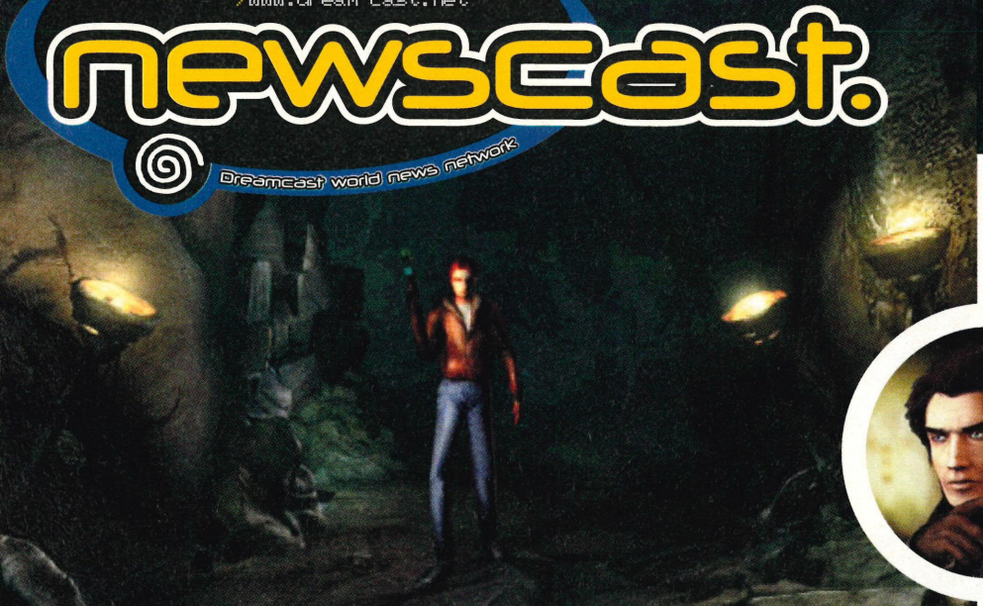


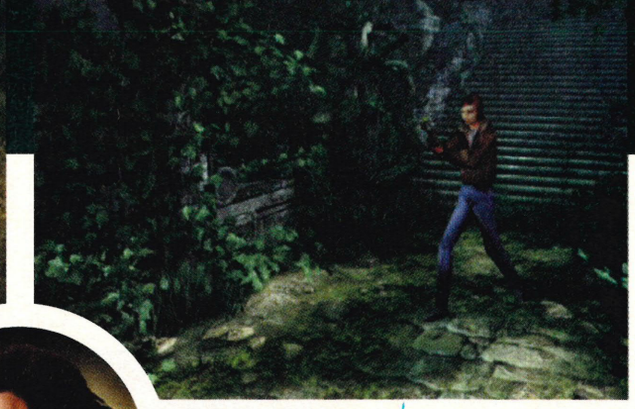
















Two's Company With Infogrames' New Foray Into Survival Horror...

PREVIEW

Alone In The Dark: The New Nightmare

If you know your gaming trivia, then you'll know about the *Alone In The Dark* series. Originally released on the PC back before the days of the Pentium processor (so it looked a bit cack, then), it introduced us to a world like no other filled with some of the nastiest things we've ever seen. Thought that *Resident Evil* was the first game to introduce the concept of survival horror? Well, think again – if anything, *Alone In The Dark* went above and beyond the limits of Capcom's classic series with more moody surroundings and vile monsters than an episode of *Hollyoaks*. Scary.

Of course, the forces of evil never die and that's why Edward Carnby (the hero of the first three games) is back once more in his first Dreamcast outing. Not surprisingly, he's bringing most of hell with him as both Edward – supernatural detective extraordinare – and Aline Cedrac – a high-spirited adventurer and anthropologist – set off to Shadow Island to try and discover exactly how Ed's best friend wound up being murdered there... as if you couldn't guess something was wrong with a name like Shadow Island.

Bringing us the same intense atmosphere that the other *Alone In The Dark* games had but with some of the most realistic graphics ever seen, we're already on the edge of our seat waiting for *The New Nightmare* to arrive in the Autumn. As you can tell from these screens, it's already shaping up to be one hell of a game – we can feel the shivers in our collective spines already...

"Thought that Resident Evil was the first game to introduce the concept of survival horror? Well, think again"







information

Publisher	Infogrames
Developer	DarkWorks
Players	1
% complete	60%

Nov

anticipation rating
ninety percent

One More For Old Time's Sake

Not counting this new installment in the adventures of Edward Carnby, there have been three other *Alone In The Dark* games all following poor old Ed as he is dogged by various ghosts, ghouls and... other things beginning with G. The first game was set in a run-down mansion where an evil presence was intent on killing anyone getting in its way, while the second saw Ed trying to solve the mystery of legendary pirate One Eyed Jack in the voodoo area of Hell's Kitchen. Finally, Slaughter Gulch was the setting for Ed's third outing as he battled zombie cowboys and other western-related nasties... he's not exactly lucky, eh?







web site | www.sega.com



Get Your Dancing Shoes On...

Space C

It's the future of dance games and you're not exactly going to turn Ulala down... are you?

What is it about the people at Sega that makes them come up with the kinds of mad, though totally ingenious, games that forever seem to seep from their loins? Time and time again they surprise us and yet we still can't fathom the secret of their success. Must be some thing in the tea...

Ula La La La La

Well guess what – they've gone and done it again. Not content with the crazy puzzle antics of *Chu Chu Rocket!* or even the maracas-mad *Samba De Amigo*, Sega has now decided to transport Ulala and the swinging, singing aliens from *Space Channel 5* from the land of the rising sun to a land of conservatism. Oh the joy!

Set in the 25th Century, you take on the role of space-babe and Space Channel 5 roving reporter Ulala, as she sets about saving a

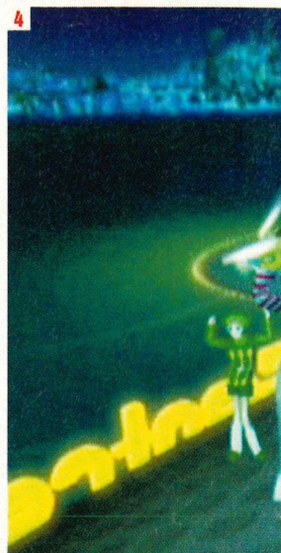


1





2



4

[1] Have you got what it takes to help Ulala dance her way to victory. **[2]** Go on, admit it! She's a bit of a space babe really. **[3]** The kitsch backgrounds and costumes make the game look like a space age Sixties. **[4]** The aliens with their hypnotic dance routines are some of the nastiest aliens you'll ever meet. No really they are! Honest.

softography

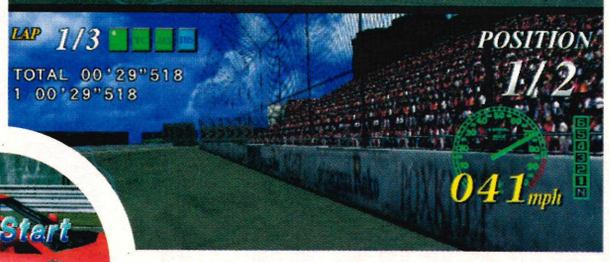
previous works>

- Chu Chu Rocket
- Sonic Adventure

sega











UPDATE

Bargain Basement

Ferrari F355 Challenge Makes It To The Dreamcast

It's a strange world we live in when Acclaim gets to publish a Sega title, but to be honest as long as this puppy makes it to the Dreamcast we don't care who releases it!

Though tucked away at E3 there can be little doubt that *Ferrari F355 Challenge* was one of the star games of the show. Yu Suzuki and his team have worked near-miracles to bring the arcade classic to the Dreamcast.

Horse Power!

Short of shelling out a small fortune, this is the closest you'll ever get to driving one of these Italian beauties. The developers have worked closely with Ferrari, which should ensure that the experience will be breathtaking. Visually, the game is nothing short of amazing – play it on a big TV (complete with massive speakers) with a Thrustmaster Ferrari Steering wheel and you could almost be down your local arcade, only now you don't have to fork out a quid a time for the thrill of trying to tame the beast.

The version that we played was rather early, but initial indications suggest that the Dreamcast version is going to be every bit as good as its arcade sibling – though the lack of screens, official dashboard and huge sub-woofer might dampen some arcade purists' fun, at a fraction of the cost of the arcade machine (a whopping £7000) you might just want to learn to live with it...

Race Yer mates?

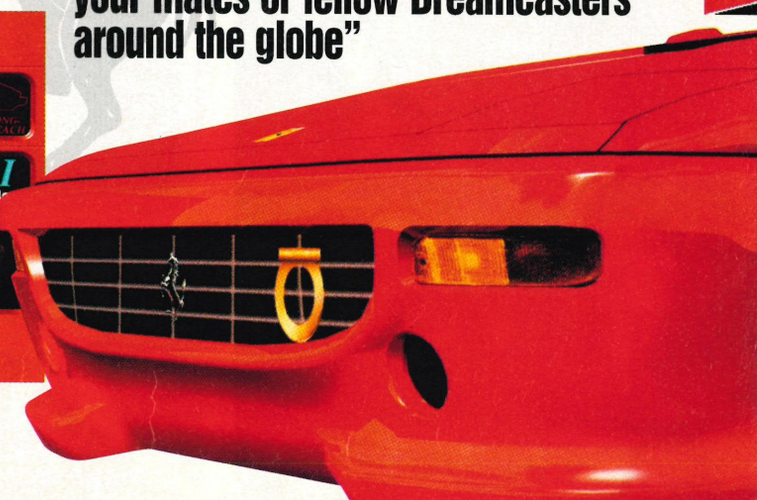
Included in the preview version was the two-player mode, which allows you to race against a mate but not against computer controlled opponents – which is a shame. However, although not implemented, the game also featured options for Internet gameplay, which would be the icing on an already splendid cake. Imagine being able to race against your mates or fellow Dreamcasters around the globe – if that doesn't get you excited, then nothing will!

We'll be bringing you a lot more about this superlative driving simulation over the coming months, but check out next issue when we'll be announcing the start of a very special competition...

"Imagine being able to race against your mates or fellow Dreamcasters around the globe"







NEWS

Trigger Happy DC





[1] Even with a four-player split screen it looks awesome to put it mildly! [2] Bang, bang, you're dead, asshole! [3] Once they're in your sights pull that trigger and pump 'em full of lead, Arnie-style.

Outrigger Dreamcast Bound

Looks pretty awesome doesn't it? Welcome then to the latest offering from Sega's AM2 Department, first-person shooter *Outrigger*, and boy does it look hot to trot. In the game you take on the role of an agent from InterForce (International Counter Terrorism Special Forces) and, from what we can make out, run around blowing up everything and everyone in sight.

Out & About

The game is currently being developed for the Dreamcast-friendly Naomi arcade board, with the Dreamcast version to follow later in the year. Like *Quake*, the scoring of *Outriggers* will be point based and there will be the usual array of killing machines on hand. Whether or not the gameplay will match up to the likes of *Quake III* and *Half-Life* remains to be seen but judging by these screenshots it certainly looks the part. However, one thing definitely in its favour is the fact that it's going to support a multiplayer split screen, which still looks awesome, and we reckon that it'll hopefully have online play when it finally hits home. In the meantime, try and stop yourselves from dribbling over these screenshots...



Gun Club

There has been a dearth of first-person shooters on Dreamcast up until now, but the genre looks as if it's going to start taking off at last. With *Quake III* and *Half-Life* approaching fast and the first-person shooter mode in *Fur Fighters* already whetting the appetite it seems that we're in good hands for some top shooting action.









NEWS

Two Peas In A Pod

POD 2 Details Revealed

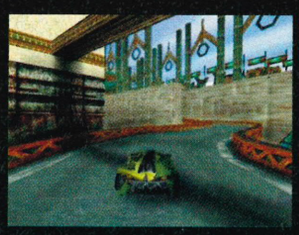


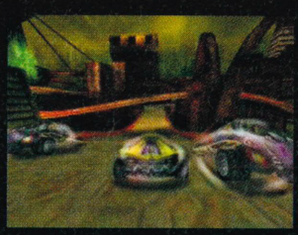
Last month we brought you the news of the possibility of a sequel to Ubi Soft's PC racer *POD* coming to Dreamcast... and guess what – it's true!

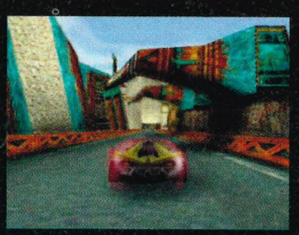
Similar in concept to *WipeOut*, the original *POD* was an incredibly fast, not to mention frantic game but it just didn't have any staying power. To compensate, *POD 2* will have a load of extra features to ensure that it's a game that demands your attention and fries your retinas with the pace at which it moves.

Undoubtedly the best feature of *POD 2*, though, is that it will definitely come with full Internet play capabilities, thus realising every racing fan's dreams of racing online at last. Even better is that it will support up to eight players over the Internet making for the ultimate home racing title.

It looks pretty sweet too and with a promised 60fps, if you blink you really might miss it. A September release is imminent so until then you'd better prepare yourself for the rush that *POD 2* looks as if it's going to offer.







Sega Park L

WIN! An arcade cabinet, a Dreamcast, Sega Park vouchers and a family day out at Sega Park!



The Leisure Exchange brings you Sega Park, the country's leading family entertainment centres.

There are nine Sega Parks dotted around the country (see the list below) so wherever you are there's bound to be one near you where you can take refuge from school and homework... or not. Open seven days a week, each of the Sega Parks is located in specially built buildings that offers a truly futuristic and fun-filled experience to all visitors. Divided up into different zones, Sega Park has all the latest games from around the world and is always first with the new releases. Have you checked out the likes of *18Wheeler*, *Ferrari F355*, *Virtua Tennis* or *Silent Scope 2* yet? If not, why not? They're ace and Sega Park was the first place in the country to have them in. Which reminds us – shortly arriving will be the much hyped, rather spanking looking *Star Wars Pod Racer* complete with it's own sit-in cabinet! What more could you possibly ask for?

Available for private parties and corporate events, Sega Park has all you could ever want for in a videogame fantasy... and it's in a town near you.

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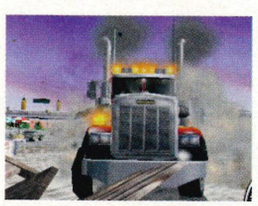
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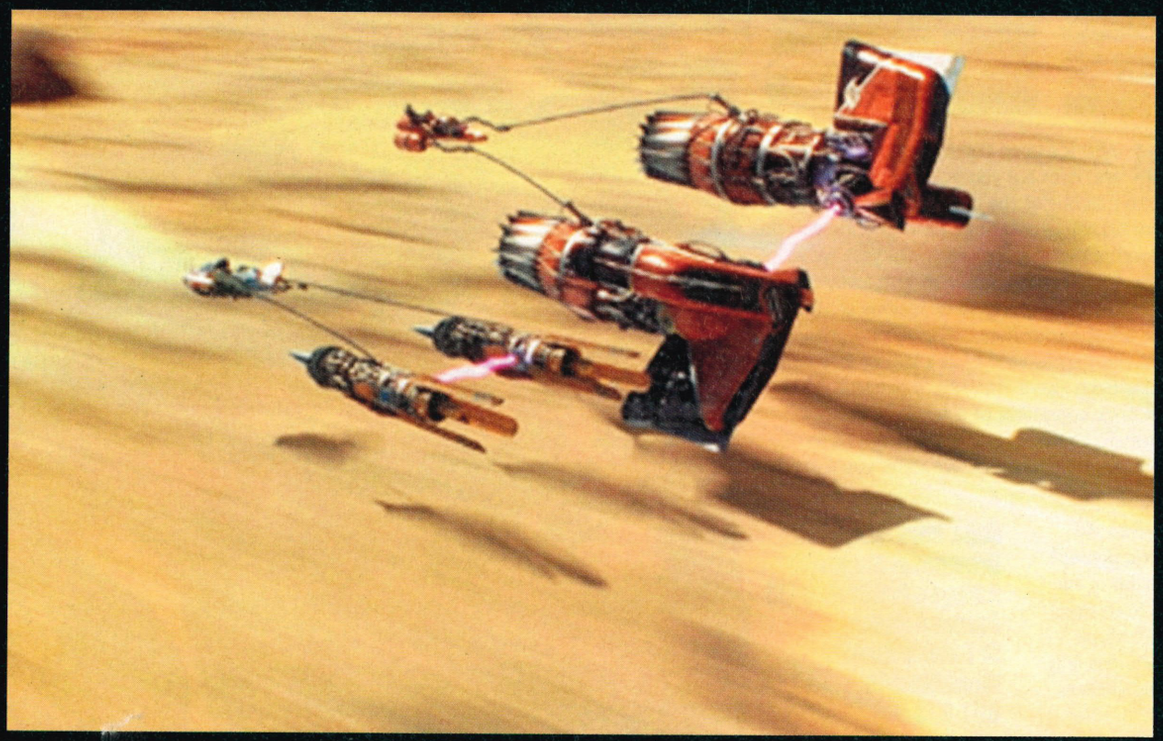
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el Gringos

Being the warm, loving people that we are on Dreamcast Magazine, we know that a Dreamcast is for sharing – that's why we rounded up a motley crew from around the office and let/forced them to give *Samba De Amigo* a good going over. After they'd bashed out a few tunes, we sat them down and asked that vital question: Arriba or Amoeba?





Russell Murray
Editor, Nintendo Pro

I've always been one for games that are a little bit different, so *Samba De Amigo* is right up my alley. Just for once, it's great to see so much originality squeezed into one game – and it's incredible fun to play as well! Fantastic!

Final Verdict: Arriba!





Stevie G
Designer, PowerStation

Usually, I prefer games where you just have to destroy stuff but this was something I just couldn't put down. I just wish those flippin' maracas didn't make so much noise – listening to them for hours on end gave me a headache!

Final Verdict: Arriba!

Karen Hollocks
Sub Editor, Dreamcast Magazine

I wasn't sure about it at first because it looked a bit stupid – I had a quick go on it when no-one was looking though and now I love it to pieces. I probably wouldn't buy it because of the price but I'd definitely play it for free in the office!

Final Verdict: Arriba!

Royston J Kimber
Editor, 64 Magazine

How could you not love this? I mean don't get me wrong, I'm not particularly a fan of the Dreamcast, but I'd buy one just to get this! This is by far the most fun game I've played this year and I'd heartily recommend it to anyone – buy it now!

Final Verdict: Arriba!

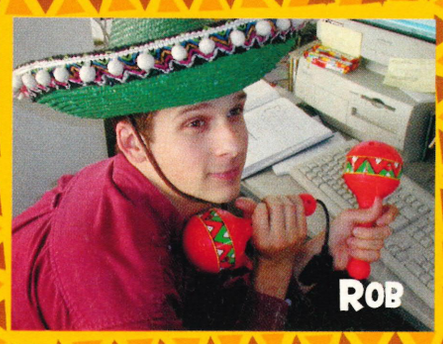


Claire Kressinger
Designer, Nintendo Pro

I don't like showing off, so all the dancing around waving maracas in the air is a bit daunting. Saying that though, this is definitely the kind of thing I'd have a go at after a night with the beer trousers on. It's a tequila slammer of a game!

Final Verdict: Arriba!





Rob Lewis
Researcher, Shop@Home

Oh no. No, no, no. This is really not my cup of tea at all, just because of all the posing and potential for looking like a raving loon. Sure, it's quite good fun but unless you're into sweating like a pig afterwards, it's not the best game ever.

Final Verdict: Amoeba (boo!)

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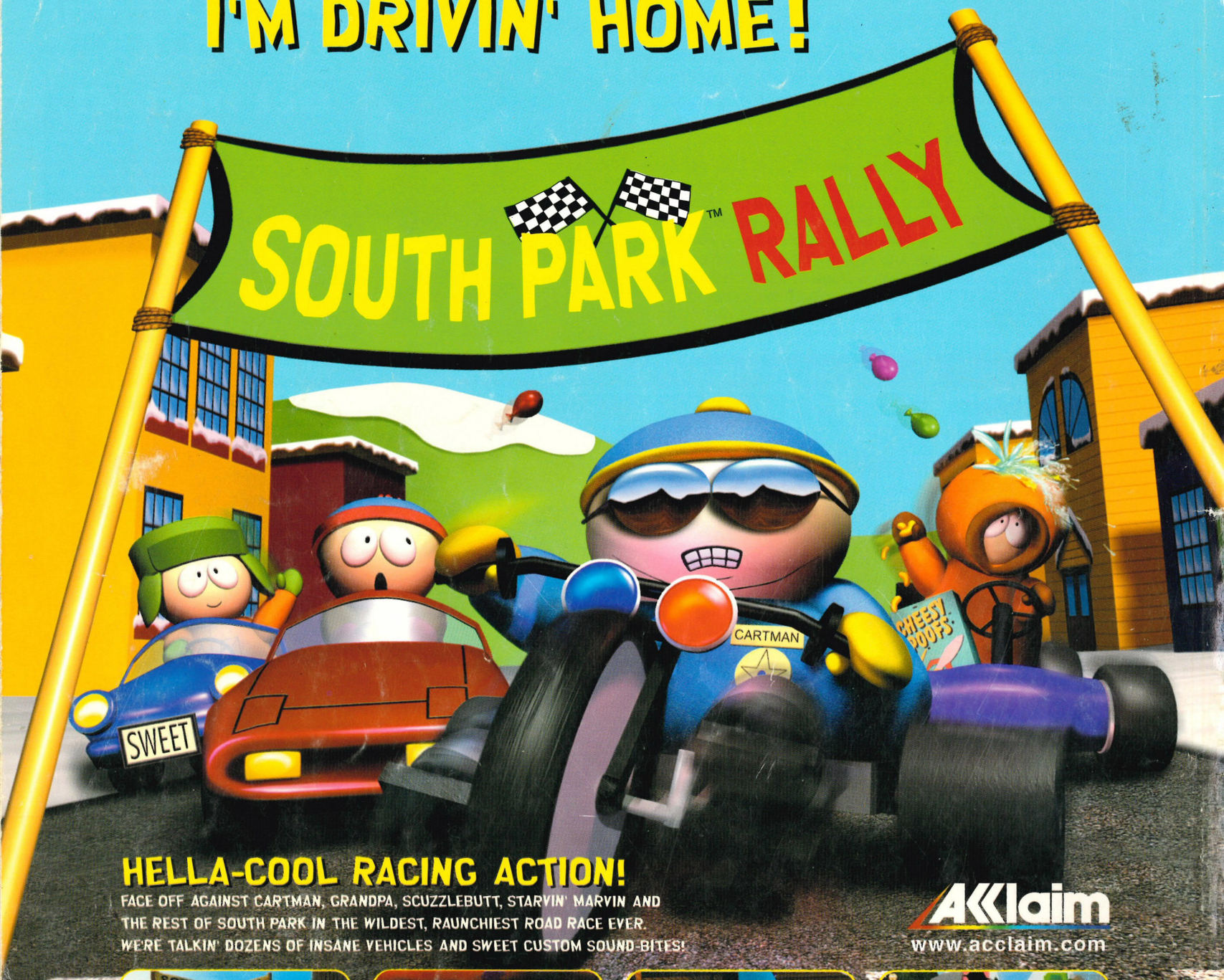
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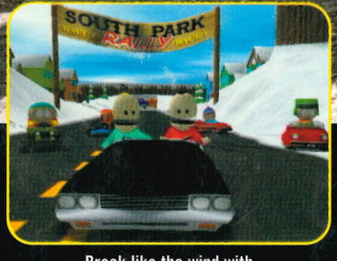
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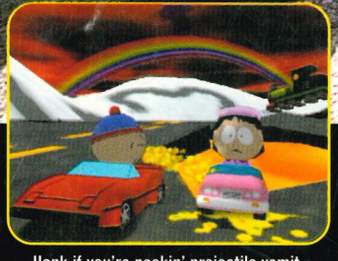
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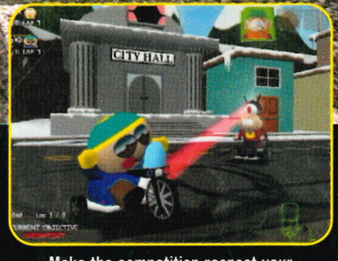
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