Dreamcast Magazine > Issue 14 > Jet Set Radio > Shenmue > Ferrari 355 Challenge > Ultimate Fighting Championship > Seaman > Space Channel 5



THE UK'S BEST-SELLING UNOFFICIAL DREAMCAST MAGAZINE – EVERY UK GAME REVIEWED & RATED!

100% UNOFFICIAL

Dreamcast magazine

The world's most advanced console magazine!

SHENMUE

EXCLUSIVE! Full of Eastern promise?

Jet Set Radio

PREVIEW! Spray or slay?

Le Mans 24 Hours

PREVIEW! A grand day out?

FERRARI 355 CHALLENGE COMPLETE SOLUTION & REVIEW



ULTIMATE FIGHTING CHAMPIONSHIP

REVIEW! Real men do it to the death!

PLUS! Headhunter, Out Trigger, Gun Valkyrie, Toy Racer, Spawn: In The Demon's Head, Ducati Life, Sega Extreme Sports, Stupid Invaders, MoHo and so much more...

£2.99 No.14 cdsnet

9 771469 923801 14

Paragon Publishing

This magazine is not endorsed, sponsored or otherwise authorised by Sega.

gameplay™

THE GATEWAY TO GAMES

MSR
METROPOLIS STREET RACER

RATED 10/10 BY DC-UK

RATED 9/10 BY ODM

BUNDLE OFFER!

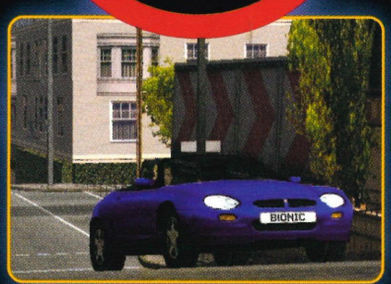
MSR + Thrustmaster Racing Wheel only £64.99

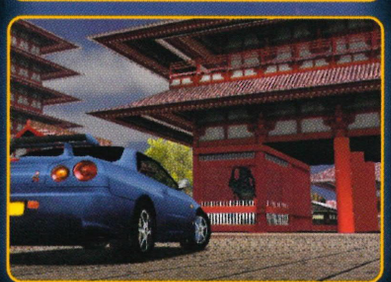
MSR + Wheel sold seperatley at £34.99 each

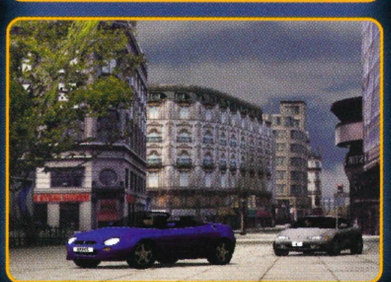
Thrustmaster Racing Wheel Officially Licensed by Ferrari











The ultimate sports racing title is upon us. Metropolis Street Racer gives you the chance to tear through 150 different routes in Tokyo, London and San Francisco with a choice of 40 different sports cars including: Alfa Romeo, Mercedes and Toyota. Race by yourself or against a friend in the excellent split screen mode and then put your top times on the Internet Hot Lap. Metropolis Street Racer boasts the most realistic graphics and sound ever and will have Dreamcast users getting that familiar sense of console superiority. But this game does not just look great, it feels great too with a physics engine that will have you hanging on to the edge of your seat and begging for more. A top title exclusice to Dreamcast - grab it while you can.

● Free First Class Delivery within the UK mainland ● Full 10 day no quibble returns policy

SALES HOTLINE
0845 20 10 444

WEB SITE
www.gameplay.com

TV TV
Interactive

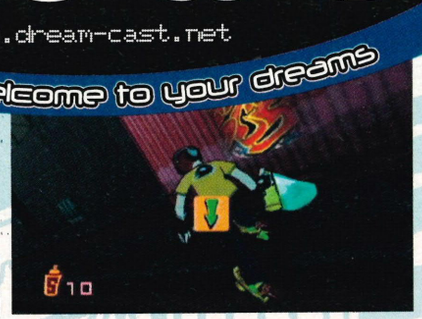
WAP PHONE
http://mobile.gameplay.com

PLEASE QUOTE THIS REFERENCE WHEN ORDERING DM(14)

ISSUE THIRTEEN LAUNCHING IN THE UK ON 5 OCTOBER
>Brought to you by the makers of Dreamcast Solutions

content

>www.dream-cast.net
issue 14
Welcome to your dreams





Editorial

With my tan rapidly turning to VDU irradiated lighter shade of ill (bugger!) my thoughts have turned to the damp months we call Autumn. This is the time when the evenings draw in and the mornings arrive too soon for the human body to drag itself out from the warmth of a nice thick duvet.

Due to the inclement weather conditions there are few months that lend themselves better to a spot of gamesplaying. Publishers know this, developers know this and by jingo so do we!

All was quiet when I jetted off into the sun – the DREAMCAST MAG chimps were busily working their bottoms off following to the letter the flatplan that I had left for them (or so I thought). Upon my return though, I found an entirely different magazine waiting to be completed... gone were the features and a much condensed solutions section was evident. The reason behind all of this was Autumn, and the 30 pages of reviews in this mag are just the first stage in the big Christmas slalom. We're not sure how we are going to fit it all in over the next three months but it's going to be very exciting indeed. Just don't tell Alex, Martin and co as they're going to be *even* more busy then usual!

However, that's in the future – you've still got 116 pages of the hottest Dreamcast magazine to plough through. Of special note is *Ultimate Fighting Championship* – though we had our doubts, we were stunned to find a superbly realised fighting game that deserved the coveted number one spot it earned when it was released in the US. If there's any justice, it'll do the same over here too.

With this, and the many other great games heading our way, it looks like those Autumn are going to fly...

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

Simon Phillips
Editor

Jet Set Radio

34 Get your skates on! We've played the PAL version!

WIN! Joytech Peripherals Page 91

Features

50 **Review And Guide Special**

Read the review and the ultimate guide to the best driving game ever!

92



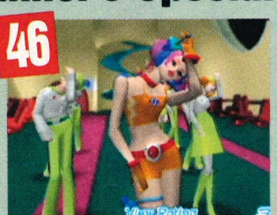




Space Channel 5 Special

Check out the massive review and the pictures of ladies that get paid to (ahem) dance for a living...

46





15

AT A GLANCE red hot GAMES

Oh my god, we're all gonna fry! Not really, we lied! Mind you, these pages aren't half tasty!



06



46



60

UK's BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

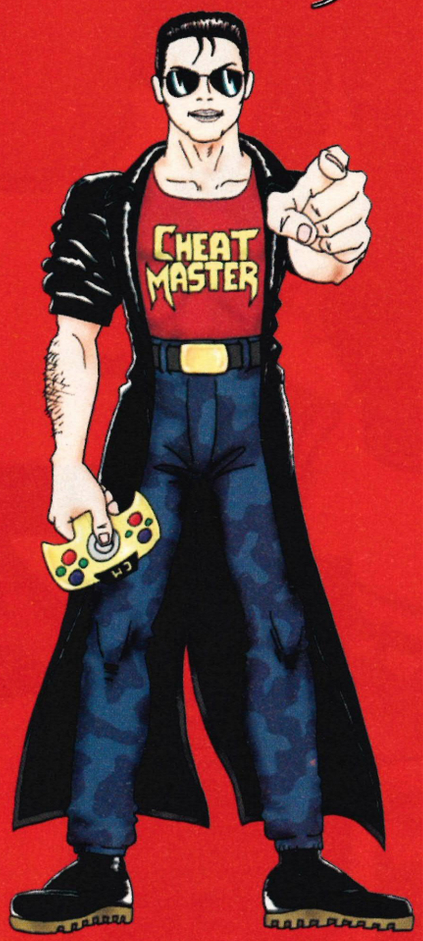
INTERACTIVE TELCOM

CHEATS & TIPS FOR OVER 3000 GAMES

CHEATS UNLIMITED

DREAMCAST CHEATS, TIPS & WALKTHROUGH GUIDES

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



A
A Bug's Life
Aero Dancing
Aerowings
Air Force Delta
Armada

B
Blue Stinger
Buggy Heat

C
Carrier
Chao Adventure: A-Life
Chu-Chu Rocket
Climax Landers
Cool Boarders Burrrn
Crazy Taxi
Cueball (Jimmy White 2)

D
Daytona USA 2
Dead Or Alive 2
Deadly Skies
Dynamite Cop
Dynamite Deka

E
Ecco The Dolphin
ECW Hardcore Revolution
Elemental Gimmick Gear
Evolution 1 & 2

F
F355 Challenge
Four Wheel Thunder
Fighting Force 2
Flag To Flag
Fur Fighters

G
Gauntlet Legends
Generator Vol.1
Giant Gram Pro Wrest. 1 & 2
Giga Wing
Godzilla Generations

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

I
Incoming

J
Jo Jo's Bizarre Adventure

K
King Of The Fighters '99

L
Legacy Of Kain: Soul Reaver

M
Marvel vs Capcom 1 & 2
Metropolitan Highway Battle
Millenium Soldier: Expend.
Mortal Kombat Gold

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

O
Omikron: The Nomad Soul

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

R
Racing Sim.: Monaco GP
Rainbow 6
Rayman 2
Ready 2 Rumble Boxing
Redline Racer
Resident Evil: Code Veronica
Resident Evil 2
Re-Volt
Roadsters

S
Sega Bass Fishing: Get Bass
Sega Rally 2
Seventh Cross
Shadowman
Shotuko Highway Battle
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
South Park
Speed Devil
Star Gladiator 2
Star Wars Episode 1: Racer
Street Fighter 3
Street Fighter 3 W Impact
Street Fighter Alpha
Super Speed Racing
Suzuki Allstare Ext. Racing
Sword of the Berserk

T
Tech Romancer
Tee Off Golf
Test Drive 6
Time Stalkers
TNN M'sports Hardcore Heat
Tokyo Extreme Racer
Tokyo High Way Challenge
Tomb Raider 4
Tony Hawk's
Toukon Retsuden 4
Toy Commander
Toy Story 2
Trickstyle

U
UEFA Striker

V
Vigilante 8 Second Offence
Virtua Fighter 3TB
Virtua Striker 2
Virtua Tennis

W
Wild Metal
WWF Attitude

Z
Zombie Revenge



THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS:
+44 (0)700 5900 020

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 166

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 032

Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PS2 - SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our

Customer Service: 08700 885 656

Grab a free magazine at www.cheatsunlimited.com

contents

www.dream-cast.net

Issue 14 Welcome to your dreams

Dreamcast magazine

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: 01202 299900
Fax: 01202 299955
www.paragon.co.uk

EDITORIAL
Managing Editor **Nick Roberts**
nickr@paragon.co.uk
Editor **Simon Phillips**
lips@paragon.co.uk
Games Editor **Martin Mathers**
martinm@paragon.co.uk
News Editor **Alex Warren**
awarren@paragon.co.uk
Group Art Editor **Nick Trent**
Sub Editor **Karen Hollocks**
Contributors **Kendall Lacey, Chandra 'Bing' Nair, Russell Murray, Will Johnston and Simon Cann**

ONLINE
Online Manager **Stuart Wynne**
ssw@paragon.co.uk
Online Editor **Gavin Cloggie**

ADVERTISING
Advertising Manager **Felicity Mead**
Tel: 01202 200224
felicity@paragon.co.uk
Display Advertising **Marcus Reeves**
Tel: 01202 209336, e-mail:
marcus@paragon.co.uk
Ad Sales Executives:
Emma Bedford Tel: 01202 200223
emmab@paragon.co.uk
Sarah Bolingbroke Tel: 01202 200254
sarahb@paragon.co.uk
Classified Ad Manager **Alan Walton**

Ad Production
Senior Copy Controller **Jo Dieppe**
Copy Controller **Lorraine Troughton**
Copy Controller **Elaine Brown**
Designer **Jane Evans**
Designer **Rex Creed**
Designer **Rob Stone**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
Systems Manager **Alan Russell**
Bureau Manager **Chris Rees**
Scanning/Prepress **Liam O'Hara, Mark Dolan**
Circulation Manager **Tim Harris**
Customer Services Manager **Karen Goodall**
kareng@paragon.co.uk
Tel: 01202 200225

INTERNATIONAL & MARKETING
International Account Executive
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

DIRECTORS
Production Director **Jane Hawkins**
Advertising Director **Peter Cleall**
Circulation & Marketing Director **Kevin Petley**
Editorial Director **Damian Butt**
Art Director **Mark Kendrick**
Finance Director **Stephen Boyd**
Managing Director **Mark Simpson**

Subscription rates (13 issues) **UK: £33.00**
Europe: £40.00 Rest of World £60.00

Printed by: **ET Heron & Co, The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex**
Distributed by: **Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD**
Tel: 0171 396 8000

Dreamcast Magazine is fully independent and is in no way an official Sega Europe licensed publication. The views expressed within are not necessarily the opinions of Sega Europe, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

© 2000 Paragon Publishing Ltd
Dreamcast Magazine

ISSN 1466-2388

Cover image ©2000 Sega

Thanks to: Stu@Bell-Pottinger, Doug@1Up Media, Steve@Eidos, Simon@Project K, Jeremy & Simon@Acclaim, Woody@Lunch, Amyy@Take Two, Cathy@panache and the baby Jesus. From now on all Irish ladies are required by law to stay in England (er, Bournemouth) for at least two weeks... thank you. This has been a public announcement on behalf of...



WIN! Mad Catz Peripherals Page 84

ULTIMATE FIGHTING CHAMPIONSHIP

40 Underneath the blood, sweat and hype lurks one of the finest beat-'em-ups on the Dreamcast...

Reviews

38 Our comprehensive reviews ensure that, thanks to our experienced team of experts, you'll never buy a crummy game again.

Newscast

06 What's been going on in the wacky world of the Dreamcast. As always we were there first to bring you those all-important stories...

Shenmue

86 It makes a lot more sense now it's in English! First shots of the PAL version inside!

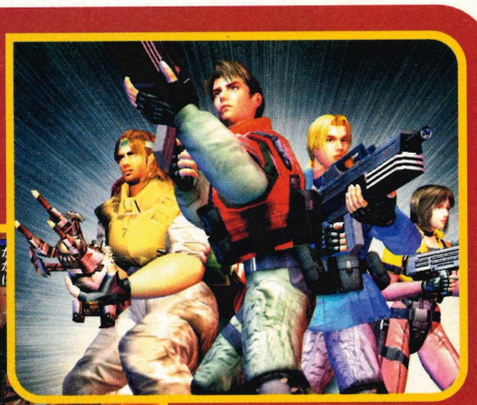
the big story

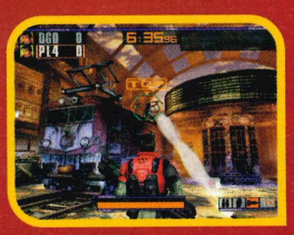


Out Trigger

14 There's little doubt that the scrap for the title of best first-person shooter ain't over yet...







Contents

Newscast	06
Jet Set Radio	34
Reviews Intro	**38**
Ultimate Fighting Championship	40
Space Channel 5	46
Ferrari 355 Challenge	50
Virtua Athlete	54
Bangai-o	56
Jeremy McGrath Supercross 2000	58
Street Fighter III Strike	60
Urban Chaos	62
Time Stalkers	64
MagForce Racing	66
GigaWing	68
Railroad Tycoon	72
Who Wants To Be A Millionaire?	74
Import Reviews	**76**
Capcom Vs SNK	76
Seaman	78
Interact Intro	**81**
Mailbox	82
Reader Reviews	84
DC Online	86
Dreamcast Solutions	88
Questions And Answers	90
Ferrari 355 Guide	92
Regulars	
Directory	100
Stuff & Nonsense	106
Dream On	110
Subscriptions	112
Dream Moment	114

newscast

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

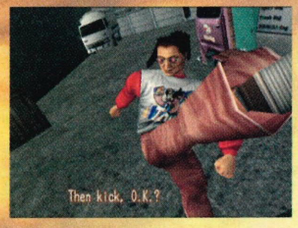
Dreamcast world news network



Things might have been a little quiet in recent months in regards to *Shenmue*, but with a release date of 1 December, the ultimate gaming experience is fast approaching. And the best bit? We've already played it!

It Could Be Yu

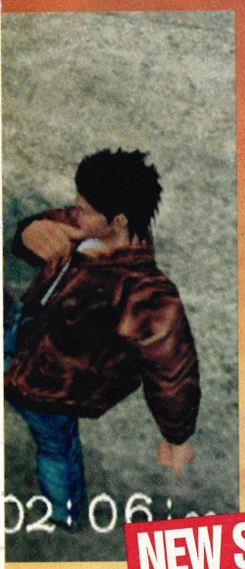
Oh yes, we were lucky enough to be one of the first to get to grips with the English version of Yu Suzuki's gaming masterpiece this month and quite frankly, it's even more awesome than we remember. The fact that we actually knew what we were doing and understood what people were saying probably



the big story

Shen

Shenmue



NEW SHOTS

Facts & Figures

So you know *Shenmue* is a pretty huge game, but wanna know how huge? Well apart from the fact that the game covers three whole GD-Roms rather than the standard one and took over four years to make, it features 337 actors and had a budget in excess of $70 million. Now that's big.

helped, making the overall experience that much more impressive. Make no mistake – *Shenmue* will redefine the videogame industry. But then you knew that already.

For the uninitiated (where've you been for the last year, Mars?) *Shenmue* is the first chapter of a new gaming experience known as FREE – that's Fully Reactive Eyes Entertainment to you. Set in Yokosuka Japan, the story follows 18 year old Ryo Hazuki as he goes in search of his father's brutal murderer, Souryu. A tale of mystery, treachery and deception ensues but don't expect to get to the bottom of it, all as there's a whole load more to come – chapter two is out in Japan in the next few months.

It's Good To Be FREE

However, the real beauty of *Shenmue* lies in the fact that it's more than just an adventure game – it's an entire experience that is unrivalled in videogame history. Aside from the main story of the game there's over 50 sub-games/missions to participate in. Be it raising a cat, playing on games in the arcade, winning the lucky draw, fight training or mastering the technique of driving a fork-lift truck, the activities that the game offers are remarkable.

Of course, this adds to the already varied gameplay, which includes quick-time events and real-time free battles where you'll find yourself beating off groups of thugs. All this on top of the every day business of wandering the streets, accosting strangers, shopping and basically finding out what the hell's going on. In a word, it's massive. It's going to be the biggest game you play this year, so make sure you check out our equally huge review in next month's mag. You'd be a fool to miss it.

Planetary Action

As well as being able to raise your own cat and pop down the local arcades for a quick blast, you will also be able to play on Ryo's Saturn which is tucked away in a cupboard in his front room. You can win new games for it too, as well as various other items, by entering a lucky draw. How cool?

"Make no mistake – Shenmue will redefine the videogame industry"







mue

We've Played It And It's Awesome!

BIG ISSUES

What's hot and what's not in the wide world of the Dreamcast. Here's the choice cuts this month...

18Wheeler

New game details emerge on Sega's beast.

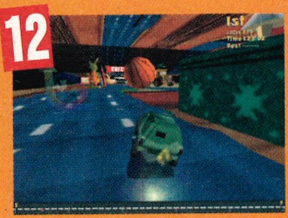
10



Toy Racer

The Dreamcast's first online racing game!

12



Gun Valkyrie

Yet another great Sega game is unveiled!

14



Spawn: In The Demon's Hand

Capcom's back again, and this time it's war!

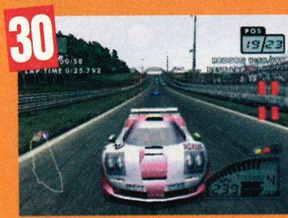
24



Le Mans 24 Hours

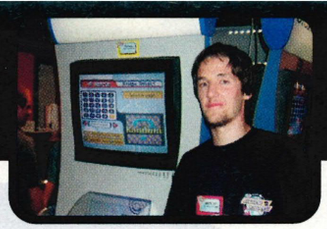
Have your driving skills pushed to the limits.

30



newscast.

Dreamcast world news network





rumour THE mill

Price Drop In Oz
After one of the most diabolical console launches ever seen earlier this year OziSoft, Sega's Australian partner, has this month officially lowered the price of the Dreamcast to (Australian) $299 – that's just over £100.

Sega Settles
After months of legal wrangling, Sega has settled its lawsuit with Media Optix this month. The case centred around a patent that both companies were fighting over, although quite what that patent is remains a secret.

Capcom Go Back To School
Capcom has officially announced that it will be bringing *Rival Schools 2* to the Dreamcast in America, after several rumours had already let the cat out of the bag.

To Infinity And Beyond
News of a brand new game from Kid, the developers of *Treasure Strike* and *Memories Of*, has emerged this month. The game is entitled *Never 7 The End Of Infinity* which covers a seven day long story involving seven men and seven women. Hmmm... kinky.

DC Not So VIP
Joining the likes of *El Dorado* and *Independence War 2* on the canned list this month is the Dreamcast version of Ubi Soft's *VIP*. The game, which is based on the TV series starring Pamela Anderson will, however, still be appearing on the PS2... well, it needs all the help it can get.

SNK Still Alive
Despite pulling out of American and European markets, SNK has announced a new Dreamcast title that will be out in Japan in November. The game in question is beat-'em-up *Last Blade 2*, one of the last games that was released on the Neo Geo.

Hitting The G-Spot
According to Sonic Team guru Yuji Naki, the team offered the name of Sega G-Cube as a name for the Dreamcast while still in development. Not a million miles from Nintendo's recently announced system then.

Sega's Weeke

NEWS Sega Pulls Its Finger Out... At Last

Well, September has been quite a month for Sega, with events and announcements coming left right and centre, as its marketing team seems to have finally woken up to the smell of Sony and PS2.

Chu On That
First up came the long awaited announcement that the Dreamcast would be dropping in price from £200 to £150 as of 8 September, making the console half the price of the forthcoming PS2. To rub Sony's noses in it even more Gem Distribution, Sega's distributing partner, announced that it would be promoting a deal that would get you a Dreamcast and a DVD player for the princely sum of £300. Suck on that Sony!

Friday 1 September saw the final of the National *Chu Chu Rocket!* Championship at Ego Maniacs in East London, where four *Chu Chu* fanatics battled it out for the grand prize of a Dreamcast Pod and more importantly, a place in the European Final. The four hardcore gamers battling it out in the contest were Shaun Locker, Toby Benney, William Jones and Andrew Ayres, but in the end it was a bit of a whitewash for Shaun who won the three round contest overwhelmingly.



3

"The gauntlet's been well and truly thrown down so what ya gonna do about it, Sony?"



2

[1] For one day only Sega took over the Empire cinema in Leicester Square before showing its premiere. [2] The four finalists of the Chu Chu Rocket! contest after having battled it out for a Dreamcast pod. [3] Well what more can we say? Sega pulled all the stops out on its advertising.

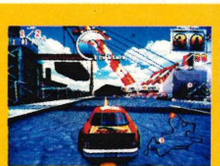


1

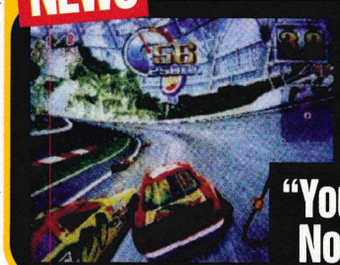


Round Our Way

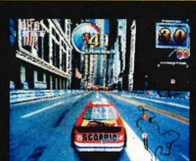
NEWS Daytona Is On Its Way











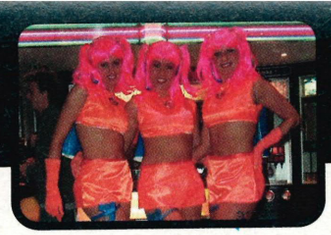
"You wanted it. We wanted it. Now we're all gonna get it"

> After months of leaving us all in the dark Sega has at long last confirmed – well, sort of – that the much-loved arcade racer *Daytona USA* will be making an appearance on Dreamcast in the near future.

We say 'sort of' because instead of formally announcing it, Sega quietly slipped footage of the game into its film premiere – cheeky monkey. But that's not all, as it looks as if the game is going to be online too. Now if that's not got you foaming at the mouth with anticipation there's something seriously wrong with you.







nd Of Glory

Premiere Class

The culmination of the weekend came on the Sunday night as Sega took over the Empire cinema in Leicester Square for a film extravaganza. Characters from various Dreamcast games, as well as Sega Europe head honcho JF Cecillon, turned up for the event, which was open to the public. The film itself showcased all of the big name games that are coming up in the next few months, including *Quake III*, *18Wheeler*, *Shenmue*, *Jet Set Radio*, *Headhunter* and *Samba De Amigo*, as well as emphasising Sega's commitment to online gaming. Impressive stuff indeed. The gauntlet has now been well and truly thrown down, so what ya gonna do about it, Sony?

4

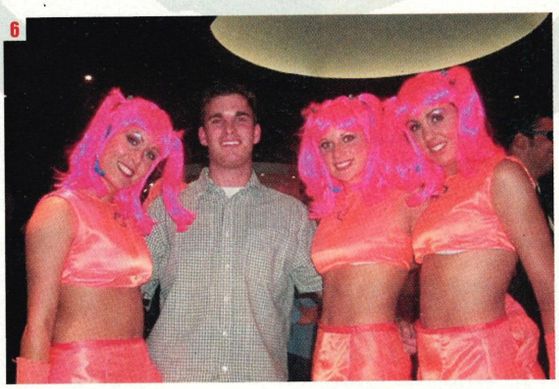


5



[4] Fancy getting in a fight with this lot? Thought not. [5] As ever, Sonic was the star attraction after arriving in a Jeep. [6] I don't fancy yours much pal!

6



Star Spotting

> Among the characters that turned up for the Sega Premiere were the likes of Sonic, Ulala from *Space Channel 5*, Voldo and Kilik from *Soul Calibur*, Afro Thunder from *Ready 2 Rumble* and a whole load of blood dripping zombies. Actors – they'll do anything nowadays.







Dreamcast Charts

magazine

> It seems that Dreamcasters have been taken over by Olympic fever. In spite of the fact that *Sydney 2000* is pants, it hasn't stopped you all buying it in your droves...

This month	Last month	Game	Publisher	DM score
1	–	Sydney 2000	Eidos	65%
2	–	Virtua Athlete 2K	Sega	79%
3	1	Dead Or Alive 2	Acclaim	92%
4	–	Virtua Tennis	Sega	94%
5	3	Tony Hawk's Skateboarding	Crave	94%
6	2	Marvel Vs Capcom 2	Eidos	89%
7	4	Resident Evil – Code: Veronica	Eidos	94%
8	7	V-Rally 2: Expert Edition	Infogrames	86%
9	5	Rayman 2: The Great Escape	Ubi Soft	92%
10	8	Ecco The Dolphin	Sega	91%

NEWS

¡Arriba Amigo!

Samba In Time For Christmas

> After playing the Japanese version of *Samba De Amigo* for the last few months, we were beginning to wonder whether or not it was ever going to make its way over here, but now Sega has confirmed that it is indeed on its way this Christmas.

Party Time

The official release date for the game has been set for 8 December, although no price or sales plan has been set yet. It's thought that due to the cost of the maracas and sensor mat, the game might only be for sale via the online shop at DreamArena rather than in-store, as a way to keep the game as cheap as possible. Even so, it looks as if we're all in for a Spanish-flavoured Christmas this year!





Also Available From Paragon Publishing

DVD Review ISSUE>17
ISSN: 1466-593X £3.99
It's a ground-shaking issue of Britain's best-selling DVD mag this month! Steven Spielberg's *Jurassic Park* stomps its way onto DVD for the first time, and is joined by *Tarzan*, *You Only Live Twice*, *The Prisoner* and from the States, the incredible *T2: Ultimate Edition* DVD!



Total Game Boy Color ISSUE>12
ISSN: 1464-5909 £2.99
Yeah, baby! Not only is there a smashing look at the brand new Austin Powers releases in the latest issue of *TGBC* mag, but there's also an exclusive look at the forthcoming Thunderbirds game, and a whole lot of spooky Halloween fun with Scooby Doo. Zoinks!



Dreamcast Solutions ISSUE>7
ISSN: 1466-2390 £3.99
Looking for complete solutions, tips and cheats for Dreamcast games? Dreamcast Solutions has everything you need! The latest issue has full guides to *Ferrari 355 Challenge*, *Power Stone 2*, *Marvel Vs Capcom 2*, *Virtua Tennis* and more, plus the final half of the *Fur Fighters* solution.



newscast.

Dreamcast world news network



Software Release Schedules

UK Release Schedule

Title	Date	Publisher
MagForce Racing	Crave	Out Now
Virtua Athlete 2K	Sega	Out Now
Virtua Tennis	Sega	Out Now
Tokyo Highway Challenge 2	Sega	Out Now
Hidden & Dangerous	Take 2	Out Now
WWF Royal Rumble	THQ	Out Now
Space Channel 5	Sega	Oct 6
Time Stalkers	Sega	Oct 13
Le Mans 24 Hours	Infogrames	Oct 18
Loony Tunes: Space Race	Infogrames	Oct 18
Metropolis Street Racer	Sega	Oct 19
Extreme Sports	Sega	Oct 27
Ferrari 355 Challenge	Acclaim	Oct 2000
Walt Disney World Magical Racing Tour	Eidos	Oct 2000
Sydney 2000	Eidos	Oct 2000
Supreme Snowboarders	Infogrames	Oct 2000
Time Stalkers	Sega	Oct 2000
F1 Racing Championship	Ubi Soft	Oct 2000
ESPN Track And Field	Konami	Oct 2000
Starlancer	Crave	Oct 2000
Quake III Arena	Sega	Nov 10
Jet Set Radio	Sega	Nov 24
Tony Hawk's Skateboarding 2	Crave	Nov 2000
Silent Scope	Konami	Nov 2000
Evil Twin: Cyprien's Chronicles	Ubi Soft	Nov 2000
Arcatera: The Dark Brotherhood	Ubi Soft	Nov 2000
KISS Psycho Circus	Take 2	Nov 2000
Ultimate Fighting Championship	Crave	Nov 2000
Sno-Cross Championship Racing	Crave	Nov 2000
MoHo	Take 2	Nov 2000
Sega GT	Sega	Dec 1
Shenmue	Sega	Dec 1
Samba De Amigo	Sega	Dec 8
Sega Worldwide Soccer 2001	Sega	Dec 8
Major League Soccer	Konami	Autumn 2000
Demolition Racer: No Exit	Infogrames	Autumn 2000
Half-Life	Havas	Autumn 2000
San Francisco Rush 2049	Midway	Autumn 2000

Japanese Release Schedule

Title	Date	Publisher
Eternal Arcadia	Sega	Oct 5
Pop 'N Music 4	Konami	Oct 12
Neo Golden Logress	Success	Oct 12
Silent Scope	Konami	Oct 12
El Dorado's Gate	Capcom	Oct 15
Sega Tetris	Sega	Oct 26
Sydney 2000	Eidos	Oct 26
Jojo's Bizarre Adventure Network	Capcom	Oct 2000
Fur Fighters	Acclaim	Oct 2000
Doraemon	Sega	Autumn 2000
Super Street Fighter 2X Net	Capcom	Autumn 2000
Card Captor Sakura	NONE	Autumn 2000
Justice League 2	Capcom	Autumn 2000
Gun Spike	Capcom	Autumn 2000
Power Smash	Sega	Autumn 2000
Netto De Tennis	Capcom	Autumn 2000
Toricoro Crisis	Victor	Nov 2000
Jet Coaster Dream 2	NONE	Nov 2000
Kikaioh Network	Capcom	Nov 2000
Vanishing Point	Acclaim	Nov 2000

US Release Schedule

Title	Date	Publisher
Spawn: In the Demon's Hand	Capcom	Oct 2
Urban Chaos	Eidos	Oct 3
Metropolis Street Racer	Sega	Oct 10
Quake III Arena	Sega	Oct 10
Stupid Invaders	Ubi Soft	Oct 16
Samba De Amigo	Sega	Oct 17
18-Wheeler American Pro Trucker	Sega	Oct 21
Starlancer	Crave	Oct 24
NBA2K1	Sega	Oct 24
Jet Grind Radio	Sega	Oct 31
Evil Dead: Hail to the King	THQ	Oct 31
Ms. Pacman Maze Madness	Namco	Oct 2000
Vanishing Point	Acclaim	Oct 2000
MTV Sports Skateboarding	THQ	Oct 2000
Legend of the BladeMasters	Ripcord	Oct 2000
Demolition Racer: No Exit	Infogrames	Oct 2000
Heroes of Might & Magic III	Ubi Soft	Oct 2000
Cannon Spike	Capcom	Oct 2000
Star Wars: Jedi Power Battles	LucasArts	Oct 2000
KISS Psycho Circus	Take 2	Oct 2000
4x4 Evolution	GOD	Oct 2000
Bleemcast	bleem!	Oct 2000
ESPN Baseball Tonight	Konami	Oct 2000
Street Fighter III Third Strike	Capcom	Oct 2000
GorkaMorka	Ripcord	Oct 2000
PBA Tour Bowling 2001	Bethesda	Oct 2000
Half-Life	Sierra Studios	Nov 1
Sno-Cross Championship Racing	Crave	Nov 2
Evil Twin: Cyprien's Chronicles	Ubi Soft	Nov 2
Tony Hawk's Pro Skater 2	Activision	Nov 2
Sonic Shuffle	Sega	Nov 7
102 Dalmatians	Eidos	Nov 7
Shenmue	Sega	Nov 14
Tomb Raider Chronicles	Eidos	Nov 14
Ready 2 Rumble: Round 2	Midway	Nov 15
Speed Devils Online	Ubi Soft	Nov 16
Skies of Arcadia	Sega	Nov 21
POD II	Ubi Soft	Nov 30



UPDATE

Who Gives A Truck?

18Wheeler DC Details Revealed

Way back in issue 9 we brought you exclusive news about the Dreamcast port of top arcade game *18Wheeler: American Pro Trucker* and now we've been able to dig up some more details about the Dreamcast-exclusive features.

Truck Fest

With a Japanese release this month, details of three brand new game modes have emerged and they sound pretty darn tasty. As well as the main Arcade mode there will also be a Score Attack mode, although we don't know quite what this will entail. Better still, however, is the prospect of steaming down the highway racing other truckers in the Versus mode. Equally tantalising are the shenanigans of the 30 Parking mode mini-games where you'll learn how to park your truck in various tricky situations... hmmm. Needless to say, it all sounds pretty ace, even without a 26" wheel and woofers under the seat. We can't wait to get to grips with it, so expect a full import review next month.







"The prospect of steaming down the highway racing other truckers is mouth-watering"

HOT bytes

> The future's bright. The future's Sega... or so it would it seem from Sega's incredibly impressive display at the Sega Premiere Event in Leicester Square, with games like *Shenmue*, *Quake III* and *Half-Life* being played out on a big screen. It made them look even more impressive!

> Having had the opportunity of playing the Dreamcast version of *Quake III* this month, Alex has been blown away by the experience. But quite frankly, who can blame him – it really is awesome.

> It's been a quiet month here at Dreamcast towers. Why? Because Simon's been off on his hols. Of course he does choose his moments, leaving the magazine in the hands of monkeys Mathers and Warren just as the post-summer boom kicks in. Cheers fella!

COLD cuts

> The ECTS saw a particularly poor turn out in regards to Dreamcast software, with only Midway making any real effort with the system as they showed off *Ready 2 Rumble: Round 2* and *San Francisco Rush 2049*. Sega wasn't even there, leaving it to distributor GEM to put on a good Dreamcast showing, which it did pretty well. The fact that there weren't any tasty promotional girls doing the rounds didn't help much either.

> A bit of a shocker this one. It turns out that the much-anticipated first-person shooter *Half-Life* won't be online-capable. Apparently, the maps are ready for a bit of online fragging but it seems that Sega hasn't quite got its act together in time...boo!

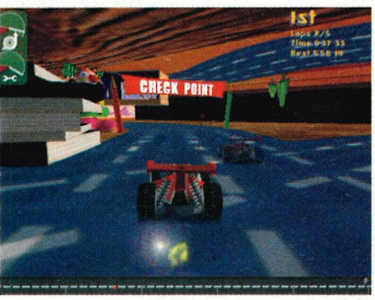
> Martin had to do the letters page for the first time this month. Talk about whinging... However, when he wasn't looking we didn't half laugh.



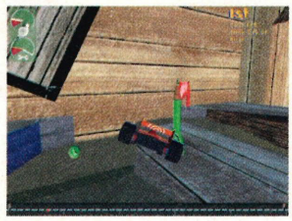
© CAPCOM CO., LTD.

Namco Goes Bang

According to Japanese arcade site Challenge HP, Namco is hard at work creating a new Naomi-based light-gun shooter going by the name of *Ninja Assault*. As yet there are no details about the game, or whether or not it'll be released on the Dreamcast. However, given that the Namco camp has yet to release the raft of games that it promised we can only hope that that this will be one of them.

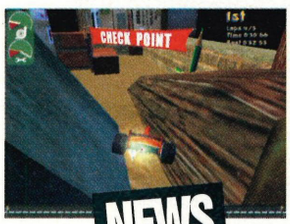












NEWS

Toys For The Boys

No Cliché Reveals Toy Racer

One of the big surprises at Sega's Premiere event this month was *Toy Racer*, the follow up to last year's launch title, *Toy Commander*, from French developer No Cliché.

The game, which has been one of the best kept secrets from Sega, is set for release this Christmas and takes the racing element from the original game and sets it on its own. This might not sound like great news, as it was hardly the best aspect of the original, but the fact that it will be fully online compatible should change your mind. To go with this will be a refined control system, making driving the toy cars that much easier than before.

Oh Toy!

The game will take place over four different courses based around different rooms in the house which, like the original game, will make use of all level planes – the floor, walls and ceilings – for racing. Gravity-defying stuff indeed. Further mayhem will be added to the antics with the addition of a number of weapons and traps with which to cripple your opponents. Amongst these are the Pencil Missiles of before as well as Boxing Gloves and Machine Guns, but if you want to be really nasty you can inflict Snail Pace and Fog on your opponents to make sure that you're the only winner.

Toy Town

There will be 12 basic vehicles in the game including a pick-up, a bus, various tanks, a buggy and an F1 car, as well as several secret ones too.

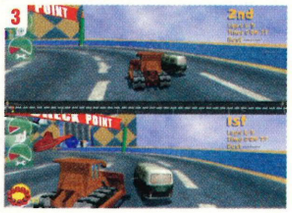


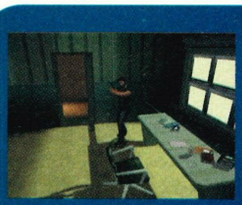
"The prospect of a fully Internet-capable racing game is intoxicating"

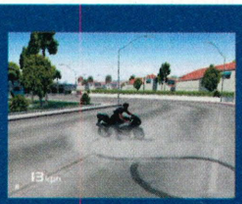


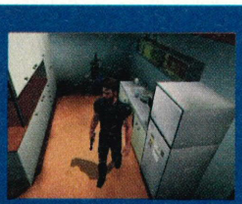
[1] As well as being able to play over the Internet you'll also be able to indulge in some four-player action. [2] This is one game that won't be going down the toilet. [3] It's not every day you get to race a digger!

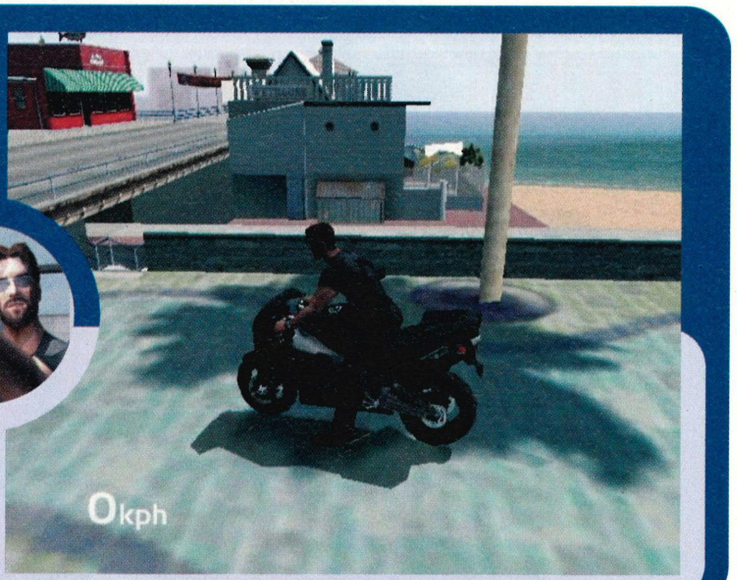












Heads Will Roll



NEWS

Headhunter Shots Spotted

On one of our daily searches of all things new and good this month we were somewhat surprised to stumble across a bunch of screenshots from Sega's up-coming and top secret project, *Headhunter*. They're certainly enough to whet the appetite, as are the latest details of the story behind the game.

Set in the near future in sun-soaked California, the game revolves around the illegal trade in body parts – the prime source of wealth for the latest crime syndicates. The gameplay is set to be fairly varied too, being split between biking around and on-foot exploration, with all the usual shenanigans of puzzle-solving and shooting as you set about discovering the truth as a loan bounty hunter. Sounds pretty ace doesn't it?

...4MORE!



POWER STONE 2™ IS EVERYTHING YOU WANT FROM A SEQUEL – MORE CHARACTERS, ENHANCED GAMEPLAY, ENDLESS STOCKPILES OF WEAPONS, DAZZLING GRAPHICS AND A FANTASTIC NEW FOUR PLAYER OPTION.

FOUR PLAYERS = FOUR TIMES THE FUN!

"CAN GAMEPLAY GET ANY BETTER THAN THIS? POWER STONE 2 IS QUITE SIMPLY AN AWESOME GAME."

Dreamcast magazine 92%

CAPCOM

Dreamcast.

EIDOS INTERACTIVE

www.eidos.com

Power Stone TM 2 © CAPCOM CO., LTD. 2000 All Rights Reserved. Published by Eidos Interactive Ltd. Developed by CAPCOM CO., LTD. Sega, and Dreamcast are either trademarks or registered trademarks of Sega Enterprises, Ltd. © 2000 Sega Enterprises, Ltd. All Rights Reserved.

newscast.

Dreamcast world news network





NEWS

Sega Talks The Talk

Online Microphone Game Revealed

In amongst all of Sega's big announcements this month came the news of the Dreamcast microphone's arrival in Europe before Christmas, as well as an online service to go with it.

Thievin' Git

The service, currently known as 'Planet Ring', will utilise the microphone's full capabilities over the Internet, thus allowing users to communicate while they play games together. Included in this package is a game called *Dream Dorobo: Dream Thief* where you have to guide one another around a maze stealing as much treasure as possible in a *Crystal Maze*-style. In the game, one player has a full view of the maze and must give instructions to the other who can only see a small portion of it. Fairly barmy really but it does highlight the Dreamcast's online capabilities brilliantly.

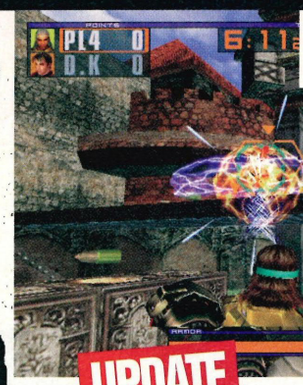
Seaman Coming?

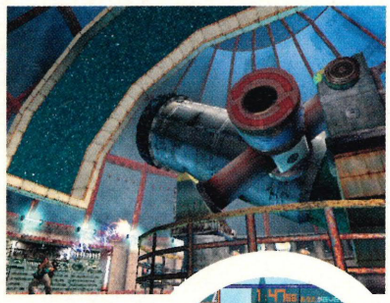
> With the release of the microphone now imminent, the European version of the crazy pet-sim *Seaman* is now surely inevitable, although Sega Europe has yet to confirm anything.





"You'll now be able to talk to people all over Europe – how cool?"

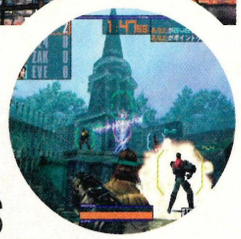




UPDATE

Out & About

Latest Out Trigger Details & Screens



When Sega developing house AM2, the team behind the likes of *Shenmue* and *F355 Challenge*, announced that it was working on a new first-person-shooter back at E3, the gamesplaying public nearly keeled over with excitement. Not only did *Out Trigger* sound awesome, it looked awesome too and now we've managed to get our hands on some more incredible looking screens and juicy details.

Trigger Happy

As a member of the International Counter Terrorism Special Force, or Interforce for short, the safety of the world lies delicately in your hands as you go head to head against the world's most dangerous terrorists and crime syndicates. Think you can handle the pressure? Then step on in for what's guaranteed to be one of the biggest games of next year.

Although the game is bound to the arcade on the Dreamcast-friendly Naomi board first, the DC version







NEWS

Guns At The Ready

Sega Announces Gun Valkyrie

Sega has been full of surprises this month, not least of which was the announcement of a brand new game going by the working title of *Gun Valkyrie*. It is being developed by Sega subsidiary Smilebit, the team behind *Jet Set Radio* and *Hundred Swords*, so you can expect yet another fantastic game on your hands in the near future.

Ride Of The Valkyrie

Described as a 'new concept 3D action shooter' it's set in the 1890s in another dimension, where the final frontier of space has already been conquered. The player takes on the role of a mercenary soldier who's role is vital to the success of the world that surrounds him. Each mercenary is suited and booted in a specially designed Power Suit which allows them to defy the laws of gravity, thus allowing them to run across walls and perform spinning jumps to avoid the enemy 'Balm Crickets', whatever they might be. Of course, there's also a whole bunch of hi-tech weapons to help you on your merry way, although quite what the actual aim of the game is remains in a darkened corner.

Then, of course, there's always the incredible prospect of multiplayer and online co-operative play. Add to that some absolutely stunning-looking graphics, as attested by these screenshots, and what we have here is another undoubted winner. Now we really are drooling.

Dreamcast Magazine MOST WANTED





Bleem! For Dreamcast

> Okay, so it's not actually a proper game but the thought of getting to play games such as *WipeOut 2097*, *Castlevania: Symphony Of The Night* and *Final Fantasy IX* (!) without shelling out for an 'inferior' machine is giving us goosebumps. Now, if only someone could bring out a SNES emulator...

Quake III Arena

> It's still pretty high on our wanted list – now that we've had a chance to give it a proper going over, we want to play *Quake III* on the Dreamcast more than ever before. Even Trenty, usually the calm and quiet member of the team, is frothing at the mouth in anticipation for it to arrive. Down Nick, down!

Ultimate Fighting Championship

> Given his first taste of ultra-violent combat this month (if you can discount the fact that he watches wrestling, of course) Mart went mad over Crave's latest venture into Dreamcast land. Now he's just got to sit around in his tight lycra shorts, trying to make his veins bulge until the finished game arrives.



"Forget Half-Life and Quake III, this is the one you've all been waiting for"

will feature exclusive new stages as well as a host of other extra features. Apart from the fact that it will allow up to four players at once in split-screen action, it's now been confirmed that the game will definitely have online features which will allow players to recruit members and create online teams against the forces of evil. In other words, it's going to be mighty fine and we can't wait to get our hands on it.

Dressed For Success

> As you'd expect, going out to work every day and kicking some proverbial terrorist arse isn't an easy business but hey, at least you get to choose what you get to wear to work and what tools of the trade to use for the day! Tucked away in the wardrobe are such weapons as flame-throwers, rocket launchers and the run-of-the-mill machine guns. Sweet.



"What we have here is another undoubted winner on our hands"



Dual Control

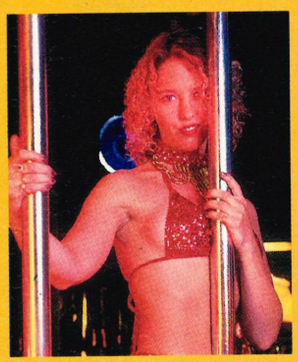
> One of the most intriguing features of *Gun Valkyrie* is the fact that it is set to use both the controller and the light gun at the same time. Quite how this will work remains to be seen but it's certainly got us tingling with anticipation.



Dancing Queens

So you think *Space Channel 5*'s Ulala's pretty sassy? We asked some real dancing girls what they thought!

Name: Andrea



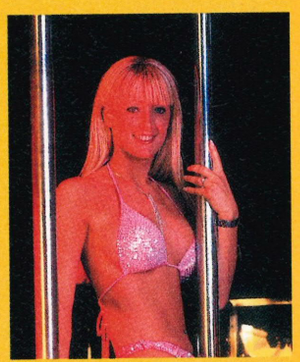
So what do you make of Space Channel 5 and Ulala?

The game's quite good really but I don't think that it's as fun to play as some of the other dancing games that are out there. Ulala's a really good icon for it and that should get the boys interested if anything.

Has she got what it takes to be a real dancing girl?

Well I don't know about that but she certainly knows the moves and makes the most of her womanly prowess.

Name: Louise



So what do you make of Space Channel 5 and Ulala?

I guess it's okay but it's not interactive enough or as fun to play as some of the proper dancing games like *Dance Revolution*. As for Ulala, well she's not real is she, but I guess she's a pretty good marketing image.

Has she got what it takes to be a real dancing girl?

She's certainly got the body and moves for it, but I'm not too sure about that pink hair or the orange outfit!

Name: Honey



So what do you make of Space Channel 5 and Ulala?

I think that it's quite difficult to pick up as you need a real sense of rhythm and timing to get it right which can prove quite annoying. I prefer something more energetic really. Ulala's pretty cool though, just what you need to liven a game like this up and give it a decent image.

Has she got what it takes to be a real dancing girl?

Now there's a question. She is pretty cool – she's got the looks, the body and the moves but whether she's got what it takes, well I don't know about that.

PC DC PC Games Heading For Dreamcast

We have a peek into the future at the PC titles that we'd like to see on our favourite little home console...



RED ALERT 2

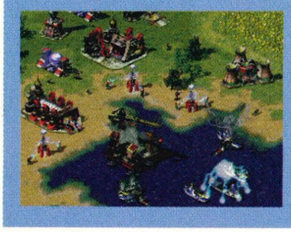
Guilty Parties
Westwood Studios

What's It All About?
If you've never played any of the *Command & Conquer* series, you need shooting. One of the greatest real-time strategy games of recent years, it's seen a whole slew of sequels and add-ons... and now they're doing it all over again. From what we've seen, *Red Alert 2* looks great – what more do you want?

When's It Coming?
Well, considering that various members of the *Command & Conquer* family have appeared on other consoles (PlayStation and even the N64, for goodness sake) there's no reason why it shouldn't come to the Dreamcast, is there?

The Bottom Line
Don't worry, don't panic – the music keeps on playing on and on...







GIANTS: CITIZEN KABUTO

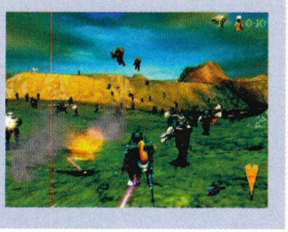
Guilty Parties
Interplay/Planet Moon

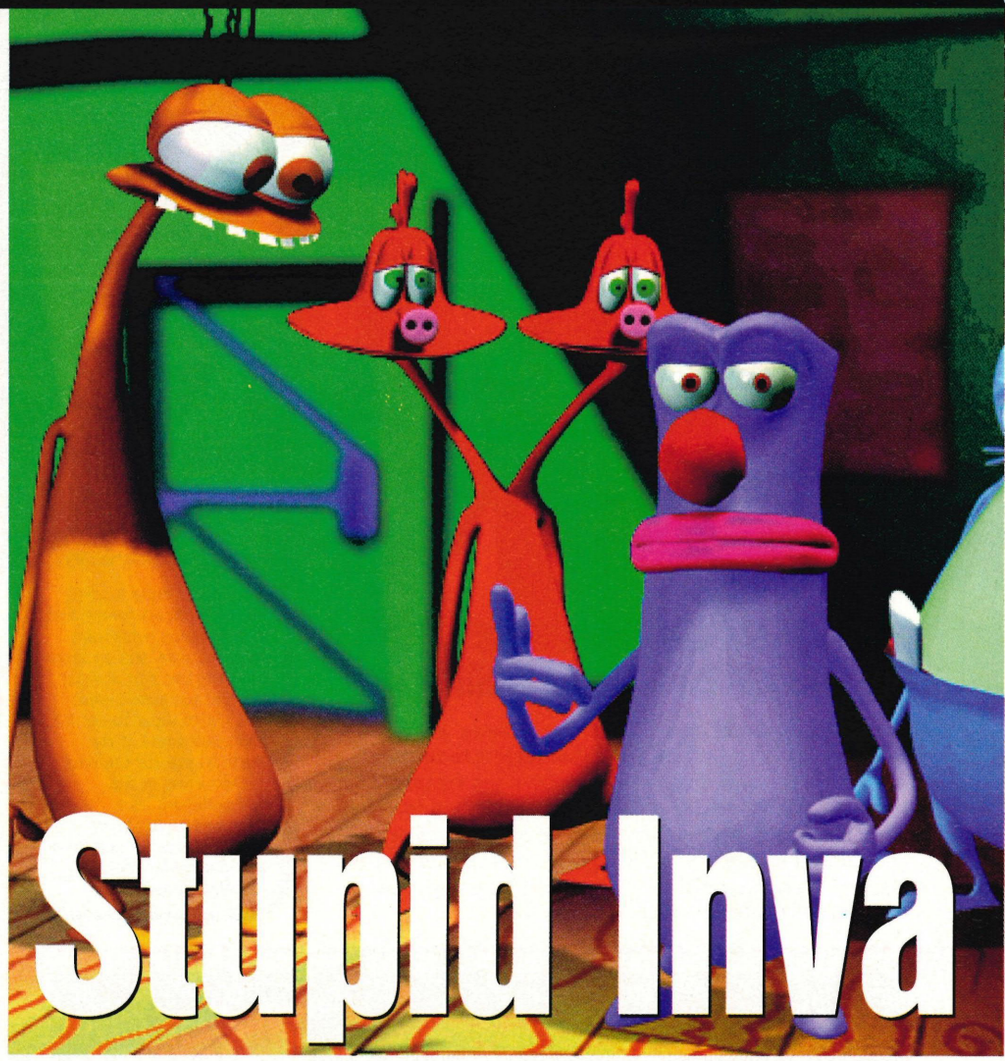
What's It All About?
Two tribes, one planet and a giant monster called Kabuto stuck in the middle of everything. Basically, you've got to pick your side and then fight for possession of the world against the others... oh, and eat some little people while you're doing it. Think *Black & White* but with lots more action and explosions.

When's It Coming?
Again, there hasn't been anything announced about a Dreamcast conversion – of course, if games like *Black & White*, *Half-Life* and *Quake III Arena* can be converted then we'd have to assume that anything is possible. Even this.

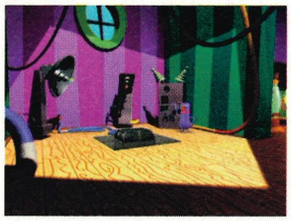
The Bottom Line
Being the biggest ain't always the best... what kind of name is Kabuto anyway?



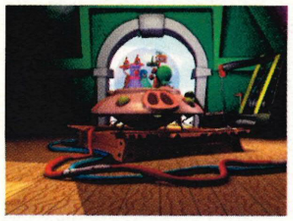




Stupid Inva



PC DC SPECIAL



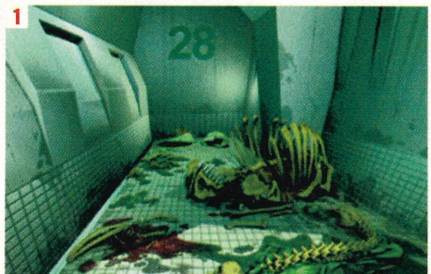
Zig & Zag, your time as the planet's most stupid aliens is up, 'cos here come the Stupid Invaders!

It seems that Ubi Soft is on a bit of a roll at the moment in its quest to become an even bigger player in the games market than it already is, testament to which is the number of games that it currently has in development for both PC and DC. The pick of the bunch, however, looks to be the crazy antics of alien goof game, *Stupid Invaders*.

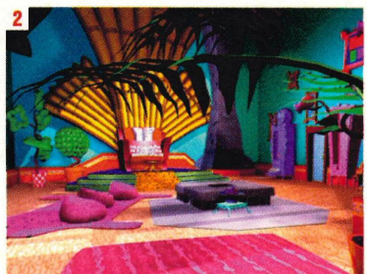
Space Invaders

Inspired by the hilarious cartoon series *Space Goofs*, *Stupid Invaders* takes on the familiar story of a bunch of aliens who've got lost on their travels around intergalactic space, not unlike such comedy film classics as *Space Balls* and *Cone Heads*. Or not. Only these aren't any normal aliens, these are really, really stupid aliens. And when we say stupid, what we really mean is Stoopid, with a capital S.

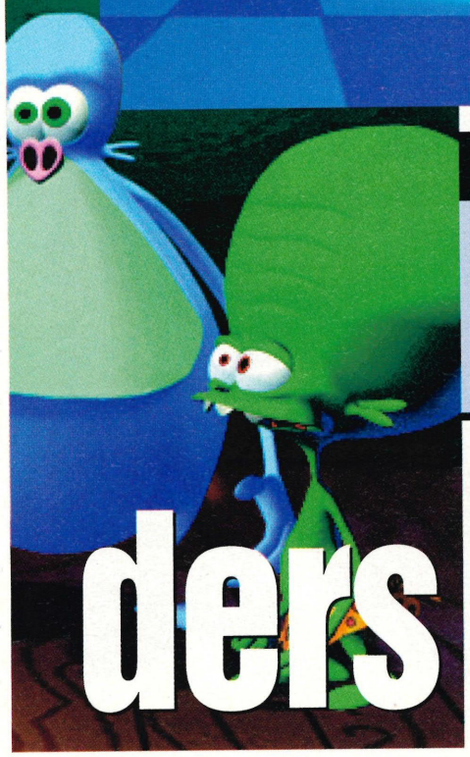
The aliens in question – Etno, Bud, Gorgeous, Candy and Stereo – might have something to say about being branded so harshly but frankly, who, or rather what, gets lost in space when on a day out and tops it all off by crash landing on earth? Now



[1] Mmm, dead things. Needless to say, you won't want this to happen to you...
[2] Nice decorating – if only we could afford this kind of pad.



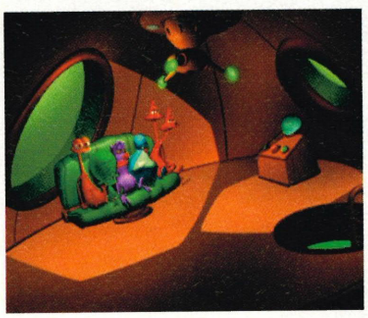




Meet The Gang

> Not only are Bud, Etno, Candy, Stereo and Gorgeous a bit thick in the brains department, they also look pretty goddamn thick. Quite how they're expect to escape this god forsaken planet of ours alive with a combined IQ of just one is beyond us. Lucky you're there to help them along really.

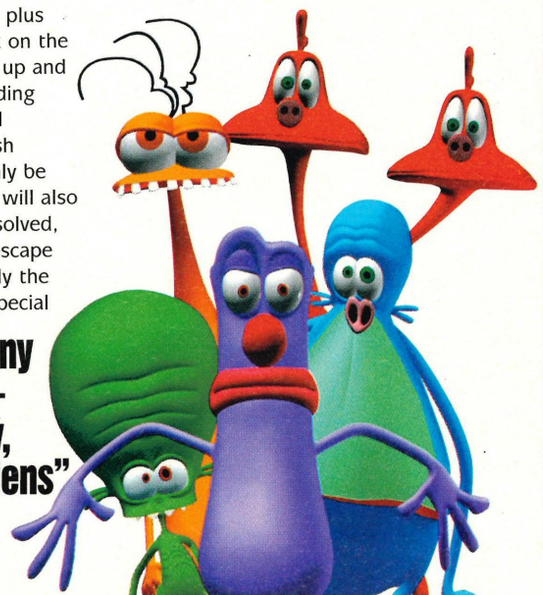
ders



you've got to be stupid to do that. But that's the least of their problems as scalpel-wielding, mad scientist type bloke Dr S, along with henchman Bolok, is after their multi-coloured little hides to strap to his work top and experiment on before pickling them in formaldehyde. Well, it takes all sorts...

Stoopid, Stoopid, Stoopid

So it's up to you to guide the five thicko aliens around 120 plus locations as they embark on the job of getting their UFO up and running again while avoiding the laboratory of the evil doctor. The incredibly lush environments will not only be fraught with danger but will also be full of puzzles to be solved, thus making the job of escape that much harder. Visually the game is looking pretty special with its cartoon-perfect graphics creating an inspiring kaleidoscope of colours. There's also going to be a strong emphasis on humour and comedy in the game, so it should have you rolling around in fits of hysteria before long. With a PC release due before the end of the year and the Dreamcast version to follow, it looks as if we're all in for a bit of a crazy time with the Stupid Invaders.



"These aren't any normal aliens – these are really, really stupid aliens"



PLAY

The UK's Best Unofficial PLAYSTATION Magazine!



TEKKEN
TAG TOURNAMENT
Isn't it time you got in shape?
All there is to know about TTT!

TIMESPLITTERS
Witness the arrival of timeless
multiplayer gunplay! Exclusive shots

Rayman 2
Simpsons Wrestling
Sno Cross
The World Is Not Enough
Team Buddies
Koudelka
Wacky Races
Superman
F1 2000
RC Revenge
and more!

The Complete A-Z of PlayStation Cheats 5000+ Cheats and tips inside!

includes FREE BOOK! worth £9.99

ISSUE 67 AVAILABLE NOW

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



A
A Bug's Life
Aero Dancing
Aerowings
B
Blue Stinger
Buggy Heat
C
Chao Adventure
Chu-Chu Rocket
Crazy Taxi
Cueball
D
Dead or Alive 2
Deadly Skies
E
Ecco The Dolphin
ECW Hardcore Rev
Expendable
F
F355 Challenge
Fighting Force 2
Four Wheel Thunder
Fur Fighters
G
Gauntlet Legends
Giga Wing
H
Half Life
House of the Dead 2
Hydro Thunder
J
Jo Jo's Bizarre Adv
L
L. of K.: Soul Reaver
M
Marvel vs Capcom 1 & 2
Monaco Grand Prix
Mortal Kombat Gold
N
NBA 2K
Nightmare Creatures 2
O
Omikron: Nom Soul
P
Powerstone
R
Rainbow Six
Rayman 2
Ready 2 Rumble
Redline Racer
Resident Evil 2
Res. Evil: Code Ver.
Revolt
S
Sega Bass Fishing
Sega Rally 2
Shadowman
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
South Park
Speed Devil
Suzuki Alstare Rac
Sword of the Berserk
T
Tech Romancer
Tee Off Golf
Time Stalkers
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's
Toy Commander
Trickstyle
U
UEFA Striker
V
Vigilante 8: 2nd Off.
Virtua Striker 2
Vitua Tennis
V-Rally 2
W
WWF Attittude

The above list is just a selection of what's on offer

INTERNATIONAL ACCESS: +44 (0)700 5900 020
MOBILE PHONE ACCESS: 0700 5900 615

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 125
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 091
Calls to the above numbers cost 60p per minute

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PS2 - SATURN

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

Grab a free magazine at www.cheatsunlimited.com





10 GREAT SONGS IN-A-ROW
...EVERY HOUR, ALL DAY

Virgin
RADIO
1215AM
NATIONWIDE
105·8FM
LONDON
www.virginradio.co.uk

forecast.

latest games previewed

Dreamcast Heads For Mars

Capcom has confirmed this month that it will be porting arcade shooter *Mars Matrix* to Dreamcast. The game is set for release in Japan on 11 November, but whether or not it'll be making an appearance over here is still in dispute. Go on Capcom, we need to use that bloody light gun!

Star Wars Demolishes DC

First Screenshots For Star Wars Demolition

NEWS

Last month we announced that LucasArts would be bringing yet another *Star Wars* game to Dreamcast, this time *Star Wars Demolition Racer*, and now we've been able to get our hands on the first mind-blowing screenshots of the game. Aren't we good to you.

The game is being developed by Luxoflux using the same engine as was used for the Armageddon-inducing *Vigilante 8: Second Offence*, so you can expect the same sort of destruction. In the game you'll get to compete against the most vile sentinels from right across the galaxy while causing as much mayhem as is humanly possible. All your favourite characters will feature, including the notorious Boba Fett, as well as a whole host of vehicles from right across the *Star Wars* saga. The end result? The end of the universe? Nah, just a damn fine game. Watch out for our full preview in next month's issue... it's gonna be a blast.



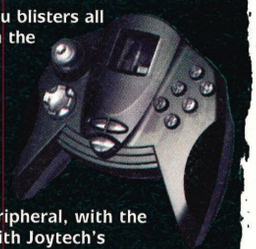
"Demolition Racer will be a must-have title"

NEWS

Grand Designs

Joytech Launches Design Challenge

Can't stand Sega's controller? Gives you blisters all the time? If you've ever wanted to design the perfect peripheral for the ultimate experience, now's your chance with the Joytech Design Challenge 2001.



Jump For Joy

The competition, aimed at design students, offers entrants the opportunity to design their very own peripheral, with the winner getting a 12 month placement with Joytech's product development team and a trip to Hong Kong to see their design put through testing. Deputy Managing Director of Joytech, Matthew Lamprell, stated that, "Simply put, we are seeking inspired and innovative student design talent to create a gaming peripheral for the next generation." To encourage students to participate, the company has joined forces with EB and 100 other games stores to allow entrants the opportunity to test various peripherals for inspiration and this is also where application forms can be picked up. So if you fancy yourself as a bit of a design whizz, it's time to get off your arse and get designing.

Entry forms must be received before 13 October.
Stage 1: Design concepts to be submitted by 8 December.
Stage 2: Finalists will be notified 22 January and designs to be submitted by 6 April.

Award Ceremony May/June 2001

Hotline 0845 601 2294
Email designchallenge@joytech.co.uk
Web site www.joytech.net

THE FUTURE OF GAMING IS IN YOUR HANDS
JOYTECH DESIGN CHALLENGE 2001

JOYTECH EUROPE

UPDATE

Could It Be Magic

Ubi Soft Has The Might & Magic

Things have been a bit on the quiet side in recent months in regards to Ubi Soft's mediaeval strategy based RPG, *Heroes Of Might & Magic III*, so we thought we'd see what we could dig up on it.

Mighty

First things first – it's not been canned. In fact, it's looking better than ever if these brand new screenshots are anything to go by and it *will* be seeing a release before Christmas this year. In the game you take command of the mightiest heroes that the kingdom of Erathia has to offer, as they battle to restore Queen Catherine to her position as the rightful ruler of the kingdom. With many a strange creature armed to the teeth with weapons and magic to lead into battle, it's going to be a bloody affair that will require you to plan well in advance. Although the game is quest-based, it is non-linear and will allow you to choose when and what campaigns to embark upon.

Heroes... might well sound quite a daunting prospect for those not versed in the hardcore RPG antics of the *Dungeon & Dragons* fan, whom this game is primarily aimed at, but given some time and patience it looks like this could be just the sort of game that the Dreamcast needs to add a little bit of spice to it.

"RPG fan or not, this is just what the Dreamcast needs to spice things up"



UPDATE

Kangaroo Poo

Denis Becomes Kao

Back in issue 10 we brought you news of Titus' forthcoming platform game *Denis The Kangaroo*. Well, Denis has now become Kao as the French developers felt it was a more appealing name to kids... hmmm.



Where's Me Jumper?

Even so, we managed to squeeze in a quick round or two with Kao and his over-sized boxing gloves at ECTS, which left us fairly impressed. Even though the game is primarily aimed at the younger spectrum of Dreamcast users, the developers have incorporated several difficulty settings which will broaden the games appeal. Like in *Rayman 2*, a game which *Kao...* shamelessly imitates, you must guide Kao to freedom from his heartless captors through 25 puzzle-filled and kaleidoscopic levels. It's all pretty cute really, but whether or not it'll eclipse the might of *Rayman* remains to be seen. With a release this Christmas, we haven't got long to find out.





Now?



1



2



[1] The landscapes of the game are pretty impressive, we think you'll agree. **[2]** When you talk of dark, foreboding and downright evil-looking castles, is this what you're imagining? **[3]** In the game you'll be able to pick which missions to go on.



3

Boxed Up



> As you'd expect from an RPG there's going to be plenty of planning, organising and decisions to be made during the game, as represented by what seems to be a huge amount of Status/Inventory screens. And we mean huge. Don't worry too much though, it's not as confusing as it looks, honest! Well, that's what they told us.

Mini Madness

> Mixed in with the main bulk of the game, which requires you to go around on foot, are a load of pretty cool mini-games which put you in control of various vehicles like boats and hand-gliders. Oh, and he likes to skip a lot too.



"Kao might look cute but he's tough as nuts"



NEWS

Buzz Lightyear Of Star Command

Buzz Is Back... Again

With the Dreamcast version of *Toy Story 2* barely out of its cellophane wrappings, the second incarnation of Buzz and buddies is already making its merry way to our doorstep, multi-coloured as ever. Get ready – Buzz is back and this time he means business.

Based on the soon-to-be-unveiled TV series of the same name, *Buzz Lightyear Star Commander* is a platform game much in the same vein as *Toy Story 2* only this time Buzz isn't just a toy. Oh no... this time he's the real Buzz Lightyear, space adventurer extraordinaire, galactic hero and all round good guy. He might be as thick as pig shit but he's got it where it counts. Welcome, then, to reality... hmmm.

Split over seven different worlds, each with two levels filled with puzzles, secrets and enemies, there's going to be plenty to keep Buzz and his team of Space Rangers busy. Business as usual then. Buzz will once again have a load of helpers to aid him along the way, including his girlfriend Mira, as well as a whole bunch of little green men from Mars. Don't trust them Buzz! With the same engine powering it as is used in *Toy Story 2*, it's looking every bit as good as you'd expect it to, so you'd better prepare to go to infinity and beyond (again) come November.





1

[1] Buzz gets back into the swing of things, checking his laser still works. **[2]** Here's looking at you kid!



2

"This time Buzz isn't just a toy. Oh no... this time he's the real Buzz Lightyear"



Import Charts

> Things are going a bit slowly in Japan at the moment, but sales are booming in the US! Here's how it's all panning out over the water...

Jap Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Capcom Vs SNK	Capcom	–
2	–	Dino Crisis	Capcom	–
3	–	Rune Jade	Hudson	–
4	–	Grandia 2	Game Arts	–
5	–	Giant Gram 2000	Sega	93%

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	3	NFL 2K1 Sega Sports	Sega	–
2	–	Sega GT	Sega	92%
3	–	Ultimate Fighting Championship	Crave	–
4	2	Virtua Tennis	Sega	93%
5	–	Power Stone 2	Capcom	92%

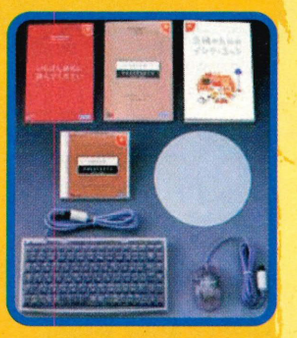
Mrs Dreamcast

NEWS Starter Kit For Housewives

> As part of its massive online push this month, Sega released the so-called 'Internet Starter Kit', containing everything you'll ever need to trawl the Internet with... like we didn't know already.

Dream(cast) Kitchen

Actually, the kit has been specially designed for bored housewives who haven't been on the Internet before. No, we're not being sexist, it's true. Part of the kit is a book called *The Internet For Housewives*, a book which was, apparently, designed with the help of women and deals with such topics as how to find new recipes, information on allergies, illnesses and other such womanly matters. Well, the lengths Sega will go to to sell a few more Dreamcasts...



"Now even bored housewives are using Sega's überconsole"



news Jap

Konnichiwa! Tomomi Yu has been nosing around to find out the latest news from the land that likes a bit of fresh fish!

NEWS Dream Designs

New Peripherals From Sega



Not wanting anyone to think that its off-white box of wonders is a little dull, Sega has now decided to release a whole bunch of new 'designer' peripherals.



My That's Pretty

Having released sets of coloured peripherals a few months ago, Sega has now gone one stage further and injected a whole new load of style into the console. You can choose from controllers that come in metallic silver, marble, leopard skin and wood panelling. Hmmm... You can also get VMs in the same style, as well as the slightly more tasteful plain black, pearl white, pearl blue and pearl pink. The catch? You can only get them in Japan by ordering them through the Dreamcast Direct Online sales service using Dreamcast Point Bank points. D'oh!

"No one can complain that the Dreamcast lacks character now"

Big Brother's Watching

DreamEye Finally Released

> After what seems like numerous delays, Sega's DreamEye finally went on sale in Japan this month and was quickly snapped up by Japanese gamers eager to test it out.

Poke In The Eye

The dinky little digital camera was meant to go on sale in June but was delayed so that a number of improvements could be made to it, not least so that it could deliver a higher quality experience. The DreamEye allows users to talk to and see each other while playing online, as well as being used as a digital camera and for email. Pretty cool, huh? However, no European release date has been confirmed yet, although rumours suggest that it might make it in time for Christmas. We live in hope.

NEWS



What's In The Box

> For your 14,800 Yen this is exactly what you get...

- DreamEye unit
- DreamEye mic device set
- Connection cable
- Visual Park Software
- 2 AAA batteries
- A 'Seal' of some sort

"The DreamEye makes the Dreamcast the ultimate interactive device"

No SWWS 2K1 For US

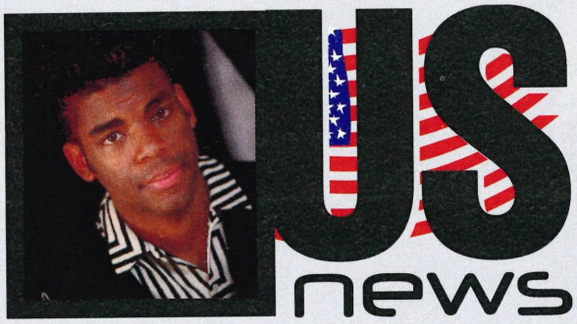
In a recent statement Sega announced that Silicon Dreams' forthcoming football title, *SWWS 2K1*, will not be released in America. Why? Because no US publisher is willing to take on a soccer title as a product, even though there is the option to play as women. Fools.

Maracas Shortage

With the release of *Samba De Amigo* only a matter of days away in America, gamers are going to have to go without maracas for a while. According to importer NCS only 10,000 maracas will be available, compare to 30,000 copies of the game.

Red Dog Goes To US

Although European gamers have been enjoying the fruits of Argonaut's one and only Dreamcast title, *Red Dog*, for a while now, a US release has been evading it – until now. With Sega having dropped the tank-based shooter due to some dodgy reviews earlier in the year, Crave has now picked up the game.



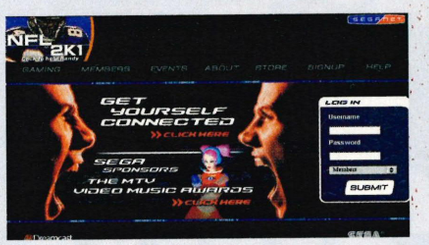
Want to know what gives stateside? Dan Francisco is our covert newshound who relentlessly seeks out news.

Caught In The Net

NEWS Sega.Net Launched In Advertising Blitz

If you thought that Sega Europe had a pretty busy month with its Premiere Event then you should see what Sega Of America has been up to with the launch of the online Sega.Net service.

Oh yes, it all kicked off this month as Sega.Net was launched amid a blaze of advertising, marketing, events and parties. Apart from the rather cool print adverts that you can see here, three TV commercials were also running in tandem with the MTV Video Music Awards which were presented by sassy *Space Channel 5* babe Ulala. Titled 'Civil War', 'Packer Pack' and 'Crushcrew & Rudd' the adverts highlight the joys of online play... as if we didn't know already. If you want to see what you're missing out on head over to www.sega.net where you can download them in all their glory.

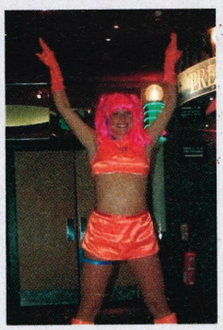


"With this new service Sega is taking console gaming to a higher plain"

Party Time

Ulala's been a pretty busy girl too, because as well as her appearance at the MTV Video Music Awards she hosted a couple of launch parties at Studio 54 in New York and Club NV in San Francisco, where the online line-up was being shown off to the public.

Talking about the launch of the service, Head Technology Officer of Sega.com Lynn MacConnell said, "We have created a high-speed network that delivers the highest quality gaming experience with low latency... With awesome games like *NFL2K1* available, friends old and new can battle each other online." And who are we to argue with that, hey?



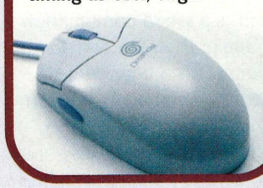
Site For Sore Eyes

You don't need to be on your Dreamcast to access the Sega.Net Web site because it's not just a Dreamcast service – PC gamers can use it too, so get on over there. It has all the information you need about online gaming, coverage of Sega events as well as a shop to get all the latest Dreamcast games. Cool.



Micey Micey

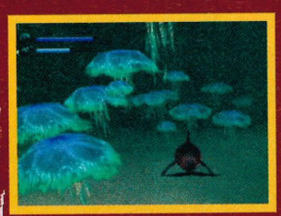
To coincide with the launch of the Sega.Net service, Sega has also released the much vaunted Dreamcast mouse, a larger version of the Japanese one. Just in time for the likes of *Quake III* and *Half Life* then. Impeccable timing as ever, Sega.

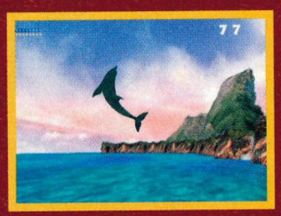


Swimming With The Dolphins

NEWS Sega To Ecco Base

As part of the promotion for the release of *Ecco The Dolphin: Defender Of The Future* last month Sega of America launched a rather cool competition via local radio. The competition, which was broadcast over 15 radio stations including WBCN Boston, KROQ Los Angeles, WKTU New York and WWZZ Washington DC, required listeners to perform their best imitation of a dolphin. Those crazy Americans! The prize? Only a trip down to the Florida Keys to actually go swimming with the dolphins and copies of the game. Now you can't complain about that...





competition

It's Not A Crime To Win

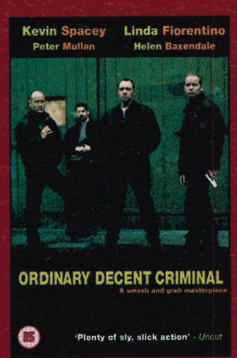
With the simultaneous release of *Ordinary Decent Criminal* on DVD and video this month we've teamed up with Warner Home Video to give you the chance of winning five copies of this great film on DVD and video. Some might say it's a criminal giveaway, but we're just nice like that. So to stand a chance of winning, answer the following question:

Ordinary Decent Criminal DVDs And Videos Up For Grabs

In which Brian Singer movie did Kevin Spacey star as a criminal mastermind?

a) X-Men
b) Apt Pupil
c) The Usual Suspects

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 November.



It's Criminal
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 Warner Home Video 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.

forecast.

latest games previewed



Spawn

In The Demon's Hand



The assassin formerly known as Al Simmons is back and this time, he's brought some bloodthirsty friends with him for a right good scrap... the spawny git.

Even if you've never read the rather incredible comic-books, you'll probably have heard of *Spawn*... if only because it's been turned into some average videogames and a rather diabolical film as well. Still, things like that have never stopped a member of hell's army in the past so it's not surprising that the franchise has been resurrected once more in order to give us another healthy dose of guns, violence and necroplasmic action. But what's this? A game based on a comic-book character that's actually quite good? Well, knock us down with a feather if it isn't so...

Spawn: In The Demon's Hand is a weird combination of *Quake III Arena* and *Tomb Raider* – it's a blast-'em-up deathmatch-style game from a third-person perspective. Packed with more guns, swords and all sorts of other weapons than any other game like it, *Spawn* offers up a violence extravaganza like no other. It's a simple concept... kill or be killed. Anything that moves is ripe for the shootin', but you'll need to keep on your toes or you're likely to become the next victim of a gunshot sandwich instead.

Demon Hands Up

There are plenty of modes thrown in to keep players amused for a good long while. The meat of the game is the Boss Fight mode – consisting of a number of battles against increasingly tough opponents, you can team up with a CPU-controlled buddy and blast through as many of them as you can, while the story line changes depending on how well you do. Then there's the Battle Royale, where four contenders compete to see who's the king of the arena, and even a Tournament mode, in which you'll need to face off against groups of warriors hungry for your blood in order to progress up the Ranking ladder. Best of all, though, is the split-screen four-player option – considering the amount of bloodshed and death that can be dealt out, fighting against your friends has never been so much fun.



Frog Spawn

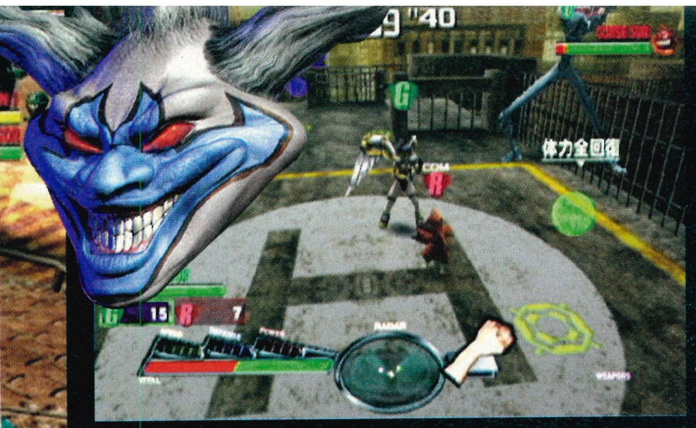
At the moment, it's still unconfirmed as to when *Spawn: In The Demon's Hand* will appear in the UK – with all the first-person shoot-'em-up games appearing on the Dreamcast over the next few months, it seems that no one knows where it might fit in. Still, we're already quite moist with anticipation of the day when more details drop through our letterbox. From what we've already played so far, we know you'll love it...

softography

previous works>

- Marvel Vs Capcom 2
- Power Stone 2

Capcom



The Gang's All Here



> Just like the Spawn comic-books, the cast-list for *Spawn: In The Demon's Head* is pretty comprehensive. You only start out with 12 characters to choose from but once you've managed to plough through the game a couple of times, you'll find more warriors, such as Overtkill, Cy-Gor and even the rather nasty Violator. If you're not the type to play through the same game over and over again though, you can always log onto Capcom's Spawn Web site and download the extra characters direct to your VM... but that's cheating.

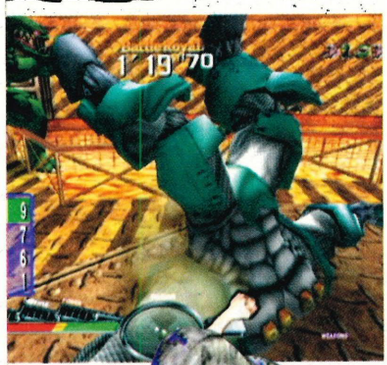
"Packed with more weapons than any game like it, Spawn offers up a violence extravaganza like no other"



1



2



[1] If you can stay alive long enough, you might be able to pick up a few handy little power-ups... **[2]** Burned to a crisp – Spawn might go up in flames, but that's never stopped him before. **[3]** Ooh, that's gonna hurt. Needless to say, you're going to take a few knocks before you win here.



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating **TBA**

Publisher	Eidos
Developer	Capcom
Players	4
% complete	70%

summing up> Mmm, we love the smell of burning necroplasm in the morning. Tasty, geezer!





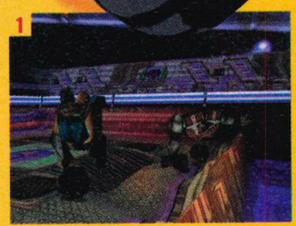
MoHo

Forget the chain, these convicts only have the balls... oo-er.

Picture the scene – it's the future and you're enslaved in an expansive prison complex. Your only means of escape is to compete in a seemingly endless set of gladiatorial contests. Oh, and you've got no legs, just a big ball (hey, where's the chain?). Novel, don't you think?

Rollerball

Already with a successful PSX release behind it, *MoHo* is the first game from developers Lost Toys and looks like it'll replicate that success in 128bit form. With 80 (count them, eight-y) contests to battle through on your way to freedom, based around seven different events, the emphasis is very much on gameplay. However, escape isn't as easy as it might first appear because apart from time constraints there's all the other inmates trying to get out, as well as 'house robots' (*Robot Wars*, anyone?) looking to stop your progress. It might all sound a little unconventional, rolling around on a ball and all, but with loads of events, gameplay and multiplayer games, *MoHo* should prove to be a barrel of laughs.

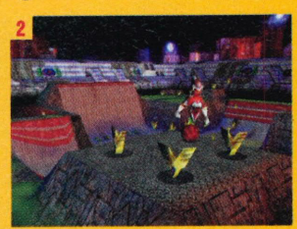


1

[1] Already the game looks far superior to the PlayStation version. **[2]** With so many games on offer, MoHo is guaranteed to keep you busy for quite a while.

"With loads of events, gameplay and multiplayer games, MoHo should prove to be a barrel of laughs"

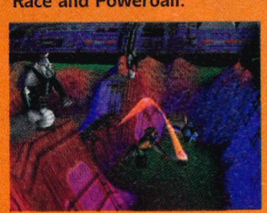




2

Let The Games Commence

> The seven games that make up the 80 events are Pursuit, King Of The Hill, Tag, Run The Gauntlet, Last Man Rolling, Race and Powerball.





coming soon to your Dreamcast

Dreamcast magazine

anticipation rating **Nov**

Publisher	Take 2 Interactive
Developer	Lost Toys
Players	4
% complete	70%

summing up> With masses of events and gameplay, *MoHo* could be another of those 'sleeper hits'.





Ducati Life

Get on yer bike! Ducati is on its way to show who's the real king of the road. Are you ready for it?

Ever wanted to know what it's like to have a throbbing engine between your thighs? If not, you'd better leave now. If so, then *Ducati World* might be just what you need to set you on the way to days cruising down the Santa Monica highway dressed in full leathers with the wind in your face and your visor acting as a fly catcher... just remember to keep your gob shut.

Easy Rider

If ever a console needed a decent motorcycle racing game chugging around its rust-filled innards then it's the Dreamcast. With only the lacklustre *Suzuki Alstare Extreme Racing* and the frankly appalling *Jeremy McGrath Supercross 2000* so far sticking up for two wheels being better than four, there's not been much competition for the likes of *Sega Rally 2* and *4Wheel Thunder*. However, all that looks like its about to change as Attention To Detail's *Ducati World* is in the pits, warming up its engine ready for battle.

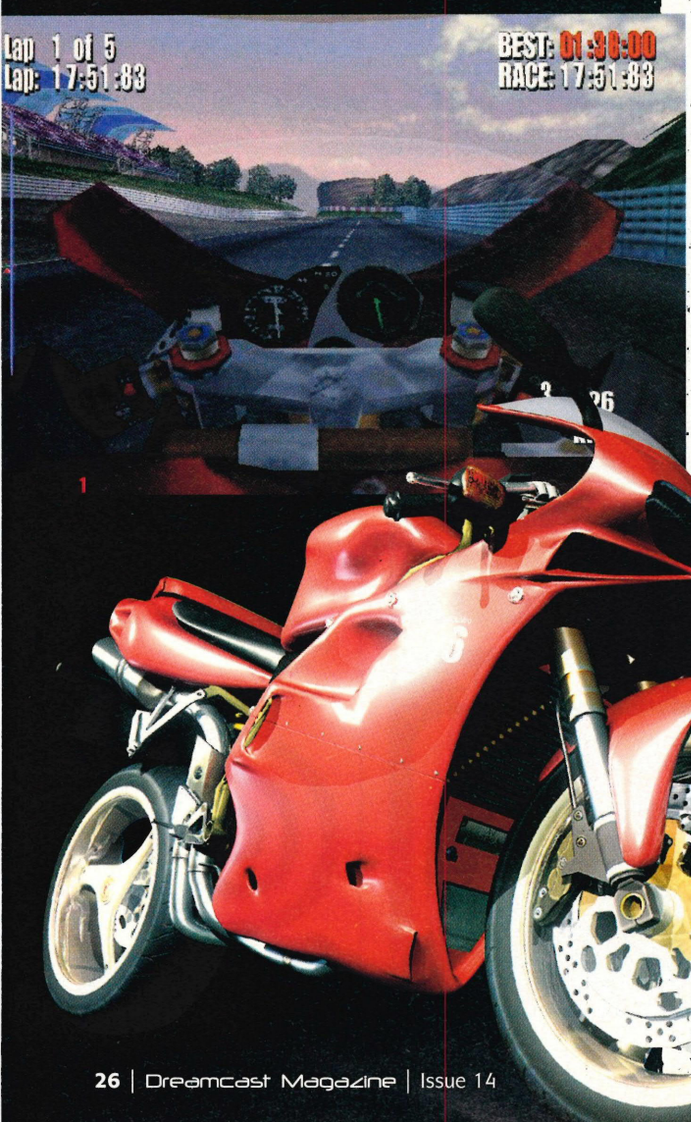
On the surface, the game might seem to be somewhat lacking, with only two modes of play, but on closer inspection you'll realise that this simply isn't the case. The Quick Race option is exactly what you'd expect it to be – an instant hit of speed and adrenaline – but the real beauty of the game lies in the championship-styled Ducati Life mode, where you'll find

softography

previous works>

- Sydney 2000
- Rollcage (PSX)

Attention To Detail

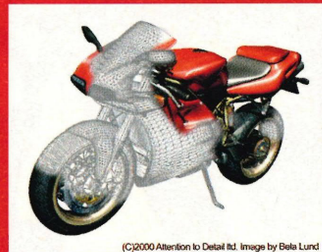




[1] Although still relatively early in development, Ducati Life is looking like it's going to be an absolute stunner. **[2]** Twisting tunnels like these mean it isn't going to be an easy ride. **[3]** With several biker views on offer you'll have no cause for complaint.

Framed For Life

> As part of the design development for the physics of the various bikes, the developers go to meticulous lengths to get it bang on. Hence all the cool concept artwork and wire frames that you'll see in the mag.



(C)2000 Attention to Detail ltd. Image by Bela Lund





"Ducati Life is more than just a racing game – it's a wholly engrossing driving experience"

all you ever wanted from a biking game. Why? Because as well as embracing all things racing, it also embraces the whole Ducati/biking culture, making this more than just a racing game.

Motorcycle Plentiness

Now if a Ducati museum, various show rooms, a garage, licences, a Ducati Shop and a number of used bike shops isn't proof enough that this is more than just a racing game – rather a wholly engrossing driving experience – then what is? Of course, the main focus is on the real business of racing... very, very fast. Speed is of the essence but before you can run you have to learn to walk, hence the inclusion of a *GT*-styled system of licences.

And if all this isn't enough to satisfy you, hopefully the 40 bikes (taken from the last 50 years) and eight twisting tracks will be. If not then you're a harder man to please than any of us. Oh, and it looks pretty fine too. Needless to say, this is one title that we've got high hopes for when it's released at the end of the year because, quite frankly, *Jeremy McGrath* has made us lose all faith in the motorcycle genre.



coming soon to your Dreamcast

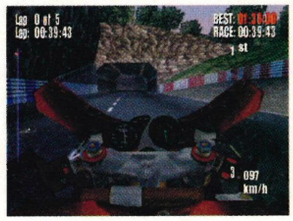
Dreamcast magazine

anticipation rating **Nov**

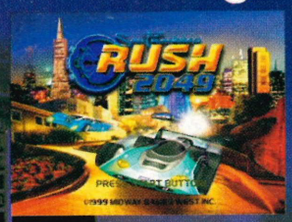
Publisher	Acclaim
Developer	Attention To Detail
Players	2
% complete	75%

summing up> With its speed, depth and history, *Ducati Life* should satisfy any bike fanatic.





competition





Rush Hour

If you have a desperate craving for speed then you need look no further than Midway's arcade-perfect *San Francisco Rush 2049*. And guess what? We've got ten copies of the game to give to some lucky readers... what are the odds. Set in a futuristic, skyscraper-filled San Francisco, the game has you rushing around the streets hell for leather as well as competing in multiplayer battles and stunt shows. Pretty darn cool, in other words.

WIN! San Francisco Rush 2049

To win a copy of the game simply design your very own car of the future, with the best ten winning the prizes.

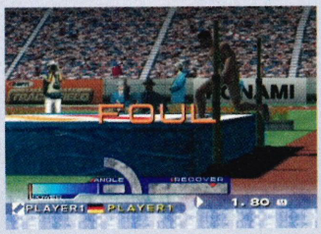
When you've designed your car send it to the following address, making sure that it gets to us no later than 1 December.

Who's In A Rush
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 Midway Games 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.

web site | www.konami.com











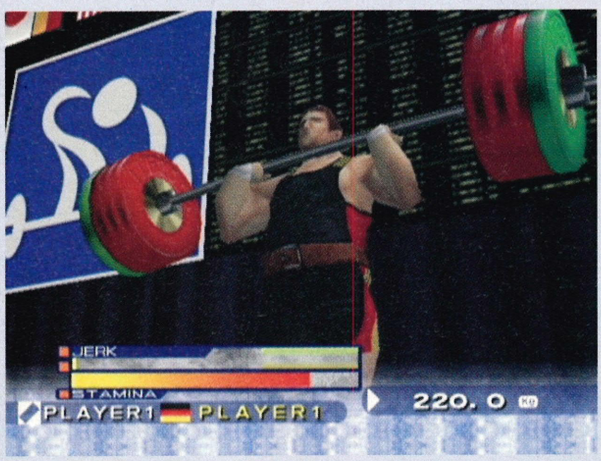


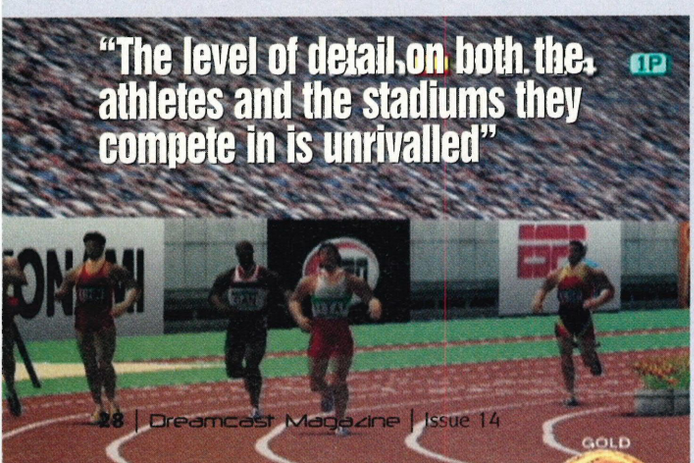


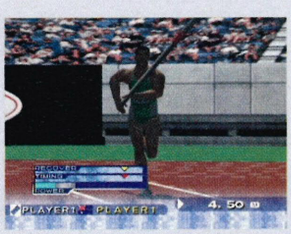
ESPN International Track and Field 2

Konami limbers up to release the ultimate sporting challenge...

Despite lacking the official Olympic licence, this multi-event athletics-fest from Konami looks set to blow Eidos' lacklustre *Sydney 2000* right out of the water. Indeed, such is the quality *of ESPN International Track and Field 2* that it looks set to rival Sega's own *Virtua Athlete 2K*. It was Konami who kick-started the button-bashing sports game genre back in 1983 with its seminal *Track and Field* coin-op, and since then it has fine-honed its mastery of the genre, culminating in this superb-looking Dreamcast instalment of the series.



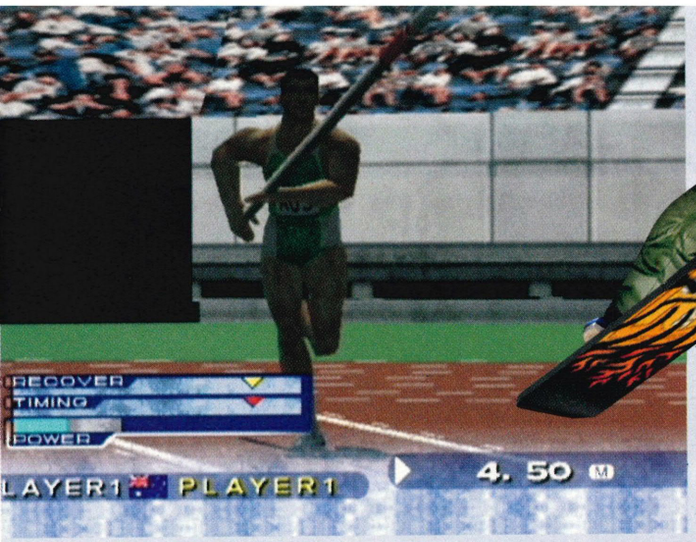




Going For Gold

The game will feature 12 gruelling Olympic events with the full line-up incorporating weight-lifting, 100m sprint, hammer toss, high bar, high jump, 110m hurdles, javelin, long jump, pole vault, triple jump, trap shooting and horse vault disciplines. A fairly comprehensive set of events, we think you'll agree. Gameplay itself will essentially revolve around the tried and tested button-hammering action that has come to epitomise this genre. With that said, certain events require more refined skills. The trap shooting, for example, requires you to aim a free-roaming cross hair over your target then blast it, whilst the horse vault requires players to build up their power gauge then input increasingly complex strings of button commands.

The action may sound simplistic, but you'll need skill and Jedi-like timing if you're going to end up on the winner's podium with a shiny gold medal dangling from your neck. In terms of game modes, the events can either be played in isolation or you can compete in full competition that takes in all twelve disciplines. The one-player mode is surprisingly enjoyable but typically, it is the multiplayer experience that brings the game to life; in this area the game excels







Sega Extreme Sports

Take to the slopes and skies in Sega's latest sports game.

softography

previous works>

> First Dreamcast game

Interloop

Some would argue that the Dreamcast is already full of games that get the adrenaline flowing quicker than the rapids of the Mississippi, but Swedish developers Innerloop would argue to the contrary. In a bid to get those juices flowing, the company thought it was about time it brought some extreme action to an extreme console... and *Sega Extreme Sports* was born unto the world.

Do Or Die

Best described as a hybrid of racing and sports games, *Sega Extreme Sports* is set across 12 expansive areas and looks to put the thrill back into gaming with some seriously extreme sports that you'll need to dispense with any fear of death for... well, maybe not. In any case, *Sega Extreme Sports* will allow you to take to the skies for a spot of speed-gliding (no fear of heights here) or to the slopes for some snow-boarding, as well as offering you cross-country action in a quad bike or on a mountain bike. Oh, and then there's the bungee jump event for those who really want to throw themselves over the edge.

Competing to be most extreme human are four ultra-hip dudes – Noel, Cath, Raga and Nina – all with their own strengths and weaknesses, so you'll all have your favourites. The competition takes place over four different modes – Championship, Single Track, Time Trial and Practice – and although it is only a two-player game there will be a number of online features, including competitions, with which to feast yourself on. If you're up for a bit of death defying action, you know where to come.

Fashion Victims

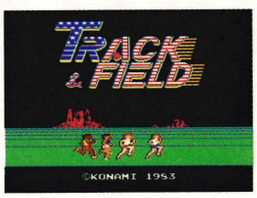
> Not only does the game have licensed vehicles and some top tunes, it also has a clothing contract with Diesel, with all four characters wearing clothes from the 55 DSL range. Posers.

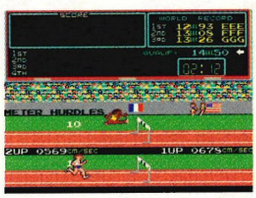


"Extreme Sports looks to put the thrill back into gaming with some seriously extreme events"

Sporting Legends

> Seventeen years ago Konami released the original *Track and Field* into arcades up and down the country. The game contained a total of six events, each of which offered a blend of skill and frantic button hammering. Whilst the game's graphics may look archaic in comparison to the Dreamcast version, its maddeningly addictive qualities remain intact. Thus, even after all this time it's still used as the blueprint for athletics-based videogames.









and competing against human opponents should provide some finger-blistering sporting action.

Spirit Of The Games

Track And Field is no slouch in the visual department either and as you can see, it looks simply gorgeous. Indeed, the level of detail on both the athletes and the stadiums they compete in is unrivalled. Little touches like marshals levelling off the sand at the end of the long jump run really bring the proceedings to life. However, what static screenshots can't convey is the astonishingly realistic animation of the athletes – they run, jump, limber up and celebrate with an unnerving level of detail and fluidity. Suffice to say we can't wait to get our hands on finished review code. Let the games begin.

[1] The athletes are stunningly realised. [2] During the weight-lifting event, your character's leg will noticeable buckle under the pressure. [3] The pole vault discipline requires a mixture of straight out power and careful timing.

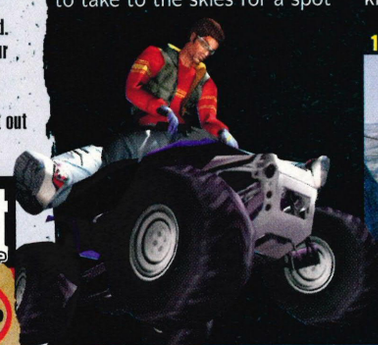
coming soon to your Dreamcast >

Dreamcast magazine

anticipation rating Sep

Publisher	Konami
Developer	In-house
Players	1-4
% complete	90%

summing up> Watch out *Virtua Athlete* and *Sydney 2000* – Konami is going for gold with this one.





[1] You don't get more extreme than hand-gliding. [2] If you're a fan of all things cool, you can't go wrong here.



coming soon to your Dreamcast >

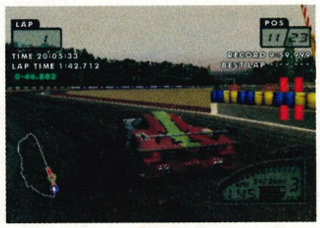
Dreamcast magazine

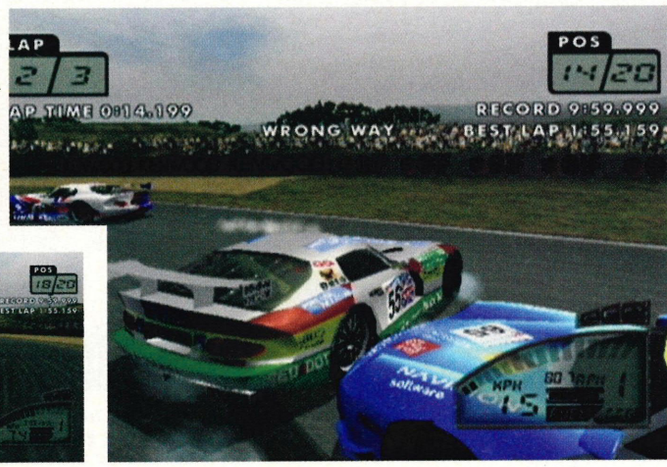
anticipation rating Oct

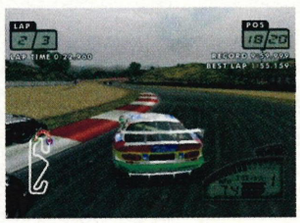
Publisher	Sega
Developer	Innerloop
Players	4
% complete	80%

summing up> If it's thrills and adrenaline rushes you're after, this game should satisfy your whims.









Le Mans 24 Hours

Can the Dreamcast support *another* racing game? Infogrames certainly seems to think so...

softography

previous works

- V-Rally 2: Expert Edition
- Wacky Races

Infogrames



The most gruelling race in the world has taken another step towards being released on the Dreamcast. Back in issue 11 we showed you the first screenshots of Infogrames' latest racer. However, when a trip to see it was cancelled we thought that maybe the undeniably stunning-looking racer was all graphics and no substance. We were wrong.

C'est Trop Cher?

With a whole glut of top racing games already pouring onto the Dreamcast it would seem that there's little room for yet more. However, it seems that Eutechnix has worked wonders to create a racing game that is significantly different from any other on the Dreamcast in the one area that it really matters. The handling.

Many of the glut of racing games opt for a rather bland and 'samey' feel to them. You can usually slap one driving game in your Dreamcast and within minutes you'll be winning races and showing off to your mates like you are the long-lost Schumacher brother cruelly abandoned at birth. Not so here. Move into the Intermediate mode with some of the driver assists turned off and you begin to realise that this is no straightforward racing game. Crank up the difficulty level a stage further and you really will have to be one of the Schumacher brothers if you want to tame this beast. Whatever skill level you are at, you'll find it all here... and then some.

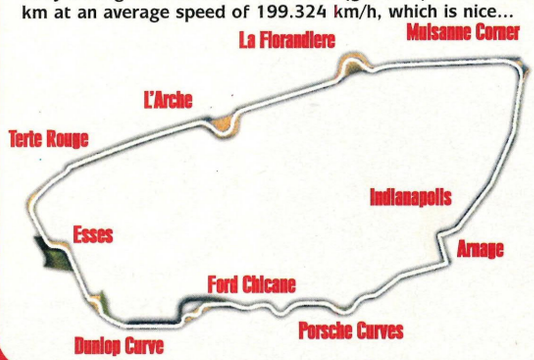
Insomniacs Only Need Apply

Though the version we played was incomplete (the saliva-inducing four-player split-screen mode has yet to be implemented) there was still a wealth of options to ensure longevity. For starters, there's ten more tracks than the title of the game suggests, which is more than enough to wear those tyres out on. Then there's the raft of cars to choose from – there's 40 in all, most of which will need to be unlocked as you progress through the game. You can even choose to race for the full 24 hours (which will unlock the final – and surely best – car of all). Just how many of you will actually have the stamina and patience to attain this feat remains to be seen...

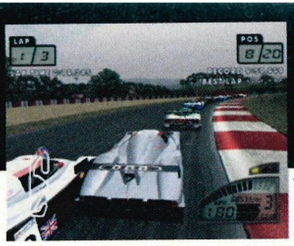
We haven't yet had time to fully explore this game's

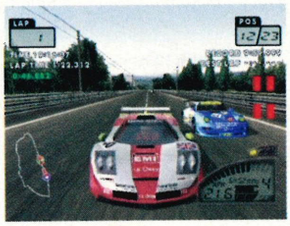
Reasons To Be Cheerful

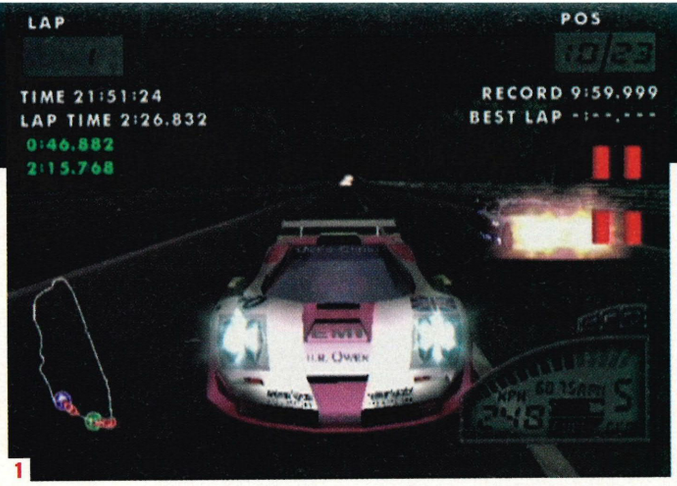
> They're a bit good, them there Le Mans racing drivers. But did you know that the first ever Le Mans in 1923 was won by André Lagache and René Leonard. In the 24 hours that they raced they travelled 2229.536 km averaging at a speed of 92.064 km/h. However, the 1998 Le Mans was won by Alan McNisch, Laurent Aiello and Stephane Cortello. They managed to cover a distance of (get this!) 4383.781 km at an average speed of 199.324 km/h, which is nice...



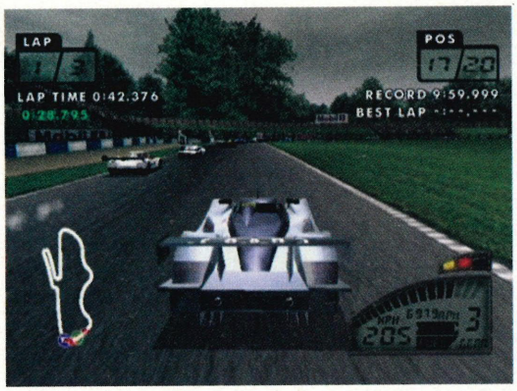




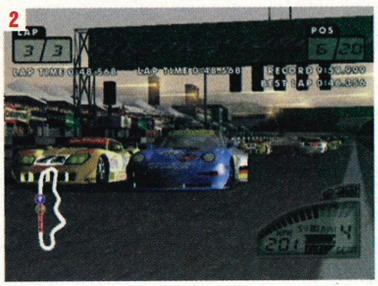




1



[1] Night driving is particularly challenging. Check out the headlight effects! [2] How many cars on-screen at one time? [3] Unlike some racing games that we could mention, the cars are not glued to the track.



2

many facets, as it arrived just in time to be squeezed into the mag. However, DREAMCAST MAGAZINE's pervading thoughts were that *Le Mans 24 Hours* could well prove to be the Dreamcast's very own *TOCA*. There'll be more on this potentially great game next month...

"Le Mans 24 Hours could well prove to be the Dreamcast's very own TOCA"



3

Reasons To Be Cheerful

> We were thoroughly impressed by the version of *Le Mans 24 Hours* that we played. Here's why:

So Much
The version that we played could quite happily support 20 cars on the race track (though you could race against even more) and it's still the fastest racing game on the Dreamcast!

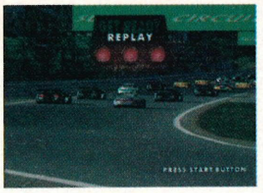
A Wet Dream
The weather effects. Of particular note was the rain. Not only did it look realistic (with blobs of rain seemingly hitting the screen) but it also affected the handling of the car somewhat realistically.

How Long?
The lighting effects. As the day turns to night (a 24 hour race can be compressed into ten minutes) the shadows cast by the cars lengthen as they would in real-life. Stunning!

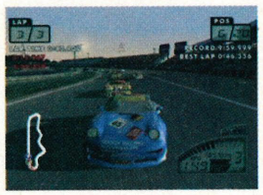
Reet Dirty
The spot effects. Dust, sparks, burning rubber and even the odd exhaust flame all add that all-important element of realism.

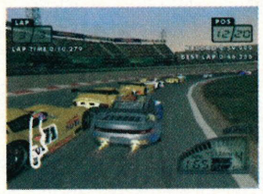
Rammed!
AI. Your opponents are racing against you. Whilst we haven't witnessed the kind of 'grudge racing' seen on *TOCA*, what we did see was your opponents trying to ram you off the track and also coming a cropper when they fail to judge a corner accurately. Nice!

Fancy A Foursome?
Four-player mode. We didn't see this in action. But if it is as smooth as the one-player even the chance of a spot of pop-up (not to be found in the one-player game) won't hamper the sheer joy of this game.















coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Infogrames
Developer	Melbourne House
Players	1-4
% complete	75%



summing up> Gorgeous, and goes like spit off a stick – what could go wrong?

competition

WIN! 20 Copies Of Hidden & Dangerous







The Battle Of Britain

With World War II epic *Hidden & Dangerous* exploding onto shelves this month we thought we'd team up with Take 2 and give you lucky readers the chance to win one of twenty copies of the game – and believe us, you want this game. Having scored a massive 92%, this stealth/shooter is perfect for anyone who fancies themselves as commander of a crack squad of troops behind enemy lines. So, what do you have to do to win a copy of the game? Easy, answer these three questions:

Q1. Who did Winston Churchill replace as Prime Minister at the start of the war?

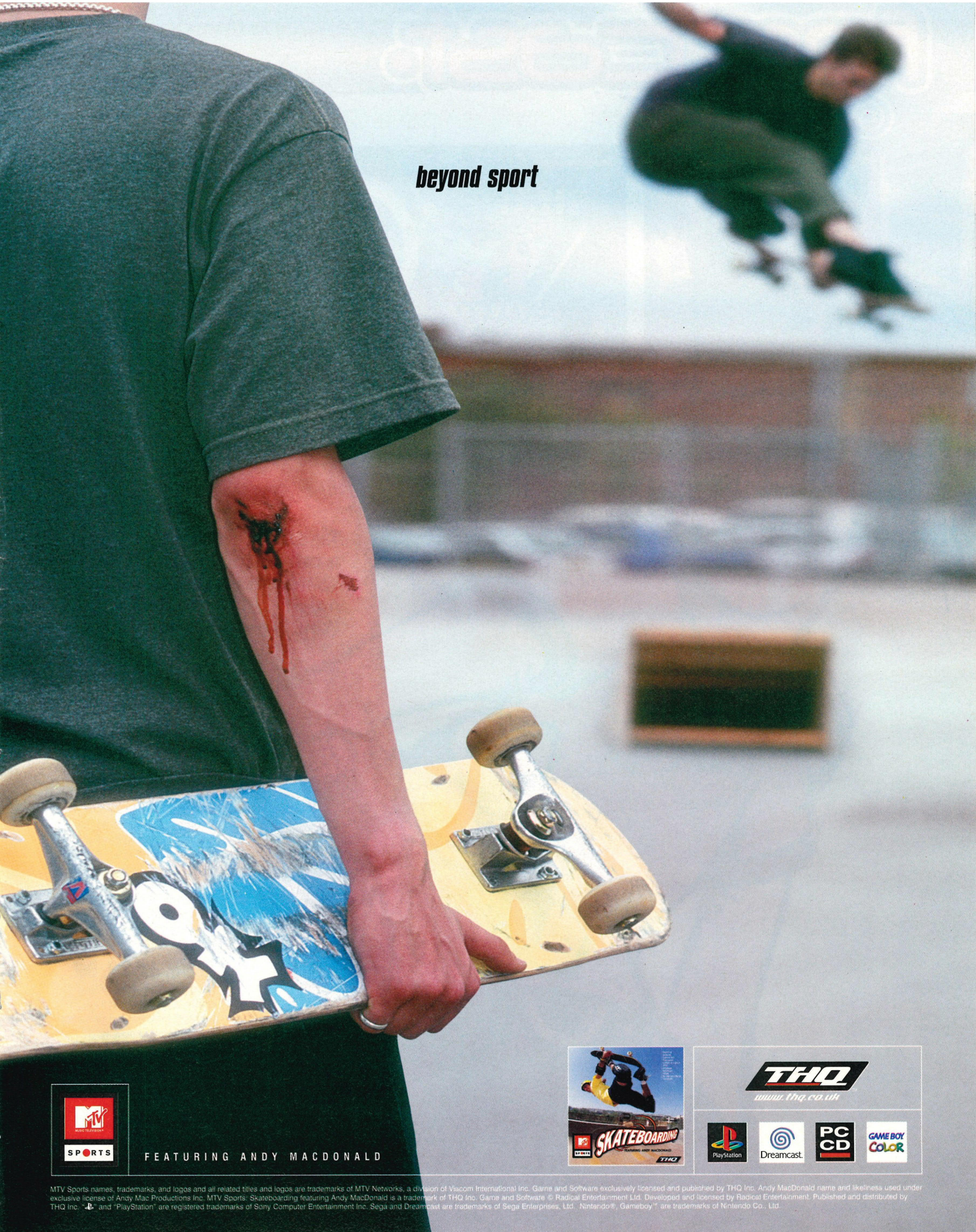
Q2. What was the name of Hitler's private secret army?

Q3. How did Hitler die?

When you think you know the answers, stick them on a postcard to the following address, making sure that they get to us no later than 1 December.

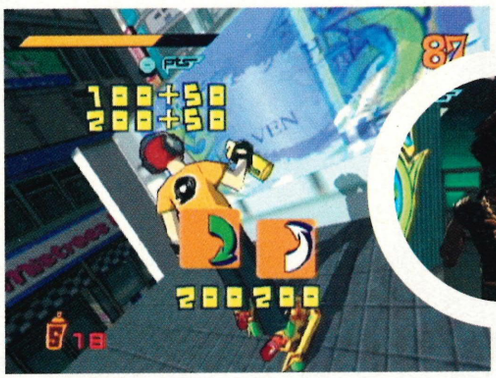
We're In The Army Now
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or its sponsors Take 2 Interactive 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.



MTV Sports names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Game and Software exclusively licensed and published by THQ Inc. Andy MacDonald name and likeliness used under exclusive license of Andy Mac Productions Inc. MTV Sports: Skateboarding featuring Andy MacDonald is a trademark of THQ Inc. Game and Software © Radical Entertainment Ltd. Developed and licensed by Radical Entertainment. Published and distributed by THQ Inc. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Sega and Dreamcast are trademarks of Sega Enterprises, Ltd. Nintendo®, Gameboy™ are trademarks of Nintendo Co., Ltd.







Jet Set R

Take a pair of in-line skates, a can of spray paint and some crazy Japanese groove music... what do you get? Why, Jet Set Radio of course!

After months of eager anticipation and frantic waiting, one of the most amazing games to appear on any console (let alone the Dreamcast) is just around the corner. *Jet Set Radio* is, according to the boffins at Sega, the very first 'street action' game and manages to combine a whole number of different styles in order to create a totally original game. Confused by all this? Well, just think of *Crazy Taxi* mixed with *Tony Hawk's Skateboarding* plus a ton of cartoon-style animated characters... if you've got that, you're on the right track.

Ready, Jet Set, Go!

Unless you've been hiding under a very large spray-painted rock for the last year, you'll already know what *Jet Set Radio* is all about. Set in the heart of Tokyoto city, you (yes, YOU) are Beat – the leader of the graffiti street gang known as the GGs... or at least, you want to be. Being a leading street graffiti artist (or ruder, if you want to use the technical term) is



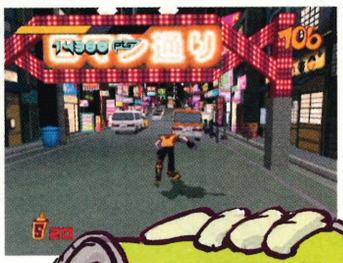
Join The Club

When the game begins, you take control of Beat, the leader of the ruder gang known as the GGs. Problem is, your gang only has one member – you. Luckily, there are plenty of people willing to join your group... but you'll have to prove to them that you're good enough on your skates before they'll fall into line. There's a wide range of gang members to recruit as you progress through the game, including Combo the boom box-carrying wide boy, Bis the cute tight-wearing babe and even a Spiderman look-a-like called Garam. Bizarre ain't the word for it...



adio







something Beat has always wanted to do, so it's up to you to help him achieve his goal. How do you do that? By skating like you've never skated before, that's how! There are three districts of Tokyoto to explore, so there's plenty of turf to claim for your own. But of course, it's not going to be that easy...

First off, the turf you so desperately want to spraypaint isn't exactly unoccupied – other gangs of rival ruders have beaten you to the punch and claimed the various territories for their own. If you want the turf, you'll need to not only spray your own 'tags' (graffiti logos in layman's terms) over the ones of the rival gangs but you'll also need to tag the rival ruders themselves! The only way to run them out of town is to chase them around their own turf and tag them until they fall over... it's a tough job, but someone's got to do it.

However, you've also got the local Tokyoto police to deal with – led by the rather rugged-looking Lieutenant Onishima (imagine Dirty Harry in cartoon form) they're out to stop ruders like you defacing their beautiful city. Ranging from the average truncheon-carrying copper to ones armed with guns, tear gas or even rocket-launching helicopters (!), you'll want to avoid these guys like the plague – if only because you'll get a severe beating from them if you don't.

Get Your Skates On

It's not all about spraypaint and gang war, though – to stay one step ahead of the cops and your rivals, you'll need to master the art of in-line skating. As we said before, if you've managed to master *Tony Hawk's Skateboarding* then the skating side of *Jet Set Radio* should be a walk in the park for you; although pulling off tricks plays quite an important role, it's been made easier than ever. Forget having to press loads of directions and buttons in order to look flash – in *Jet Set Radio*, grinding along rails and pulling off even the most difficult tricks is a piece of cake. You might think it takes some of the skill out of it but when you're trying to spray tags on a wall while grinding on a rail AND getting away from the cops... well, you'll be grateful it's that easy.

Tricks come into play not only while skating around levels trying to get that record score but also when it comes to recruiting new gang members into the GGs. Every so often, someone will appear at the window of your hideout wanting to join the gang – of course, you'll need to prove to them that you're worthy of their loyalty before they'll sign up. By completing the challenges that they set you



"Think of Crazy Taxi mixed with Tony Hawk's Skateboarding and you're on the right track!"

forecast.

latest games previewed

continued



Wanna Be In My Gang?

Of course, the GGs aren't the only gang of graffiti artists in *Jet Set Radio* – if they were, things would be pretty boring. Thankfully, there are plenty of rival gangs out to steal your turf, spray over your tags and cause you some general grief. Check out the ugly mugs on these guys...



Poison Jam

The gang known as Poison Jam love to watch Japanese monster movies when they're not causing trouble – in fact, they love them so much that they even dress like monsters. You'll find them lurking around the sunset area of Kogane.



Noise Tanks

These techno freaks live in the night-time district of Benten and have sent shockwaves through Tokyoto with their mad brand of graffiti. They also run an illegal pirate software scam in order to pay for their high-tech skating gear.



Love Shockers

'Hell hath no fury like a woman scorned'... especially a woman in the Love Shockers! Having been dumped by men, this gang of cold-hearted girls like nothing better than causing havoc in the Shibuya district. Better watch out, boys!

Golden Rhinos

No-one knows where the Golden Rhinos come from, but rumour has it that there's a higher power behind the facade of your average street gang. They're the ultimate ruders so you'd better be ready to use your skates to the max!

"There's not long to go now until the release of the game... excited?"

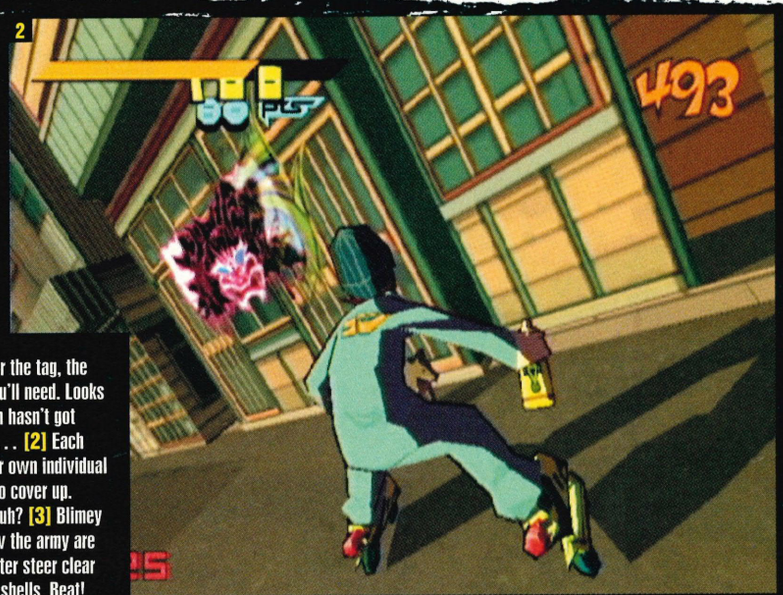
(which include performing tricks, replicating the stunts they perform and even racing around each of the levels against them) they'll become a full-blown member of the gang and you'll be able to choose them for the next spray-painting mission.

Paint The Town Red

Of course, the most important thing about graffiti is the tags themselves – being an art all about individuality, it's important to have tags that reflect the message that you want your work to give. You start the game with only a small selection of tags to choose from but as you manage to collect the various *Jet Set Radio* icons lying around each district, you can unlock more and more tags for you to spray on those walls. Still not original enough for you? Well, then it's lucky that Sega has included the Edit-A-Tag mode – by using the various tools provided, you can easily knock together any number of brightly coloured tags with whatever message you want on them. It's all so simple!

Having played the Japanese version of the game to death, we weren't surprised to learn how great the official PAL code was – with no difference in speed or detail, the addition of English text makes things even clearer for those of us that don't speak Japanese. Sega has even made the right decision of keeping all of those wacky Japanese rock tunes for you to skate along to; we're willing to lay money on people humming along to tunes like *Super Brother* before they even know it. There's not long to go now until the release of the game in late November... can you wait much longer? We can't – so make sure you come back here next issue when we'll have a full review of one of the most original and playable games of the year!







[1] The bigger the tag, the more paint you'll need. Looks to us like Gum hasn't got quite enough... [2] Each gang has their own individual tags for you to cover up. Pretty neat, huh? [3] Blimey O'Riley – now the army are after you! Better steer clear of those tank shells, Beat!

coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Sega
Developer	Smilebit
Players	1
% complete	90%

summing up> Totally new, totally original, totally brilliant! What more could you ask for?

F1 WORLD GRAND PRIX II

for Dreamcast









SYSTEM VIDEO SYSTEM

Distributed by Konami of Europe

Formula 1™

" Formula One " , "Formula 1 " , and " F1 " , " FIA formula One World Championship " , (together with their foreign translations and permutations) are trade marks of the Formula One group of companies.

An official product of the " FIA Formula One World Campionship " licensed by " Formula One Administration Limited " .

the game

Guide to Dreamcast gaming

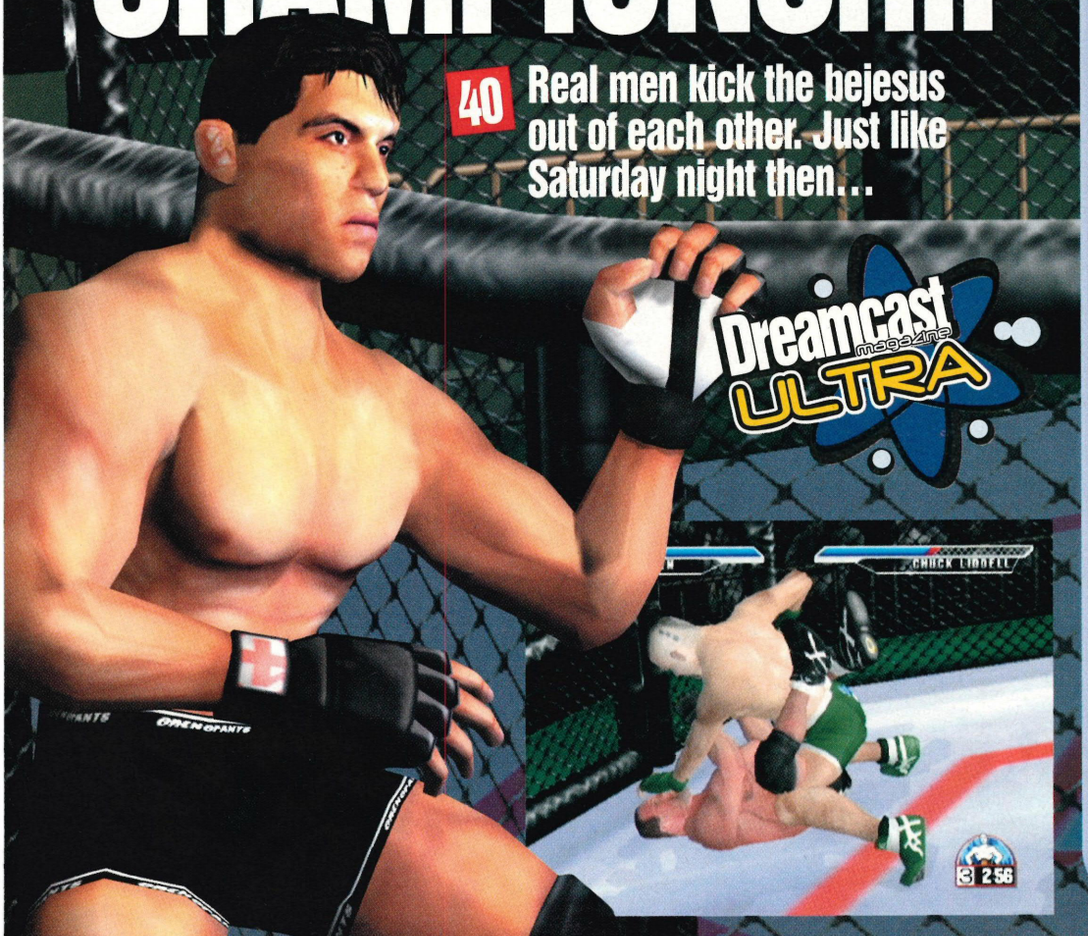




EXCLUSIVE!

ULTIMATE FIGHTING CHAMPIONSHIP

40 Real men kick the bejesus out of each other. Just like Saturday night then...



Dreamcast magazine ULTRA

UK Reviews



Space Channel 5
46 We see that lady...shakin' her ass. But can she shake a tail feather?

Ferrari 355 Challenge
50 So Ferrari so good? Dream racing on your favourite console...

Virtua Athlete 2K
54 Couch potatoes go for gold! Get ready for *even* more blisters!

Bangai-o
56 More mayhem from those crazy little Japanese people!

Jeremy McGrath Supercross 2000
58 Dirt bike action kick starts its way onto your Dreamcast.

StreetFighter III: 3rd Strike
60 If it ain't broke then keep doing it... again and again and again...

Urban Chaos
62 It's set in the city and it's certainly a bit of a mess...

Time Stalkers
64 Finally it gets a PAL release, but it's bit of an anti-climax...

MagForce Racing
66 *WipeOut* on the Dreamcast? Crashed and burned more like!

GigaWing
68 There's not a second to lose as you've got 20 minutes to shoot your load!

Railroad Tycoon
72 Reckon you can show Virgin trains how it's done? Well prove it!

Who Wants To Be A Millionaire
74 Well do you? Maybe you should phone a friend...

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.

The 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!

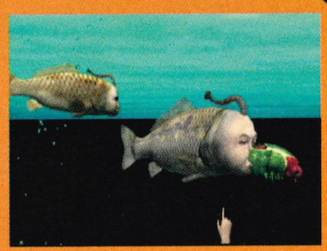
reviews Import Reviews

Capcom Vs SNK

76% They'll take on anyone, them hardnuts from Capcom!

Seaman

78% I just want you to talk to me! Be my friend. PLEASE!





Dream team

This month, we've mostly been thinking about lucky escapes...

Simon Phillips



Despite the fact that Simon trekked to the other side of the globe, they've still managed to find him... bugger!

Game of the month – Human barbecue

Martin Mathers



There's no place for Mathers to hide. Unless of course it happens to be somewhere that his mobile phone doesn't work... (SORRY!)

Game of the month – UFC

Alex Warren



In spite of the fact that he has so far managed to chat up tonnes of women, *they've* been the ones doing the escaping...

Game of the month – The Irish Jig

Nick Trent



Trentster has redefined the meaning of the expression 'a close shave'. He's also had to buy specially reinforced underwear!

Game of the month – StreetFighter III: 3rd Strike

Ultimate Fightin

essential information>

Ultimate Fighting Championship

Publisher	Crave
Developer	Anchor Inc
Origin	US
Price	£39.99
Genre	Beat-'em-up
Release	November

two players | vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

The UFC is the place to be if watching people beat each other to a bloody pulp is your bag. As Marvin Gaye once said, "Let's get it on!"...

When it comes to American sports, they all prove that the Yanks are nothing but a bunch of weak-willed donkeys. American football and ice hockey players all wear as much padding as they possibly can, basketball players cry 'Foul!' every time someone brushes up against them and even wrestling isn't entirely genuine... really, it isn't. Mind you, we can think of at least one American sport that can't be accused of being populated with pansies – the Ultimate Fighting Championship. Unless you are on reasonably good terms with them, the blokes in the UFC really aren't the types of people you'd want to meet in a dark alley... and now, the nice guys at Crave have put together a game featuring the very best of them. Ooh, we're really scared.

Featuring all the very best elements of the real-life sport (but without the self-righteous pressure groups complaining that 'things like this should be banned, you know'), *Ultimate Fighting Championship* on the Dreamcast brings ultra-realistic fighting and bone-crunching submission holds into the comfort and







g Championship

safety of your living room. With a wealth of the toughest characters ever to fight in the almighty Octagon appearing as selectable fighters, as well as a whole host of amazing punches, kicks, holds and throws chucked in for good measure, Dreamcast owners can actually experience what it's like to take part in a 'No Holds Barred' fight without even having to get up out of their armchairs. Joy!

Smack My Bitch Up

Now, before you get all boisterous and start complaining that it's impossible to transform such a free-flowing and potentially dangerous sport into a simple videogame, STOP. The fact is that *Ultimate Fighting Championship* is quite a bit different to any other beat-'em-up on the Dreamcast – forget your *Soul Calibur*s, *Marvel Vs Capcom*s and *Power Stone*s because this one is closer to real fighting than we've ever seen before. Not that we're highly experienced in real fighting of course, but it's an easy comparison to make. Rather than just being a simple 'bash the buttons until the other bloke falls over' beat-'em-up,

"Ultimate Fighting Championship brings ultra-realistic fighting into the comfort and safety of your living room"



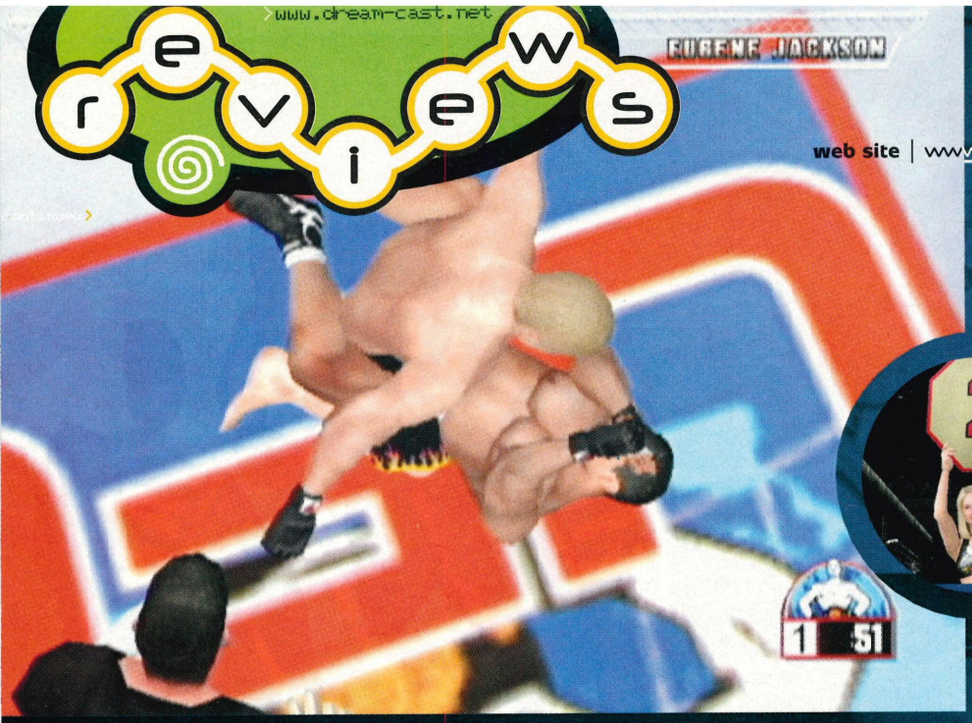




continued

EUGENE JACKSON

web site | www.cravegames.com





Don't Fancy Yours Much

As is the case with any licensed game based on a real-life sport, all 22 of the fighters available for selection in *Ultimate Fighting Championship* are the genuine article – 100% tough men of the highest calibre. All of the top brass in the UFC are here, including greats like Mark 'The Hammer' Coleman, Pedro 'The Rock' Rizzo and 'Big Daddy' Gary Goodridge, upcoming talent like Guy Mezger and Bas Rutten, as well as the current UFC Lightweight Champion Pat Miletich, Middleweight Champion Tito 'Bad Boy' Ortiz and Heavyweight Champion Kevin Randleman. Despite being among the toughest men on the face of the planet though, they've all got faces like Simon's arse on a bad day. Don't tell them we said that though...





UFC is the kind of game where blind attacking will see you tapping out in two seconds flat.

You want an intelligent fighting game? You've got it. Taking a leaf out of the book written by the *Tekken* series on the PlayStation, each button on the pad is linked to a different limb – Left Arm, Left Leg and so on. If you want to master each technique in *UFC*, you'll need to learn these controls like the back of your hand; countering the attacks that your opponent throws at you is all based on using the right limb for the right job. Storming in with your fists flying isn't recommended either, because doing that will tire your fighter out faster and bring the inevitable KO on even quicker than usual. It's not all about swinging a few punches, you know...

Mmmm, Chicken Wing

In the looks department, Crave has done an amazing job of transferring the real-life look and feel of the UFC into game form. All the fighters resemble their real-life counterparts to a tee and even the detail on the crowd and scenery is better than anything you've ever seen before. Rather than being a simple 2D fighting game drawn up in 3D, you really can go anywhere within the confines of the Octagon in order to get the better of your opponents. Run round them, pick them up and throw them against the steel cage or even jump on top of them before locking them in a bone-breaking submission hold... the possibilities really are endless.

As we said before, there are absolutely tons of moves to master for each fighter – according to Crave, the number is well over 3000... mmm, tasty. Each of the 32 fighting styles on offer (yes, you heard right – 32) has its own wealth of holds, throws and strikes, as well as a specialist area – for example, a Submission fighter is great at making people tap out... or give up, if you don't know what that means. However, this means that you might be slightly weaker in other areas such as striking or speed – you have to



awesome moment

I'm gonna knock you out... momma said knock you out. Be-atch.

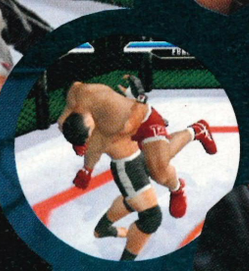


infoburst

Extra information

- The last UFC tournament (UFC XXVII – Ultimate Bad Boyz) featured such fighting talent as Pedro Rizzo, Jeremy Horn and Dan 'The Beast' Severn.
- We've got our own UMAWC in the office – Ultimate Moaning About Work Championship. Ooh, playing games is just so hard
- Simon applied for the UFC but they couldn't find a uniform to fit him... oh wait. That was KFC. Sorry.







learn your weaknesses so that you don't fall foul of them later on.

Of course, learning the strengths and weaknesses of each fighter is essential, especially if you want to have any hope of getting through the various modes of the game. To begin with, you'll want to be heading over to the UFC mode – a basic tournament with three rounds leading to an ultimate champion. Winning this is all about pacing and tactics; while you might fancy a full-on fist fight in the first round, it'll mean that you'll enter the next one with less stamina than before and therefore stand more chance of losing. Come out on top, though, and you'll win a silver belt – the standard needed to start your journey along Champion Road. Beating the 12 opponents on offer here is a task in

"There are absolutely tons of moves to master for each fighter"

3



2



[1] Each knockout is a beautiful thing to watch... especially when your opponent crashes down to the mat. **[2]** Now hold still ... this won't hurt a bit. Well, maybe a little – now scream! **[3]** You can't just punch away, you know – if you do, you'll end up flat on the canvas. **[4]** The better you get, the longer each fight will last... until you can go the full three rounds!

4



Make Your Own Martin

Being the tough lad that he is, we figured that our boy Mart was the ideal candidate to enter the Ultimate Fighting Championship... so we used the in-game Career mode to recreate him in all his muscular glory (yeah, right). Creating your own UFC fighter is easy – after choosing your look and fighting style out of the selection on offer, you get to spar against an increasingly difficult series of opponents to build up experience points. By spending these points on various attributes you can increase your stamina, punch or kick power and even learn new moves. Once you feel ready, you can then take your fighter into any other mode in the game... but don't come crying to us if you get your arse whipped. Wimp.







Continued

continued >





"Crave has done an amazing job of transferring the real-life look and feel of the UFC into the form of a videogame"

itself, but you'll need to fight like a man if you want to reach the might of Ultiman and win the coveted gold belt. Believe us, it ain't easy...

Tap Out, Shmap Out

As always though, there is the odd niggle that annoyed us while we played *UFC*. Being a realistic fighting game, this isn't the kind of thing that you can just pick up and play... not against experienced players anyway. While taking on the computer allows you to get a feel for the moves, gamers who've played before won't be so forgiving – we'll wager there'll be more than a few broken limbs and tears before bedtime. This kind of learning curve might put people off getting into the game which is a shame, because doing so is ultimately a rewarding experience. On the other end of the scale, it appears that once you've mastered the art of reversing arm locks and submissions then beating the game becomes a piece of cake. Even on the hardest settings, a true expert will be hard pushed to lose against most of the fighters the computer has to offer... but of course, we do only say 'most'.

However, we feel inclined to forgive *UFC* for these shortcomings simply because... well, because it's just such a damn fine game. For once, a fighting game has emerged that can't only be beaten by stabbing repeatedly at the buttons and hoping for the best – without using your head, reflexes and gaming skill you will, without a doubt, be totally buggered. And that is a good thing... honest. *UFC* – the thinking man's beat-'em up. Buy it today!

Martin Mathers

A Grand Old Entrance

> Are you tired of watching sportstars making boring entrances past cardboard cut-out crowds in every other sports game known to man? Well, so are we – that's why all the entrances in *UFC* really bring a smile to our faces. From the 'Tale Of The Tape' at the start to the fighters actually entering the arena, walking past realistic crowd members (yes, really) and then climbing into the ring while the TV cameras get them on tape... it's all pretty special really. It's nice to see someone actually taking such care on the small, detailed things as well as the actual game once in a while...





[1] As you'd expect, a good smack to the stomach is enough to send anyone to the mat. [2] Lying on your back with your legs in the air isn't exactly the best place to be... unless you're a hooker, that is.



2nd opinion

> Most people, including myself, will be largely ignorant of the UFC. In fact, the only media coverage this sport has had in the UK has been of the 'this is a very bad thing' variety. However, if you detach any misgivings about the real nature of such a violent sport you'll find a truly unique beat-'em-up that literally kicks seven bells out of any other fighting game. Unlike, say, *Tekken* or *Soul Calibur*, you'll find that your button-bashing skills are redundant, which is something I wholeheartedly applaud – surely we all want a fighting game that offers a real challenge? No doubt certain people will complain that it is a violent game (of course, walloping people with 6ft long swords is perfectly reasonable!?) but ignore the hype and just enjoy a supremely enjoyable fighting game.

Simon Phillips



summing up the game >

Dreamcast Magazine opinion

U.F.C.	C.R.A.P.
⊕ The most realistic fighting game to date	⊖ A bit too easy once you master it in one-player mode
⊕ More moves than a big bag of moves	⊖ Smack! Ooh! Ugh! Biff! Get the picture?
⊕ Loads of challenge, Edit-A-Fighter and more!	⊖ Anti-beat-'em-up gamers will detest it

VISUALS	93%
SOUNDS	80%
GAMEPLAY	91%
VALUE	92%

DM Rating 93%

summing up

> A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy.

alternatively >

> Dead Or Alive 2

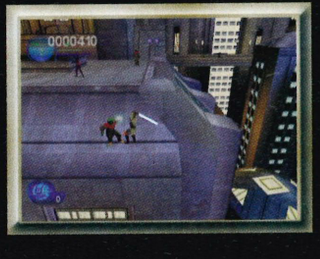
> WWF Royal Rumble

CLEAR YOUR MIND, FOCUS YOUR THOUGHTS...



AND REACH FOR YOUR LIGHTSABER.







STAR WARS™ EPISODE I JEDI POWER BATTLES™

jedipowerbattles.lucasarts.com

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorisation.
SEGA and Dreamcast are registered trademarks or trademarks of Sega Enterprises Ltd.

Dreamcast

LUCAS Arts™

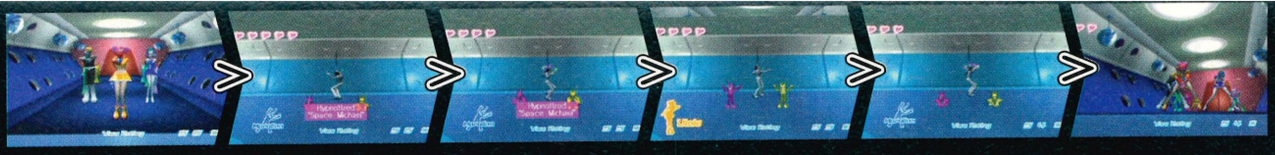
web site | www.sega.com

Space Channel 5



awesome moment

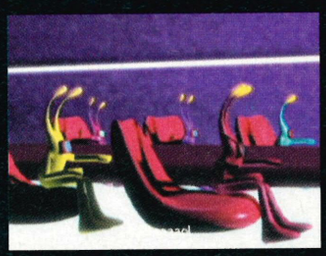
It's him! MICHAEL! We kid you not – here are the pictures to prove it.











Pop lip gloss cake shaking in a psychedelic disco of the future. Its got style, substance, sex appeal and fading icons of the Pepsi generation. And its got Ulala. Yes!

essential information

Space Channel 5

Publisher	Sega
Developer	In-house
Origin	US
Price	£39.99
Genre	Dance/rhythm
Release	6 October



one player | vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Now *that* is a sexy woman! Look at her, watch her move. That clothing is sooo tight, yet not sleazy. No, never call her sleazy. This is a woman who's confident with her body. She knows how it works and she will show you how it moves. Oh God, she's doing that crouching wiggle thing. Oh, her BODY! She looks so solid. She looks so agile, so nubile. Hang on, she looks like that chick out of Dee-Lite. No, it's Lisa Marie from *Mars Attacks*. Whatever, she looks good, but it's all academic really. You can't see her move. You're probably sitting at home, crashing out with a read on the train or (wage-stealing scum that you are) reading this in a newsagent while the streets are getting pummelled with rain. Where ever you are, you're looking at pages of bright colours and dancing girls. What the hell is going on? Well, it's all to do with Ulala... Oh God, Ulala.

My Succotash Wish

In a future so far off that high kitsch dominates the design need of an entire universe, a race of Teletubby-like aliens have taken over a space colony. They've burst in and started blasting everything without warning. But hey, it's not so bad, they seem to have switched the ammo mag marked 'Flaming Death' with one labelled 'D.I.S.C.O.'. Every colonist has been struck by these hypnotic rays and now they're feeling it in their fingers, they're feeling it in their toes and it's too late – they're card-carrying dance machines held under an alien glitter ball groove. Now, this is a story that all sentient beings have a right to hear about. This is where intrepid Space Channel 5 reporter Ulala comes in. Forget about Kate Adie and her lucky pearl earrings, push all thoughts of Kirsty Young away because with Ulala you get a whole new interpretation of the day's news. You get it through the art of dance.

"Funk dissolves into techno as you shake your cake through a retro-future that you can't help but love"

Leeloo Vs Ulala

In a tenuous game-to-film link we bring you Leeloo from that hot piece of French Sci-Fi action, *The Fifth Element*. Fans of Luc Besson's glamorous take on Sixties comic book action may notice that *Space Channel 5*'s style owes a certain debt to the Frenchman's film. Now if that's not a good enough excuse to show you a groovy picture of Milla Jovovich...



continued

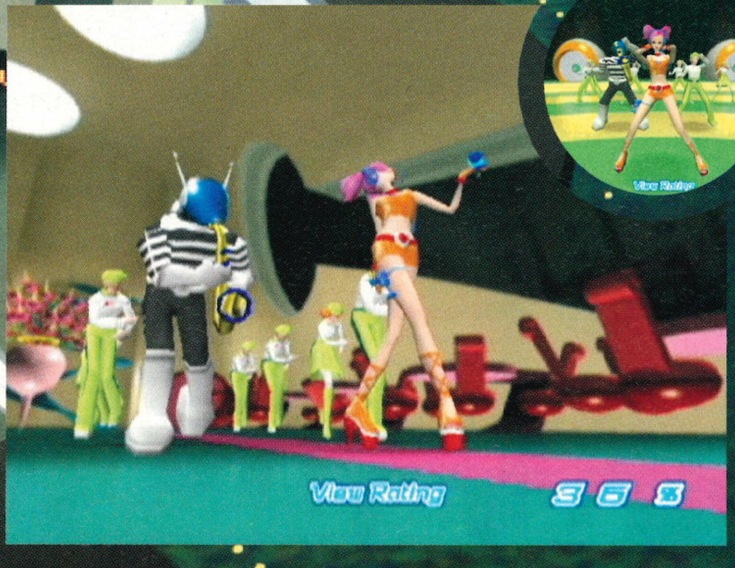


"With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance"











[1] By noting where the aliens appear, you'll know which direction to shoot in. [2] Hands up who thought Sada out of Channel Four's Big Brother was a complete headcase!

infoburst

Extra information

- Recent surveys suggest that people who don't enjoy *Space Channel 5* are prone to hysterical fits where they believe themselves to be The Rock from WWF. 'Can you smell...'
- *Space Channel 5* only requires you to have two senses to enjoy its charms. That'll be rhythm and humour then.
- Dreamcast Magazine does not condone dancing in platform shoes unless proper instruction has been given by a qualified *Space Channel 5* expert. Namely Martin.







Your Soul I Do Deeply Dig



> *Space Channel 5*'s Ulala bears less than a tiny resemblance to a certain funky chick of the early Nineties. So what better excuse to go off on another 'Lady Miss Kier is really sexy' tangent! Here's a picture of the succulent diva, late of Dee-lite fame. She's available for weddings, birthdays and bar mitzvahs.



In a world filled with games of death and destruction it's refreshing to see one that wants to make you smile rather than scream. On her quest to save colonials, Ulala meets gangs of xenomorphs. She doesn't snap necks or pull green hearts out of green torsos, though – she burns them on the dance floor and it's fantastic. Fantastic despite the fact that you're basically repeating moves shouted at you by the opposing aliens. They say "Left, left, right–right, down... chu, chu, chu!" You follow, while remembering that 'chu' is cute Japanese for 'SHOOT'. It sounds simple, and to begin with it is. Then hostages get thrown into the equation and you've got to think fast. One button to blast them to wherever, another to shoot a rescue ray. Get it wrong and the music will begin to wane, Ulala and friends will dance the dance of dismay and most importantly of all, your show's ratings will drop. If they get too low by the end of a level, you get cancelled.

Space Channel 5's weaponry must rank as the most party-friendly in history. No one really dies – when you shoot an alien they just get beamed away. Hit a hostage with the rescue ray and you get to add them to your dancing troupe. Now it's musical time. As you strut around the space station showing off more finger-pointing at-it-tude than a can of condensed Posh Spice, you're followed by a growing posse of backing dancers. These range from your basic fellow humans who are happy to play 'follow the saviour' to the infinitely cool alien musicians who add their own beats to the game's perfect funky music. The sense of pride you get from leading a gang of these lollipop disco dancers to your next dance-off is immense. You don't have to be a fan of Barbie or have Andrew Lloyd-Webber constantly blaring from your bass bins to get it, but it certainly would help the situation if you had the volume on your TV set way up past eleven.

West-Side Story

Videogames are hurtling as fast as they can towards photorealism and real-world authenticity, but *Space Channel 5* puts up a big, pink hand and says, 'Halt'. Its style is more Alessi coffee table book than it is *Bladerunner*, and this is where the game plays its biggest ace. Bass-ridden funk music dissolves into techno as you shake your cake through a retro-future that looks so good you can't fail to love it. You don't see motion-captured dancers that have been wrapped up in digital skin, you just see a performance that you can (and want) to take part in. This is not a gender-specific game where the lads moan that they'd rather play the far more macho *Samba de Amigo* than don some spandex and get on with a glossy version of 'Simon Says'. *Space Channel 5* is more than that.

At this year's Games Developers Conference, Tetsuya Mizugchi, the game's producer, stated that he had poured a message of love, peace and happiness into his project. Now, that may sound like the ramblings of a guy who's spent way, waaay too long in a sauna burning joss sticks and listening to whale music, but it's only when you play his game for a while that you understand what the hippy was on about. Maybe it's when you let the game run just so your room glows with the shine of Ulala and her followers. Maybe it's when you reach the end of level three and you haven't missed a beat. You might even find yourself humming the music while on the way to a funeral. Who cares? The elements that make up *Space Channel 5* can't be separated. The game, the funkadelic tunes, the perfection of the movement mean absolutely nothing, because at one point in the game you'll rescue the one man that ties everything together. With his unique brand of moonwalk dancing pop he's already united planet Earth under a Pepsi blanket. Now it's the universe's turn. Oh yes, you get to have Michael Jackson in your ranks. He walks, he dances and he makes those trademark 'hee heei'™ noises that have rendered his records in platinum. Space Michael dancing with the luscious Ulala in a disco at the end of the universe. How can you resist?

Will Johnston

2nd opinion

> As dancing games go, *Space Channel 5* certainly isn't in the same league as the likes of *Bust-A-Move* or *Parappa The Rappa* in regards to interaction and general gameplay. Where *Space Channel 5* really shines, though, is in its overall presentation. Sega couldn't ask for a better saleswoman than Ulala and once you get the hang of getting her moving to the groove, it actually becomes rather enjoyable to play, however infuriating it may be at times.

Alex Warren

summing up the game >

Dreamcast magazine opinion

PHATS	'N' SMALL
⊕ Ulala! Oh God...	⊖ It's tough to get the timing right
⊕ The funkiest music we've heard in a game	⊖ Gritty background FMV
⊕ Simple yet addictive fun	⊖ It's fun for one-player only

VISUALS	89%
SOUNDS	90%
GAMEPLAY	85%
VALUE	85%

DM Rating 90%

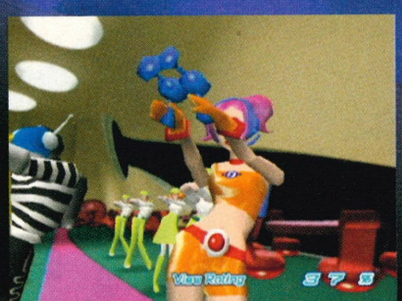
summing up

> Simple yet oh-so-sexy rhythm fun that has style, grace and a woman who likes to wear tight latex outfits. Oh Ulala, if you were real...

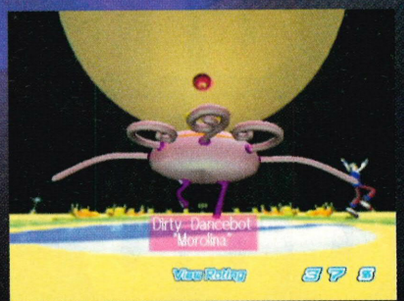
alternatively >

> **Samba De Amigo**

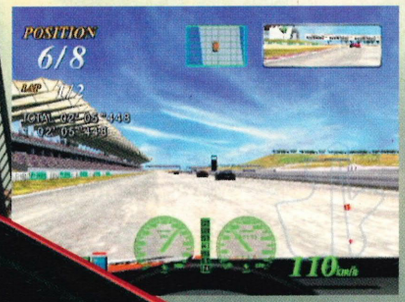
> **Pop 'n' Music 2**







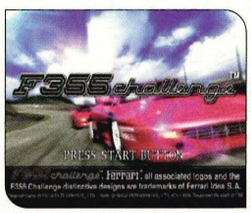
web site | www.acclaim.com





essential information>

Ferrari 355 Challenge



Publisher	Acclaim
Developer	AM2
Origin	Japan
Price	£39.99
Genre	Racing
Release	October


two players


vibration pack


race controller


modem

visual memory



VM information

Save position	Y
Logo during play	Y
Mini-game	N

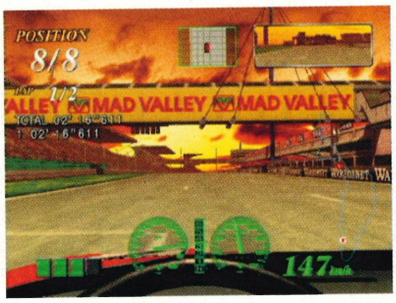
Dreamcast magazine ULTRA

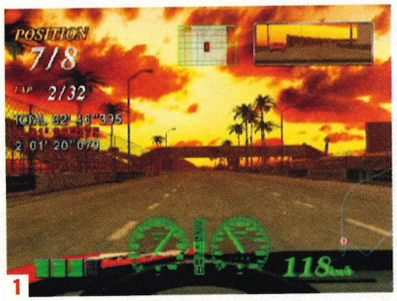
Ferrari 355 Challenge

awesome moment

When sunset hits you're going to have trouble watching the road.







1



2

It's been hyped as the most realistic and best racing game to grace any console... but is it actually any good? Don't ask stupid questions.

Let's face it, you're never going to get to drive a real Ferrari 355, let alone see one, unless you've got yourself a small fortune tucked under your mattress – so get over it. And thank God for games. Even from the days of *Pole Position* and *Out Run*, computer games have served as the best and only way for so many gamers to fulfil their dreams. It might not be the real thing but it's near enough. However, even the modern day equivalents of *Gran Turismo*, *Sega Rally 2* and *Colin McRae* fail in the end to recreate the true reality that makes driving fast cars at even faster speeds such an exhilarating and adrenaline-pumping experience. But not anymore, because the release of Yu Suzuki's *F355 Challenge* is set to blur the edges of reality more than any other game before it. In other words, it's gaming perfection.

Reality Bites

Sure, *F355 Challenge* might well have been an arcade game at its genesis but this is no arcade racer – this is simulation at its highest and most pure level. In this respect the game is more F1 than arcade with precision driving being the nature of the beast – a double edged sword for many. On the one hand it offers the ultimate driving experience that will have hardcore drivers hooked for hours as they try to master the courses, work out all the best angles to take the corners and generally get obsessed with perfection. In contrast, some might find this all a little too serious, but then that's their problem, because you're not going to find a more impressive racing game this side of the galaxy. Yes it's tough, but then where would the challenge be otherwise? In any case, for those who fail to cope with the pace, there's always the Training mode to guide you around the tracks in one piece as well as a number of 'Driver Assists' to help soften the otherwise steep learning curve.

However, the realisation of Yu Suzuki's virtual reality not only relies on authentic gameplay but the visual experience of the game which, quite frankly, is awesome. With the two combined, the end result is mind-blowing. Graphically, the game is of such an incredible standard that it takes it to an altogether different strata. Pop-up? Non-existent. Fogging? Non-existent. Clipping? Non-existent. Get the picture? All you need do is look at the breath-taking views on offer in the game, the surrounding scenery and the sleek cars to see just how photo-realistic and amazing it really is. The tracks themselves, of which there are 11, are as demanding as you'd expect, varied and exceptionally enjoyable to race, so no worries there.

infoburst

Extra information

- If you wanted to buy a real F355 it would set you back £100,000.
- If you wanted to buy the arcade cabinet it would cost you £18,000.
- Buy the game and the Ferrari Thrustmaster wheel for a near perfect ride for the bargain price of just £90.
- Yu Suzuki, the game's designer, also developed the legendary *Out Run*.



3

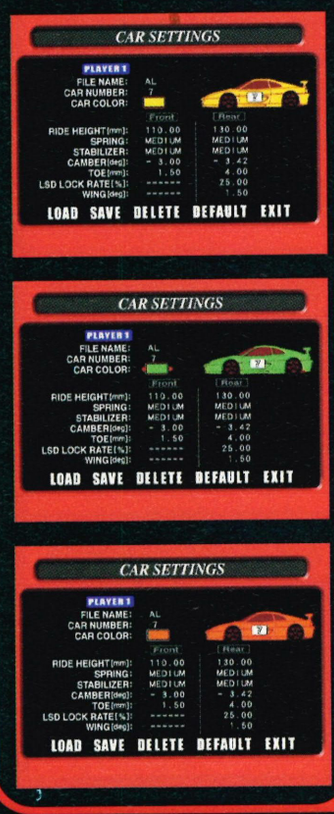
[1] The sunset skies are just one breath-taking aspect of the game. **[2]** Make sure you rev the engine up before the lights go green or you'll be left behind. **[3]** For beginners there's a Training mode to help you get to grips with the tracks. **[4]** Two players means twice the fun.



4

Skinned Alive

There's a fair amount of choices to be made about exactly how you want to personalise your Ferrari, especially in regards to the number of paint jobs on offer. In the end, you can't go wrong with the good old scarlet red.



"It might not be the real thing but it's near enough"











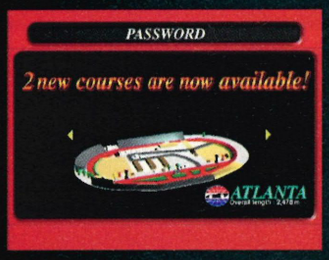
continued >





Trackside Action

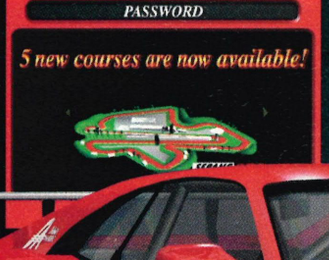
> As well as the six tracks from the arcade original there are five new tracks in the game that can be opened by winning the other. The new tracks are Atlanta, Pista Di Fiorana, Laguna-Seca Raceway, Sepang Circuit and the Nürburgring. Needless to say, they're all pretty ace.

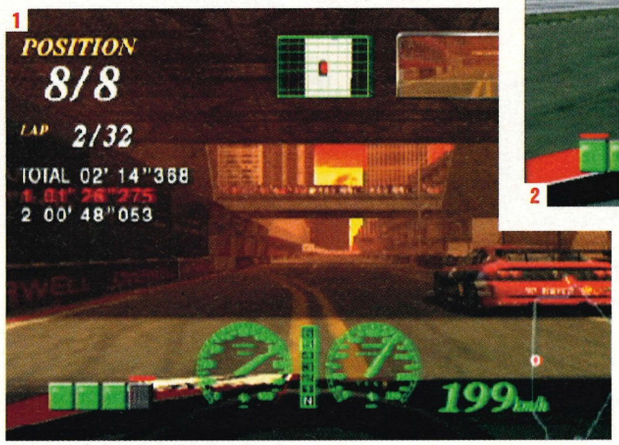


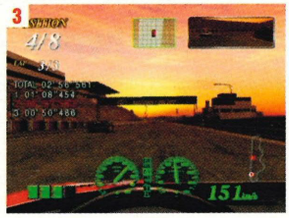












[1] The inner-city roads of the Long Beach track will test your driving abilities to the limit. [2] When you hear the engine roar you know you're in heaven. [3] It's hard to keep your eyes on the road when the views look this good.

Oh, and it's pretty speedy too, while never being over the top, running at a incredibly slick 60fps throughout. All this adds up to the grand result of the ultimate driving experience.

Horse Play

But for all the praise that can be piled onto *F355* there are some philistines out there who will find aspects of the game to gripe and groan about. The fact that there's just the one car in the game will have many racing enthusiasts jumping up and down in outrage – d'uh, it's not called *F355 Challenge* for nothing. To be fair, though, you can understand their agitation to an extent, but this discretion is far out-weighed by all the other gleaming aspects of the game. In any case, you can customise the car, choosing your preferred set-up as you tamper with the engine as well as deciding your racing colours, so technically every car is going to be different anyway... so shut your whining.

The fact that there's just the one in-car view is another reason why punters might grumble, but quite why anyone would want to drive from an external view is beyond us. After all, it *is* meant to be a simulation. That said, the game does veer from its sense of recreating reality due to the fact that there is no damage control system incorporated. This means that no matter how many times you crash you'll still be in one piece, albeit a few hundred metres down the track from everyone else. The moral of the story? Don't crash.

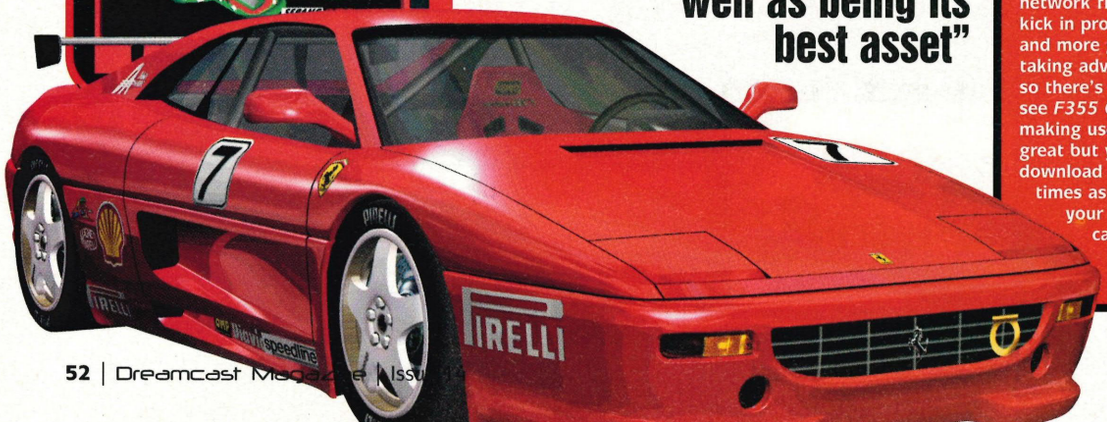
So Ferrari So Good

However the most disappointing feature of the game is the music. Or more precisely, Yu Suzuki's fascination with all things Van Halen and rock. But than if that's what gets you going when you're sat in the leather interior of a Ferrari then that's just fine. Thankfully there is the option to turn off the clichéd rock riffs, which allows you to hear the engine's purrs turn into growls, then into a roar, thus creating the perfect Ferrari experience. Heavenly.

What we have in the end, then, is a game that, though undoubtedly awesome, will ultimately only appeal to a select band of hardcore racing fans due to its attention to detail. In this respect, the game's take on reality is its worst enemy as well as being its best asset. So if you're after a quick thrash around a track or two then this probably isn't the game for you, but those prepared to spend some time with *F355* will soon benefit and reap the joys from one of the best, if not *the* best, driving games ever made. Suck on that, PS2.

Alex Warren

"The game's take on reality is its own worst enemy as well as being its best asset"



Get It On

> As the Dreamcast network finally starts to kick in properly more and more games are taking advantage of it, so there's no surprise to see *F355 Challenge* making use of it. It's not great but you can download other user's times as well as upload your own so you can see who really is the Ferrari king.

2nd Opinion

> Mmmm heaven... sorry, where was I? Brum, brum, bbbbbrrrrrrrrrrruuuuuuuum mmmm! Sorry. This game is superb in every respect, it's that simple. Were I reviewing it, *F355 Challenge* would get a higher score as there really isn't another racing game like it on any platform. *Gran Turismo* pales into insignificance beside this and if you like driving games then you simply have, and I mean have, to buy this. So go on then, what are you waiting for?

Simon Phillips

Dreamcast Magazine Opinion

summing up the game >

FERRARI	SKODA
⊕ Most amazing looking game... ever	⊖ Van Halen soundtrack will annoy you
⊕ Will keep you hooked forever	⊖ It's really, really tough
⊕ As realistic as it gets	⊖ There's only one driver view

VISUALS	96%
SOUNDS	78%
GAMEPLAY	92%
VALUE	81%

DM Rating 91%

summing up

> Have no doubt, this is the ultimate driving experience. Savour it and cherish it 'cos you don't get any better than this.

alternatively >

> F1 World GP 2

> Sega GT

URBAN CHAOS™

"Combining incredible looks with an impressive logical adventure styling and plenty of face-slapping, head crushing action, Urban Chaos certainly looks like a winner"

DREAMCAST MAGAZINE







Urban Chaos throws you into the heart of a modern urban jungle at the turn of the millennium. To succeed you'll need a lethal combination of stealth, physical agility and martial art skills as you interact with the city around you. Complete freedom to explore every area is granted and this freedom extends to gameplay - the future is in your hands as you are drawn into an underlying plot featuring a mysterious cult, who are intent on evil at this unpredictable and potentially menacing millennium period.

Dreamcast

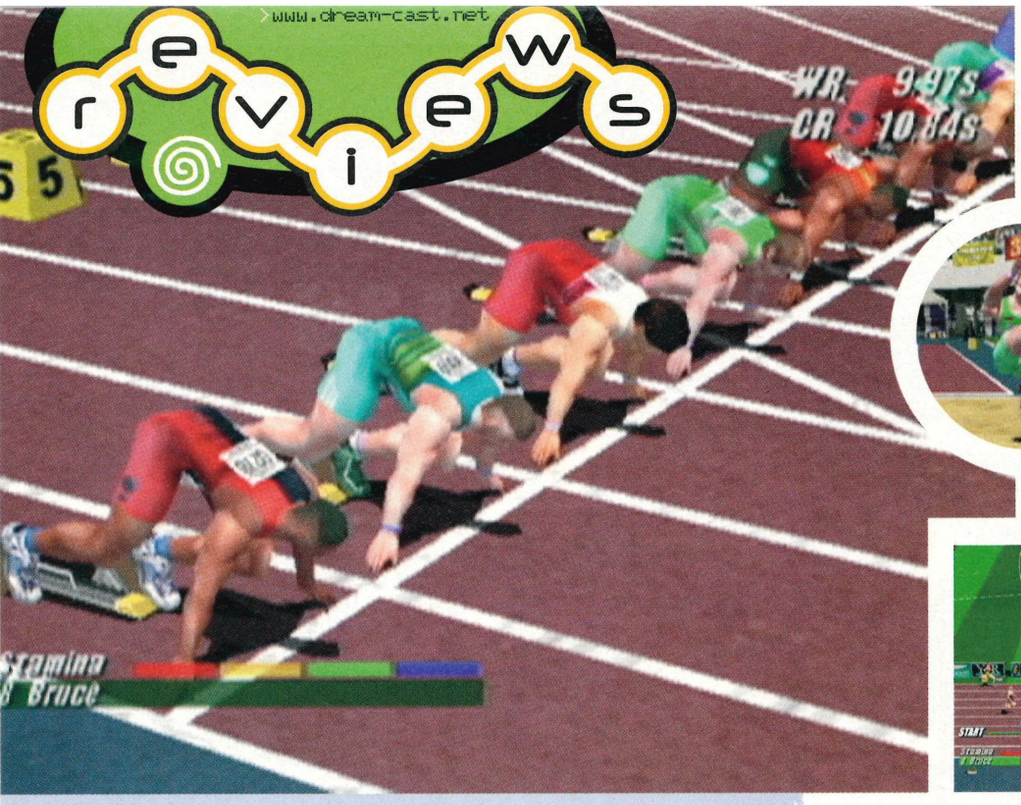
Mucky Foot Productions

RELEASE 29th SEPTEMBER

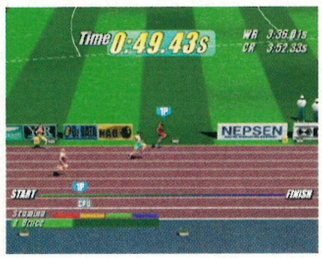
EIDOS INTERACTIVE

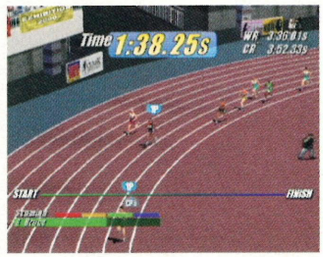
www.eidos.com

Urban Chaos ™ © Mucky Foot Productions Ltd. 2000. Published under license by Eidos Interactive ™ Ltd. Urban Chaos is a Trademark of Mucky Foot Productions Ltd. All rights reserved. SEGA and Dreamcast are registered trademarks or trademarks of Sega Enterprises, Ltd.

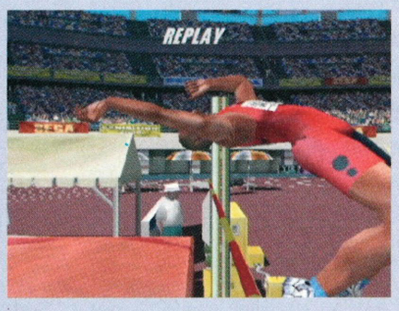








Virtua Athlete 2K

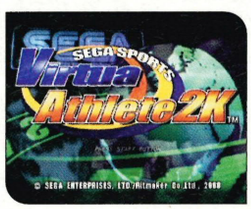






essential information>

Virtua Athlete



Publisher	Sega
Developer	Hitmaker
Origin	Japan
Price	£39.99
Genre	Sports
Release	Out Now



four players



vibration pack



modem



arcade stick

visual memory



VM information

Save position	Y
Logo during play	Y
Mini-game	N

You can download other record scores from the Internet and then use the Guest feature to compete against them in your own copy of the game.

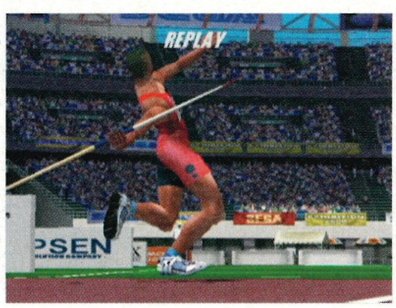
Going for... gold! The latest title in line to try for 'Best Athletic Game' is here – sadly, it doesn't quite make it into first place...

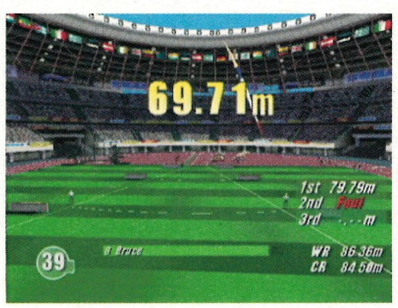
You know, it's always the way – no sooner does a big sporting event creep up on us than a whole plethora of related games begin crawling out of the woodwork. It always happens with the advent of the football season, it nearly happened with Wimbledon (well, *Virtua Tennis* only missed it by three months) and now that the Olympics are here, it's happening again. First there was *Sydney 2000* and now there's *Virtua Athlete 2K*. Honestly, it's all so predictable darling...

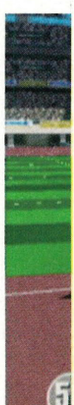
Taking its cues directly from Sega's previous athletic outings (*Athlete Kings* and *Winter Heat*, both of which appeared on the Saturn), *Virtua Athlete 2K* brings us once more into the arena of the world-class athlete and gives you the chance to compete in a wide range of events from the comfort of your own living room. That's not to say it won't be strenuous work though – being an athletic sports game, you'd be a fool not to think that a large amount of button-bashing and finger-bleeding is going to be involved. Yep, it's a 'track and field' game – go figure.

Having A Field Day

Sticking itself firmly in the roots of mainstay athletics, there are seven events to choose from – on the track side, you've got the 100M Sprint, 110M Hurdles and 1500M Long Distance while from the field there's the Long Jump, High Jump, Shot Putt and Javelin. You can practice any event as much as you like, go for a quick tournament to test your skills or even enter a full blown exhibition event where your records and scores are kept for later attempts. Toss in the all important four-player mode to

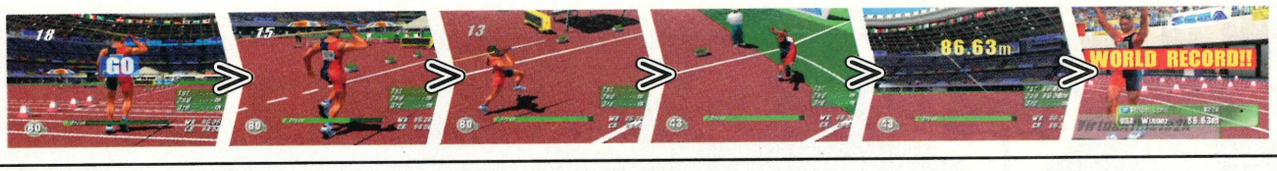






awesome moment

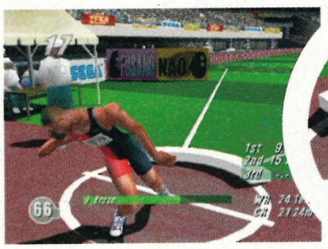
It's not too tough, but getting a world record is still something of a thrill!



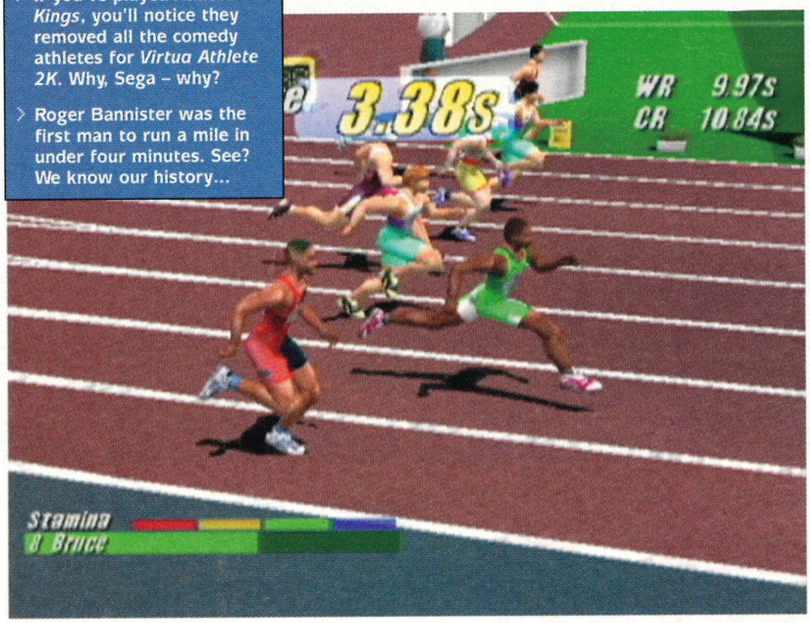
infoburst

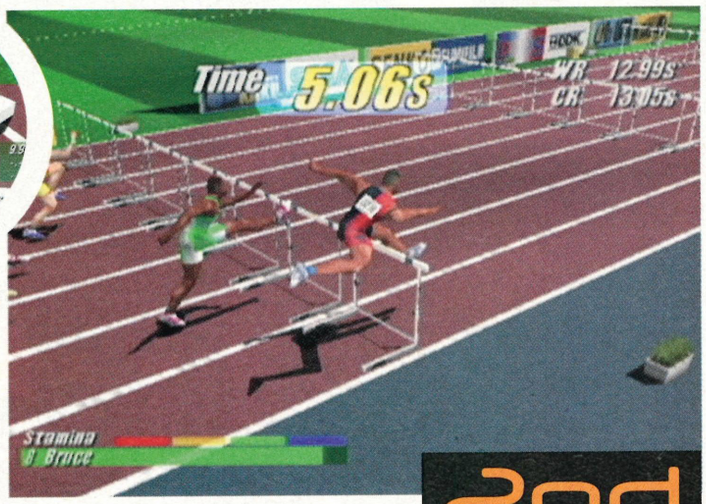
Extra information

- The people behind *Virtua Athlete 2K*, Hitmaker, used to be part of the great Sega AM group – until they all underwent stupid name changes.
- If you've played *Athlete Kings*, you'll notice they removed all the comedy athletes for *Virtua Athlete 2K*. Why, Sega – why?
- Roger Bannister was the first man to run a mile in under four minutes. See? We know our history...









[1] The Shot Putt is quite easy to get the hang of... but tricky to master, of course. [2] The 100m Dash – even we can do this one. Talk about easy! [3] Negotiating hurdles is an entirely different matter though. Tricky!

"Virtua Athlete 2K looks like an absolute cracker of a game but sadly, it's too short-lived"

keep you occupied and it all sounds even more attractive – you can go up against your mates and laugh at each other as you cock up each event in turn.

However, it's not all roses in Sega's athletic garden – we've got quite a few problems that prevent us from loving this game to bits. For starters, you've got the graphics – looks-wise, *Virtua Athlete 2K* doesn't seem to be quite as sharp as other recent Sega escapades (*Virtua Tennis* and *Virtua Striker* certainly spring to mind). However, it's still a step up from *Sydney 2000* and runs at a consistently smooth 60fps... which is nice. What isn't nice, though, is possibly the biggest fault with the game – it's far too short. With only seven events, the various Tournament modes of the game can be played through in less than ten minutes each and there's no doubt that even if you play against your friends regularly, you'll get bored in no time. Add the ridiculously bad reward for completing the game repeatedly – extra 'activities' for the Favourite Sports section of the Edit mode... who cares? – and you'll be sticking this one on the shelf to gather dust in less than a month.

On the face of it, *Virtua Athlete 2K* looks like an absolute cracker of a game – much like many of the ladies we know though, it's actually a bit of a munter up close. Okay, so it's quite a laugh and can provide a fair few enjoyable moments to go with those knackered fingers, but is it really worth a large wad of your hard-earned cash? Sadly, the answer has to be 'maybe' rather than a resounding 'yes' – it's too short-lived to win a permanent place in our hearts and that, dear friends, is true.

Martin Mathers

Here's One I Made Earlier

If you've ever fancied being an athlete yourself but have never had the energy to do it, Sega has taken a step towards making your dreams a reality... well, sort of. By including an Edit mode in the mix of the game, you can create a virtual athlete image of yourself – unfortunately, it's rather simplistic (you can only choose from a selection of faces and there are NO women... boo!) but at least it's something new compared to the usual extras that we have to endure...





2nd opinion

Having had to play through the painfully drawn-out process of *Sydney 2000*, more button bashing was the last thing on my mind. However, *Virtua Athlete* is a fantastic game to play and is in direct contrast to *Sydney 2000* in every respect. Whereas *Sydney* has loads to do accompanied by some dire gameplay, *Virtua Athlete* is great fun to play but is let down by a serious lack of events. Neither are particularly great games for different reasons but *Virtua Athlete* just about manages to dive for the line in first place.

Alex Warren

Dreamcast Magazine opinion

summing up

RECORD	BREAKER
Everyone loves button-bashing games...	Why are there so few events?
It has online features!	Edit mode is really, REALLY limited
Great multiplayer mode	Doesn't look as nice as it should do

VISUALS	84%
SOUNDS	80%
GAMEPLAY	89%
VALUE	66%

DM Rating 79%

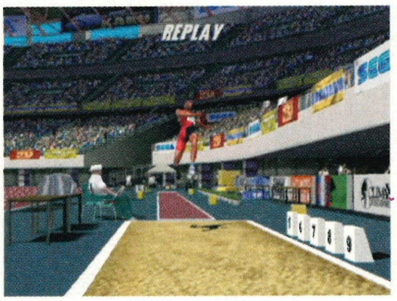
summing up

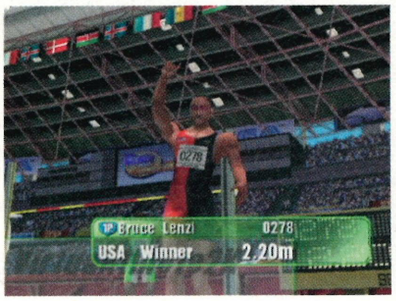
It's good, but not great – we were hoping for so much more. We like our games to last more than a few days...

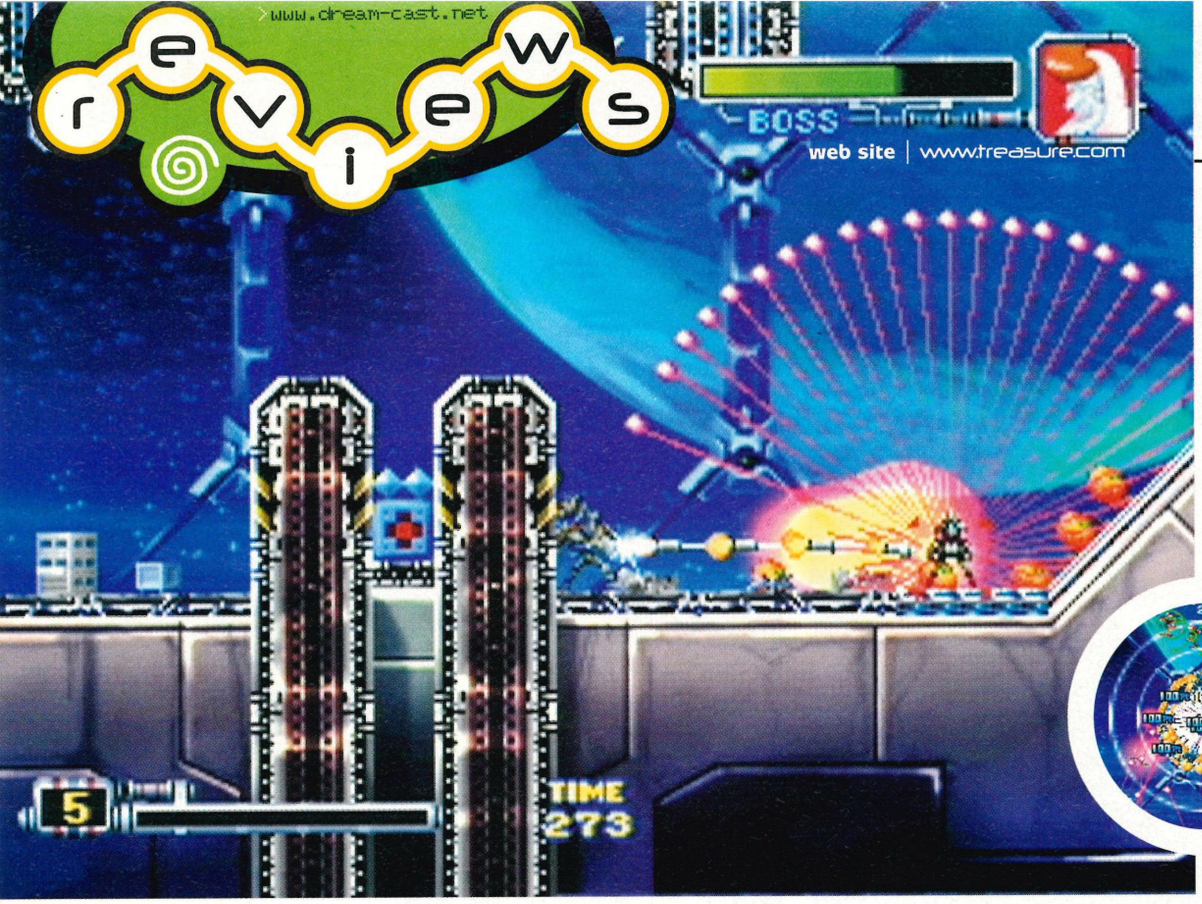
alternatively

- Sydney 2000
- ESPN International Track And Field





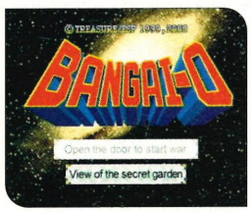






essential information

Bangai-o



Publisher	Virgin
Developer	Treasure
Origin	Japan
Price	£39.99
Genre	Shoot-'em-up
Release	Late October



one player



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Bangai-o

We've looked at the world of bizarre Japanese games before, but this one really takes the cake... and they've brought it over here. Great.

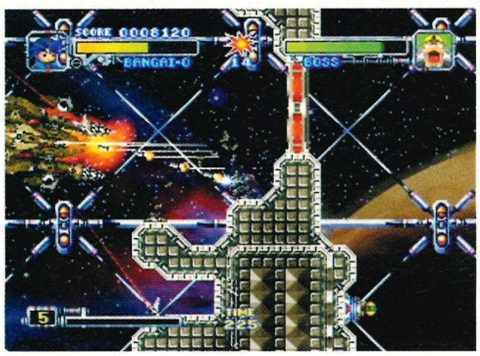
The Japanese... you've gotta love 'em. Not only do they manage to squeeze tons of people onto a very small island east of China, but they also come up with some of the most bizarre and original ideas for games that we've ever seen. Of course, that doesn't mean that all 'original' games that come out of Japan are great – some of them are so strange, they never manage to make it over to Western shores. With that thought in mind, we're at a loss as to how *Bangai-o* arrived on our desks this month; we're guessing that it stowed away in a cargo boat and escaped when no one was looking.

Originally released on the N64, *Bangai-o* is a Treasure game through and through. If you're not familiar with games created by Treasure, you've missed out – from classic titles like *Gunstar Heroes* on the MegaDrive to the slightly strange ones like *Mischief Makers* on the N64, Treasure is known for its weird, wild and whacked out ideas for games. *Bangai-o* is no different; taking control of a giant robot piloted by two small children called Ricky and Mami, you've got to fly around the various levels and blow up all the houses, enemies and anything else that looks like it can be blown up until you reach the boss... at which point, you blow him up too. Like we said – bizarre.

Crash, Bangai-o, Wallop

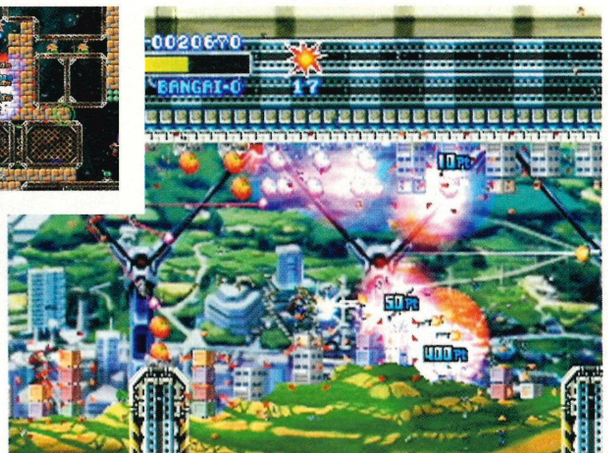
As you might have guessed, explosions are very much the order of the day in *Bangai-o* – in fact, the more the better. You've got two types of weapon that you can use; homing missiles or ricocheting laser beams. By switching between the two, as well as using the massive 'smart bomb'-style move, you'll need to cause as many explosions as possible to create massive space fruit for you to collect... no, we don't know why either. Nevertheless, the more explosions you cause, the better and bigger the fruit that appears will be. Doesn't sound that great, does it? Well, you'd be surprised – although the concept is quite basic, trying to cause more than 100 explosions at a time isn't exactly easy. It's damn satisfying when you pull it off though.

But then come the problems. For starters, the control is a real bitch– how many times have you had to use the





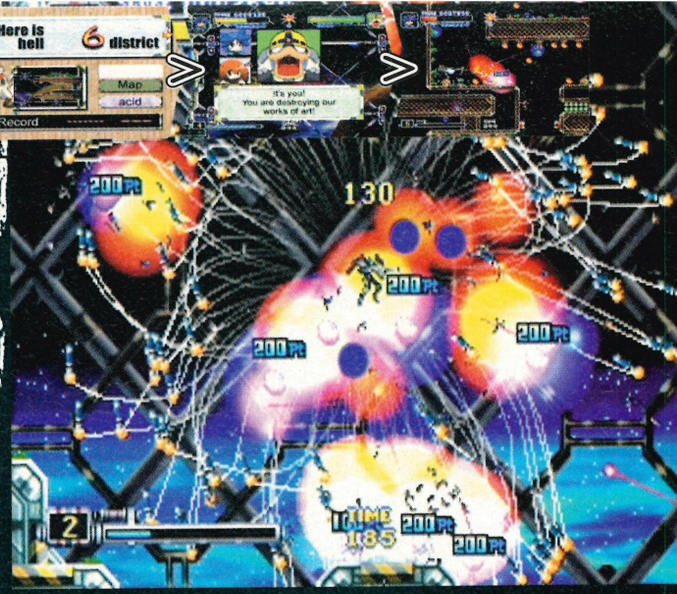




awesome moment

Here's a selection of things we really don't understand about *Bangai-o*...





2nd opinion

> Most Japanese games are a real pleasure to play and in spite of the language barriers that import games often bring, we've spent many an hour glued to some of the weirdest puzzle games ever imaginable. However, *Bangai-o*, which wasn't in the same league as *Poy Poy* or more recently *Suzuki Bakuhatsu* on the PlayStation when it was an import game, loses most of its charm now it has been converted to PAL. So what you are left with is a sub-standard game that cripples your hand and frustrates in equal measure. Steer clear.
Simon Phillips



"We'll wager you'll find this game in the second-hand bin of your local games shop by the end of the month"

Analogue Stick AND the D-pad at the same time? Virtually unplayable with the buttons, you'll wind up resorting to the most uncomfortable control method of all and either get very annoyed or Repetitive Strain Injury... whichever comes first. Also, the game looks crap – this kind of thing could have been done on the MegaDrive, let alone a Dreamcast. What's the point of having a 128bit machine if you aren't going to use it?

At the end of the day, this is the kind of game that's going to appeal to retro fanatics – it harks back to the time when gameplay was the only important thing. That's fine in this day and age, but we prefer our games to look great as well as play great; call us shallow, call us sell-outs, we don't care. When it comes down to it, we'll wager you'll find this game in the second-hand bin of your local games shop by the end of the month.
Martin Mathers







[1] The bosses you'll face aren't exactly the toughest we've ever seen in a game. [2] Mmm, giant space fruit. We did tell you that this game was weird... [3] The more buildings you destroy, the better your score.



Man In The Pub



> We've got to admit that *Bangai-o* is one of the strangest games we've ever played – a lot of it makes absolutely no sense whatsoever. Mind you, that's not the only bizarre thing to come out of Japan. We asked the Man In The Pub * about the things he didn't understand about The Land Of The Rising Sun...

Funny Writing

All them squiggly lines and pictures of houses... what's all that abaht then, eh? Takes 'em half a flippin' hour just to writes their own names! Don't understand why theys can't just talks the Queen's English like what I does.

Eating Sushi

Raw fish? Urgh! You don't wanna be eating muck like that – you need to gets some propa food dahn ya. Ya know, grub like pie, mash and some luv-ley jellied eels. Eh? What d'ya mean that's raw fish? Dahn't be stoopid, like!

Sitting On The Floor

Uh? Wot's all that abaht then, eh? Sittin' on the floor, getting dust all over 'dere cloves. Why don't they just pop dahn to World Ov Levver and pick up a nice free piece suite for a few bob? That's wot me and Shirl done... luv-ley.

* Please note: The Man In The Pub is an ignorant fool who talks out of his arse and in no way represents the views and opinions of Dreamcast Magazine.

summing up the game >

Dreamcast magazine opinion

BANGER	MASH
⊕ Fast, furious and addictive fun	⊖ Makes absolutely no sense whatsoever
⊕ More explosions than a John Woo movie	⊖ Like a SNES game... only not as good
⊕ Easy enough to pick up, but it's really tough to master	⊖ Don't like explosions? Go play with your dolls, girly

VISUALS	51%
SOUNDS	77%
GAMEPLAY	74%
VALUE	76%

DM Rating 69%

summing up

> A mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion.

alternatively >

> Gunbird 2
> Gigawings

web site | www.acclaim.com







essential information>

Jeremy McGrath Supercross 2000



Publisher	Acclaim
Developer	In-house
Origin	America
Price	£39.99
Genre	Racing
Release	Out now



two players



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Can Supercross supremo Jeremy McGrath finally prove that two wheels are better than four? Errr... don't count on it.

Jeremy McGrath Supercross 2000

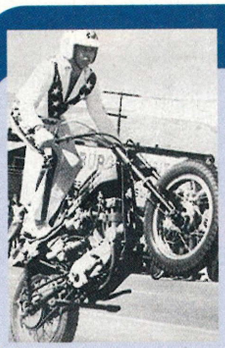
awesome moment

Breaking a few bones is about as awesome as this gets.





Bike Breakers



Evel Knievel – Undoubtedly the greatest motorcycle stunt rider of the lot and a source of inspiration for many... *and* he's still going strong.

Eddie Kid – Eddie severely injured himself in 1996 when he fell down a ravine after jumping over a speeding car. His greatest feat was jumping over the Great Wall Of China.

Barry Sheen – A motorcycle legend in his day, Barry spent the latter half of his career being held together by steel plates and bolts. He also picked up an MBE in 1978.

Well here we go again. *Jeremy McGrath Supercross 2000* is another one of those old chestnuts – you know, those games that come out before we get to review them. Quite frankly, we're getting a little sick of them but then we're not the only ones. Are the companies being crafty and getting away with it? Not really – we're still going to run it into the ground anyway.

Crossing The Line

So, if you're sat there having already been foolish enough to buy the game then you'll know exactly what we're on about when we say that this is a prime example of how not to make a videogame. It's an embarrassment not just to the Dreamcast but to videogames in general, such is its overall inadequacy. So where do we start? The near unplayable two-player mode? The shoddy graphics and frame rate or just the fact that it's no fun to play whatsoever? Hmmm... well, maybe we should start with something on the plus side.

To be fair to Acclaim there is a fair amount to the game, which is a good thing, but it's all the other aspects (which are generally the important ones) which let it down so badly. There's a massive selection of courses on offer, even if they are all virtually the same as each other, a decent selection of riders and an impressive bundle of modes of play too. As well as the standard Race and Series options there's a potentially late night-inducing Freestyle mode...were it not for the ridiculously lacklustre stunts and fatally dull track design, that is. Of course, there's always the Track Editor to relieve the pain... if you can be bothered to spend hours figuring it all out and actually creating courses that aren't the same as all the others.

It's Dirt

Visually, *Jeremy McGrath Supercross 2000* is as poor an example of the Dreamcast's capabilities as you're ever likely to see, apart from that other Acclaim gem *Spirit Of Speed 1937*. Quite how it can justify releasing games that look this bad when the likes of the graphically awesome *F355 Challenge*, *MSR* and *Sega GT* are just around the corner is beyond belief.

Just be thankful that the one-player game is at least playable, unlike the shockingly rancid two-player mode which has a frame rate slower than a granny on a zimmer-frame. The camera angles throughout the game are jerky as hell which, when combined with some equally horrendous collision detection and control, make it harder to enjoy than an episode of *Last Of The Summer Wine*... and that's saying something.

However, the most frustrating thing about the game is that it could and probably should have been a whole lot better than it actually is. The answer to this lies in the fact that it seems Acclaim has spent all the money on landing big name licences like No Fear, as well as Jeremy McGrath himself, rather than actually putting any money towards the production cost. Now learn from your mistakes Acclaim and start making some decent games for a change, rather than the rubbish you've been developing recently. Please?!

Alex Warren

"It's an embarrassment not just to the Dreamcast but to videogames in general"

2nd opinion

> Well, this just goes to prove it – with the exceptions of *F355 Challenge*, *Dead Or Alive 2* and *Fur Fighters* (all games that they bought in and didn't develop themselves) everything Acclaim has done recently has been utter arse. Is it because the people there think that Dreamcast owners don't deserve better? Maybe. This time though, make a point of not only ignoring this game but then writing a letter to Acclaim directly, asking why all the games they're developing for the DC are so crap. Please. It's the only way to end this... aside from killing everyone at Acclaim. Hey – now there's an idea...

Martin Mathers

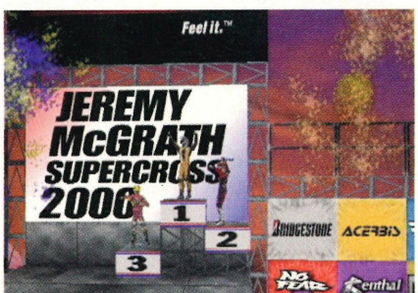




Back On Track

> If you get bored of the fairly mundane courses that the game has to offer, you can always try your hand at making your very own personalised course. Not that it's worth it as there's a very limited amount you can do with it.







[1] Don't be fooled by these screenshots as they belie a shocking game. **[2]** The tricks that you can perform in the Freestyle mode are as hideous as the graphics. **[3]** The two-player mode is the worst you'll ever see.



summing up the game >

Dreamcast Magazine opinion

SUPER	CROSS
⊕ Plenty of modes of play	⊖ It looks worse than a dog's dinner
⊕ We didn't have to pay for it	⊖ Shocking frame rate throughout
⊕ Err... umm...	⊖ No fun to play

VISUALS	23%
SOUNDS	23%
GAMEPLAY	33%
VALUE	53%

DM Rating 29%

summing up

> Don't go near this game if you want to retain your faith in the Dreamcast. Why? Because it will rot your soul.

alternatively >

> Suzuki Alstare Extreme Racing

> Ducati Life



essential information>

Streetfighter III: 3rd Strike

Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Beat-'em-up
Release	Out now


two players


vibration pack

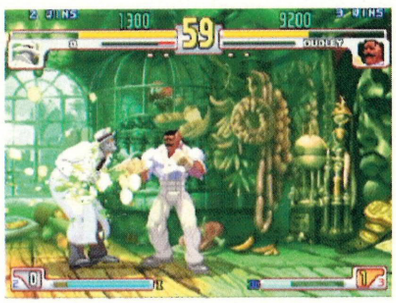

arcade stick


modem

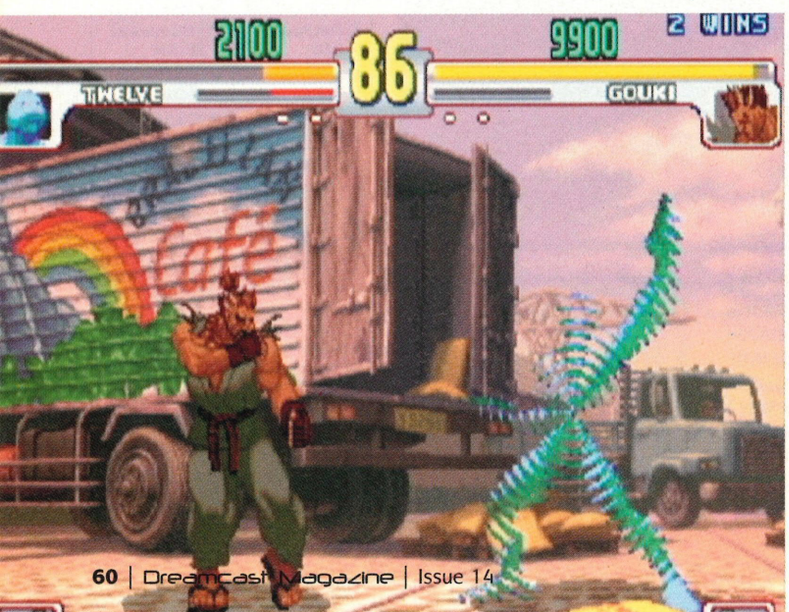

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N









StreetFighter

Oh look, it's another StreetFighter game – yes, ANOTHER one. Could it possibly be a case of three strikes and you're out for Capcom?

A long, long time ago, this jaded Games Editor can remember being one of the first people in his neighbourhood to play a revolution in fighting games. The richest bloke (and best mate) in the area had a Japanese Super Nintendo and had managed to get hold of the cartridge everyone wanted – *StreetFighter II* – on the day of release, so everyone piled over to his house to play it to death. Naturally, we were all crap at it to begin with – the Dragon Punch move eluded everyone but the more we practiced, the better we got. That day stands out as being a turning point for beat-'em-ups in the mind of every one of us...

Of course, that was a long, *long* time ago. And with the release of *StreetFighter III: 3rd Strike* comes a not-so-startling revelation – Capcom is STILL producing virtually the same game it released all those years back. Shameful, isn't it? That a company can have the nerve to pump out the same basic game with a few minor tweaks on a regular basis and expect us to buy it is verging on the ridiculous... but we do. And why is that? Because *StreetFighter* is usually quite good fun to play, that's why. And now here's another one. Damn them.

Hado-bloody-ken

As usual, you've got your line-up of instantly recognisable characters (Ryu and Ken, come on down), the seen-them-before guys from the previous *SF III* and



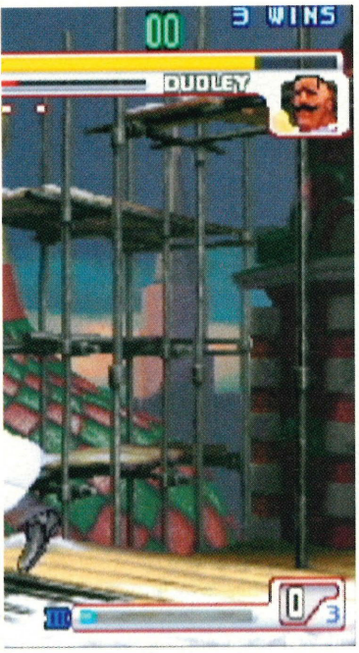




awesome moment

There's nothing like kicking the crap out of a 4WD jeep to ease your boredom.





The Best Ideas EVER – Really

> Quite clearly, the *StreetFighter* series is running out of steam. Despite constant tweaking and minor details being added, a tired beat-'em-up is still a tired beat-'em-up. Mind you, we've come up with some ideas of new directions that the series can be taken in...

Sesame StreetFighter

Popular children's TV characters beating the living daylights out of each other sounds like a great concept to us. After all, we've always wanted to see Mr Hooper and that deaf woman lay the smackdown on Big Bird's candy ass.



Quality StreetFighter

It's the same old story – there's only one Noisette Triangle left in the bottom of the box, but everyone wants it. This time, though, you get to beat Granny's false teeth in for it rather than have to give it up to the hairy-chinned old crone. Great.

Downing StreetFighter

We can imagine Tony Blair giving Billy Hague a good kicking quite easily, so putting it into a game is pure genius. Any secret characters? Of course – we'd have to go with Mo Mowlem, Dennis Thatcher and Arthur Scargill every time.

2nd opinion

> Aside from the advanced 2D graphics and animation, which – it has to be said – are very impressive, this is exactly the same game that came out in the arcades all those years back. As a stand alone game, it's very accomplished in all aspects (the *StreetFighter* series will always be one of the best examples of how a fighting game should be) but fans of Capcom are bound to get agitated with this latest addition. For the die-hard fan with cash, this is worth a look. For everyone else, you'll get a lot better value out of *Marvel Vs Capcom 2* or *StreetFighter Alpha 3*.

Chandra Nair

III: 3rd Strike

the totally new blood, such as the shape-shifting Twelve and the robotic Q. Fitting neatly into this group is the welcome return of Chun-Li, although she looks like she's been on the pies and lager since her last street fight. Oh well, at least with the lovely visuals and animation (if there's one thing the Dreamcast does well, it's lovely visuals) you can watch her ample thighs wobble from side to side...

From playing the game, we get the impression that Capcom is going all out to make *SFIII: 3rd Strike* the ultimate *StreetFighter* game. Why? Mainly because of the new System Direction mode that is included – by switching various options on or off, you can customise your own *StreetFighter* game to your specifications. No Super moves, no counters, even no blocking... it can all be done from here. It's not much to the casual beat-'em-up fan but for *StreetFighter* purists, it's everything you've ever wanted.

Other than that though, this is *StreetFighter III*... again. And even that was just *StreetFighter II*... again. To be quite honest, you won't have even had to read this review if you're planning to buy the game – you'll already be halfway down the street with a wad of cash in your hand. For the rest of us, it's a case of 'been there, done that' for the umpteenth time and even then, we thought *Marvel Vs Capcom 2* was better. But then, we didn't say that... right?

Martin Mathers

"This is just StreetFighter III... again. And even that was just StreetFighter II... again"

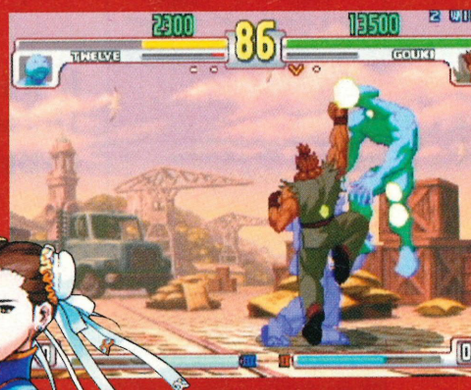
infoburst

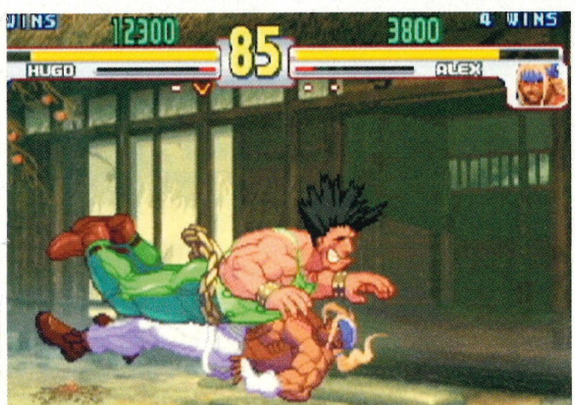
Extra information

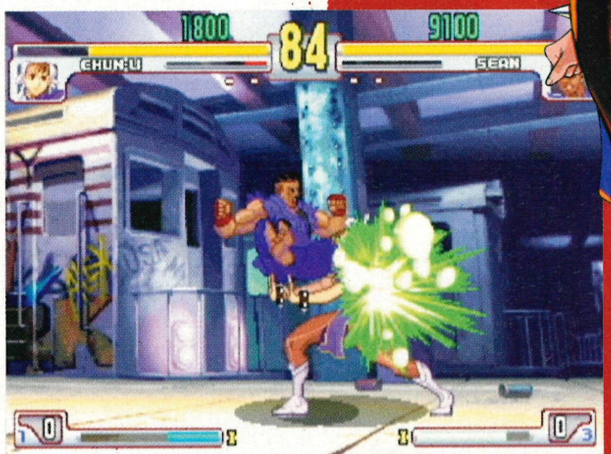
> Not including cross-over games (*Marvel Vs Capcom* and the like), this game brings the total in the *StreetFighter* series up to... more than we can count on two hands.

> Personally, we think it's totally unfair to have a boss character that can come back to life after you've beaten him to a pulp. But that's just us.

> We're also incredibly disappointed that Chun-Li has been changed from a pretty girlie into a muscle-bound man-lady. Thankfully though, we've got real girlfriends now.







summing up the game

Dreamcast magazine opinion

STREET	SHY-TER
⊕ Possibly the purest beat-'em-up out there	⊖ Originality is truly dead. Discuss
⊕ For a fighting game, it looks rather lovely	⊖ Don't like StreetFighter? Tough!
⊕ The ideal game for fans of the genre	⊖ Chun-Li needs to join Weight Watchers.

VISUALS	83%
SOUNDS	82%
GAMEPLAY	74%
VALUE	69%

DM Rating 71%

summing up

> As far as the *StreetFighter* series goes, you couldn't do much better than this. Unfortunately, that isn't saying much.

alternatively >

> Marvel Vs Capcom 2
> StreetFighter Alpha 3

web site | www.eidos.co.uk

essential information

Urban Chaos



Publisher	Eidos
Developer	Mucky Foot
Origin	UK
Price	£39.99
Genre	Action/Adventure
Release	October


one player


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

infoburst

Extra information

- New York is the leading crime city in the world, with a murder supposedly taking place every 30 seconds.
- There's a club in Bournemouth called Urban and it's full of ladies... but not much chaos. Well, there is if we're there.
- Don't get confused, this game has absolutely nothing to do with the Chaos in *Sonic Adventure*.





Urban Chaos

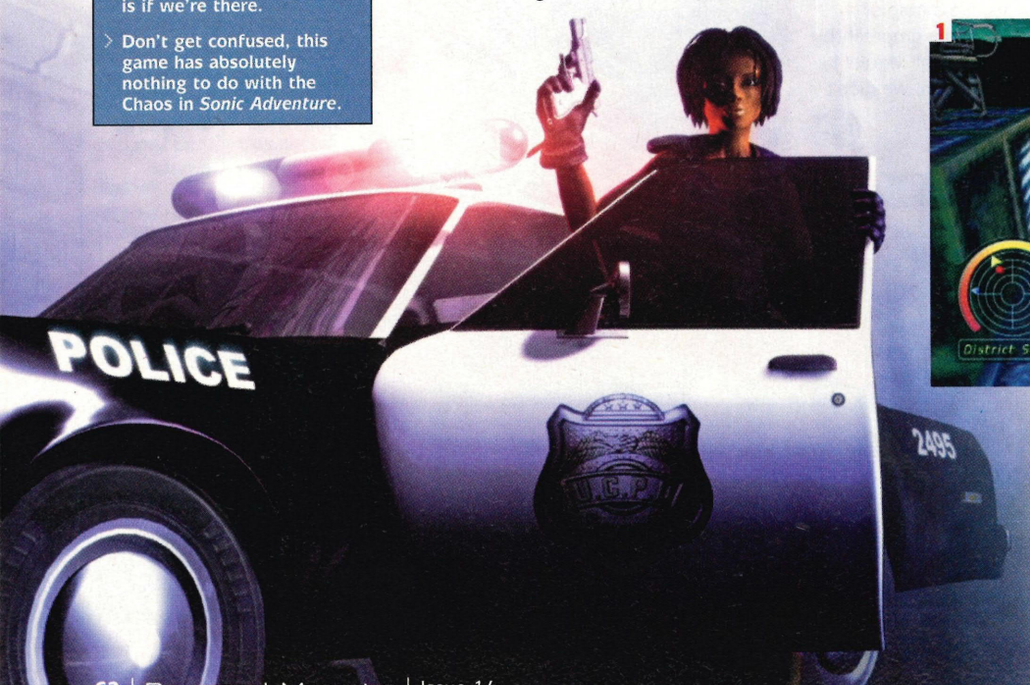
It might well be the end of the world for Union City, but is it the end of the world for Urban Chaos too? Ummm, 'fraid so...

Don't you just hate it when you've been getting all excited about a game – you've read all the previews, salivated over the screenshots and generally built it up in your mind as being the 'next big thing' – but when it comes down to the nitty gritty business it's actually a big load of smelly pants.

Why do we mention this? Because *Urban Chaos*, infuriatingly enough, falls head first straight into this category and single-handedly fails to get anywhere remotely near its potential, floundering in the water before slowing going under and sinking without trace, never to be seen again. Well, you win some, you lose some – that's life. So why is *Urban Chaos* so infuriatingly bad?

Chaos Theory

To be fair, the game does have the odd plus point, not least the concept behind it and the fact that there is plenty to keep D'arci's nights ball-bustingly busy. In a nutshell, the millennium is looming in Union City and an anarchical gang, the Wildcats, is looking to end it with a bang – the Apocalypse. In other words, trouble's brewing and you're the one that has to sort it out, so get to it. Apart from the fact that there are 33 main missions spread across the impressively large expanses of Union City, there are also several sub-missions which you can complete to help build your crime-fighting stats and experience. Needless to say, the streets are fairly crawling with Wildcats on the rampage, causing chaos wherever they walk, so you'll have to be a super-sharp-shooter and a Kung-Fu expert if you're gonna keep the situation under the control. Add some relatively mixed gameplay into this combination and things are beginning to look up... that is until you actually start playing the game.



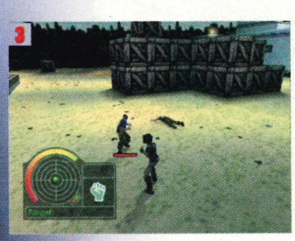
1



2



3





[1] The skyline and graphics of the game look pretty good... until you start moving, that is. **[2]** Make sure your target doesn't turn red – you'll be in for a few bullets in the head if it does. **[3]** Before you get into the meat of the game you can at least have a bit of a practice.

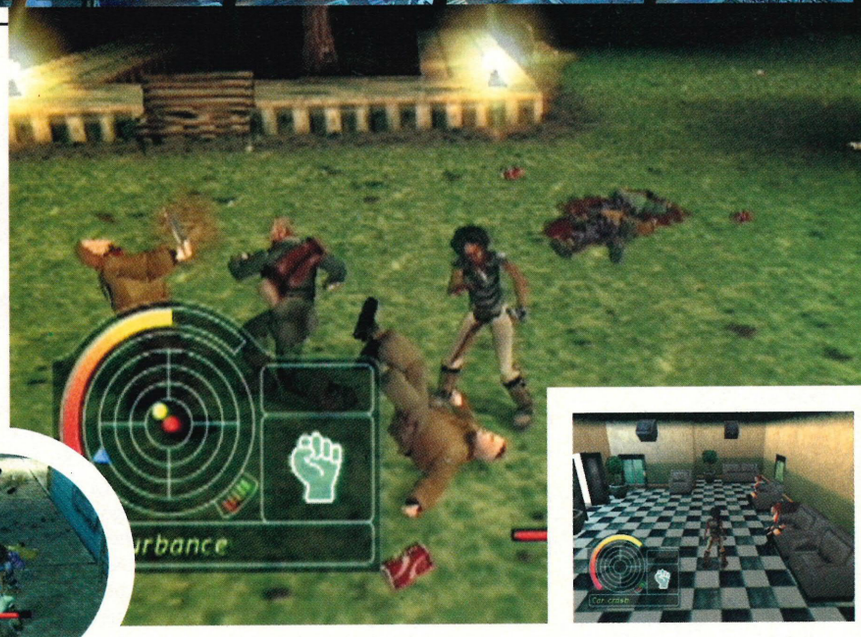
awesome moment

Hmmm... jump on the zip line and watch D'arci fly. Look at her go...









"In all honesty, there's not a lot separating this from the PlayStation version"

The first thing that you'll notice about the game when you start playing is that the graphics are pretty poor. Start moving and you'll see a shocking frame rate slowly start to chug along, not to mention some inexcusable pop-up and fogging. Sure, there's the odd bit of genuinely good light-sourcing here and there but in all honesty, there's not a lot separating this from the PlayStation version, which is something of a criminal act. But things get worse.

Urban Nightmare

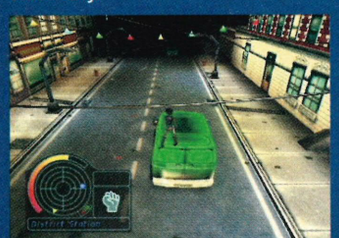
The real deep-rooted problem that makes *Urban Chaos* such an excruciating experience to play is that it is made near unplayable by one of the worst control systems you'll ever encounter. If you thought that the *Resident Evil* controls were frustrating then you ain't seen nothing yet – these are positively torturous and single-handedly send what could have been a decent game skulking around the lower echelons of the Dreamcast library. It's not too bad when you're roaming the streets looking for your next bust but as soon as you get into a fight it becomes virtually unplayable, the end result of which is a controller in several pieces on the floor – not a pretty sight. Which, coincidentally, just about sums up *Urban Chaos* to a tee. If you've got the patience you might just about be able to cope with the controls and actually enjoy the game, but for most it will prove too painful an experience. You have been warned.

Alex Warren

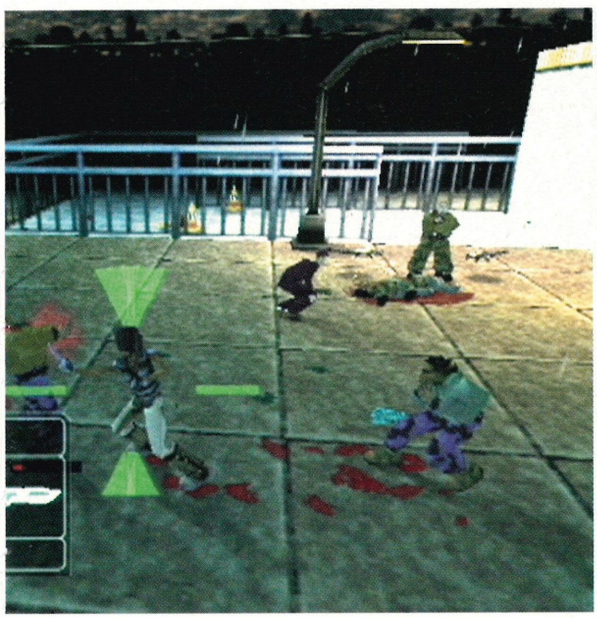


Hitchhiking

> If you're feeling a little lazy or the blisters are beginning to come through on your feet you can always jump on the back of the vans to get a custom-made tourist guide around Union City.







2nd opinion

> Note to self: next time someone tells you that their game is going to be the best thing ever, reserve judgement until you've actually played it. *Urban Chaos* is a real shame – despite containing some groovy ideas and concepts... well, it just plain sucks. Dodgy controls, even dodgier graphics (this is a Dreamcast – come on!) and totally devoid of anything that could be referred to as 'fun'. Please, go out and buy a copy of this game just so that we can come round your house and laugh at you. Ha.

Martin Mathers

Dreamcast magazine opinion

summing up the game >

URBAN	RURAL
⊕ Decent amount of levels/missions	⊖ Appalling control system
⊕ Mix of gameplay	⊖ Dodgy graphics don't help matters
⊕ The language used is pretty colourful	⊖ It's rubbish!

VISUALS	52%
SOUNDS	48%
GAMEPLAY	45%
VALUE	68%

DM Rating 49%

summing up

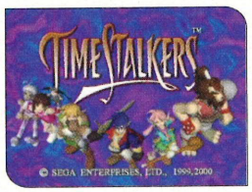
> Quite clearly this is the worst game of its genre on the Dreamcast, not to mention a serious embarrassment.

alternatively >

> GTA2

> Fighting Force 2

essential information>
Time Stalkers



Publisher	Sega
Developer	Climax Entertainment
Origin	Jap
Price	£39.99
Genre	RPG
Release	Late October


one player


vibration pack



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	Y

Collect monsters and use them in missions and sub-games. Pika-Pika-Pikachu. Arghhhh!



Time Stalkers

If you ever catch us doing the time warp with a game again, please feed us to a pack of rabid dogs immediately.

It's been a long time coming, but at last we have the one truly great and never-to-be-missed Dreamcast RPG (that's role-playing games, for the uninitiated). Okay, that's a bit of a lie. In fact, it's downright dishonest. Any poor soul who finds themselves lining up in a queue with this turgid little game in their hands is buying themselves one long journey to boredom. Harsh words, true – but let's look at the evidence. You play the man they call Sword, a little guy with a huge weapon who finds himself locked in a time warp for no reason other than to give this game one of the most annoying narrative structures you can imagine without placing your mind close to criminal insanity.

After a painfully drawn out introduction sequence (think *Saving Private Ryan* without the horror, excitement or guns) you find yourself locked in a randomly generated dungeon where you've got to locate a heavily armoured knight. Don't ask for any reason for this because there isn't one – it just seems like someone thought it was a good idea. By searching this environment you can obey a few RPG rules; you can find weapons, equipment and food and you can fight monsters, thus increasing your statistics. But oh no. When you finally vanquish your foe and escape you find that you're not only in a strange world that worships you as a hero, but all the extra stats you have acquired have been forgotten. Aargh.

Waste Of Time Stalkers

So, never mind the fact that you're suddenly a ten pound weakling – you've got yourself a god-damned quest to take care of. Sections of land from around the universe have been ripped out of their home worlds and are currently being stitched back together. No one knows who's doing this, but the aesthetic effect of a land made of patch-worked other worlds doesn't go at all unnoticed by the shaken up population. They want you to find out who, what, where and why this is happening and then give the person responsible a sound drubbing.

With that excuse, the classic mix of adventure, organising a party and outright aggression is given a reason. The trouble is that playing through this 'reason' has to be one of the dullest pastimes ever created by a non-Belgian. The graphics are cute, with no underlining menace, the music sounds like its been designed by a dentist who wanted to be able to extract teeth without anaesthetic and it plays in a way that makes spending an afternoon watching some fishfingers defrost sound interesting. The global adoption of the Tamagotchi/Pokémon/ Digimon craze even manages to get a look in, as you can capture monsters and use them as part of your party. Why? Hmm, well it doesn't help the game in any way, shape or form and only goes to make you think that the developers knew that they had a dead duck of a game on their hands and would try anything to gain a vote.

The Dreamcast has all the power and backing it needs to produce an excellent RPG – unfortunately, *Time Stalkers* only goes to show us how not to do it. That's fair enough, but did it have to bore us so much while making this point? Christ, this is awful.

Will Johnston

1


"It plays in a way that makes spending an afternoon watching some fishfingers defrost sound interesting"

2


3


infoburst
Extra information>

- *Time Stalkers* was originally called *Climax Landers* in Japan.
- The name *Time Stalkers* makes more sense than *Climax Landers*.
- *Climax Landers* is a stupid title for a game.
- Then again, so is *Time Stalkers*.

[1] Multi-coloured circles do nothing to help this pathetic title. [2] This game makes you want to hurt yourself with rusty spoons. [3] Insert match/fart joke here. [4] Dungeons are created randomly which means each time you play, they're different. For 'different', please read 'dull'.

4


awesome moment

You follow your quest only to find yourself watching early evening BBC instead.





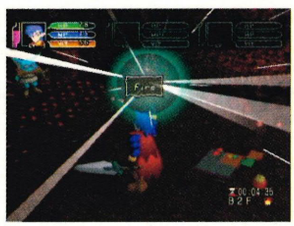


5

2nd opinion

> Right – we reviewed the Japanese version a long, long time ago and said it was pretty crap. Then we reviewed the American version and said that it sucked more than Divine Brown. Do you still need any indication that you really shouldn't buy this game? Heck, we really don't care if you do or not – just remember, though, that if you hand over your hard-earned cash for this piece of arse, everyone will be laughing at you behind your back. Oh, and pointing and calling you an idiot. A stupid idiot. They will. It's not just your paranoia, you know...

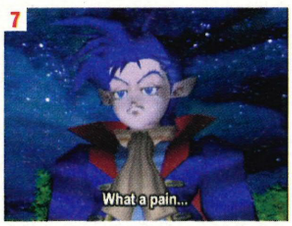
Martin Mathers



6



7





[5] Why is that guy holding a brain behind his back? **[6]** Now that has just got to hurt, but not as much as playing this game does. Ouch. **[7]** Our hero realises he's been playing this game for five minutes straight. **[8]** Oh no, it's boring-dialogue-backed-by-tedious-music time.



8



Someone's Watching Me

> Stalkers... we love them. Here are our top five!

5. Deer Stalkers
4. Cheap Stalkers
3. Bargain Stalkers
2. Bean Stalkers (as in 'Jack And The...')
1. The 'scary-bloke-who-keeps-phoning-up-the-office-asking-to-speak-to-Simon' Stalker



summing up the game >

Dreamcast Magazine opinion

BAD	WORSE
⊕ You can play the game while doing something else	⊖ You can play the game while doing something else
⊕ Trouble sleeping? No problem – play this	⊖ It puts you to sleep
⊕ Makes you realise that life isn't that bad	⊖ Makes you realise that Ground Force isn't that bad

VISUALS	70%
SOUNDS	50%
GAMEPLAY	40%
VALUE	30%

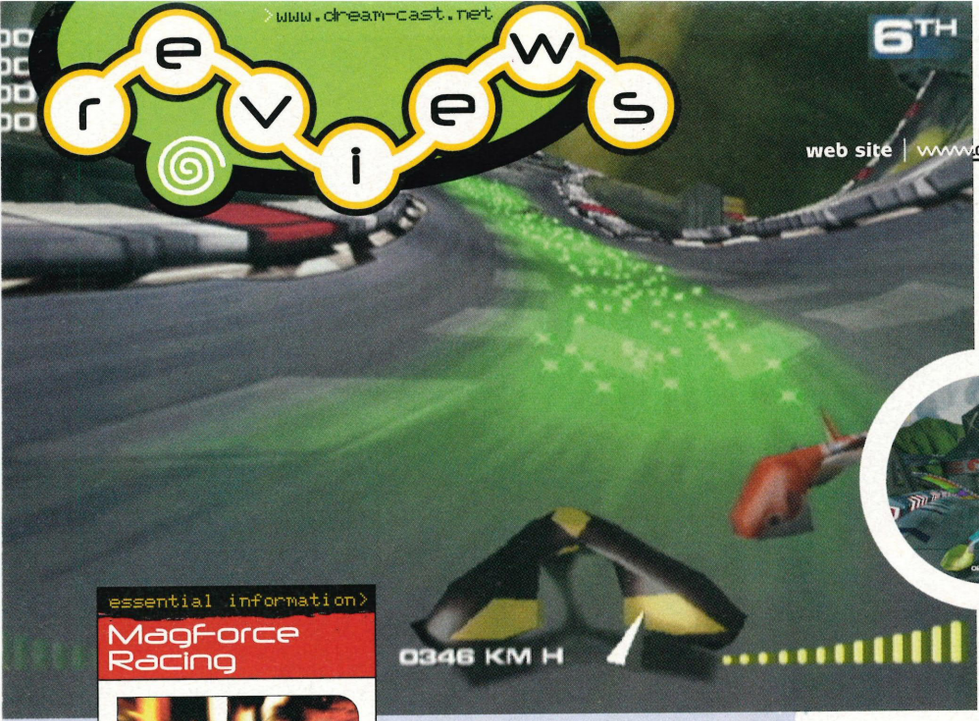
DM Rating 36%

summing up

> *Time Stalkers* has been constructed in order to slow down brain waves. Thank God the CIA haven't got hold of this technology.

alternatively >

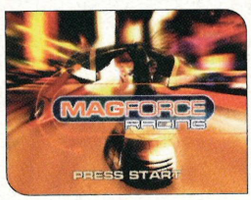
> Evolution
> Silver





essential information

MagForce Racing



Publisher	Crave
Developer	In-house
Origin	US
Price	£39.99
Genre	Racing
Release	Out now


four players


vibration pack


arcade stick


race controller

visual memory



VM information

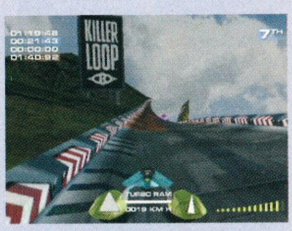
Save position	Y
Logo during play	Y
Mini-game	N

MagForce Racing

He-he-he-he... WipeOut! Well, not quite, but at least it's in the same ballpark. But is this magnetic racing game 'attractive' enough for us to love it? Not really...

Things are looking bleak for us, dear friends. As time goes by, more and more Dreamcast titles (mostly from a select few publishers, mentioning no names... Acclaim) seem to be appearing in shops around the country before people like us, the hardened games reviewers, get our sweaty little hands on them. And now, here's another. By all accounts, *MagForce Racing* has the hallmarks of a games publishing cover-up. Out in the shops before we can tell you if it's any good or not? Check. A port of a rather crap PlayStation game called *Killer Loop*, but with the name changed in the hope that no one would notice? Check. Still, you could keep your fingers crossed... it might not be that bad after all.

Basically, this is as close as you're going to get if you're looking for an ultra-fast futuristic racing game like *WipeOut* on the Dreamcast. It's got pretty much the same checklist of characteristics – super-speedy hovercars (known as Tripods here) and a selection of twisty-turny tracks covered in various power-up pads and weapons, all set way off in the distant future with a slightly surreal dance/techno soundtrack to boot. What it manages to throw into





infoburst

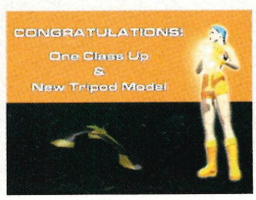
Extra information

- As we already mentioned, *MagForce Racing* came out ages ago on the PlayStation under the title *Killer Loop*. It was average then too...
- According to our local expert Stevie G, the current land speed record is 'very, very fast'. He really knows his stuff does our Steve.
- *Bleem! For Dreamcast* should be out by the time you read this, so why don't you go and play a decent *WipeOut*-style game instead, eh?





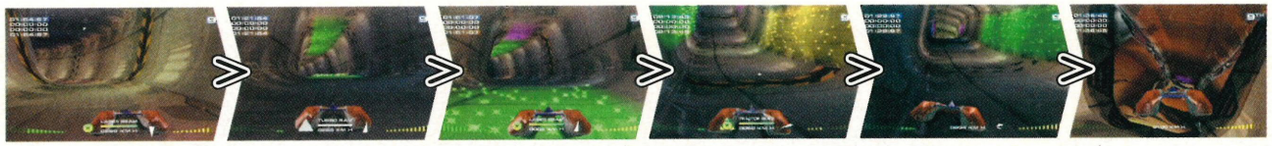




[1] The green strips give your ship a speed boost. Never seen that before... **[2]** Ahh, the Turbo Ram. Don't bother with the other weapons. **[3]** Ooh, the speed – we can't handle it any more. Please, stop.



awesome moment



Ceiling racing – Lionel Ritchie would be spinning in his grave... if he was dead.





the mix as well, though, is the magnetic touch; by activating the magnet beneath your vehicle at strategic moments, you can take advantage of the vertical slopes of the track and even ride along the ceiling to collect those out-of-reach power-ups. Despite sounding rather bizarre, it's a nice touch and actually works surprisingly well. Wow.

Use The MagForce

Unfortunately, it's not all good news. To be honest, there's something about the game that just doesn't sit right with us. It's one of those things that you can't put your finger on, but you know it's there – we can't decide whether it's the fact that the controls are more sensitive than a polar bear's cold bits, that the car just seems to be in a different time-zone to the track or that when things get really fast (which is after the first 20 minutes of play)... well, it's totally unplayable.

Sure, the game looks nice in all its Dreamcast glory and the music is okay (if a little repetitive) but when something isn't right, it isn't right and no matter how much you try, it'll ruin your enjoyment every time.

To put it simply, you've got two choices. If you really, REALLY can't do without a high-speed racing game that's a bit like *WipeOut* only not as good right now... well then you'll probably want to nip out and get this game because you might be able to get a few days worth of enjoyment out of it before you get annoyed. Of course, you could wait a short while to see if those lovely people at *Bleem!* decide to make *WipeOut 2097* work with the Dreamcast PlayStation emulator. At least then you'll be able to play the real thing, even if it does mean giving some of your cash to the enemy. Believe us, it's worth the pain...

Martin Mathers

2nd opinion

> Hmmm. The fact that *MagForce Racing* is just a tarted up version of *Killer Loop* on the PSX isn't a good start. The problem with all these futuristic racers is that they all try to emulate *WipeOut* and fail to do so time and again, and this is no exception. In a word, it's awful. There's no real sense of speed as you'd expect from such a game and the sensation that the game conveys is not one of you racing along in your Tripods, but rather the scenery racing past you as you remain stationary. The end result? Well, if you don't end up with your head down a toilet suffering from motion sickness then lucky you.

Alex Warren

"This is as close as you're going to get if you're looking for an ultra-fast futuristic racing game like WipeOut on the Dreamcast"





[4] Prepare – yep, that's exactly what we were taught in the Boy Scouts. [5] Racing through pipes can prove to be a disorientating experience. We're getting dizzy...



Feel The Need For Speed (or Things That We Like That Are Fast)

> Stuff *MagForce Racing* – that just isn't speedy enough for us, baby. We like things that are really fast... or at least stuff that has the word 'fast' in the title. Yep, we're exciting like that. Really.

Cars

Hard-working (yeah, right) Editor Simon has a bit of a thing for fast cars – even though he can't actually drive himself. In fact, the only driving he does is us crazy when he doesn't write anything for a month. Grrr.



Food

Mmm, burgers. Despite having more than enough time to make his own lunch in the morning, Mart nearly always plumps for a greasy McDonalds at 1pm. And no, he can't wait to die of heart failure at the age of 40 either.



Women

Whether he's hard at work or resting in the pub, there's only one thing on Alex's mind – fast women. Unfortunately, most of them are too fast for him... which is why he can't catch them. Ahhh.



summing up >

Dreamcast Magazine opinion

SPEED	SKUNK
⊕ The first game of its kind on the Dreamcast	⊖ A WipeOut rip-off? Damn right
⊕ Ooh, look at all the pretty graphics	⊖ Something ain't quite right, lad
⊕ So fast, it's incredible to watch	⊖ So fast, it's impossible to play

VISUALS	72%
SOUNDS	69%
GAMEPLAY	45%
VALUE	54%

DM Rating 51%

summing up

> Yep, it's another of those average titles that you'll soon be able to find in the second-hand section of your local games shop.

alternatively >

> Star Wars: Episode One Racer

> Driving down the fast lane of the M1









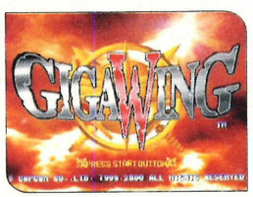


"You might be able to squeeze about an hour's worth of enjoyment out of GigaWing... but we seriously doubt it"



essential information

GigaWing



Publisher	Virgin
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Shoot-'em-up
Release	Late October


two players


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

infoburst

Extra information

- We originally reviewed *GigaWing* way back in issue 4 of DREAMCAST MAGAZINE... we slated it then as well. They never learn, do they?
- After timing it to the exact second, we worked out that it took us precisely 31 minutes and 27 seconds to complete *GigaWing*. Yep, it's that good.
- Don't forget that Christmas is coming – if you're feeling flush, *GigaWing* makes an ideal present for that auntie or uncle that you particularly hate.







GigaWing

Evening, madam – we're from Capcom. Can we tempt you with a blast-'em-up that only takes half an hour to complete? Madam?

Here's a thought – when you play games, why do you play them... to pass the time before finding something better to do? For the challenge and the thrill of being able to complete them in your own time? Because you can play them with your friends? If you answered yes to any of the above questions, then you really should avoid *GigaWing* like the plague – not only is it not time well spent, but there's no point in completing it because the only thrill you'll get is when you get to turn it off, and playing it with friends is even more pointless. If you didn't say yes... well, we'd still recommend you avoid it simply because it sucks.

Can you guess what it is yet? Yep, it's a vertical arcade shoot-'em-up a la *1942* (a terribly old 'classic' shoot-'em-up, strangely also created by Capcom) where you fly a little plane around the screen, blasting anything that moves... and even stuff that doesn't. The story's the usual old tosh – an evil stone created by the Gods tries to take over the world and only YOU can stop it... ooh, how lucky. It doesn't get any better though, because we can categorically say that *GigaWing* is one of the most generic, boring and downright unexciting games we have ever played. Yes, EVER.

Damn And Blast-'Em-Up

So, where to begin with the problems? Well, let's start with the graphics – they suck. To say that the Dreamcast can create better graphics without even turning it on would be a severe understatement; there might be tons of things going on at once but this kind of thing could have been done on a bog-standard SNES. Talking of action though, there are loads of ships and other enemies all whizzing around the screen at once, which is fine... if it wasn't totally impossible to stay alive AND shoot everything. You'll find plenty of times

awesome moment

Hit the bomb and prepare to have an epileptic fit from the lightshow that follows.





[1] Can you see what we mean when we say that it doesn't look all that hot? Still, you're usually too busy getting killed to notice... [2] The first boss. Point, shoot and occasionally dodge from side to side. Boring. [3] The penultimate boss, however, is a complete git. [4] Right, that's it, we're bored now. Anyone fancy a game of Monopoly?



when dodging all the bullets thrown at you is a sheer impossibility and dying is the only way to continue. When games force you to die simply for the sake of some hectic action, we just have to stand up and protest.

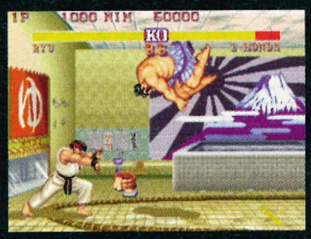
Of course, the fact that you have to die quite a bit (particularly on the fourth and fifth levels – yep, there are only FIVE levels) doesn't really matter... because you've got infinite continues with which to play the game. We can almost understand why, what with the game being so difficult – however, you'll soon give up caring and just finish playing the whole thing by dying and continuing constantly so that you can do something else. Think this sounds like fun? Think again, chump.

After playing the game through four times (once with each character) just to make sure that we didn't miss anything, we were certain that *GigaWing* sucks. Once five different people watched us playing and admitted that they were bored after five minutes, we'd pretty much made up our minds. If you're into pointless blasting action, you might be able to squeeze about an hour's worth of enjoyment out of *GigaWing*... but we seriously doubt it.

Martin Mathers

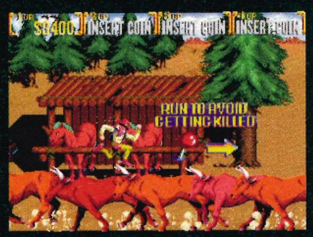
Down The Chip Shop

Playing *GigaWing* reminded us of our childhood – hanging out with mates outside the local chippie, occasionally buying a bag full of chips and playing on the crap arcade games inside. *GigaWing* would have been one of those games if it had been around then, but it wasn't. These games were though...



StreetFighter 2: Championship Edition

This wasn't your usual *StreetFighter* – oh no. This was the Black Belt edition... or to give it a proper name, a crap hacked version of the original. Needless to say, we were a bit disturbed by E Honda shooting fireballs and Chun-Li disappearing off the top of the screen every five seconds.



Sunset Riders

It always struck us as odd when you found a shoot-'em-up game that didn't let you do any shooting. This was usually because some little bugger had pounded the buttons to a pulp so that they didn't work any more, resulting in what we thought of as the first ever stroll-along-and-then-get-killed-'em-up.



Cheapskate Fruit Machines

You know the ones – they're usually labelled with a big sign saying 'Over 18s only' and refuse to pay out, even if you win. We reckon that the owner of the chip shop put these in to add a more exciting edge to his otherwise dull existence... in a 'Viva Las Vegas' sort of way.

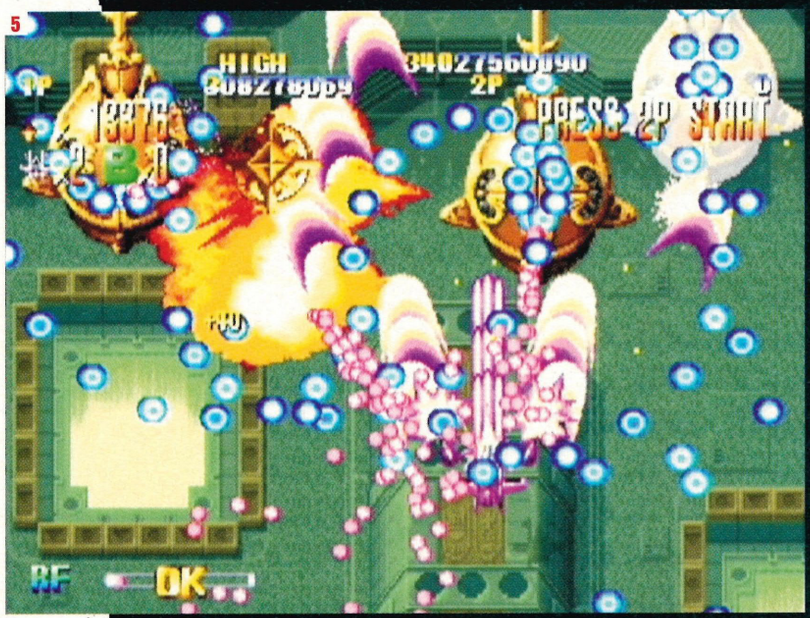
2nd opinion

Back in the days before pubic hair and women blighted my otherwise happy existence, such games as this used to be a favourite of mine. Be it down the local arcade or on my home computer, blasting Zog and his strange race of extra-terrestrials 'kept me out of trouble'.

However, things have moved on since then and gaming tastes have kind of moved on (well, I know mine have). Unfortunately, *GigaWing* is bereft of any kind of fun and has no place in anyone's gaming collection – unless, of course, you happen to like games that are impossible to finish without dying but have infinite continues and can be completed in less time than it takes to boil an egg...

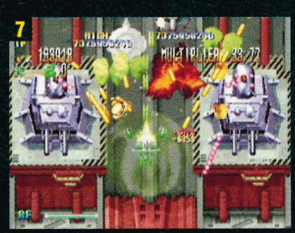
Simon Phillips







[5] By the time you get to the final level, things get totally ridiculous. [6] The green plane is rubbish – don't even bother using it. [7] Ooh, gun turrets. How threatening. We're really shaking in our boots now... really, we are.



summing up the game

Dreamcast Magazine opinion

PLANE	CRAZY
⊕ Perfect for fans of retro-style games	⊖ Infinite credits = finished in five mins
⊕ Lots and lots and lots (and lots) of action	⊖ Too hard and yet too easy at the same time
⊕ Eh? What do you mean we need three plus points?	⊖ Looks like something we knocked up in our garden shed

VISUALS	47%
SOUNDS	54%
GAMEPLAY	21%
VALUE	39%

DM Rating 35%

summing up

Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around.

alternatively

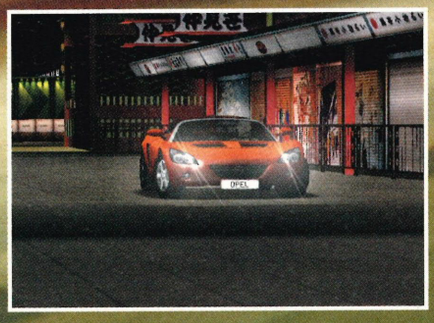
- Red Dog
- Gunbird 2

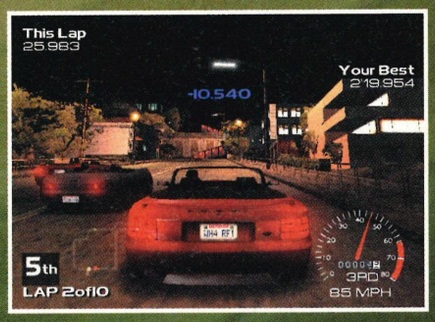
'A RACING GAME ON A SCALE NEVER SEEN BEFORE. INCREDIBLE STUFF'
- 9/10 OFFICIAL DREAMCAST MAGAZINE

IT'S NOT HOW FAST YOU DRIVE...

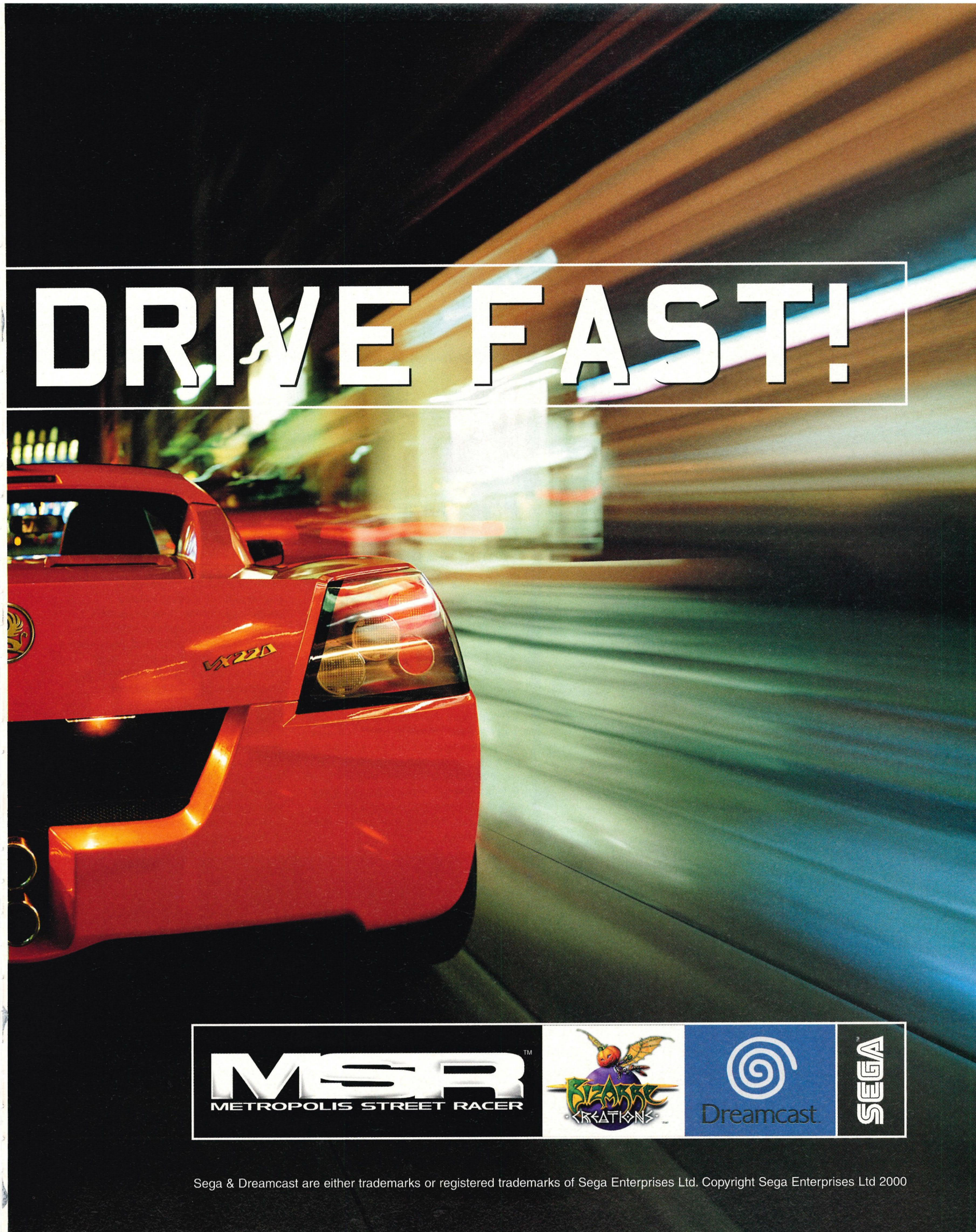
IT'S HOW YOU



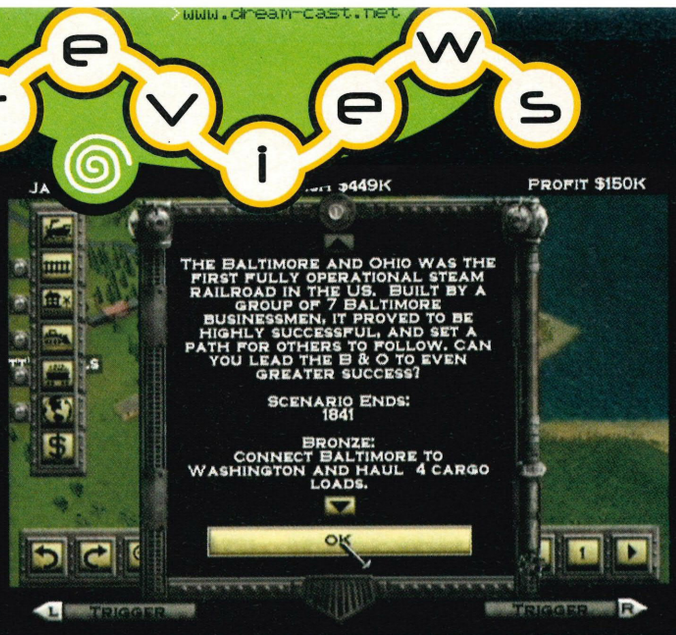




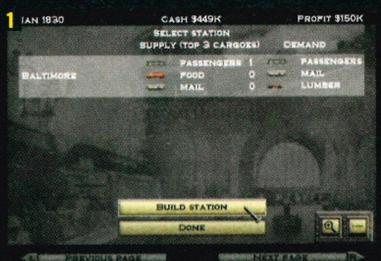
'WE'RE STARING INTO THE HEADLIGHTS OF A MODERN CLASSIC. RESPECT DUE' - DC:UK
'THIS IS A DREAM' - MAXIM



Sega & Dreamcast are either trademarks or registered trademarks of Sega Enterprises Ltd. Copyright Sega Enterprises Ltd 2000





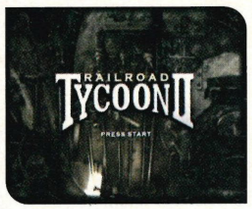




[1] Before you can run trains you need to place a station at each end of the track. There are three different types to choose from. [2] After spending considerable sums of money, you'll eventually get to see a train! [3] Building tracks is fairly easy to do, but the costs rise dramatically if you need to build bridges or cross difficult terrain.

essential information

Railroad Tycoon II



Publisher	Take 2
Developer	Gathering Of Developers
Origin	Japan
Price	£39.99
Genre	Strategy
Release	Out now


one player


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Railroad Tyc

Have your anorak and notepad ready – we're taking a trip through railway history. It's so exciting... no, really.

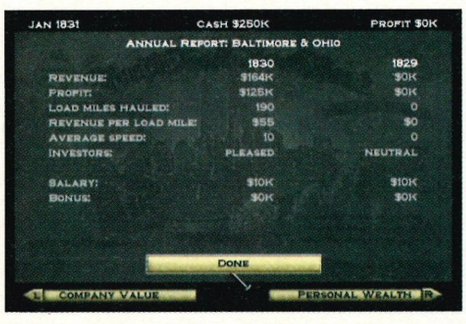
Strategy games are extremely popular on the PC, with classic titles like *Command and Conquer*, *Starcraft* and *Civilisation* proving to be big successes. Another of these PC hits was *Railroad Tycoon II*, which has now been converted so you can trainspot on your Dreamcast. Not surprisingly, the game contains no armies, monsters and glorious battles – only miles and miles of well-placed track, a couple of stations and the odd train thrown in for good measure.

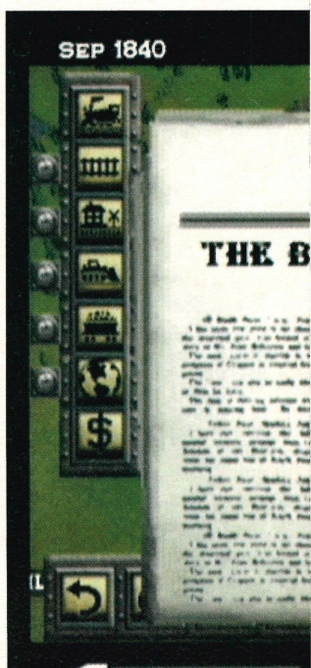
The controls are well designed and the overall idea is fairly simple to grasp. The tutorial helps to get over those red tape blues and before long you'll be building faster than a bricky with twenty arms. After successfully completing a masterpiece of modern railway technology, cutting through nature's finest countryside and remembering to place a station on either end, you'll then decide to try and run a train... only there's no money left and a train is quite an expensive piece of equipment.

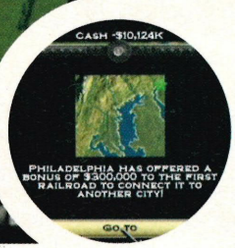
Ivor The Engine

Lack of money is not a problem in the short-term, as you are able to sell shares once a year for a few grand and you can always get a bond for £500,000. After taking out a heavy loan, you buy your gleaming locomotive and start to run trains between your chosen destinations. Unfortunately, the trains run so slowly











awesome moment

There may be a slight delay in your journey today... around three years. Sorry.







oon II

that no one would want to get on one, taking anything up to three years to reach the station at the other end. A bit like British Rail, then...

Of course, running this new train from one station to another can cost quite a reasonable sum and in three years you can use quite a lot of fuel. This only sends you further into debt at which point, you hit the Power button in frustration. After several restarts, it becomes apparent that *Railroad Tycoon II* is not an easy game and nothing like the PC version.

Thomas The Tank Engine

Spotting small businesses on a large map will prove to be the key to success and you need to make sure you place your stations right next to them. Once a station has been constructed, it will show you supply and demand for that area. Extra money is paid when goods in demand are delivered, so try to work out the cheapest way of getting material to these businesses. Running an efficient link between two businesses is vital to maintain your company and when you have saved enough pennies, you can purchase another train.

The game continues like this for hours until you reach your targets and are awarded a medal... or the company goes bankrupt. There are loads of different scenarios to complete and plenty of huge maps to splatter track across. There's no doubt that *Railroad Tycoon II* could last a very long time – however, the gameplay couldn't get any less appealing and it'll be lucky to stay in your Dreamcast for more than an hour.

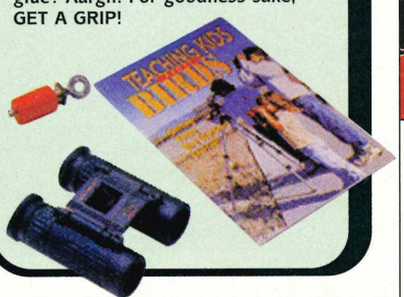
Having played the PC version we can assure you that although the game has the same name, it is not in the same league. Gone are the lush graphics and hundreds of customisable options and in their place we are treated to dull dreary landscapes and very poor, unrealistic timing. If you have a soft spot for big gleaming locomotives, you might enjoy *Railroad Tycoon II* for a short while. The rest of us would be far happier exchanging rallies on *Virtua Tennis* or cruising around the circuit in a gleaming red Ferrari.

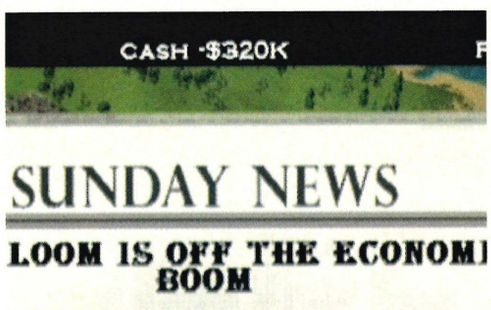
Russell Murray

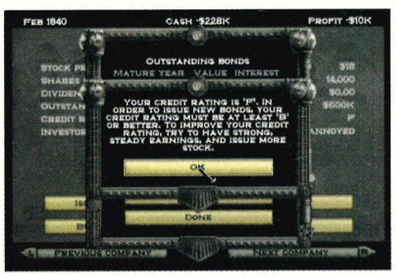
"The gameplay couldn't get any less appealing – it'll be lucky to stay in your Dreamcast for more than an hour"

Anoraks 'R' Us

Okay, so it's quite obvious that *Railroad Tycoon 2* will only appeal to Dreamcast owners who have very few friends, carry a thermos of weak-lemon drink with them and have a thing about trains. If games like this can be brought out without fear of them doing badly, we've got some other suggestions. What about a bird-watching simulator where you have to wait for the Lesser Spotted Great Tit to fly past so you can tick it off in your notebook? Or a stamp collecting game where a misprinted Queen's face gets you double points? Or even an Airfix game for people who want to make models, but get dizzy when they sniff the glue? Aargh! For goodness sake, GET A GRIP!









infoburst

Extra information

- Things that can make trains journeys more exciting include... fare dodging by pretending to be asleep, putting your feet on the seats and farting in a crowded carriage but not admitting it was you.
- We remember something from school about a train called The Mallard, but our selective memories forget boring facts like that.
- Face the truth – train spotters are dull. Almost as dull as plane or bus spotters. Or Anthea Turner.

2nd opinion

Oh. My. God. It's quite unimaginable how a game that was actually quite enjoyable on another format can be taken and turned into the biggest pile of cack we've seen in the last few months. At least one thing has been proven here – strategy games really don't work on a home console. Sure, there's going to be a niche market and it's nice to see something different but we're willing to lay money on this one not selling very well. If you want to play this, go buy a PC. You're not wanted round here no more, boy.

Martin Mathers

summing up the game — Dreamcast magazine opinion

CHOO-CHOO	POO-POO
⊕ At least it's not another bloody beat-'em-up	⊖ ... so thank the Lord for that
⊕ Trains. Lots of trains	⊖ Nowhere near as enjoyable as the PC version
⊕ There's nothing else like it on the Dreamcast...	⊖ It's just so damn DULL

VISUALS	31%
SOUNDS	35%
GAMEPLAY	41%
VALUE	39%

DM Rating 33%

summing up

Digging deep, you could say there's a bit of a trainspotter in all of us and this game will appeal to that little bit. Sad, really sad.

alternatively

- Midway's Arcade Greatest Hits Vol 1
- A hot poker in the eye

web site | www.eidos.co.uk

essential information>
WWTBAM?

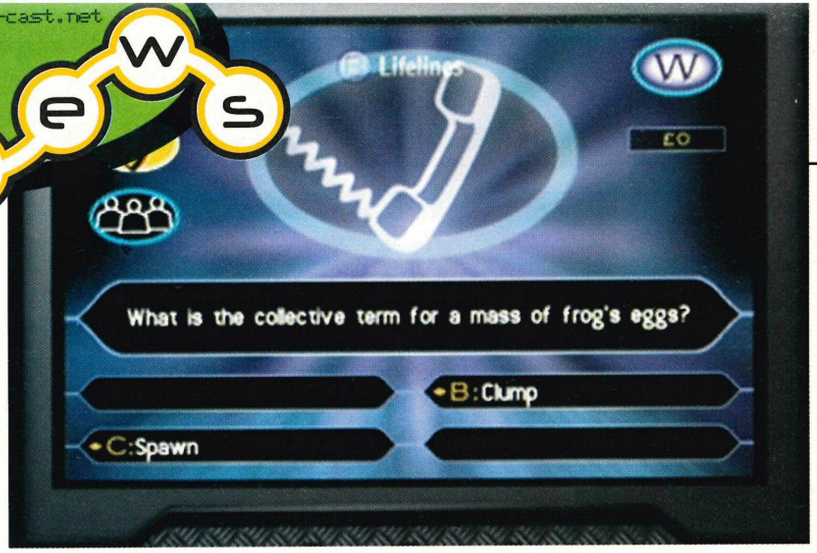
Publisher	Eidos
Developer	Hot House
Origin	UK
Price	£29.99
Genre	Game Show
Release	October

four players

vibration pack

visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N





Who Wants To Be A

Do you wanna be a millionaire or would you rather spend your money on a full-size Chris Tarrant punchbag?

Ah, *Who Wants To Be A Millionaire?* – the staple diet of the game show-loving public. This damn programme is so popular, it's scary... so it's no surprise that they've made a game of it. It's a stupid concept, but we were shocked at how much of a crowd puller it was – when we switched it on in the office, there were swarms of people crowded around the television all trying to show off their superior knowledge.

The game has an official licence so all the logos, music, commentary and sets are the real deal. As first plays go, it's quite exciting – the music, the lights, Chris Tarrant's apparent on-the-spot commentary; it all sets the atmosphere and it's great. All the usual rules from the show are also here... 50:50, Ask The Audience, even Phone-A-Friend with obligatory comical 'friend' on the end of the line.

If you don't fancy playing it on your own all the time, there are a number of multiplayer modes, such as Fastest Finger which sees you battling it out to be the first to put four answers in the right order using the A, B, X and Y buttons. However, the Team Game has obviously been put there to fill out the Options screen – no thought has gone into it whatsoever because it's exactly the same as the one-player game. For example, Head-To-Head sees you going against a friend or three in a race to get to the top of the board... boring.

Is That Your Final Answer?

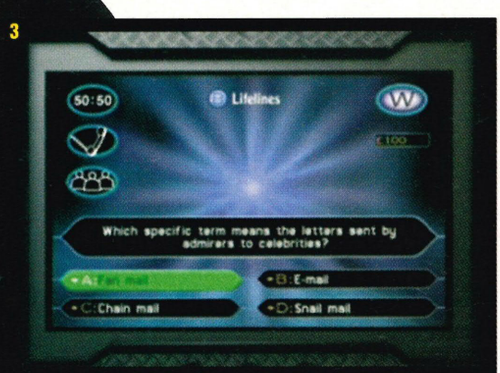
You'll be pulled back again and again, searching for that lucky streak that'll get you the virtual million...then you'll put the game away and never play it again. After half an hour's play, the novelty soon wears off and the numerous little faults will really start to wind you up. For starters, Chris Tarrant's commentary begins to get repetitive. Not only do the same phrases keep popping up, but the commentary really grates on your mind. This could have been avoided had the developers included the option to skip the witty remarks – instead, you have to listen to it every time!

Also, the game is broken up after every couple of questions by a seemingly



1


2


3


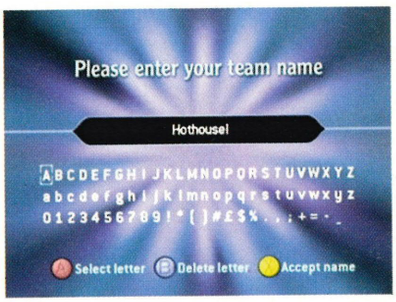
4

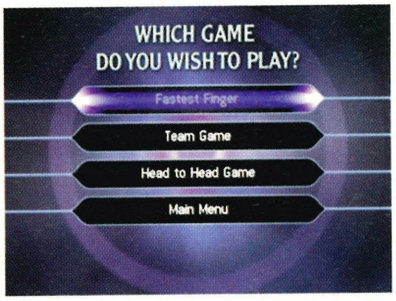

[1] In Fastest Finger, each answer is assigned to a button on the pad. Tap in the answers as quickly as you can. [2] The two-player Fastest Finger mode only lasts for one round before going back into the normal game. [3] As with the television show, a correct answer results in the bar flashing green.

awesome moment

Climbing the money ladder has never been so much fun. Honest.







Millionaire?

needless download of extra commentary. Loading it all in at the start of the game would have solved this annoying disturbance during the game, but being able to skip over Chris telling you how he 'doesn't want to give you that' would have been nicer. Finally, and despite constant reassurance from Eidos that it wouldn't happen, the same questions start popping up time and time again rather sooner that you might have thought. This is just pure laziness – it's a glaring flaw considering the nature of the game and ultimately, it kills off any long-term gameplay.

You'd have thought that *Who Wants To Be A Millionaire?* would be a licence to print money, but somehow, they've managed to stuff it up. Sheer popularity of the name will ensure its success, but in the long run, a lot of people are going to be disappointed.

Chandra Nair

"The same questions start popping up time and time again sooner than you might think"

Come On Down!

> Think back to all the game-shows that you've ever seen – okay, so most of them were rubbish, but there must have been one or two that you wish could be turned into videogames? Here's what we think...

Supermarket Sweep



> *Supermarket Sweep* would be great. You'd have to have at least ten different supermarkets with service lifts, escalators and tiresome grannies. The PowerDrift would allow you to slide round an isle and come out at full speed. Oh, and of course you'd have Dale, in all his Asda-style glory. What a man – you've gotta love him.

Surprise Surprise!



> In *Surprise! Surprise!* you could change the rules around a bit and make the aim of the game to upset people as much as you can. You would have a choice of things to say and the idea would be to wind them up about a long lost relative, ignite some hope in their minds and then dash their dreams by telling them that they died last week. Ace.

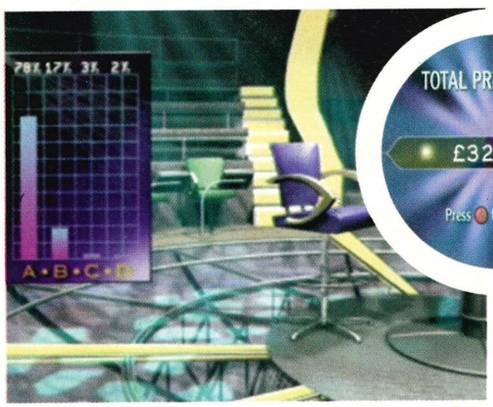
Funhouse



> This was a children's game-show set in a life-size model of a house and was hosted by a man with one of the best mullets you have ever seen. Basically, you had to trash the house, whilst diving through tubes and rooms full of plastic balls. Add some deadly spikes, an evil blonde mullet and a T-Rex, and you've got an awesome game... really.

5





[4] I have no confidence in society's ability to give me a correct answer, especially whilst people choose to listen to Celine Dion. [5] Oooh, look how easy it is to get to the million-pound mark! [6] Yes, for monkey-boy's sake, I'm sure! Just get on with it! [7] The multiplayer mode is great fun with four players – why can't it last for more than one round? [8] If the action gets too hot, and you don't want to gamble your winnings, you can always walk away.

2nd opinion

> Everyone moaned when we heard that this was coming to the Dreamcast. Then we changed our minds and thought that it might be quite a laugh... before it finally arrived and we all changed them back again. Okay, so maybe you'll manage to get enough fun out of this to last for an hour or so when you come back from the pub with mates. Other than that though, we wouldn't touch this with your bargepole... let alone ours. Please, take it away before we're sick.

Martin Mathers

summing up the game >

Dreamcast Magazine opinion

WINNER	SINNER
⊕ Great to play with your mates	⊖ You don't win any money
⊕ You can't lose in front of millions of people	⊖ The same questions pop up over and over
⊕ It's all very exciting... at least for an hour or so...	⊖ We can't get Chris Tarrant's voice out of our heads

VISUALS	73%
SOUNDS	82%
GAMEPLAY	68%
VALUE	55%

DM Rating 59%

summing up

> You had 75%... but then we realised that as a game, this really isn't very good at all. Sorry Chris, but that's our final answer.

alternatively >

> Chef's Luv Shack

> Watching it on the telly

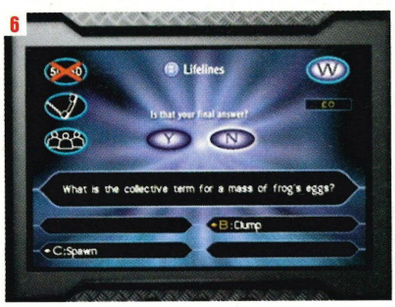
infoburst

Extra information>

> *Who Wants To Be A Millionaire?* was thought up by Chris Tarrant's mate who used to work with him on his radio show. He's rich now... git.

> Chris Tarrant used to host such gems as Tiswas, OTT and Man-O-Man. He now earns more money than he did on all three programmes and all he does is sit down and ask questions!

6



7



8



Import Reviews

> From across the waters this month we bring to you...

Capcom Vs SNK 76
Seaman 78





essential information>

Capcom Vs SNK



Publisher	Capcom
Developer	In-house
Origin	Japan
Price	£59.99 (Import)
Genre	Beat-'em-up
Release	Out now


two players


vibration pack


arcade stick



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Capcom Vs

Ever wondered who might win if Ken Masters and Terry Bogard got into a fight. If so, here's your chance to find out... you sad character.

Is it just us, or is Capcom trying to force us into being cynical old gits? We only ask because every single month, there seems to be ANOTHER *StreetFighter*-style game for us to sink our teeth into. What's more, every month we start the review with phrases like, 'Oh look, it's another *StreetFighter* game'. So it is with much annoyance that we present to you the latest in the Capcom crossover series – *Capcom Vs SNK: Millennium Fight 2000*. Why are we annoyed? Well, probably because despite being a rehash of everything we've ever seen before and featuring very little in the way of new material... well, it's still a pretty fine game. Bugger.

As you might have guessed from the title, *Capcom Vs SNK* is another crossover title in the same vein as *Marvel Vs Capcom 2*. This time around though, you've got a mix of well-known Capcom fighters doing battle with a cast of well-known SNK fighters from games such as *King Of The Fighters*, *Fatal Fury* and even *Samurai Showdown*. It's an interesting clash, especially seeing as how the two companies have gone head-to-head in the beat-'em-up world for so long.

Get Into The Groove

To accommodate both sides, you get the chance to pick the 'Groove' that you want to play in. Pick the Capcom Groove and you'll get the usual Super bar that builds up as you fight and allows you to pull off a limited number of Super Combos. Plump for the SNK Groove, however, and









infoburst

Extra information>

> Usually, we don't like SNK fighting games – they're not very original or interesting. For once though, the folk have done something right... they got Capcom to do it for them!

> The artwork for the game is totally original; the SNK artists have redrawn the Capcom characters and vice versa. That's a nice touch.

> It's great that some of the SNK characters have been included but where are the rest of them, eh? Where's Andy Bogard? Where's Joe Hyashi? Eh? EH?

awesome moment

Geese Howard – officially the toughest, nastiest boss character who ever lived.



SNK



you'll receive a POW bar that can be increased by just holding down two buttons – it's tough to find the time to do so in the middle of a fight, but you'll need to if you want to do any major moves. Of course, being able to do Desperation Attacks when you're low on energy more than makes up for this.

Then there's the balance of strength – with so many stronger 'boss' characters available as well as the popular fighters, it's important to even up the odds. That's why the Ratio system has been introduced; when selecting your characters, you're given a total of four 'points' to spend on fighters. Each character is worth a different number of points ranging from one for the weaker fighters (mostly girls... don't blame us), two for fan favourites, three for bosses and even four for the hidden 'Power' characters. In this way, you can have a team of four fighters going up against just one or two – it's a clever way of making fights fairer between inexperienced and master players.

Other than these things though, it seems to be business as usual for Capcom – aside from the additions, this is just *StreetFighter* again. You've got your gorgeous backgrounds, your well-drawn characters, nice artwork and plenty of secret stuff for you to unlock (with a points system taken straight from *Marvel Vs Capcom 2*) – the usual StreetFighter fare. To be honest though, we still love it to pieces so if you're looking for *another* decent fighting game, you'll want to pick this one up. After all, who needs originality eh?

Martin Mathers

Crossover Crazy

> With games taking on Marvel Comics characters and now SNK's fighting characters, it seems that Capcom has got a thing about making crossover games. But who should it take on next? We've got some ideas...



Capcom Vs S Club 7

If there's a group of people who need a good kicking, it's S Club 7. They might be able to put up a bit of a fight (well, there ARE seven of them) but if they're as good at fighting as they are making records... well, they'd lose every time.



Capcom Vs The Academy Awards Committee

We all know the Oscars are rigged – it's all arranged by a bunch of fat American film producers in the back of a trailer. Capcom can sort them out though... keep good old Michael Caine down all those years, will you? Come on then!



Capcom Vs Rent-A-Ghost

This isn't a fair fight – throw Timothy Claypole into the mix and Capcom seems to come off at a disadvantage. We doubt that even Chun-Li can go toe to toe with a comedy pantomime horse and Mrs Popov without getting her arse kicked.



"If you're looking for another decent fighting game, you'll want to pick this one up. Who needs originality, eh?"

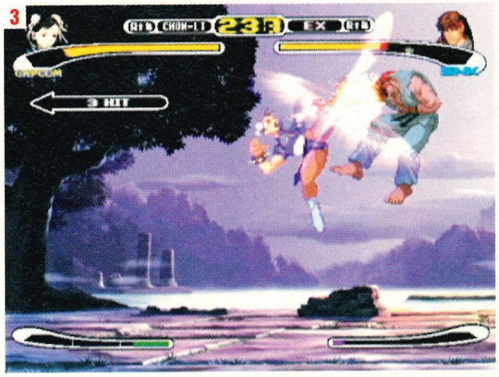




2

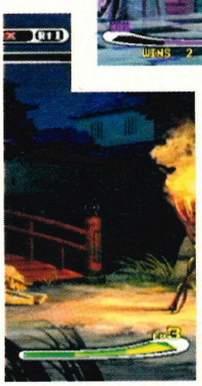


3





[1] The staple of the SNK stable kicks some Sagat arse. Go Terry Bogard, go! **[2]** Better ger out of the way – there's trouble a-comin'! **[3]** See? Now THAT'S what Chun-Li's thighs are supposed to look like... **[4]** Wild Iori is one of the nastiest fighters we've ever met!



4



2nd opinion

> I really don't want to give this a good score, just on the principle of things, but I guess I'm going to have to because it plays so darn well! In the grand scheme of things, Capcom has put considerably more effort into this than with its other updates and crossovers. This game will put a gaping divide down the middle of StreetFighter fans everywhere when it comes to the Capcom/SNK 'groove' thang. Choose Capcom every time, I say – and I don't care what Martin says! This is definitely better then *SFIII*, but I wouldn't like to choose between this and *Marvel Vs Capcom 2*.

Chandra Nair



summing up the game >

Dreamcast magazine opinion

SNK	CRAPCOM
⊕ The ultimate in crossover fight games	⊖ StreetFighter. Again. Bah
⊕ Mmm, look at all the pretty graphics	⊖ Does anyone care about SNK? We don't
⊕ Cor, some original ideas in a beat-'em-up – how nice	⊖ Could you make getting the secrets any harder?

VISUALS	90%
SOUNDS	89%
GAMEPLAY	86%
VALUE	82%

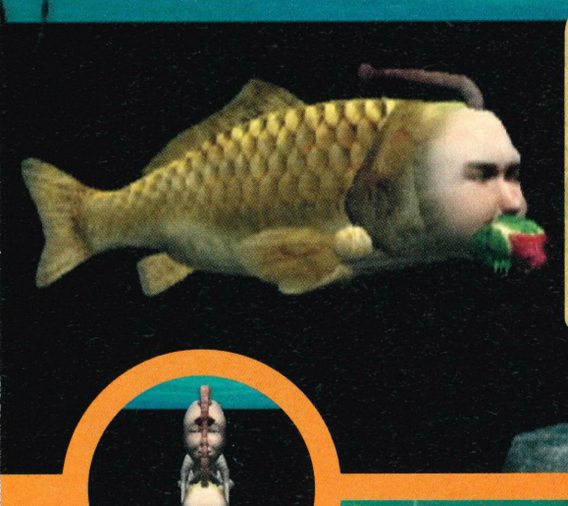
DM Rating 87%

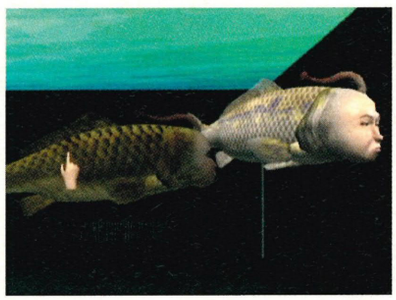
summing up

> Definitive crossover, fighting fans will love it, blah blah. Come on – it's StreetFighter. You'll know if you want it.

alternatively >

- Marvel Vs Capcom 2
- StreetFighter III: Third Strike



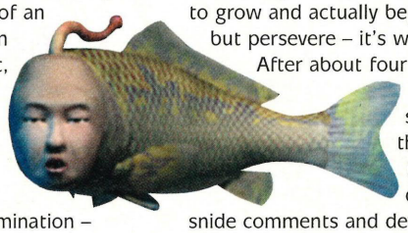




Seaman

A talking fish called Seaman? What the...? Welcome to Japan's biggest selling Dreamcast game gone Stateside... it's bonkers.

So you've dissected sheep's eyes, pig hearts and bred fruit flies to pass your GCSE biology exam with flying colours. Not enough for you? Then welcome to the lab of scientist Jean Paul Gassé where a new challenge lies in wait for you, and where one of the strangest stories of evolution ever told is about to hatch open. Think you're man enough to take control of the fate of an entirely new entity? Then go fetch your white coat, goggles and forceps... oh, and don't forget your microphone.



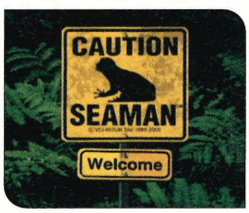
Hmmm... Fishy

Let's get to the real examination – what exactly is a seaman? A talking fish? Well, not quite. He (or should that be 'it'?) is a sort of mutant fish with a man's face, but that's before he undergoes various mutations (five in total), making him something more than just another mutant. The Seaman start life as nothing more than floating Mushroomers. Soon enough though, they explode into the real world as tiny little Gillman. How sweet. At this stage you have to talk baby talk to them, teaching them a few rudimentary words and getting them to repeat what you say as they begin to get to grips with human life. This can prove frustrating, as it takes them a few days to grow and actually begin to talk sense, but persevere – it's well worth it.

After about four or five days, they reach the Gillman stage. It's now that they begin to talk more, ask questions, make snide comments and develop their very own personality... oh, and have sex. Of course, their temperament depends very much on how well you look after them so if you talk to them a lot, feed them well and keep the air and heat levels up, they'll generally turn into good-natured beasts. On the other hand, if you neglect

essential information>

Seaman



Publisher	Sega
Developer	Vivarium
Origin	Japan
Price	£69.99
Genre	Pet Sim
Release	Out now (US)



one player



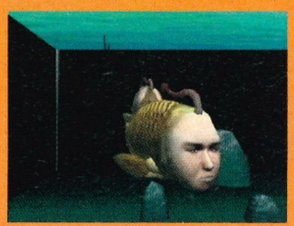
microphone



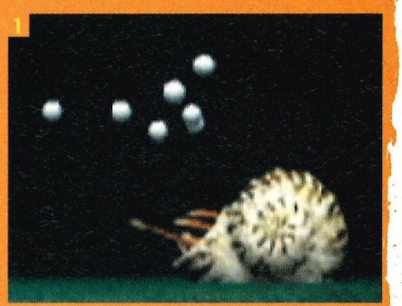
visual memory

VM information

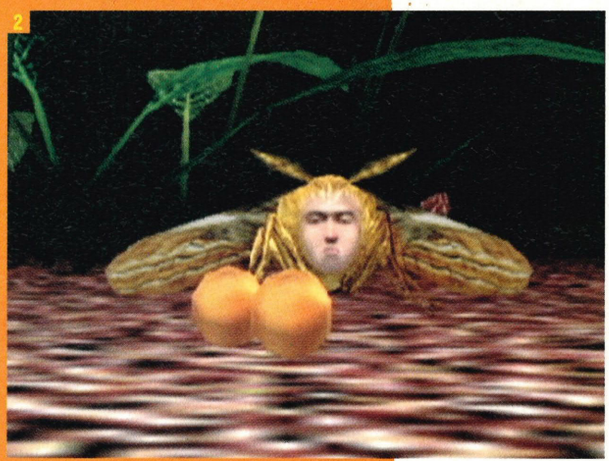
Save position	Y
Logo during play	Y
Mini-game	N



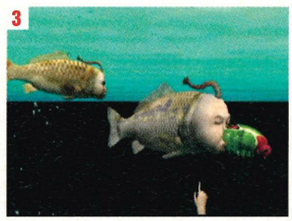
1



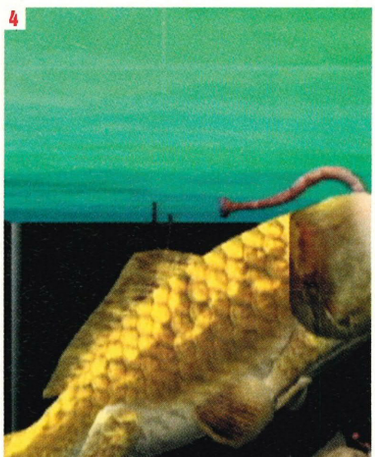
2



3



4



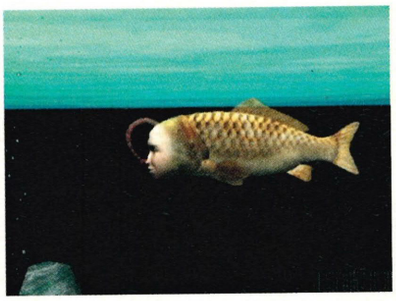
[1] Wait for the Nautilus to eat the Mushrooomers, before exploding out as tiny little Seamen. [2] Even the moths in the food tank have little faces... they're pretty tasty too – apparently. [3] Feeding time at the zoo isn't the most attractive time, but they seem to like it. [4] As your Seaman evolves he'll grow frog legs and arms as well as change colour.

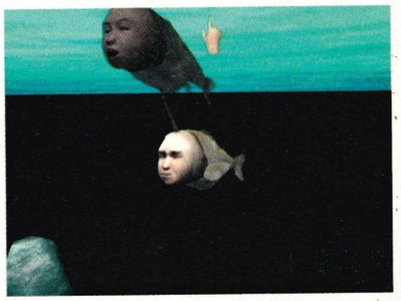
awesome moment

Watch as the Nautilus eats your Seaman, after which they explode out of its belly.







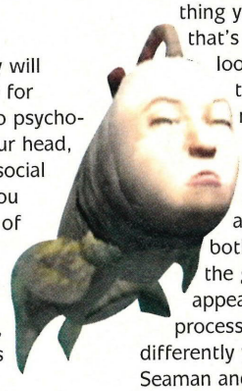


"One of the most remarkable, fascinating – not to mention ingenious – games seen on any console"

them they'll become irritable, grumpy, misanthropic, rude and down right condescending. Among the other choice words that were hurled our way were jerk, idiot, stupid and freak. Charming to say the least.

The Time Has Come

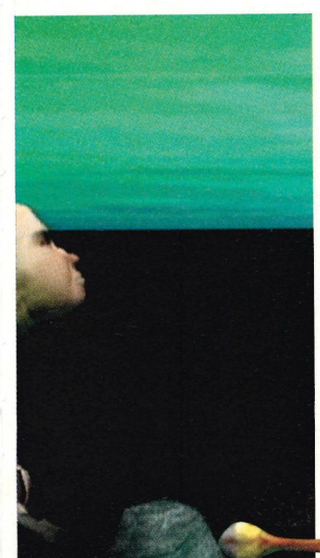
However you treat them, they will always have something to say for themselves as they attempt to psycho-analyse you and get inside your head, as well as impart all sorts of social advice. So as well as asking you questions about every aspect of your life, they also have something to say on such social subjects as the Internet, horoscopes, religion, sex, politics, cultural practices and their implications on human society. Truly intellectual beasts, these Seaman, you know.



Soon enough he'll turn into a Podfish – a fish with arms and legs – at which stage you'll get to witness the hilarious Seaman mating process which will leave one partner floating to the surface, drained of all life. Not that your Seaman will survive the ordeal; after a few more days you have to help him move a rock to drain the tank so that it can lay its eggs before passing out from its exertions and dying. Aaahh... Not to worry though – a few days later, the eggs will hatch and each of the emerging Tadmen will have the memories of your dead Seaman – things don't get stranger than this. We won't spoil what happens next though...

Graphically, the game isn't the best thing you're ever going to see but that's not the point. Successfully look after your Seaman, guide it through its various states of mutations and after 45 days you'll end up as a successful (but rather lonely) Seaman breeder. Time to do it all over again then... if you can be bothered. When you've finished the game once, it might not be appealing to go through the whole process again but by treating it differently you will get a totally original Seaman and thus, a slightly different experience. Of course, the game as a whole might not have the broadest appeal or the greatest replay value but if you're in need a friend... well, you can't go wrong with a Seaman. If you can put up with his incessant whinging, abuse and mood swings, that is. So as strange as it might sound, *Seaman* is one of the most remarkable, fascinating, not to mention ingenious (okay, maybe insane) games seen on any console. To play it is to love it as they say. We won't call you sad and lonely. Honest.

Alex Warren



Feeding Time

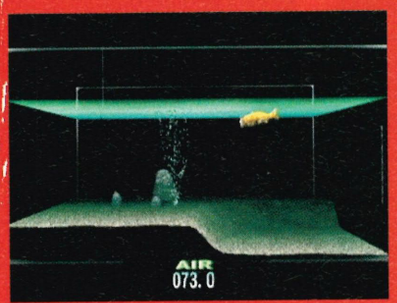
> If you want to keep your Seaman fit and healthy you'll need to feed him good and proper. There's a separate tank where you can breed larvae to feed the greedy little tyke. Be careful to keep the moisture levels high though and also don't leave the larvae too long as they'll turn into moths and Seaman doesn't like moths as much as larvae.





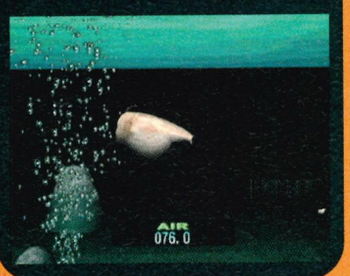


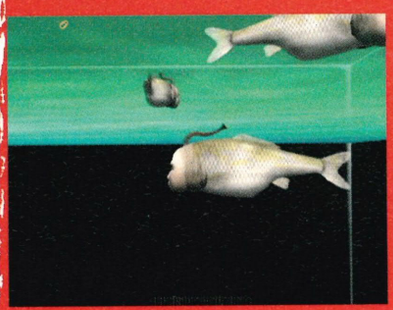




Hot & Sticky

> To allow your Seaman to thrive you have to make sure the conditions in his tank are perfect. The air needs to be as near to 100 as much as possible and the heat needs to be between 15° and 20°. If you overheat him or leave him in the cold he'll become exceptionally irritable and hurl abuse at you for not caring about him. We do care, honest we do.





2nd Opinion

> Aside from the fact that we could get 101 jokes out of the name of this game, we're shocked to say that we actually quite liked this one... in a novel sort of way. Trying to work out exactly how to get your fishy friend to evolve into his next form is a challenge all in itself – even though answering millions of questions about your mother's health is a bit grating. It really is amazing that a game like this actually exists rather than just being an idea – if we've got this now, just think what we'll have in five years time...

Martin Mathers

summing up the game >

Dreamcast Magazine Opinion

SPIT	SWALLOW
⊕ Incredibly original and fascinating	⊖ Seaman can be unresponsive
⊕ The microphone is a nifty little item	⊖ Can be very slow going and repetitive...
⊕ The words of wisdom can make you think...	⊖ Have you got no friends?

VISUALS	78%
SOUNDS	81%
GAMEPLAY	76%
VALUE	75%

DM Rating 84%

summing up

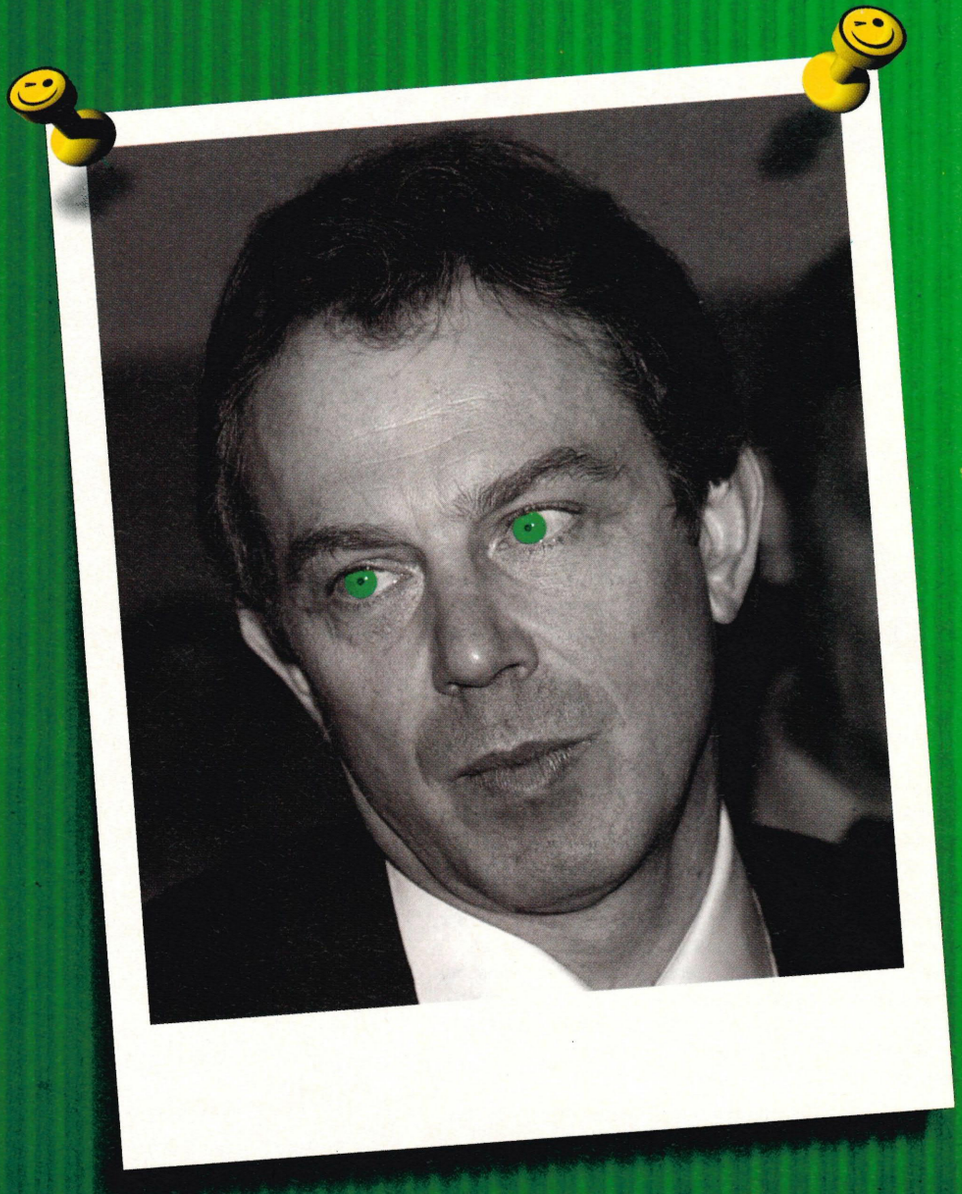
> Even if you have no friends, *Seaman* is a game that is definitely worth checking out – if only for novelty value.

alternatively >

> **Sega Bass Fishing**

> **Sonic Adventure** (for the Chao)

Are you an accomplished control freak?



www.BarryWorld.com
no dot.con

The dedicated online service for serious gamers

>www.dream-cast.net

interact

Welcome to Interact, the bit where you get to have your say in the magazine that we like to call DREAMCAST MAGAZINE...

Stuff & Nonsense

106 Don't know what you want for Christmas? Then check this out!



Ferrari 355 Challenge

92 Wash away those skid marks with our handy guide to this top racer!



WIN! Joytech Peripherals Page 91

WIN! Mad Catz Peripherals Page 84

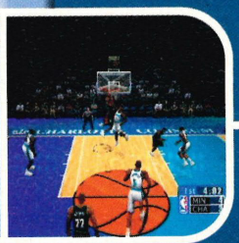
Regulars

The bits that change and yet remain the same. Well sort of...

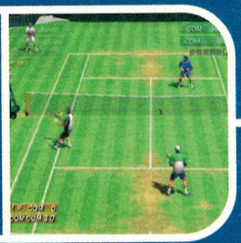
82 MAILBOX



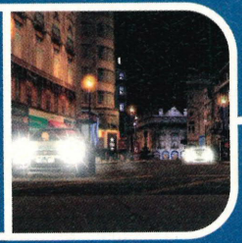
84 READER REVIEWS



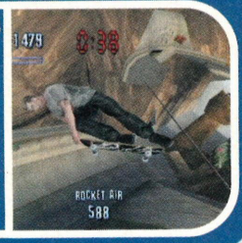
100 DIRECTORY



110 DREAM ON



114 DREAM MOMENT



interact Mailbox



WIN! Mad Catz Peripherals

Right you 'orrible lot – get your laughing gear around this little lot. Those lovely geezers at Mad Catz have been kind enough to donate a set of Dreamcast goodies (including a pad, VM and Steering Wheel) to the lucky person who writes the letter that we deem the best. Of course, if the writing skills of you lot are anything to go by, it shouldn't be too tough to snap up the prize. So get writin' – now!



› 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.

The bulging sack is attacked by Mathers...

Questions, Questions

Seeing as you're the best Dreamcast mag on the planet, I'd just like to ask a you few questions.

1. Sega has lowered the price of the Dreamcast by £50, which is great, but does Sega really think that's going to be enough to get more buyers? According to Digitiser, the Dreamcast is dead and gone.

2. When will *Heroes Of Might And Magic 3* be released on Dreamcast? It's one of my favourite PC games and I can't wait for it to be released on Dreamcast.

3. Issue 14 is your first birthday issue and I was wondering if you'll be doing anything special to celebrate it. Also, will Sega be doing anything to celebrate the Dreamcast's first birthday?

Thanks and keep up the good work,
Adam Weatherall, via email

DM: *Why, thank-ya kindly young sir.*

1. Hmm, Digitiser – quite clearly the voice of reason in the games industry... yeah, right. If you had a choice between spending £150 or £300 on a top-of-the-line console, which one would you pick? Exactly.

2. As far as we know, it's planned for November/December. Try checking out our news piece on page 20 for more details on the game.

3. Actually, we're planning to go down the pub if anyone wants to join us – we'll be the ones drinking copious amounts of free beer... well, except Mathers who'll be supping on a small glass of light shandy.



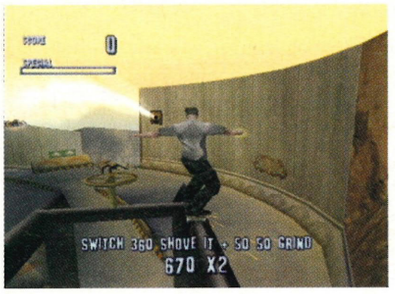
Don't Knock The Mathers

Could you help me out please? I read Martin Mathers' review of *Tony Hawk's Skateboarding* in issue 10 and liked the look of the game a lot. Being a new Dreamcast owner, I'm only interested in playing fun games that actually push the boundaries (or the 'envelope', as those strange Americans tend to call it) of games.

I was a little confused by the comments made in the review. I'm paraphrasing, but Martin mentions, 'If you thought the other versions were good... you ain't seen nothing yet!' but then it later states (in the Uppers and Downers summary) that the DC version is 'Identical to the PlayStation version'.

As I want to rub my mates' nose in the glory of a 128bit machine, I'm thinking twice about buying it. What's the point if it looks like a 32bit game? You tell me... is it a true 128bit game or a good copy of a 32bit one?

Cheers,
Stuart Robinson, via email



DM: *What? You dare question our Games Editor's opinion? Fair enough. Of course, you're looking at this in totally the wrong way – when we said that the Dreamcast version of the game was identical to the PlayStation one, we meant the game itself. While the graphics are a million times better and trounce all over the PlayStation, the game itself remains the same; there are no extra courses, skaters or tricks. This, in our eyes, is bad... but when the game is that good, you can forgive it. Now get out there and buy it, my son. You know it makes sense.*

Oi, Dreamcast Mag... No!

With reference to your 'Gearbox' review of the Datel Surfboard – the reviewer marked it down for not having legs to put it at an angle. If they had bothered to look, it has two legs (one on each corner, oddly enough) that can be pulled out. Please re-review it, give it the extra mark and buy the reviewer some glasses.
David Simmons, via email

It's Blind Optimism!

› Right, I want to clear up some of these points put forward by all these people who only have eyes for Sony in the gaming industry.

1. 'The Dreamcast is less powerful than the PlayStation 2.' This point is true but it isn't the power of a console that makes it successful – it's the games that are made for it. The PlayStation was only 32-bit, whereas the N64 was 64-bit... which was more successful? Exactly.

2. 'The PlayStation2 will kill off the Dreamcast.' How? The PlayStation2 will launch at £299.99, whereas you can pick up a Dreamcast for £149.99. You cannot buy a Playstation2 from your local games shop, as it is only available by pre-order. More people will want to go out and buy a machine that they can play on the same day, rather than one you have to wait up to six months to get your hands on.

3. 'Dreamcast has no decent games for it, and none are planned in the near future.' Ermm... *Soul Calibur*, *Sonic Adventure*, *Resident Evil: Code Veronica*, *Crazy Taxi*, *Dead or Alive 2*, *Ecco The Dolphin*. Need I go on? And I haven't even mentioned *Metropolis Street Racer* or *Shenmue* yet, arguably the two most anticipated games on any format this year.

4. 'Sony good, Sega bad.' Sega made mistakes in the past but it has learned its lessons and produced a fantastic console that is being cruelly overlooked. Sony, on the other hand, messed up its launch titles in Japan, produced an ugly machine that is a nightmare to develop for and has decided to make the PS2 pre-order only in the UK.

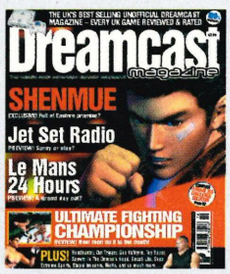
The price of the PS2 may contribute to its downfall, but that can only be the Dreamcast's gain. At the end of the day, I can see many Sony zealots eventually jumping aboard the Dreamcast ship as the PS2 sinks without a trace.
Chris Walker, via email

DM: *We got a lot of letters like this recently, all coming up with reasons why the Dreamcast is better than the PlayStation 2. Unfortunately, everyone seems to have missed one important point – there are so many Sony zealots out there, the machine is bound to do well even though it's rubbish. The games might be the same old cack we've seen over the last five years, just with better graphics, but far too many people think that graphics are everything. It's the way things are and sadly, there ain't nothing we can do to change that. Bugger. Still, we all know who's the best really...*

contact

Mailbox
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Alternatively...
Email: dreamcast@paragon.co.uk
Fax: 01202 299955
Web site: www.dream-cast.net





DM: ***Terribly sorry, won't happen again... promise. Mr Warren (the guilty party) has been tarred and feathered as an example to the rest of the staff, so consider the matter sorted. Honest, guv.***

A Pirate's Life For Me

As you reported in issue 12 of DREAMCAST MAGAZINE, piracy is now available to Dreamcast owners. I know that you are against piracy because the games developers and publishers don't get the money they deserve, but please try to consider other people's viewpoints. Some people can't afford the pricey sum of £40 per game and to these people, piracy is the only way they can get to play great games.

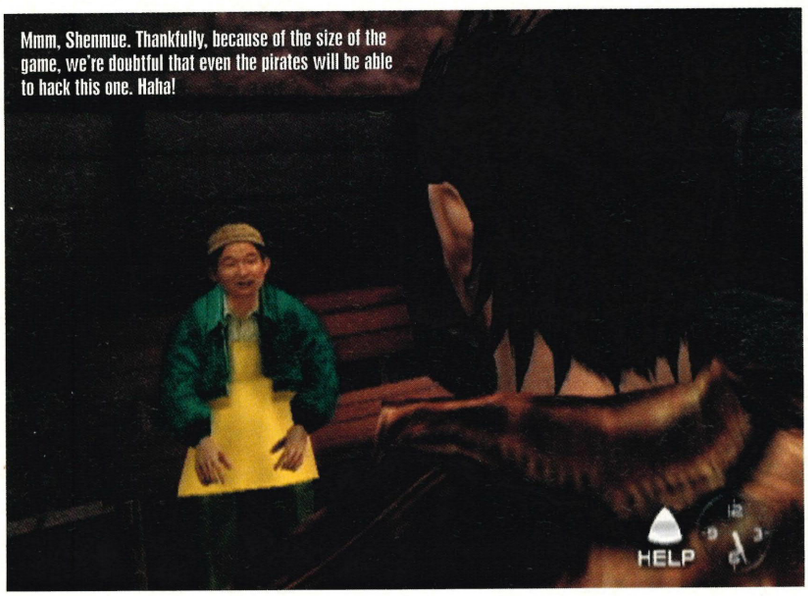
Copied software isn't that freely available to people so there will still be a huge amount of gamers paying full price for games. Some games fill up the whole GD-Rom and therefore can't be copied anyway! However, I'd really like to see more people introduced to the gaming scene. If cheap games are a way to do it, then so be it!

I say that if you have access to pirated Dreamcast games then take full advantage of them while you can. I will continue to purchase original titles as well as pirated ones because I can afford it. Many people can't afford it, though, and I'd hate for them to miss out!

Joanna Nuckowski, via email

DM: ***Err, right. So what you're saying is that because piracy is quite limited, it's okay? You say some people can't afford £40 per game... ever thought about renting them? How about buying them second-hand? We totally understand most of the arguments for and against piracy – if a cheaper option becomes available, most people will always take it. At the end of the day though, piracy = less cash for developers = NO GAMES. Not exactly a pretty picture, is it?***

"To people who can't afford £40 a throw, piracy is the only way they can get to play great games"



Mmm, Shenmue. Thankfully, because of the size of the game, we're doubtful that even the pirates will be able to hack this one. Haha!

Desperately In Need Of Some Gramer (?) Lessons



> I've had a dreamcast from day one and would just like to say how great a console it is i've had everthing from atari,Master system to snes,n64 etc...all these console's had great games as does the dreamcast but what i want to ask is how people just don't want to give it a chance some parts of the press and a text page on channel 4 as you will know it's coming up to a year and still people trying to knock the dreamcast but how can they great games,online gaming all be it chu chu rocket im not not trying to knock it because it's great and the best thing is their's more to come half-life,shenmue,powerstone2 need i say more but i will anyway... *(and he did – for the equivalent of another three paragraphs)*

Simon Shudal, via email

DM: ***Ever heard of full stops? Blimey, it's no wonder the British education system is going under...***



Short Cuts

Short, abrupt and to the point – these letters just keep getting worse and worse. Have you nothing better to do? Oh, and Alex Hamlin; stop writing. You're not funny.

My name is Steven 'Eminem' Kennedy... enough said!
Steven Kennedy, via email
DM: *Really. How interesting for you.*

I have no friends and I have never kissed anyone. I need your help, Lonely Hearts... oh sorry, I've got the wrong mag.
Michael Gallagher, via email
DM: *Ha. Haha. So funny, Gimp.*

Soul Calibur is incredibly bad (30%) and *Nightmare Creatures 2* is the best game ever!
Sam Callaghan, via email
DM: *That's why we review games for a living, not you.*

Thank you!
Colin McCutcheon, via email
DM: *You're welcome. Now go away.*

I wish to know why I cannot send emails.
Phillip Sharpe, via email
DM: *Irony is totally lost on you, isn't it?*

For all you people who think it's impossible to convert your parents to play games, IT CAN BE DONE!
Chris Jaggs, via email
DM: *We bet our mums could beat you at StreetFighter any day of the week.*

Dear gays...
M Ali, via email
DM: *Okay, you can sod off right now.*

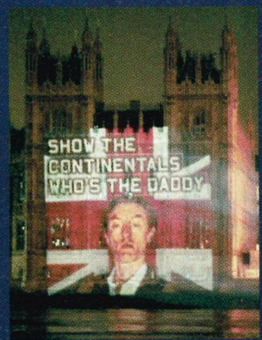
Ass-Popping Shenanigans

> I have a great idea for a new Sega ad campaign. Just before the Saturn died in Japan, Sega released a commercial that put life back into the console. It was a Sega-mad karate guy who went around kicking peoples arses if they didn't play Saturn games. I think Sega should remake this advertisement but include differences for the European, American and Japanese markets. The Japanese version could be the same as the Saturn version of the advert, the American one could of a gun-toting home boy who will 'pop a cap in your ass' if you don't play Dreamcast and the European version could be of a northern-looking guy who will 'have you' if you shun Sega. What do you think?

Richard Hamilton, via email

DM: *We think you need some help. Quick. And some Lithium might make those voices in your head go away.*

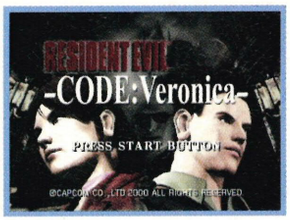




We could go off on one here about Johnny Foreigner being rubbish... but we won't. Sorry.

interact Reader Reviews

There are loads of you out there who want a joypad. Here's this month's lucky few!



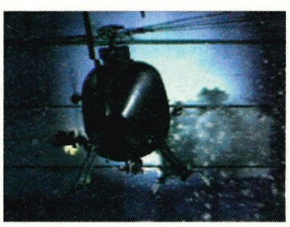
Resident Evil Code: Veronica

Publisher	Eidos
Developer	Capcom
Origin	Japan
Genre	Survival Horror
Reviewed by	Matthew Tolley

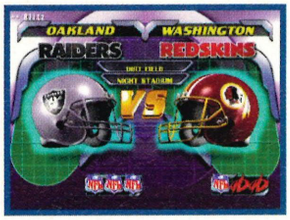


There comes a time in every gamer's life when a game arrives that has 'classic' written all over it. *Sonic* accomplished it, as did *NiGHTS* and *Street Fighter* – and now *Resident Evil Code: Veronica* joins them. From the moment you watch the intro you know it isn't gonna disappoint – everything down to the smallest detail is fab, and even the voice acting is well done. But what of the actual gameplay? Excellent – I guarantee you'll get stuck at some point only to find hours later that you'll get past it, and will want to keep on playing throughout the night.





Overall 92%

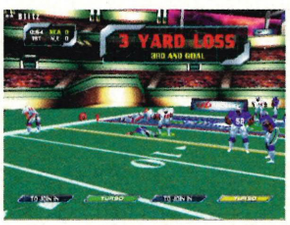


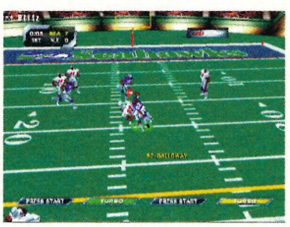
NFL Blitz 2000

Publisher	Midway
Developer	In-house
Origin	America
Genre	Sports
Reviewed by	Alexander Ridler

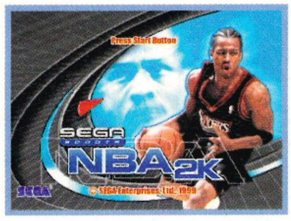


Making American football games for any platform is a hard thing to do, especially if you're not American and know little about the sport. Mighty Midway has cracked it for us non-US citizens, though. Scrapping most of the tedious rules and refs, you can now get down to some bone-crunching fun! It is incredibly easy to pick up and play and has chunky colourful visuals, juicy sound FX, hilarious commentating, several different modes AND four-player capability! You will find this hard to put down, even if you don't like the sport!





Overall 90%

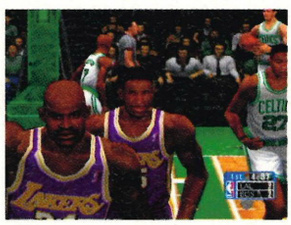


NBA 2K

Publisher	Sega
Developer	Visual Concepts
Origin	America
Genre	Sports
Reviewed by	Chris Stephen



Basketball has never had a good simulation game to feel proud of, but finally one has been created that is absolutely fantastic. To start with, the graphics are superb. When you zoom in on players during replays you can get as close as you want and there is no pixelation. The commentary is also very good and keeps up with the action perfectly. The loading times aren't too bad either, so you're playing before you know it. The main trouble is that the game will demand an entire memory card to save data, so you'll have to buy another one!



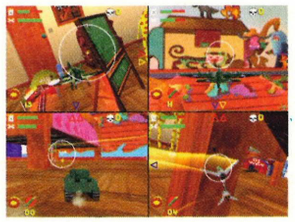


Overall 91%

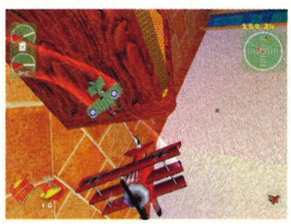


Toy Commander

Publisher	Sega
Developer	No Cliché
Origin	France
Genre	Strategy
Reviewed by	Spencer Ashby



This was my second game for the DC after the over-rated *Soul Calibur*. As *Toy Commander* was given 85% I wasn't expecting too much, which made it even more fun. Its graphics are outstanding, and the single-player is very good. Rarely do I not complete a game within a week but this was brilliant – it was just tough enough to keep you interested. The best thing about it, though, is the multiplayer – it's even better than your first go on *GoldenEye*! This game is underrated and I would definitely recommend it to everyone out there!





Overall 93%

FREE!
MadCatz
Dream Pad
For Every Reader Review



You lot like to have your say, don't you? It's worth doing, though – 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.

contact

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

By email...
dreamcast@paragon.co.uk

By snail mail...
Reader Reviews
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

PlayStation®2 don't move!



Avoid the hassle of the High Street

Our pre order form is on line - fill it in, sit back and we'll deliver on the day of launch

simplygames.com

08456 08 6666

PS2™ & PlayStation 2 are registered trademarks of Sony Computer Entertainment Inc. Subject to availability.

interact

DC-Online

We've got more places to go on the Net than you've had hot dinners... well, maybe. This month we look at Queens of Pop, films that won't be out for ages and the best in sick-minded comedy...

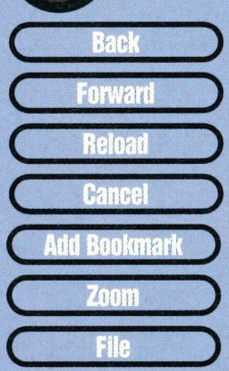
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible 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	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

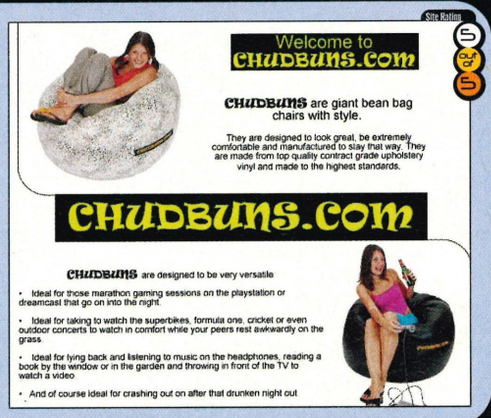


Back	Will take you to the page that you were at previously.
Forward	Will take you to the page that you've just come from if you've just left it.
Reload	Reloads the page that you're on.
Cancel	Cancels a previous instruction.
Add Bookmark	Will add a Web site's address to your bookmark list for future reference.
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.

Chudbuns www.chudbuns.com

Dreamcast Magazine WEB SITE OF THE MONTH

> There's nothing we like more than having a comfy seat – whether it's when we're playing games, trying to relax or even having a beer (or five), it's good to be comfortable. That's why we couldn't believe our eyes when we got our hands on a Chudbuns bean bag... despite coming in at a hefty £150 each, we can certainly see where the money goes. Are they comfy? Hell yeah – just perfect for sitting, slumping or doing monkey flips onto (ask Simon about that one). If you want one... well, you're just going to have to visit the Web site, aren't you?



FILM

Road Trip www.roadtrip-itsgood.com



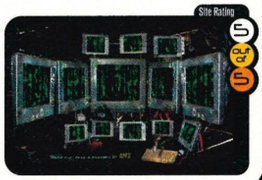
> If films like *American Pie*, *Detroit Rock City* and *Dumb And Dumber* are anything to go by, we like films loaded with sick comedy. Hence, we're looking forward to *Road Trip* – this year's answer to the ageing 'classic', *Porky's*. The Web site covers the usual mix of biographies and behind-the-scenes stuff, but it's just a precursor of what's to come... we can hardly wait.

Rustin Parr: Never Given www.rustinparr.com



> No, we didn't understand all the hype behind *The Blair Witch Project* either – in all honesty, why people found it so disturbing is totally beyond us. Still, that hasn't stopped Artisan from cashing in and coming up with a sequel, of which the Rustin Parr Web site is part of the propaganda for. It's actually quite interesting though, especially if you're someone who loved the first film...

What Is The Matrix? www.whatisthematrix.com/index2.html

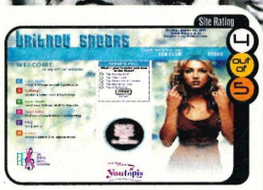


Simon's Pick

> Right, we'll admit this right now – we cannot wait until Christmas, 2002. Why? Well, it ain't because we're expect a new pair of socks from Santa... nope, it's because *The Matrix 2* is coming to a cinema near you. Of course, it's a bit too early for anything resembling a Web site to appear so instead, check out the original *Matrix* site – it still kicks arse.

MUSIC

Britney Spears www.britneyspears.com/welcome.html



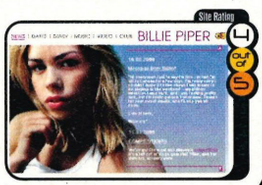
> Mmmm, Britney. Ever since various parts of her anatomy fell out of her dress during an MTV Awards party, we've liked Britney. The fact that she's not shy to dress up in a school uniform probably helps as well, so we took a quick trip to her official Web site to find out more about her. She's so great, we've already ordered our limited edition porcelain figure of her... lovely.

Christina Aguilera www.peeps.com/christina/index.html



> Let's face it. Christina Aguilera is to Britney Spears what Digimon is to Pokémon – a shameless rip-off. Mind you, that doesn't stop people from liking her and her 'music'. There's nothing we'd like better than to show her the genie in our bottles though and that's why we took a gander at her Web site. Fancy listening to a Spanish version of her latest song? No, thought not...

Billie Piper c3.vmg.co.uk/billie/index.html



Alex's Pick

> Despite being torn between the charms of Britney and Christina (at least, he was in his dreams) Alex felt that he had to plump for little Billie Piper. Her Web site went some way towards convincing him – the competition to win some of her clothes is particularly interesting – but it was mainly because she's English and the other weren't. At least he's got a sporting chance...

SPORTS

EXPN Extreme Sports
www.xgames.com

Site Rating 5 out of 5

> Do you need some excitement in your sporting life? Then you'll want to head for the extreme... sports Web site, that is. Being the top sports network that it is, ESPN has put together one of the best sites we've seen in ages and it's all centred around the Xtreme Games. There's every extreme sport under the sun, plus all the facts and info you'll ever need. You know you want it...

Tech Deck
www.techdeck.com

Site Rating 4 out of 5

Nick's Pick

> Being the non-athletic types that we are (except Alex 'Gym Master' Warren, of course) we're not very good at sports. We want to try our hand at extreme sports but... well, we just can't be bothered. Well, not any more! Tech Deck has all the extreme sport equipment you could need, but in miniature! Mini bikes! Mini boards! We love it!

Club Tony Hawk
www.clubtonyhawk.com

Site Rating 4 out of 5

> He's the most recognisable man in skateboarding today, has two games named after him, a brand of skateboard in his pocket AND is the only person ever to pull off the 900... so we joined his fan club. To be honest though, you don't get much unless you're willing to fork out some cash each month. Still, at least you can check out anything you want to know about the man himself.

COMEDY

Unnovations
www.zeppotron.com/unnovations

Site Rating 4 out of 5

> It might be a new site, but that doesn't mean to say that it doesn't tickle our proverbial cockles – bringing the latest in outmoded innovations to the waking world, Unnovations is pretty darn funny. Imagine QVC for the pop culture generation and... well, actually you'd be nowhere near. It's rude, it's crude and usually downright offensive – but we love it all the same.

TV Go Home
www.tvgohome.com

Site Rating 5 out of 5

Mart's Pick

> It's about time we mentioned this site – we chortle at it on a regular basis, but just assumed that the whole world and his mother already knew about it. If you don't, you really should take a look; some of the funniest things we've seen in a while are contained in the listings. It doesn't pull any punches though, so easily offended people might want to look away now.

Exploding Dogs
www.dogbomb.co.uk

Site Rating 3 out of 5

> We've seen it all now – first there was the shock magazine, then we had shock radio DJs and now, it's the shock Internet site. One of many, actually. Along with Stile Project, DogBomb.com is one of those sites that just gives us a whole ton of 'provocative' comedy stylings. It's pretty funny at times, downright offensive at others... so we love it. Check it out if you've got the stomach for it...

WEIRD

Longevity Game
northwesternmutual.com/games/longevity

Site Rating 3 out of 5

> Hmmm, we sense an insurance company scam going on here... let's see. A firm called North Western Mutual, giving us the chance to see how long we're going to live? Could they possibly be fishing for life insurance? We don't know – however, being able to work out that you're going to pop your clogs in the next few years is pretty smart so we'll let this one slide... for now.

Know Your Future
www.facade.com

Site Rating 3 out of 5

> Again, we doubt that a mere Internet site can predict our future – unless it says we'll be going down the pub after work. Still, Facade has got pretty much every form of fortune telling under the sun on it; from Runes and Tarot to even asking the company lawyers, you can certainly get your fix of future foreseeing done here. We wouldn't take it too seriously though...

Adventures In Internet Dating
www.waytoopersonal.com

Site Rating 3 out of 5

> Errr, okay. Someone who's obviously got some kind of thing about meeting strange people on the Internet (not that we're knocking it, of course) has decided to post up all the replies they've ever had to their adverts. It makes interesting (and occasionally funny) reading, if only to check out some of the letters she's received from the sick perverts out there. Wasn't us. Honest.

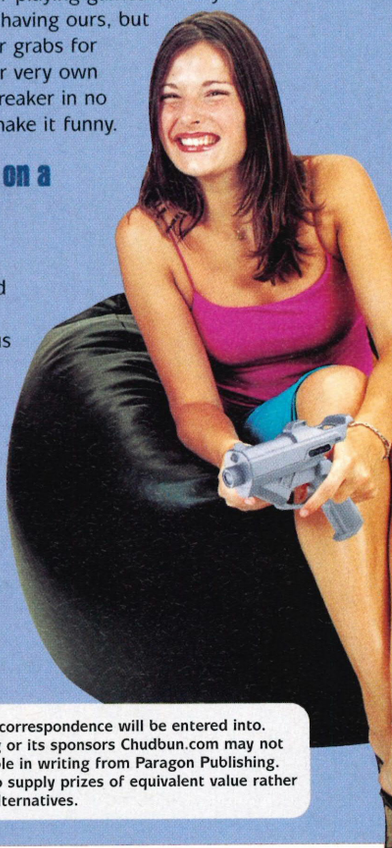
Please note: DREAMCAST MAGAZINE cannot be held responsible for the content of any of these Web sites. The views expressed on these Web sites are of the relevant authors and NOT of the staff of DREAMCAST MAGAZINE or Paragon Publishing. Oh, and we reserve the right to engage in a bit of rib-digging (especially about *Robot Wars*). We're not being serious, okay?

competition

Sit Back & Relax

WIN! A Chudbun For Your Bum!

> If you've checked out our Web Site Of The Month, chances are you'll be dying to get your hands – or arse – on a Chudbun, the latest incarnation of the bean bag. They're big, very, very comfy and ideal for playing games in. So you want one do you? Well you're not having ours, but we've got another one up for grabs for one lucky winner. To win your very own Chudbun complete this tie-breaker in no more than 15 words – and make it funny.



I want to plonk my arse on a Chudbun because...

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

Bean Bag
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 Chudbun.com 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.

Stuck On A Dreamcast Game?

Then get on the phone and get the answer to your problems!

0906 466 4492

- All the latest cheats, tips and codes for Dreamcast via live telephone helpline, 7 days a week, 15 hours a day.
- An extensive Web-based knowledge database providing our games specialists with access to the solution of the problem within seconds.
- Open 8am to 11pm.



IMPORTANT – Calls cost £1.50 PER MINUTE at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling.

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

Dreamcast solutions

Hints, Tips, Cheats and Guides



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

AeroWings 2: Airstrike

Take to the skies of *AeroWings 2* – complete the missions and these are the planes that you'll gain access to.

Bonus Aeroplanes

Successfully complete the indicated mission to unlock the corresponding aircraft

Mission	Aircraft
Fighter Pilot 5	T-4
Fighter Pilot 13	T-2
Fighter Pilot 20	Silver F-4EJ
Fighter Pilot 26	F-15DJ
Fighter Pilot 30	F-15J
Tactical Challenge 5	F-104J
Tactical Challenge 6	F-4J
Tactical Challenge 7	F-1
Tactical Challenge 8	Gray F-4EJ

F355 Challenge

Can't manage to finish those damn courses in first place to open the bonus courses? Then fear not – just enter these cheats and all the hard work will be done for you.

Go to the Options menu, hold X+Y down and choose the 'Passwords' option. Then just type in these codes.

Code	Track
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta



StreetFighter III: Third Strike

If playing the same old *StreetFighter* isn't enough, here are some rather spiffing cheats.



Play As Gill

Successfully complete the game and save. Then at the Character Selection screen, highlight Yun or Yang and press Up or Down to move off the screen.



Extra Costume Colours

Finish Arcade mode with a character and save the game. Now go to the Character Select screen, highlight that character then press and hold the Start button before pressing any of the attack buttons – you'll now have even more costume colours than before.

Unlock Secret System Direction Pages

To unlock pages eight, nine and ten of the System Direction mode, you'll need to be playing the game through on the highest difficulty without continuing... well, we never said it was going to be easy.

Mag Force Racing

High-speed racing takes a twist and turn with Crave's futuristic racer, but can you take the pace? If not then try these cheats to help you along.



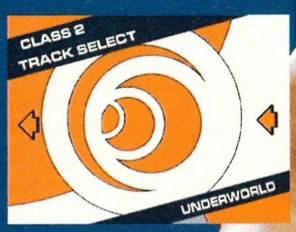
All Tracks And Tripods

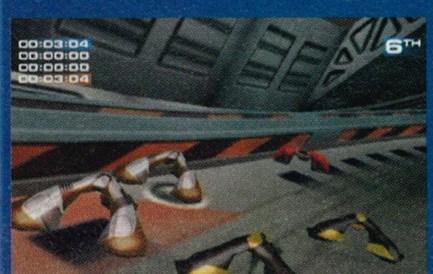
Highlight the 'Tripod Select' option at the main menu and then, hold X + Y and press Up, Left, Down, Rightx2, Up, Down, Right.

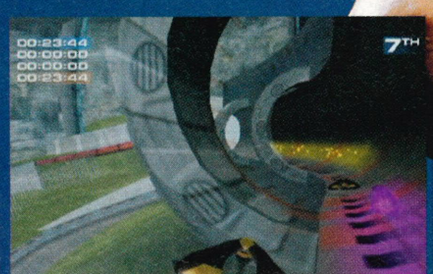
Cheat Codes

Finish high enough in a race to enter your name on the leader board, then enter any of these codes as your name to activate the cheat.

Cheat	Code
Make All Power-ups Triple Missiles	MISSI
Make All Power-ups Turbo Rams	TURBO
Turbo Ram Auto-Pilot	AUTOM
Invisible Tripods	GHOST
CPU Controlled Bonus Tripods	HUND
Alternate Sound Effects	RETRO
Debug Mode	JOHNM

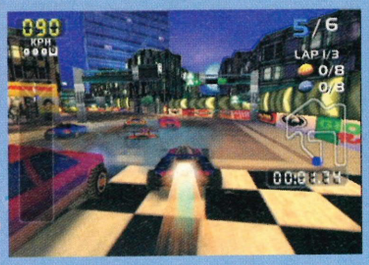






San Fransisco Rush 2049

We could recite some rather bad Paula Abdul song lyrics here... but we won't. Instead, here's a nice little cheat that'll keep you warm on those lonely nights.



Cheat Menu

At the main menu, highlight the 'Options' selection, then hold down L, R, X and Y to display a Cheat menu at the bottom of the screen.





WWF Royal Rumble

Blimey, those men in tights are pretty hard to get to grips with, aren't they? Well here's a few cheats and tips to help you on your way to the top.

Wrestle As Shane McMahon

Eliminate Shane McMahon during the 'Royal Rumble' on any setting to unlock him as a playable character.

Wrestle as Vince McMahon

Win all ten matches in Exhibition mode on any setting to unlock him as a playable character.

Alternate Costumes

Hold Start + A while selecting wrestler at the Character Selection screen.

Alternate Backgrounds

Enter the Ranking screen and choose any section there before returning to the main menu to see a new background – repeat the procedure for more backgrounds.

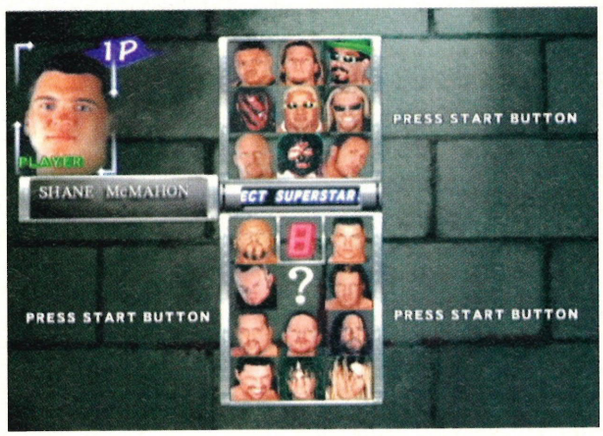
Infinite Double Team Moves

Knock the ref out twice using a weapon and a message will appear saying 'The referee is knocked out'. The Double Team moves will now light up, allowing you to perform infinite double team moves for a short while

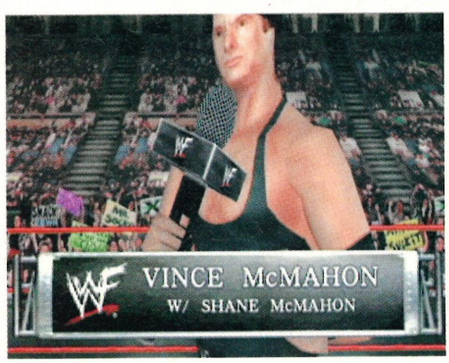
Remain In Ring

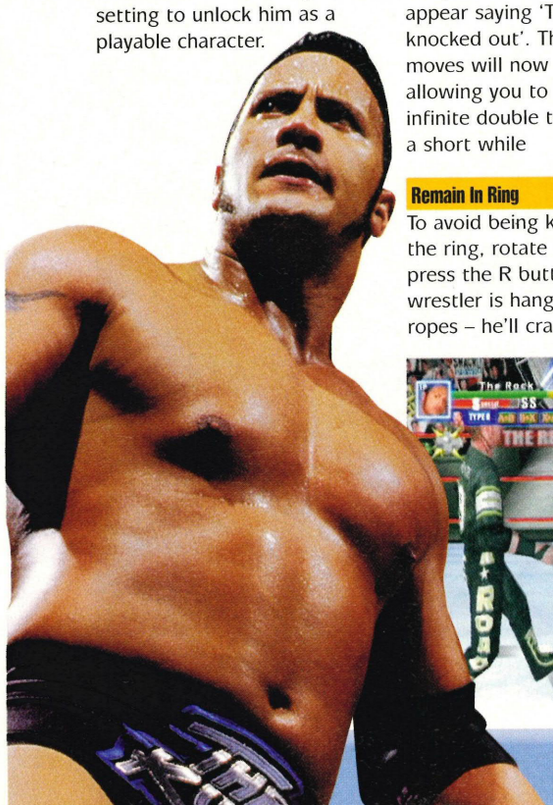
To avoid being kicked out of the ring, rotate the D-pad or press the R button when your wrestler is hanging onto the ropes – he'll crawl back in.











Classic Cheats

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.

Ready 2 Rumble Boxing

Two-Player Level Select
When playing in two-player mode, press the Left Shoulder button for the two-tier arena and the Right Shoulder button for the Championship arena. If you press 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 Selection 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 and be ready for action much faster.

Unlock Bronze Class
Enter your gym name as 'Rumble Power' to unlock this class.

Unlock Silver Class
Enter your gym name as 'Rumble Bumble' to unlock this class.

Unlock Gold Class
Enter your gym name as 'Mosma!'.

Unlock Champ Class
Enter your name as 'Pod 5!'.

Sega Bass Fishing

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

Change Lure Colour
To change the colour of your lure press Up or Down on the D-pad in Consumer mode.

Sonic Lure
To gain the Sonic Lure complete all three of the tournaments when you are in Consumer mode.

Alternate Clothes And Boat Colour
To get some new clothes and change the colour of your boat reach the final tournament in Original mode.

www.dream-cast.net

Questions and Answers

NOMAD SOUL Special

If it's not one thing, it's another – last month, all the letters we received asking for help were for *Code: Veronica* and now you all seem to be stuck on *The Nomad Soul*. Well, at least you're consistent.

Of course, there are loads more games out there to have problems with, so you can always ask us to help out – write to us today at:

Q&A
Dreamcast Magazine
Paragon Publishing
Paragon House
St Peters Road
Bournemouth BH1 2JS

Or send an email to dreamcast@paragon.co.uk

It's A Sign

Q I've been trying to play *The Nomad Soul* for a while now and I just can't find out what the Sign Of Awakening is. I have to give it to the Yeshu Monk waiting for me in front of the supermarket in Zone 9 in order to obtain the Power Rod to get into Gandhar's office... do you know what it is? Oh, and can you please print some cheats for the game because you didn't print any in your last A-Z book. Yours puzzled,
Gavin McQuistin, Ayrshire

A ***Hmm... not too bright are you, young Gavin? Never mind – we've got the solution that you need to get further through the game. Not surprisingly, you're looking for something that you've already managed to collect... or at least, should have done unless you seriously messed up. Remember the talisman that Telis gave you way back in the restaurant before the armed robbery? Well, try giving that to the monk and you might just be surprised at the result. Of course, that's only one step towards getting the Power Rod... and no, there aren't any cheats – so don't ask.***

I've Got The Power

Q I am stuck on *The Nomad Soul* at the point where you have to get into Chief Gandhar's office. I've got the Power Rod and have been through the Ventilator Room, but I can't control the Mecaguards from the control room. When I activate the machine, it reads 'No active power supply'. Please help!
Neil (just Neil), Glasgow

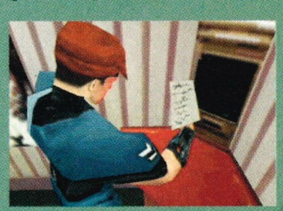


A ***You're actually looking in the wrong place – as far as we can tell, you don't need to control the Mecaguards at all. Once you're in the control room, pulling the switch on the console should shut down the horizontal fans nearby. By hitting the nearby black switch, you'll open a window for you to jump through – inside, jump into the water and swim to the end of the passage before collecting the Electrical Cable from the floor. Now head back to the control room and use the cable on the panel to short out the rest of the fans; from here, you can use Den's Map to find where the Chief's office is. Easy!***

I'm Going To Be A Bra

Q Okay, I'll admit it – I'm stuck on *The Nomad Soul*. I know I'm supposed to have collected the Reincarnation Spell by now but I can't find it anywhere. I thought it was an easy thing to find, seeing as how it's vital for getting through the game but I don't know where it is. Any ideas?
Phil McGregor, Cambridge

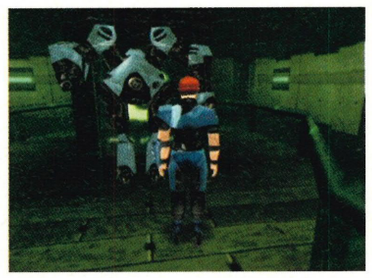
A ***Tell us something, Phil – have you visited the Abandoned Temple, north-east of Fu-An's shop recently? If so, you should have picked up the Reincarnation Spell... no, wait. You missed the note inside Kay'l's cupboard at work, didn't you? Silly. Reading it would have told you that when you reach the temple, you've got to stand on the star in the middle of the room with your back to the door and take ten paces forwards, turn right and then take ten more paces. Press the wall by hitting the Action button and a hole in the floor should open on your right – inside is the spell you're looking for. Honestly, we're just too good to you sometimes...***



New Pair Of Sneak(ers)

Q It's not that I'm bad at games but I've been stumped on the part of *The Nomad Soul* where you have to access Den's sneak for ages now. I just can't find a way of opening it – every time I try, I get told it's broken. What am I doing wrong?
James Steer, Hereford

A ***Have you thought about getting someone to fix it for you? If you'd paid attention when you picked up the sneak, you'd have found out where to go... duh. Nip over to Fu-An's shop in Qalisar and chat to him; for 400 Seteks, he'll mend the sneak and open it for you. If you're a bit strapped for cash, you could always enter the Sha'armet Tournament – just go to the Xam store near Aka's bar, then buy a Meca-Lamp battery to gain access to the illegal fighting ring. Win here and you'll have more than enough cash to open that sneak...***





IT'S THE 'Beat Mathers' Challenge!



> This month saw a massive response to our *Sega Bass Fishing* challenge – we had loads of you trying to beat our top weight of 9715kg. Because it was so close we thought we'd show you the best three fish, but there can only be one winner.

WINNER!: David Scammell, St Albans
Biggest Fish Caught – 9933kg
(Consumer mode, normal difficulty)

Second Place – Matthew Tolley, Monmouthshire
Biggest Fish Caught – 9830kg

Third Place – Ian Derrick, Aberdeen
Biggest Fish Caught – 9758kg

We've got some new challenges for you this month (set by the man Warren this time). Unfortunately, we've been plagued by Action Replay-powered cheats recently, so we're clamping down on false scores. Now, onto the challenges!

Challenge One Virtua Athlete

Record Score – 7356pts
(Exhibition, seven events, normal difficulty)

Challenge Two WWF Royal Rumble

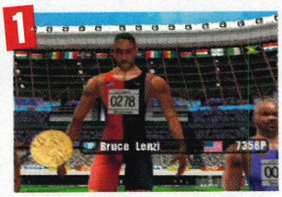
Record Score – 28 people eliminated
(Royal Rumble mode, 30 opponents, difficulty level four)

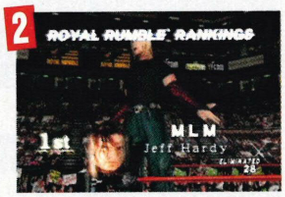
Challenge Three Power Stone 2

Record Score – 8'14"39
(Adventure mode completed, difficulty level four)

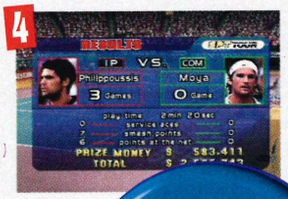
Challenge Four Virtua Tennis

Record Time – 2'20"00
(Round five – and ONLY round five of Arcade mode, three games)

1


2


3


4


sponsored by
JOYTECH
EUROPE



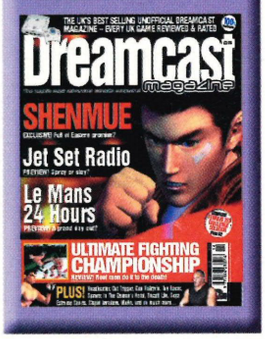
WIN! A Set Of Joytech Goodies!

contact

> Getting help couldn't be simpler. We accept letters, emails, faxes, even pigeons!

Mailbox
Dreamcast Magazine
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Alternatively...
Email: dreamcast@paragon.co.uk
Fax: 01202 299955
Web site: www.dream-cast.net



Dreamcast solutions
The ultimate Dreamcast tips magazine



OUT NOW!
ONLY £3.99

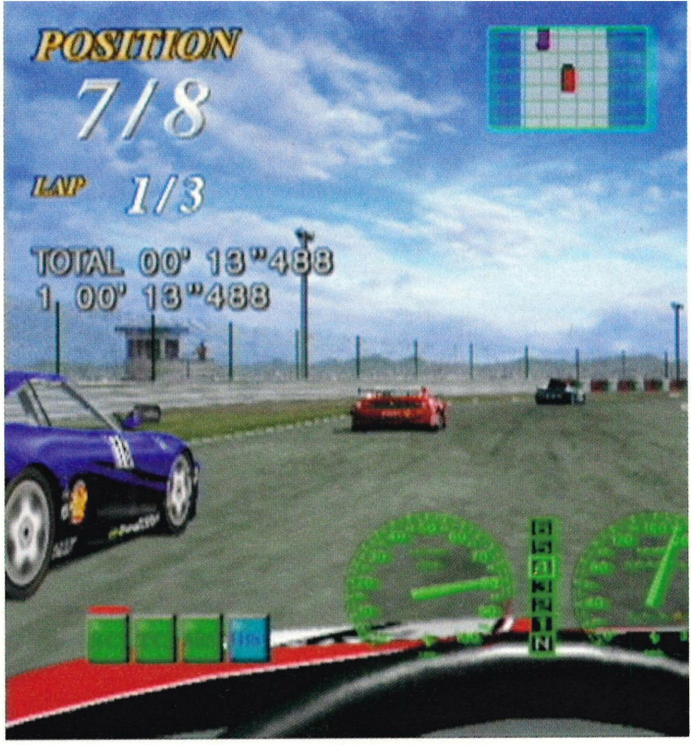
BE FIRST TO THE FINISH LINE WITH THIS FANTASTIC FERRARI GUIDE AND MUCH MORE!

TIPS, CHEATS, CODES



Ferrari 355 Challenge

Strap yourself into a £100,000 sports car and prepare yourself for the ride of your life!

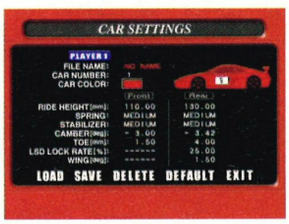


Top Ten Driving Tips

TIP 1 Don't Expect Too Much!

Racing veterans and novices alike will want to immediately start racing. Don't!

Ferrari 355 Challenge is like nothing you've ever experienced before and unlike other so-called driving simulators, it really is very realistic. You won't be able to bomb around and win races. Sorry. You'll have to learn to drive the car first.



TIP 2 Leave It To The Experts

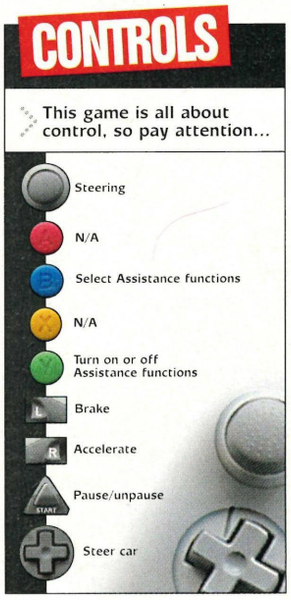
Unless you are some kind of mechanical wizard, leave the car as it is. Tempting though it may be to try to set up your car differently for each race, we recommend that you leave it *exactly* as Ferrari designed it. Focus on learning the tracks before you even consider tinkering under the bonnet.

TIP 3 I Need More Power!

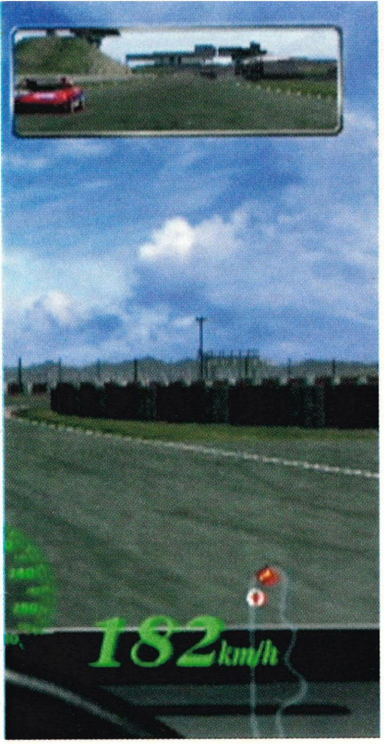
As you are all driving the same car, you won't be able to chase after and overtake your competitors on straights. The only way that you'll manage to win races is if you learn to take the corners and chicanes more efficiently than your opponents. If you can outbrake others on corners, you'll find that you begin to win races.

CONTROLS

This game is all about control, so pay attention...









TIP 4 I Want To See What It Looks Like!

You can't! And despite everybody asking us this, there isn't an external view. Yu Suzuki wanted *Ferrari 355 Challenge* to be as realistic as possible and that means that the console version (like its arcade counterpart) comes with an in-car view only. Yes, it's a shame, but that's the way real driving fans want their games!

TIP 5 Slow Is Sometimes Good

Bombing around like a maniac might work on some other lesser driving games, but not here. Driving a Ferrari is a delicate balancing act of knowing when to slow down and where. You won't win any races by slamming on the brake every time you come to a tricky bend. Learn the tracks and use the brakes and accelerator efficiently.

TIP 6 Sand Is For Castles, Not Ferraris

A bit obvious, this one. Around every bend or chicane is grass or gravel pits. These slow you down, as you lose traction. You'll never be able to cut across any, and we mean any, corner in an attempt to overtake. You'll slow right down and the car in front will bomb ahead of you and you'll lose valuable time, if not the race. Don't even think about it.

TIP 7 It's Not A Race!

Well, of course it is... but the thing is, you are not likely to win many races initially and this can be a little de-motivating. The thing that you should do is concentrate on the circuits and, if necessary, savour getting around that hairpin properly for the first time. Over time and with practice, those lap times will come down, but don't expect to be the next Schumacher any time soon. Sorry.

TIP 8 And They're Off!

Boy racers might like those high-rev, rubber-burning starts. However, your Ferrari won't, so it's best to avoid them. At the start, keep your revs relatively low so that you can pull away smoothly. In doing so, you might just overtake a racer before the first corner rather than watch them all race away from you.

TIP 9 Know Thine Enemy

If you want to attain success in *Ferrari 355 Challenge* then the first thing that you should do is learn *every* single track. The way to do this is to practice each one over and over, very slowly at first. Assume that each bend is going to be a complete nightmare to take at speed. In time and with familiarity will come an understanding of what your car can handle and just how quickly you can take those corners.



TIP 10 Get The Right Kit

In spite of the fact that the controller works really well, to get the most out of *Ferrari 355 Challenge* you're going to have to buy a steering wheel. We'd recommend this Thrustmaster. Ferrari likes it so much that it has taken it under its wing and allowed the profligate use of that horse logo as a seal of approval. It's expensive but it works, as you might imagine, superbly.

If You Really Must Cheat...

> Thankfully, Sega has provided us with some very helpful cheats so that you can enjoy every single one of the tracks rather than winning them as you progress through the game. Though we'd normally suggest that you earn them yourself, we reckon that an awful lot of you might never see them all without these cheats – yes the game really is that hard and demanding. So here's how to do it.





Go to the Options menu and hold X + Y, then choose the 'Passwords' option by pressing the A button at the same time. Once you've entered the Password Menu screen, just type in these codes:

Code	Track
CinqueValvole	Pista Di Fiorana
LiebeFrauMilch	Nürburgring
Stars&Stripes	Laguna-Seca Raceway
KualaLumpur	Sepang Circuit
DaysofThunder	Atlanta

When you go to the Single Race menu, you'll find all these lovely new tracks on offer and they are mighty sweet. Enjoy!

Original Tracks

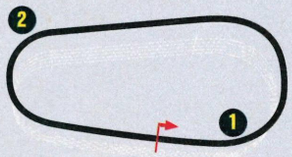
> If you've played the arcade game, these tracks will be more than a little familiar. If not, you're in for a bit surprise. Here's the lowdown on the six tracks that will have you tearing out your hair.

LOCATION: JAPAN — TRACK DIFFICULTY ★★★★★★

Motegi — **2,414m**

Probably the first track that you will race on and, as you might expect, it's a little undemanding. You'll have to take each of the relatively gentle bends with caution, though, or you'll end up hitting the wall which will lose you the race. If you can avoid getting into any scrapes a good finishing position is assured.

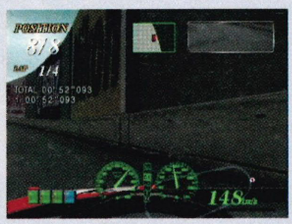


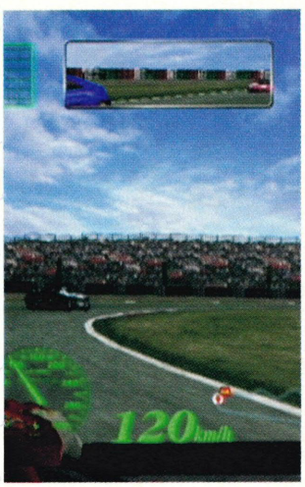


1 The first bend isn't particularly tough, especially as you are still building up speed.

Due to the high speeds involved on this track, it is all too easy to end up having a close meeting with the wall.

2 The same is not the case on the next. If necessary, ease off the accelerator.







continued>

continued



1

LOCATION: JAPAN TRACK DIFFICULTY ★★☆☆☆

Suzuka (Short) 2,243m

Though a pint-sized version of the famous F1 circuit this stripped down racing circuit is a little more demanding than Motegi. With a nasty 'S' curve to negotiate and the odd sharp right-hander in terms of challenge *F355* certainly steps up a gear.

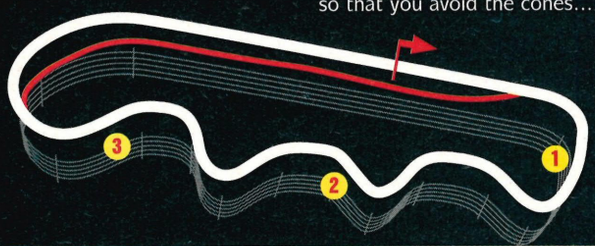


2

1 Having just bombed it down the straight you'll have to break from 200kph to more like 135kph then back up again briefly, only to slow down to around 100kph to get around this tight right-hander.

2 The 'S' curves are particularly tricky to negotiate without winding up in the grass. Slow right down initially, but in time you'll be able to take them faster than you first thought.

3 The last corner on this circuit is particularly tight. Approach it as widely as possible, but ease off the accelerator and brake a little so that you avoid the cones...











LOCATION: ITALY TRACK DIFFICULTY ★★☆☆☆

Monza 5,770m

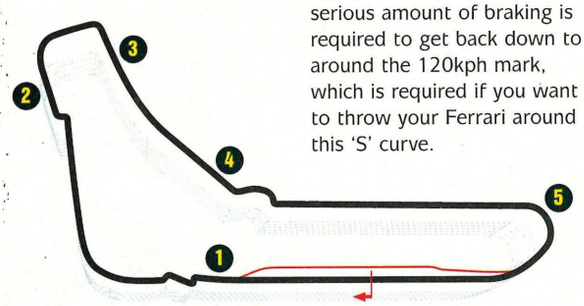
A considerably longer circuit, this one. And despite the fact that in recent years chicanes have been added to slow drivers down, it still has enough straights to encourage some high-speed driving. If you can master the chicanes, you'll be fine...

1 Easing off the throttle is no easy task, especially for speed lovers. However, this nasty chicane requires exactly that. You should be able to whip through this at 120kph, but it requires not a little skill to avoid the bollards.

2 A much, much tighter chicane. Use the braking boards as a guide to ease off the gas. Approach with caution and at around 100kph.

3 Almost straight after the chicane, you'll come to a right-hand curve that tightens somewhat. Approach the corner with care and brake midway through so that you don't end up on the grass verge.

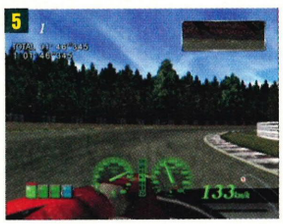
4 After building up your speed to full pelt, a serious amount of braking is required to get back down to around the 120kph mark, which is required if you want to throw your Ferrari around this 'S' curve.







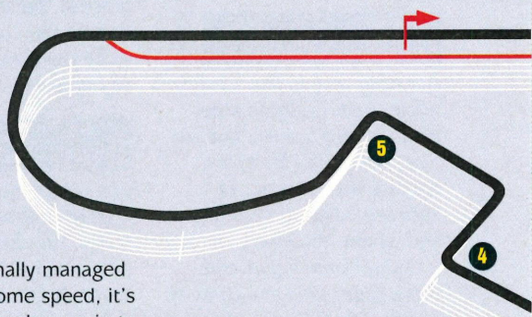
5 A 'spoon' curve. Controlled braking (down to 130kph) will get you around the apex of the curve, then you can open her back up to accelerate down the straight.



LOCATION: JAPAN TRACK DIFFICULTY ★★★☆☆

Sugo 3,704m

A notch up again in the difficulty stakes. Sugo is a relatively slow circuit with some tight corners and precious few straights to contend with. However, if you can learn to take each right-hander as tightly as possible, you should enjoy this challenging circuit.



1 The first corner and a tricky one at that. The only way to negotiate this one is to lower your speed to 100kph otherwise you'll fly off the track.

2 Another slow curve, only this time it is a left-hander. You'll need to brake down to 70kph if you want to make it around here!

3 What are the odds? A series of slow curves that require you to reduce your speed down to the 100kph mark.

4 Having finally managed to gain some speed, it's hard on the brakes again to that magic 100kph mark for this pretty tight right-hand corner.

5 The following two corners are a little faster, but the second requires a lot more caution (and reduction in speed), otherwise you'll end up off the circuit.

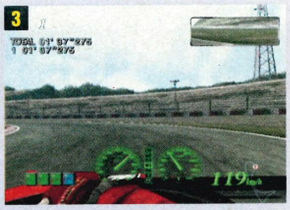




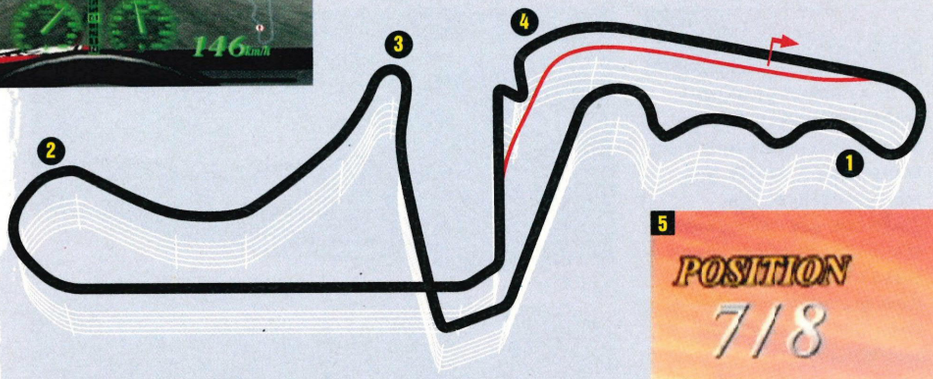












LOCATION: JAPAN TRACK DIFFICULTY ★★★★

Suzuka 5,864m

Japan's premier racing circuit certainly has it all. If you fancy tackling 'S' bends, chicanes and hairpin bends, then this is the track for you. Don't worry too much about speed, as this is definitely a technical circuit and one to hone all your driving skills on. Good luck!

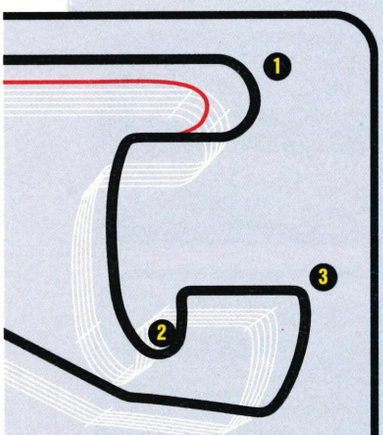
1 'S' curves again. Off the throttle and down to 120kph, although by now you should be more than used to negotiating these puppies.

2 Welcome to your first hairpin bend. The only way to get around here is to reduce your speed to around 55kph. It might seem like a crawl, but any faster and you'll wind up in the sand!

3 A left-hand spoon curve. Approach at 120kph, speed up slightly during the mid-section, then slow back down to 100kph.

4 A chicane is your last obstacle and you'll need to slow right down to below 60kph if you want to have a chance of making it.





LOCATION: UNITED STATES TRACK DIFFICULTY ★★★★★

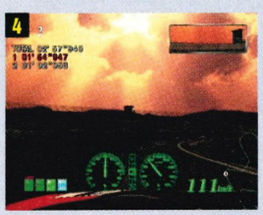
Long Beach 2,558m

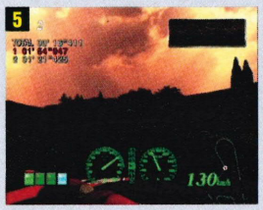
Though not as long or twisty as Suzuka, the Long Beach circuit is one of the nastiest tracks that you'll come across in the game. Chicanes and hairpins are placed together in an energy-sapping race track that'll take you ages to get to grips with.

1 A nasty chicane is your first challenge. Make sure that you get yourself down to a measly 65kph if you want to make it around here.

2 No sooner have you crawled around the chicane than a slow right-hand curve pops up, begging for you to slow back down to 70kph. It's a tight curve that is best taken as slowly as you can.

3 Again you face another right-hander, although this time it is quicker.

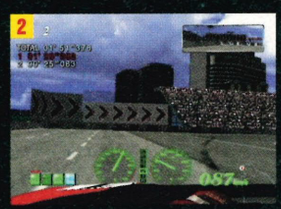






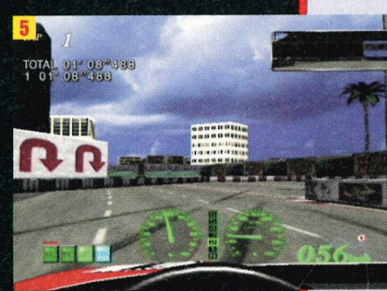
However, be careful not to try to floor it or you will lose traction and, worse, valuable seconds.

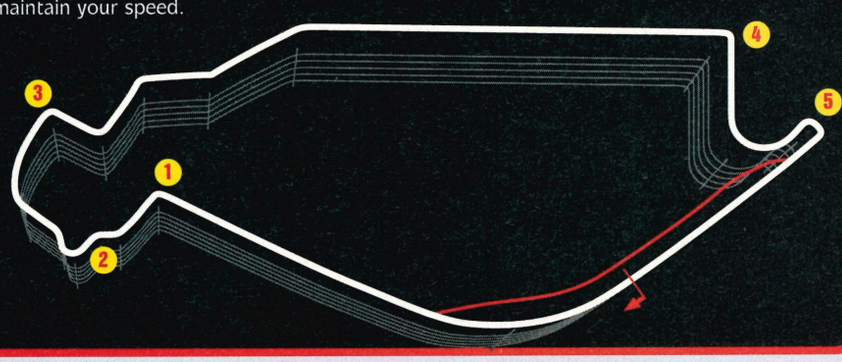
4 Having been finally allowed to bomb down the straight, it's back to another 100kph right-hander. Take this as wide as is possible and you'll maintain your speed.



5 A spoon and a hairpin bend are all that separate you from victory now. The hairpin is particularly tricky and you'll need to slow down to below 50kph and stick closely to the right-hand wall if you are to have any chance of making this horrible bend.







continued >

ontinued

The Bonus Tracks

You have two choices – either you win races and do well in the Championship mode or you cheat. Whatever route you take, once you've unlocked the all-new and Dreamcast-specific tracks you'll find a whole new world of pain waiting for you.

LOCATION: UNITED STATES TRACK DIFFICULTY ★★★★★
Atlanta 2,478m

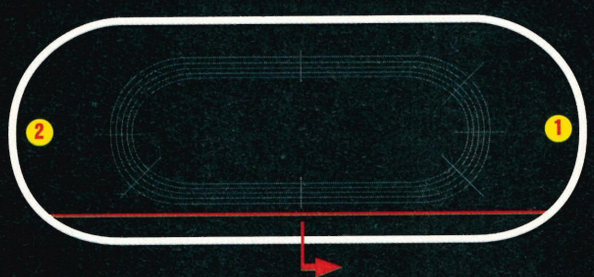
Similar to the Motegi circuit, this NASCAR oval is a pretty dull and undemanding circuit that whilst pleasing the fans in the States, doesn't really add anything to the game. Just remember to ease off the throttle at the bends if you think that you are going to hit the wall.



1 As you build up speed you should be able to bomb at full pelt around this easy bend.



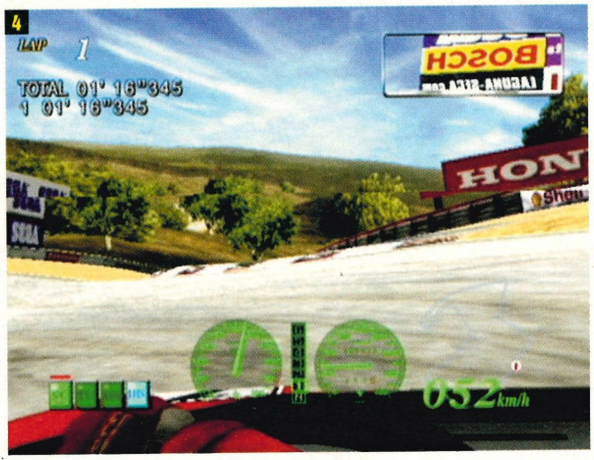
2 Likewise, the same applies here. However, be aware of missing the corner entirely. It's best to ease off the accelerator a little if it means that you don't collide with the wall.





LOCATION: UNITED STATES TRACK DIFFICULTY ★★★★★
Laguna Seca 3,602m

With a number of inclines and blind corners, Laguna Seca is a tremendously tricky course that's not for the faint-hearted. As it's American, you can expect the usual mix of just about every kind of bend and driving challenge known to man. Well, if something's worth doing...

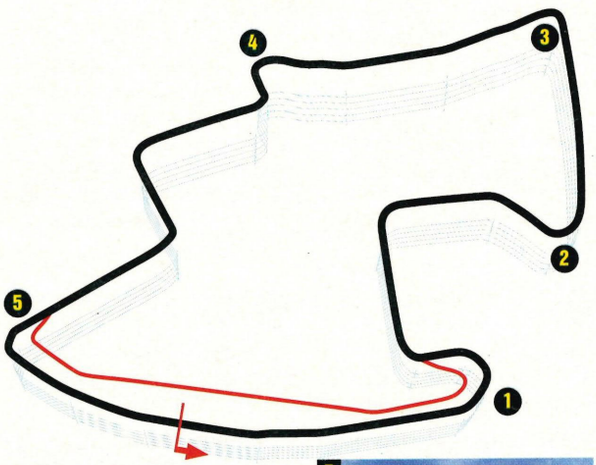


1 A spoon curve is the first obstacle that you'll meet. Hit it wide and relatively slow (100kph), brake further at the apex and keep turning to your left to avoid the sand.

2 Having taken care of the tight right-handers, you are faced with a 110kph left-hander. Providing that you slow down enough, this shouldn't prove to be too much of a problem.

3 In case you weren't paying attention to the last left-hander, there's another one to try your skills on. Watch out for overrunning this one as it's easy not to slow down early enough.

4 Over the crest of the second hill you'll find the aptly named 'Corkscrew'. This nasty 'S' curve must be negotiated at speeds of no more than 50kph.



5 As if that weren't enough, you've then got a very slow (50kph) hairpin bend to fling your car around. Just make sure that you slow right down.



LOCATION: GERMANY TRACK DIFFICULTY ★★★★★
Nürburgring 4,556m

Like 'S' curves? Well, if you do then this is the circuit for you. Nürburgring is a particularly challenging circuit with some nasty corners, making for a race that demands your fullest attention. Not a circuit for the speed-freaks amongst you.

1 Nürburgring greets you with a sub-100kph 'S' curve for starters. And that's just the beginning...

2 And with alarming efficiency you have to do exactly the same thing over again here.

3 Having just managed to get the car going at a pace, it's back on the brakes down to 80kph, which should just about see you through this very tight right-hand bend.

4 Just after the faster 'S' curves (you must have got the hang of them by now) you will head straight into a left-hand curve. Get the car at 100kph and you should make it easily.

5 Likewise, this right-hander is tricky. If you don't keep the speed of the car down, you'll skid off the track.

6 Fancy a bit more of those 100kph 'S' curves? Course you do! And here's where you get some *more* practice...

















LOCATION: MALAYSIA TRACK DIFFICULTY ★★★★★

Sepang 5,542m

Welcomed to the F1 world stage last year, Sepang is one of the most technical circuits that you are ever likely drive on. Its size and tricky corners conspire to demand an assured drive and one that is respectful of the circuit.

1 A right-hand 'S' curve is your rude awakening to this tricky circuit. Start braking early and get your car down to about 80kph, which should ensure that you don't come a cropper. Dab the brakes or release the accelerator if necessary.

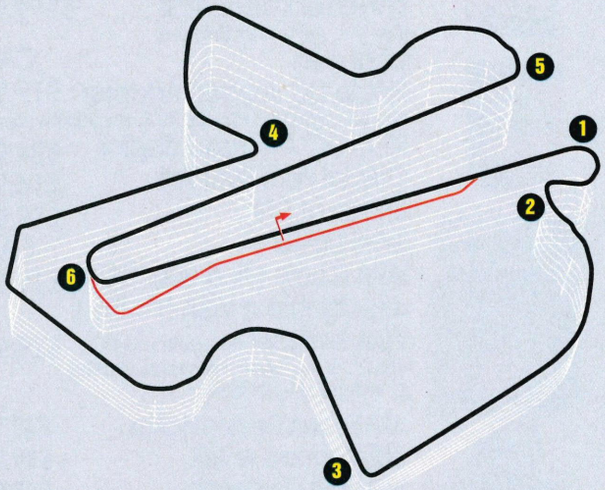
2 Likewise, as you come out of the second bend, you'll need to keep your speed well down.

3 A 90kph right-hander that you'll have to take very tightly if you don't want to skid off...

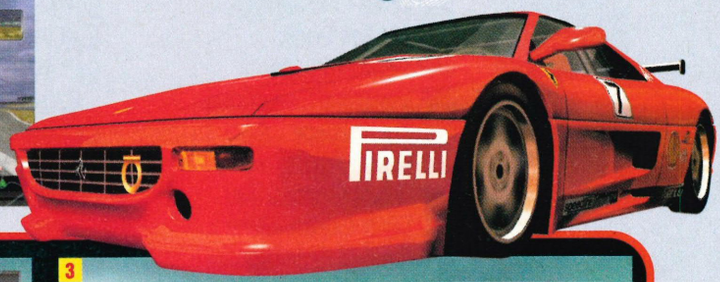
4 After a series of relatively fast bends, you'll meet this rather nasty hairpin bend. Brake early to ensure that by the time you're at the apex of the curve, the speedometer reads 50kph.

5 Take this wide and at around 80kph. It's very tight, but if you approach it wide enough, you'll make it.

6 Hairpin bends should pose less of a problem now. However, here you'll approach it at full speed. These cones indicate when you should apply the brakes. You should get the car down from 200kph+ to about 70kph.







LOCATION: ITALY TRACK DIFFICULTY ★★★★★

Pista Di Fiorana 2,976m

A quiet drive in the country this is not. Although the scenery is often beautiful to look at, the bends and hairpin don't allow you to savour these sights. Whilst not as tricky as Sepang, there's still enough of a challenge to keep you on your toes.

1 You'll have to brake hard to get your speed down to 60kph if you want to get around this tight right-hander.



2 Another tight right-hander follows after the speedy 'S' curve. Brake down to 70kph and you'll be fine.

3 Although this right-hand curve is much faster (90kph), it follows a couple of inclines. Make sure that you are aware of its presence or you'll miss it entirely...

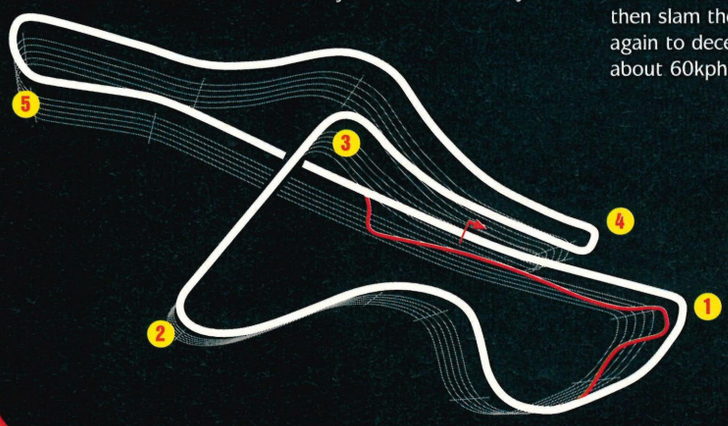


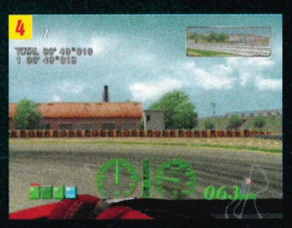
4 What course would be complete without a hairpin bend? Slow down to 45kph and crawl around this one to avoid mishap.

5 A spoon curve for your troubles. You'll be travelling at a fair rate of knots before you hit this one. Dab the brakes first and then slam them back on again to decelerate down to about 60kph.









www.projectk.com Email: info@projectk.com

PROJECT K

TEL: 020 8508 1328 FAX: 020 8508 3845

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

DELTA VISA MasterCard SWITCH SOLO

Cheques and Postal Orders made payable to PROJECT K

PROJECT K,
The Seedbed Centre,
Langston Road,
Loughton,
Essex, IG10 3TQ



















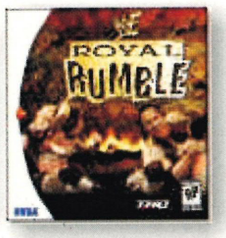


DREAMCAST IMPORTS

Import Dreamcast	£149.99
Universal Dreamcast (Run USA, JAP and UK Software)	£199.99
Light Gun	CALL
PSX to DC Joypad Adaptor (Use your standard PSX or Dual Shock Pad on your DC)	£19.99
SS to DC Joypad Adaptor	£24.99
Official Puru Puru Pak	£14.99
Universal Chip	£29.99
SVHS LEADS	CALL
VGA Cable (Plug your DC directly into a VGA Monitor)	£19.99
VGA Switcher (Run both your DC and PC at the same time without having to switch cables or boxes)	£29.99
JAP Spawn Demon Hands	£49.99
JAP Capcom vs SNK	£49.99
JAP F355 Challenge	£49.99
JAP Jet Set Radio	£49.99
JAP Virtua Athlete	£47.99
JAP Vampire Chronicles	CALL
JAP Zusar Zusar	£47.99
JAP Super Avengers	£47.99
JAP Giant Gram 2000	£49.99
JAP Dino Crisis	SEPTEMBER
JAP Eternal Arcadia	SEPTEMBER
JAP Samba De Amigo (game only_	CALL
JAP Rainbow Cotton	£29.99
JAP Rent A Hero	£44.99
JAP Virtua Cop 2	£32.99
JAP Crazy Taxi	£39.99
JAP Dance Dance Revolution 2nd Mix	£49.99
JAP Dance Dance Revolution 3rd Mix	£49.99
JAP Shen Mue	IN STOCK
JAP Street Fighter 3 Third Strike	£47.99
JAP Virtua Fighter 3	£29.99
JAP Air Force Delta	£9.99
JAP F1 Monaco GP	£9.99
JAP Dead or Alive 2 (September)	£49.99
JAP Psychic Force	£9.99
JAP Aero Dancing	£9.99
JAP House of the Dead 2	CALL
JAP Espion Agents	£9.99
JAP Climax Landers	£9.99
JAP Death Crimson	£9.99

USA Virtual On	£47.99
USA WWF Royal Rumble	£49.99
USA Space Channel 5	£47.99
USA Hidden & Dangerous	CALL
USA Sega GT	£47.99
USA Super Runabout	£45.99
USA Powerstone 2	£47.99
USA TNN Hardcore Heat	£34.99
USA NFL Quarterback Club	£49.99
USA Rainbow Six	£45.99
USA Evolution 2	£47.99
USA Virtua Tennis	£47.99
USA Metropolis Street Racer	OCT
USA D2	£49.99
USA Wild Metal Country	£19.99
USA Half Life (September)	£49.99
USA Bleemcast	£21.99







CONVERT YOUR DC TO RUN ALL GAMES



DC Solo Chip £29.99
Pre Wired or Non Pre Wired Chip for Self Installation

Complete Fitting Instructions and Diagram Included

Fitting Service including delivery back to you £64.99

PROJECT K 4 WIRE SOLO CHIP £29.99

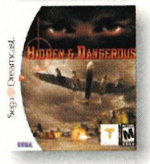












VGA CABLE PLUG DIRECTLY INTO MONITOR FOR HI RESOLUTION GRAPHICS

VGA AUTO SWITCHER £27.99
Plug both your PC & Dreamcast into your monitor at the same time. Also plug AV Cables directly into another TV or Speakers



COMPATIBLE WITH ALL DREAMCAST CONSOLES

DREAMCAST JOYPAD ADAPTOR

Use your PSX Dual Shock Joypad, Steering Wheel, or Dance Matt on your Dreamcast. Compatible with ALL Dreamcast Consoles...UK, USA or JAP. Button layout is the same as a DC Joypad RUMBLE function WORKS TOO



£19.99

DREAMCAST JOYPAD ADAPTOR

Also available for Saturn Joypads & Joysticks

Saturn Joypad adaptor with VMS Slot £24.99

Saturn Joypad adaptor £19.99

Customer Name .....

Address .....

.....

.....

.....

POSTCODE .....

TELEPHONE .....

ITEM	QTY	ITEM TOTAL
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
	P+P	.....
	TOTAL	.....

Add £2 per item for P+P
Next Day Delivery (insured) from £5
£15 for INSURED COURIER on HARDWARE

Special Reserve Discount Network
Specialreserve.net

PHONE 0870 725 9999 FAX 0870 725 9988
UKgames.com



SAVE £7
ECCO THE DOLPHIN
32.99



SAVE £7
HIDDEN & DANG
32.99



SAVE £6
VIRTUA TENNIS
33.99



SAVE £7
VANISHING POINT
32.99



SAVE £7
SYDNEY 2000
32.99



SAVE £7
RES EVIL CODE VERON
32.99



SAVE £8
DEAD OR ALIVE 2
31.99

Over 4000 discounted games, DVD films, computer supplies, peripherals, PCs and consoles
PLUS cheats, demos, clips, discussions, reviews and prizes. Visit UKgames.com or UKdreamcast.com NOW!

Dreamcast... 149.99



FREE Chu Chu Rocket, FREE Controller FREE Modem. Next generation CD based console, achieves 128Bit performance from an independent 3D graphics engine & a RISC Processor.

Dreamcast Essentials

OFFICIAL CONTROLLER	19.99
ASTROPAD CONTROLLER	7.99
QUANTIUM PAD	12.99
JOYTECH CONTROLLER CLEAR BLACK OR CLEAR BLUE	17.99
MAD CATZ CONTROLLER	17.99
OFFICIAL ARCADE STICK	33.99
JORDAN GRAND PRIX WHEEL	42.99
OFFICIAL KEYBOARD	19.99
JOYTECH 9MM LIGHT GUN	25.99
MAD CATZ BLASTER LIGHT GUN	34.99
OFFICIAL VIBRATION PACK	16.99
JOYTECH VIBRATION PACK WITH 1MB MEMORY	18.99
MAD CATZ VIBRATION PACK	13.99
MOTION RUMBLE PACK	9.99
JOYTECH 4MB MEMORY CARD	16.99
OFFICIAL VISUAL MEM SYSTEM	19.99
ACTION REPLAY CHEAT CART	34.99
DREMCAST STORAGE UNIT	16.99
PRO CARRY CASE	16.99
DREAMCAST SCART LEAD	7.99
CONTROLLER EXTENSION LEAD	7.99
TELEPHONE EXTENSION LEAD	7.99
OFFICIAL GAME GUIDES	FROM 6.99

Dreamcast Top 80

4 WHEEL THUNDER	29.99
4X4 EVOLUTION	32.99
ACCLAIM CLASSICS: RE-VOLT	9.99
ACCLAIM CLASSICS: TEE OFF	9.99
AEROWINGS	29.99
ALONE IN THE DARK 4	29.99
BLUE STINGER	25.99
BUGGY HEAT	26.99
BUST A MOVE 4	22.99
CAESARS PALACE 2000	31.99
COLIN McRAE RALLY 2.0	33.99
CRAZY TAXI	33.99
DAVE MIRRA FREESTYLE BMX	32.99
DEAD OR ALIVE 2	31.99
DEADLY SKIES	30.99
DRAGONS BLOOD	26.99
DYNAMITE COP	30.99
ECCO THE DOLPHIN	32.99
ECW ANARCHY RULZ	32.99
ECW HARDCORE REVOLUTION	29.99
EVOLUTION	29.99
EXTREME SPORTS	33.99
FELONY PURSUIT	32.99
FERRARI 355	32.99
FIGHTING FORCE 2	26.99
FORMULA 1	27.99
FUR FIGHTERS	31.99
GAUNTLET LEGENDS	32.99
GIGA WING	31.99
GRAND THEFT AUTO 2	32.99
HEAVY METAL FAKK 2	32.99
HEROES OF MIGHT & MAGIC 3	31.99
HIDDEN & DANGEROUS	32.99
HOUSE OF THE DEAD 2	32.99
HYDRO THUNDER	19.99
INCOMING	28.99
JEREMY McGRATH SUPERCROSS 00	31.99
JET SET RADIO	33.99
JIMMY WHITE'S 2: CUEBALL	31.99
JO JO'S BIZARRE ADVENTURE	26.99
KISS PSYCHO CIRCUS	32.99
LE MANS 24	29.99
LEGACY OF KAIN 2: SOUL REAVER	29.99
MAKEN X	33.99
MARVEL VS CAPCOM	32.99
MARVEL VS CAPCOM 2	31.99
MDK 2	29.99
METROPOLIS STREET RACER	32.99
MIDWAY'S GREATEST ARCADE HITS VOL 1 Joust, Robotron, Defender 1, Defender 2, Sinistar and Bubbles	**24.99**
MONACO GRAND PRIX	14.99
MORTAL KOMBAT GOLD	24.99
NBA 2K	32.99
NFL BLITZ 2000 8/10	24.99
NHL 2K	33.99
NOMAD SOUL	32.99
PEN PEN	24.99
PHANTASY STAR ONLINE	33.99
PLASMA SWORD	31.99
POWERSTONE 9/10	31.99
POWERSTONE 2	32.99
QUAKE 3	33.99
RAINBOW SIX	32.99
RAYMAN 2	32.99
RED DOG	29.99
RENEGADE RACERS	31.99
RESIDENT EVIL 2 (15)	24.99
RESIDENT EVIL CODE VERONICA	32.99
ROADSTERS	27.99
SEGA BASS FISHING WITH FISHING ROD	49.99
SEGA GT	33.99
SEGA RALLY 2	29.99
SEGA WORLDWIDE SOCCER 2001	33.99
SHENMUE	33.99
SILVER	29.99
SLAVE ZERO	28.99
SNO-CROSS CHAMP RACING	33.99
SNOW SURFERS	24.99
SONIC ADVENTURE 9/10	32.99
SOUL CALIBUR 10/10	33.99
SOUL FIGHTER	28.99
SOUTH PARK RALLY	31.99
SPACE CHANNEL 5	32.99
SPIRIT OF SPEED	31.99
STAR WARS: EPISODE 1: RACER	32.99
SUPER MAGNETIC NEO	31.99
SWORD OF THE BERSERK: GUTS RAGE	28.99
TAKE THE BULLET	32.99
TIME STALKERS	33.99
TOMB RAIDER 4: THE LAST REVELATION	32.99
TONY HAWK'S SKATEBOARDING	33.99
TOY COMMANDER	32.99
TOY STORY 2	29.99
UEFA 2001	32.99
UEFA STRIKER 8/10	29.99
UFC	33.99
V - RALLY 2	31.99
VANISHING POINT	32.99
VIGILANTE 8: SECOND OFFENCE	28.99
VIRTUA ATHLETE	33.99
VIRTUA FIGHTER 3	25.99
VIRTUA STRIKER 2	24.99
VIRTUA TENNIS	33.99
WACKY RACES	29.99
WETRIX	28.99
WILD METAL	26.99
WORLDWIDE SOCCER	28.99
WORLDWIDE SOCCER EURO	32.99
WORMS ARMAGEDDON	24.99
WWF ATTITUDE	14.99
ZOMBIE REVENGE	33.99


.....you're not complete without a domain name
GetDotted.com

UKdiscussions.com
Chat Forums for all areas of gaming and more

UKcheats.com
Thousands of game cheats, solutions and discussions.

GameaDay.co.uk
Win your game of choice! Any game. Every day.

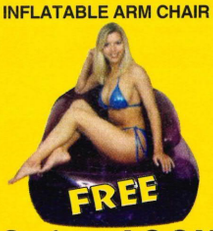
WinaCar.co.uk
NOW £6 million in prizes, Win the car of your dreams.

Incredible Free Offer

CHOOSE ANY FREE GIFT WHEN YOU JOIN SPECIAL RESERVE (£6.99). THERE IS NO OBLIGATION TO BUY ANYTHING. OVER 40 GIFTS LISTED AT 1FREE.CO.UK OR UKGAMES.COM OR HEAR THE LIST AND ORDER BY PHONE ON 0870 725 9999. OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE. SAVE JUST FIVE REDDIES TO CHOOSE ANOTHER FREE GIFT.

CHOOSE ONE OF THESE AMAZING FREE GIFTS

INFLATABLE ARM CHAIR





PERSONAL ORGANISER



Or just LOOK at these fantastic other gifts! Hurry, stock is limited.

MAXIMUM GOLF FOR PC
FREE 7 CD-ROM SET



PC MS ENCARTA 99
FREE



ROLLCAGE PSX
FREE



PC AMIGA EMUL.
FREE



PC JOYSTICK
FREE



WIPEOUT 3 PSX
FREE



TUROK N64
FREE



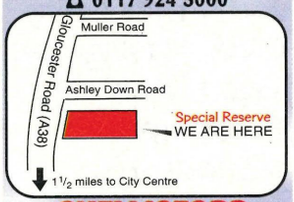
Some items carry a surcharge in the shops. All items include UK mainland delivery and VAT. Game prices may vary slightly depending on how you place your order and the delivery option you specify. SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. Sent to press 18/8/00. E. & O. E. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9PG.

Special Reserve DISCOUNT STORES OPEN TIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76



BRISTOL
351 Gloucester Road (A38), Bristol.
☎ 0117 924 5000



CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
☎ 01245 348 777



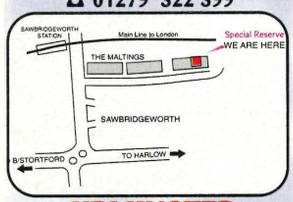
EGHAM
168 High Street, Egham, Surrey.
☎ 01784 473 444



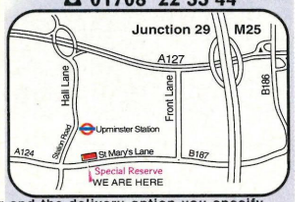
NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
☎ 0115 949 1000



SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
☎ 01279 322 399



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
☎ 01708 22 55 44



directory

Welcome to the legendary DREAMCAST MAG Directory, where you'll find every Dreamcast game listed. Don't go shopping without it...

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 five pages come in very handy!

Reviewers

The member of the DREAMCAST MAGAZINE team who put the game through its paces.

- Damian Butt
- Ryan Butt
- Simon Cann
- Nerys Coward
- Simon Hill
- Will Johnston
- Roy Kimber
- Kendall Lacey
- Ben Lawrence
- Martin Mathers
- Paul Morgan
- Russell Murray
- Graeme Nicholson
- Snehal Noorani
- Simon Phillips
- Mike Richardson
- Jem Roberts
- Nick Roberts
- Tom Sargent
- Stuart Taylor
- Alex Warren
- Louise Wells

What's That All About Then, Eh?

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
If you can't work this one out, you're probably not going to get very far...	Which company is responsible for putting the game on the shelves.	How many people can actually play at any one time.	Does the game make use of the DC VM unit?	Currently a little short on ticks, but just you wait...	Which gizmos, like a steering wheel, are handy to have with the game.	The issue in which the game was reviewed.	The most important bit – is it actually any good?

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	92%
We Say: "*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							
AeroWings 2: Airstrike	**Crave**	2	✗	✗	✗	12	73%
We Say: "For a simulation that prides itself on depth, it severely lets itself down on any detail that could actually be deemed 'fun'!" WJ							
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							
Bust-A-Move 4	**Acclaim**	2	✗	✗	✗	11	84%
We Say: "A welcome addition to the puzzlers already out on Dreamcast." NC							
Caesars Palace 2000	**Interplay**	4	✗	✗	✗	12	72%
We Say: "Surprisingly, it's not as bad as you might think... but it's still not Dreamcast material." MM							
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							
Chu Chu Rocket!	**Sega**	4	✔	✔	✗	10	90%
We Say: "The hottest party game we've ever seen, with plenty under the hood for those who are 'sans' friends. Ahhh." MM							
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%
We Say: "*DOA2* might not be 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							
Deep Fighter	**Ubi Soft**	1	✗	✗	✗	12	68%
We Say: "It's not that bad to play once you get past the annoying FMV and incredibly slow gameplay." MM							
Dragon's Blood	**Interplay**	1	✗	✗	✗	10	79%
We Say: "Some lovely visuals and nice touches don't go far enough to cover up what is essentially a rather repetitive game. Shame." MM							
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%
We Say: "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' 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							
F1 World Grand Prix 2	**Video System**	2	✗	✗	STEERING WHEEL	12	90%
We Say: "The definitive F1 racer for Dreamcast." SC							
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							
Gauntlet Legends	**Midway**	4	✗	✗	ARCADE STICK	10	87%
We Say: "It might not be the best-looking game ever but when you've got four friends crowded round it's fantastically satisfying fun to play." AW							
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							
Hidden & Dangerous	**Take 2**	1	✗	✗	✗	12	92%
We Say: "*H & Ds* is certainly a great game but whether it will appeal to the action-crazed console market remains to be seen." 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							

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Maken X	**Sega**	1	✗	✗	✗	12	85%
We Say: "No one seems perturbed by the fact that the *Maken X* looks like a withered and mouldy parsnip." NC							
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							
Marvel Vs Capcom 2	**Virgin**	2	✗	✗	ARCADE STICK	11	89%
We Say: "An absolute must for all beat-'em-up aficionados." AW							
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							
Midway Arcade Greatest Hits - Volume 1	**Midway**	2	✗	✗	✗	10	27%
We Say: "We don't care how 'classic' these games are – they just ain't worth the cash. Now, if *Gauntlet* was in there somewhere..." MM							
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							
NBA2K	**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							
NFL2K	**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							
NHL2K	**Sega**	4	✗	✗	✗	11	85%
We Say: "Fast, frantic and great fun to play." AW							
Nightmare Creatures 2	**Konami**	1	✗	✗	✗	12	39%
We Say: "The only good thing this game has to offer is that you can kick doors down FBI-style." CD							
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							
Plasma Sword	**Virgin**	2	✗	✗	✗	12	54%
We Say: "Could a game get any more generic and unoriginal? We don't think so..." MM							
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							
Power Stone 2	**Eidos**	4	✗	✗	ARCADE STICK	13	92%
We Say: "Much more fun when you've got loads of mates round, but still a really good laugh if you're playing with yourself." MM							
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							
Resident Evil Code: Veronica	**Eidos**	1	✗	✗	✗	10	94%
We Say: "*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." MM							
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							

gearbox

Making games play even better – if you've got the cash!



Jordan Racing Wheel

Joytech > 49.99

With our Ferrari Thrustmaster still firmly in residence we were hoping that something would come and knock it off its perch, so when Joytech's Jordan licensed racing wheel we thought it had met its match. Not so. However good the wheel design is, and it is pretty cool, the button configuration and placement is hardly the best we've ever seen and the fact that it is designed very much for F1 racing games limits it somewhat. For the likes of *F1 World GP 1* and *2* it's fairly ace and gives a real simulation but for the likes of *Sega Rally 2*, *F355 Challenge* and more arcadey titles it just doesn't have quite the same appeal or control.

3/5



DVD Reviews

Terminator 2: The Ultimate Edition

Cert	15
Publisher	Artisan
Price	£25

Unless you're some kind of film heretic, you'll know that *Terminator 2: Judgement Day* is a landmark film by today's standards. Everything about it was just right but as usual, bits were chopped and edited for various reasons. Well, no more! Finally, they've gotten around to releasing the ultimate *T2* DVD with so much stuff on it, you'll be amazed. With over six hours of material on the disc (including the Special Edition AND the extended Special Edition of the film itself) it'll take you forever to plough through everything here. It's nice to see someone actually taking advantage of the DVD format for once. Don't think – just get out there and buy it.



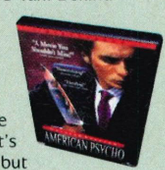
Martin Mathers

5/5

American Psycho

Cert	18
Publisher	Universal
Price	£19.99

We read the book (ooh, gruesome) and then we went to the cinema and watched the film. By all accounts, *American Psycho* was pretty darn good considering it was taken from 'the book that could never be filmed'. Sadly though, someone appears to have messed up bringing the film to DVD because apart from the movie itself, there's very little here of interest to the DVD fan. Behind-the-scenes feature? Nope. Email transcripts from Patrick Bateman that coincided with the film? 'Fraid not. It's a bit of a shame, but we'd still recommend it... if only for the 'Hip To Be Square' axe scene.



Martin Mathers

3/5

continued >

directory

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

continued>

CD Reviews

Radiohead: Kid A

Label: Parlophone

This highly-anticipated album is a stunningly ambitious work which should be viewed as one musical piece rather than a collection of individual songs, borne out by the fact there will be no videos or singles. The album really belongs to the vision of Jonny Greenwood who provides layer upon layer of twisted sonics, as well as cutting up Thom Yorke's vocals in surprising ways. Whilst you can identify individual influences such as Aphex Twin, *Kid A* constantly breaks new ground and overall, it is an intelligent 21st Century rock record for the discerning listener.



5/5

Kendall Lacey

Sing When You're Winning: Robbie Williams

Label: Chrysalis Records

Once again, the ego has most certainly landed... but this time, it's with more of a bump that he might have liked. Rather than taking his music in newer directions, *Sing When You're Winning* brings us the Robbie Williams that we've come to know and love/hate (delete as appropriate). Songs like *Better Man* are obviously his attempt to recapture the feeling of *Angels* and only *Rock DJ* and his duet with Kylie stand out from the crowd. It's still a cracking album though, if only for the final track *Road To Mandalay* and the bonus track.



4/5

Martin Mathers

Cinerama: Disco Volante

Label: Scopitones Records

Cinerama are fronted by the lead singer of The Wedding Present, David Gedge, but luckily he has swapped the dour drab indie boredom of his old project for a poppier sound which, once it hits its stride, proves to be a groovy experience. Fans of recent single 'Lollobrigida' should not be disappointed by the rest of the set, much of which brings to mind The Beach Boys, albeit with gruffer vocals. The highlight is a brilliant extended version of *Wow*, but the rest of the album is more than worthy of your time.



3/5

Kendall Lacey

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Roadsters	**Titus**	4	✗	✗	STEERING WHEEL	10	48%
We Say: "This is by far and away the worst driving game to be released on Dreamcast and frankly, it's an embarrassment to the power of the console." AW							
San Francisco Rush 2049	**Midway**	4	✗	✗	STEERING WHEEL	13	71%
We Say: "For all the promise that *Rush 2049* shows, it doesn't live up to expectation." AW							
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							
Silver	**Infogrames**	1	✗	✗	✗	10	84%
We Say: "*Silver*'s happy medium of RPG and adventure action means it has mass appeal for all gamers, whatever your tastes." 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							
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							
South Park Rally	**Acclaim**	4	✗	✗	STEERING WHEEL	11	63%
We Say: "A passable entry into the comedy racing market." SC							
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							
Spirit Of Speed 1937	**Acclaim**	1	✗	✗	STEERING WHEEL	13	39%
We Say: "It's embarrassing to think that someone deemed this kind of drivel good enough to be released as a finished product." MM							
Star Wars Episode 1: Racer	**Activision**	2	✗	✗	STEERING WHEEL	10	74%
We Say: "*Star Wars Episode 1: Racer* is blatantly just a cheap, lazy and frankly not particularly brilliant port of the PC version." AW							
StreetFighter Alpha 3	**Virgin**	X	✗	✗	ARCADE STICK	04	84%
We Say: "*StreetFighter 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 Say: "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							
Super Magnetic Neo	**Crave**	1	✗	✗	✗	13	85%
We Say: "If you can get past the frustrating difficulty level, this is actually a pretty damn smart game." 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							
Sydney 2000	**Eidos**	4	✗	✗	ARCADE STICK	13	65%
We Say: " As much as we'd like to enjoy this game, we just can't get over how poor it is." AW							
Tech Romancer	**Virgin Interactive**	2	✔	✗	ARCADE STICK	08	90%
We Say: "What *Tech Romancer* lacks in sheer beauty, it more than makes up for in playability and pure enjoyment." MM							

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

Action/Adventure



Resident Evil Code: Veronica

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.

MOST PLAYED



Space Channel 5

> Much to Mart's disgust, many of the Dreamcast team (and even some people from other publications) took a shine to Ulala's first appearance on the Dreamcast. In fact, they were so into the music that they couldn't hear Mart shouting, "But it's the worst game EVER!" in the background. Grouchy git.



Seaman

> Alex always likes someone who'll talk to him without putting up a fight, so it was only natural that he got right into Sega's aquatic life adventure. Unfortunately, it also meant that the rest of us had to put up with him saying phrases like, "Talk to me!" over and over again, while resisting the urge to smack him one. Hmmm.



The Bouzouki

> Don't know what a bouzouki is? Well, it's a musical instrument commonly played in Greece and the surrounding islands. It's not here because we got one in the office though – it's here because our dear old Editor Simon decided to swan off to Cyprus this month, leaving us all high and dry. What a considerate bloke.



Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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%
We Say: "*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							
Tony Hawk's Skateboarding	**Crave**	4	✗	✗	✗	10	94%
We Say: "An essential purchase for any Dreamcast owner. We just can't emphasise how great this game is!" 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							
Walt Disney World Quest: Magical Racing Tour	**Eidos**	4	✗	✗	STEERING WHEEL	13	68%
We Say: "As much as *WDWQ: MRT* tries to replicate the fun and frolics of other kids' racing games it ultimately fails to do so."							
Wetrix+	**Take 2 Interactive**	2	✗	✗	✗	08	80%
We Say: "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							
WWF Royal Rumble	**THQ**	4	✗	✗	ARCADE STICK	13	91%
We Say: "*WWF Royal Rumble* is a great representation of the crazy world of the WWF and should find favour with fans everywhere." KL							
Virtua Tennis	**Sega**	4	✗	✗	✗	12	94%
We Say: "An exceptional piece of programming that justifies the purchase of a Dreamcast." PM							
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							

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



Virtua Tennis

Sports games don't come any better than this. Once again Sega has taken a great arcade game and updated it for the home. *Every* single Dreamcaster needs this game!

Strategy/Simulation



Hidden And Dangerous

Being all stealthy and cunning is the name of the game here. Initially tricky to get to grips with, persevere and you'll fall in love with it.

Comics

Son Of Superman

Publisher | Titan Books
Price | £9.99

Honestly, that Superman bloke just won't go away. First he dies, then he comes back and goes away again on a secret mission from which he never returns. Everyone assumes that he's dead again... only he's not. Confused? Well, you might want to check out *Son Of Superman* then – not only does it uncover the facts behind where ol' Supes has been for the past fifteen years (in comicbook time, of course) but it also brings in Jon Kent as the 'new' Superman. Put simply, this is a fine piece of the Superman puzzle that should be read by fans and newcomers alike; read, enjoy, then read again.



Martin Mathers

Batman: Gotham Adventures

Publisher | Titan Books
Price | £7.99

If you like your Batman adventures all dark and gothic rather than colourfully stupid, you probably ought to stay away form *Gotham Adventures*. With kids very much in mind, this set of stories of the Caped Crusader and his band of merry crime fighters – Batgirl, Robin and Nightwing – is more like a waltz in the park than a stroll through some shadowy allies. The action is fast and furious as the likes of The Joker, Scarecrow and The Riddler set out to ruin Batman's day and cause as much disruption in the city as possible. Good for a laugh but serious fans might think it a little light-hearted.



Alex Warren

Star Wars: Tales Of The Jedi – The Sith Wars

Publisher | Titan Books
Price | £11.99

As graphic novels go, this is a bit of a beast in every sense of the word. Written by *Star Wars* cohort Kevin J. Anderson, *Tales Of The Jedi – The Sith War* is an incredibly in-depth tale of treachery and heroics within the Old Republic. As the disgraced Jedi Exar Kun evokes the Dark Side of the Force, gathering support as he does so, the Republic faces its biggest ever threat so far. Will the Sith army, led by this symbol of evil, rise to destroy the peace of the Republic or will good win out? Entertaining, revealing and nail-biting, *The Sith War* is undoubtedly going to please many a *Star Wars* fan.



Alex Warren

continued>

continued>

Videos

Astérix And Obélix Take On Caesar

Publisher | Distribution
Price | £12.99
Cert | PG

Everyone's favourite Roman-bashing Gauls are back in style with the release of France's second most successful film of all time. Featuring Gérard Depardieu as Obélix and Roberto Benigni as the evil Emperor Detritus, the story follows the Gauls' as they battle to save their druid who's been kidnapped by the Romans for the secret to his magical potion. It might not have the magic of the comic but with loads of special effects fans will love it.



Alex Warren

Ordinary Decent Criminal

Publisher | Warner Home Video
Price | £12.99
Cert | PG

It might not have spent much time in the cinema but Thaddeus O'Sullivan's *Ordinary Decent Criminal* is actually a damn fine film. Michael Lynch (Kevin Spacey) is a criminal who dreams up robberies that only a genius or a madman would dare to perform let alone think of. Entertaining throughout, *ODC* follows Lynch as he transforms from a loveable crook to a big timer who's ego gets too big for him. Classic stuff.

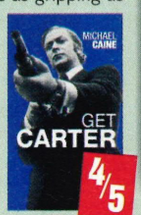


Alex Warren

Get Carter

Publisher | Warner Home Video
Price | £12.99
Cert | 18

You don't get more classic than *Get Carter* or Michael Caine's vintage performance in it. The forbear for modern gangster blockbusters, this is *the* quintessential British gangster film. Caine's Oscar-nominated performance as he travels the sinister and deadly world of crime and pornography, attempting to cover up his brothers' death is as gripping as you'll see on film. Forget your Reggie and Ronnie Krays, this is what gangsters are meant to be like, even if it isn't true.



Alex Warren

import

Import Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Aero Dancing F	CRi	1	✗	✗	✗	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%
Densha De Go! 2	Taito	1	✗	✗	✗	10	26%
Espion-age-nts	NEC	1	✗	✗	✗	02	73%
Elemental Gimmick Gear	Vatical	1	✗	✗	✗	06	73%
Giant Gram 2000	Sega	4	✔	✗	ARCADE STICK	13	93%
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%
Gundam Side Story: 0079	Taito	1	✗	✗	✗	10	80%
Jet Coaster Dream	Bottom Up	1	✗	✗	✗	05	90%
Jet Set Radio	Sega	1	✗	✔	✗	12	93%
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%
Mr Driller	Namco	1	✗	✗	✗	12	83%
NHL2K Sega	Sega	4	✗	✗	✗	08	84%
Pop N' Music 2	Konami	1	✗	✗	KEYBOARD	02	73%
Power Stone 2	Capcom	4	✗	✗	ARCADE STICK	10	92%
Puzzle Bobble 4	Taito	2	✗	✗	✗	09	92%
Rainbow Cotton	Success	1	✗	✗	✗	07	69%
Rainbow Six	Majesco	1	✗	✗	✗	11	78%
Ring	Asmick	1	✗	✗	✗	08	59%
Sakura Wars	Sega	2	✗	✗	✗	08	77%
Sakura Wars Song Show	Sega	1	✗	✗	✗	09	33%
Samba De Amigo	Sega	2	✗	✔	MARACAS	10	95%
Sega GT: Homogolation Special	Sega	2	✔	✗	STEERING WHEEL	07	92%
Sorcerian – Apprentice Of Seven Star Magic	Victor Interactive	1	✗	✗	✗	10	49%
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%
Super Runabout	Climax Entertainment	1	✗	✗	STEERING WHEEL	11	48%
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%
Twinkle Star Spirits	SNK	2	✗	✗	✗	10	79%
Typing Of The Dead	Sega	2	✗	✗	KEYBOARD	10	90%
Virtua Cop 2	Sega	2	✗	✗	LIGHT GUN	08	69%
Virtua On	Sega	2	✗	✗	✗	05	80%

FED UP WITH PAYING TOO MUCH FOR DREAMCAST?

puredreamcast
the UK's leading source for Dreamcast

...get all the best New Releases delivered to your door at launch (incl. Sydney 2K, Virtua Tennis, Hidden & Dangerous, F1 WGP2, MSR, Powerstone 2 and Ferrari 355) for £27.99 or less ...other Dreamcast games start from £9.99 - all brand new and official - prices incl. VAT & 1st Class P&P



£27.99 each or any two for £55.48

DREAMCAST GAMES	PRICE
4 Wheel Thunder	£24.99
Aerowings	£9.99
Blue Stinger or Buggy Heat	£13.99
Bust-a-Move 4	£18.99
Caesar's Palace 2000	£19.99
Crazy Taxi	£26.99
Crazy Taxi + Wheel	£52.99
Dead or Alive 2	£27.99
Deadly Skies	£18.99
Disney's Magical Racing Tour	£26.99
Dragon's Blood	£24.99
Dynamite Cop	£27.99
Ecco the Dolphin	£27.99
ECW Hardcore Wrestling	£13.99
Evolution or Ferrari 355	£27.99
Fighting Force 2	£18.99
F1 World Grand Prix	£16.99
Furfighters	£27.99
Gauntlet Legends	£26.99
GTA 2	£26.99
Heroes of Might & Magic 3	£27.99
House of the Dead 2 + Gun	£46.99
Hidden & Dangerous	£27.99
Hydro Thunder	£13.99
Incoming	£16.99
Jimmy White's 2 Cueball	£16.99
JoJo's Bizarre Adventure	£18.99
Legacy of Kain : Soul Reaver	£18.99
Mag Force Racing or MakenX	£27.99
Marvel v Capcom	£16.99
Marvel v Capcom 2	£26.99
MDK 2	£19.99
Metropolis Street Racer	£27.99

DREAMCAST GAMES	PRICE
Monaco Grand Prix	£16.99
Mortal Kombat Gold	£13.99
NBA 2000	£26.99
NBA Showtime or NFL Blitz	£12.99
NFL Quarterback Club	£9.99
NHL 2000	£27.99
Nomad Soul	£19.99
Pen Pen	£16.99
Plasma Sword	£26.99
Powerstone	£13.99
Psychic Force	£13.99
Rayman 2	£17.99
Ready 2 Rumble	£18.99
Red Dog	£24.99
Resident Evil 2	£18.99
Resident Evil Code : Veronica	£26.99
Re-Volt	£13.99
Roadsters	£18.99
Sega Bass Fishing + Rod	£46.99
Sega Rally 2	£23.99
Shadowman	£13.99
Silver	£26.99
Slave Zero	£23.99
Sonic Adventure	£23.99
Soul Calibur	£19.99
Soul Fighter	£17.99
South Park Chef's Luv Shack	£13.99
South Park Rally	£26.99
Speed Devils	£16.99
Spirit of Speed	£19.99
Super Magnetic Neo	£26.99
Suzuki Alstare Bikes	£13.99
Sword of the Berserk	£19.99

DREAMCAST GAMES	PRICE
Sydney 2000	£27.99
Tech Romancer	£19.99
Tee-Off	£16.99
Tokyo Highway Challenge	£16.99
Tomb Raider 4 : TLR	£18.99
Tony Hawk's Skateboarding	£26.99
Toy Commander	£19.99
Trickstyle	£13.99
UEFA Striker	£13.99
Virtua Athlete	£27.99
Virtua Fighter 3tb	£23.99
Virtua Striker 2	£18.99
Virtua Tennis	£27.99
V Rally 2	£23.99
Wacky Races	£26.99
Wetrix or Wild Metal	£9.99
WW Soccer Euro	£26.99

CONSOLE BUNDLES

DREAMCAST CONSOLE (w/ FREE ChuChu Rocket) **£138.99**

Many CONSOLE BUNDLES – all w/ FREE ChuChu Rocket – please call for the best prices incl.:

CONSOLE + one of Powerstone, Marvel v Cap, F1 WldGP, HydroTh or Trickstyle **£148.99**

CONSOLE + one of Soul Calibur, J White's, Virtua Striker2, Rayman2 or Shadowman **£156.99**

CONSOLE + one of T HAWK'S Skb, V RALLY2, MvC2, WackyR, MDK2 or Furfighters **£162.99**

CONSOLE + one of CODE V, Crazy Taxi, Dead or Alive 2, H&D, GTA2 or Sydney 2000 **£164.99**

CONSOLE + any 2 of the New Releases / £27.99 games **£189.99**

PERIPHERALS	
Dreamcast VMU or Controller	£17.49
Fishing Rod or Gun	£19.99
Joytech 4Mb Memory Card	£13.99
MadKatz DreamPad Controller	£16.49
MadKatz Force / Vibro Pack	£11.99
Action Replay CDK	£22.99

NEW RELEASES
All £27.99
BUY any 2 for £55.48
or 3 for £82.99

GAME	DUE
Sydney 2000 or Mag Force Racing	NOW
Hidden & Dangerous	NOW
Plasma Sword or BangaiO	NOW
Deep Fighter or Railroad Tycoon 2	NOW
Disney Magical World Tour	NOW
Virtua Athlete or Giga Wing	NOW
Nightmare Creatures 2	NOW
F1 World Grand Prix 2	NOW
Street Fighter 3: Double Impact	NOW
Aerowings 2	NOW
Tokyo Highway Challenge 2	NOW
J McGrath's Supercross 2k	NOW

NEW RELEASES	
Virtua Tennis	NOW
International Track & Field	NOW
Rainbow Six	NOW
Jedi Power or Toy Story 2	NOW
European Super League	NOW
Street Fighter Alpha 3	NOW
Gunbird 2 or Vanishing Point	NOW
Urban Chaos or Rush 2049	NOW
Ultimate Fighting Championship	NOW
Who wants 2 be a Millionaire?	NOW
Metropolis Street Racer (MSR)	NOW
Ferrari 355	NOW
Powerstone	NOW
Space Channel 5 or Stunt GP	OCT
Half-Life or Timestalkers	OCT
Le Mans 24 or Arcatera	OCT
Extreme Sports or Super Runabout	OCT
Street Fighter 3rd Strike	OCT

COMING SOON

Quake 3, Alone in the Dark 4, BMX, Jet Set Radio, Army Men, Sega GT, Samba de Amigo, Shenmue, Phantasy Star Online etc . . .

- 24hr On-line Ordering: www.puredreamcast.co.uk • Cheques/registered cash/ postal orders to: Puredreamcast, PO Box 600, Horsham RH13 7YG
- Phone: 0870-742 0700/01 (8am-11pm) • Fax: 01403-738725
- E-mail: sales@puredreamcast.co.uk

Name: .....
Address: .....
.....
..... Postcode: .....
Tel: .....
Signature: .....
Cash ☐ Cheque ☐ Postal Order ☐ Card ☐
Card no:
Valid from /Expiry date /Issue

Item Description	Price
.....	£
.....	£
.....	£
.....	£
Express Cheque Clearance add £1.00	£
1st Class P&P is FREE within the UK	£
To Europe postage £1.50 per game	£
TOTAL:	£

puredreamcast Cut out this form and post to: Puredreamcast, PO Box 600, Horsham RH13 7YG

EEtOE Prices correct at time of going to press

DCMag

stuff & nonsense

Once again, we bring you a choice selection of toys and gizmos to brighten up your life...





X-Men Figures/Toys

Manufacturer	Vivid Imaginations
Tel	01702 200 660
Cost	£9.99 – £34.99

With the release of *X-Men*, arguably one of the biggest movies of the summer, comes the usual paraphernalia and that means toys... lots of them. All the characters have been recreated in plastic for your pleasure and are fully moveable, with even the odd special move thrown in for fun. On top of that there's all the vehicles *et al* so you'll be able to relive all the excitement again... or not, as the case might be.



DPC CD Players

Manufacturer	Kenwood
Tel	020 7723 5251
Cost	£N/A

The future of portable music might well lie with the hi-spec MiniDisc and MP3 players but as it stands, there's still a place for a good old fashioned CD player, as proven by the new DPC range from Kenwood. Coming in three funky colours – blue, yellow and silver – the DPC might not be pushing technology to the limit but it is does the job just fine, and looks pretty cool at the same time.

Cool-iCam

Manufacturer	WWL Ltd
Tel	0161 633 9808
Cost	£79.99

With digital photography taking off in a big way everyone's trying to get the kids to dispense with their traditional cameras and go digital. The Cool-iCam is ideal for young 'uns, coming in several cool colours, and is operable with your eyes shut. As well as taking up to 80 pictures it can also capture video clips (albeit short ones), all easily downloadable with all the software you'll need provided in the package. Get with the times – go digital.

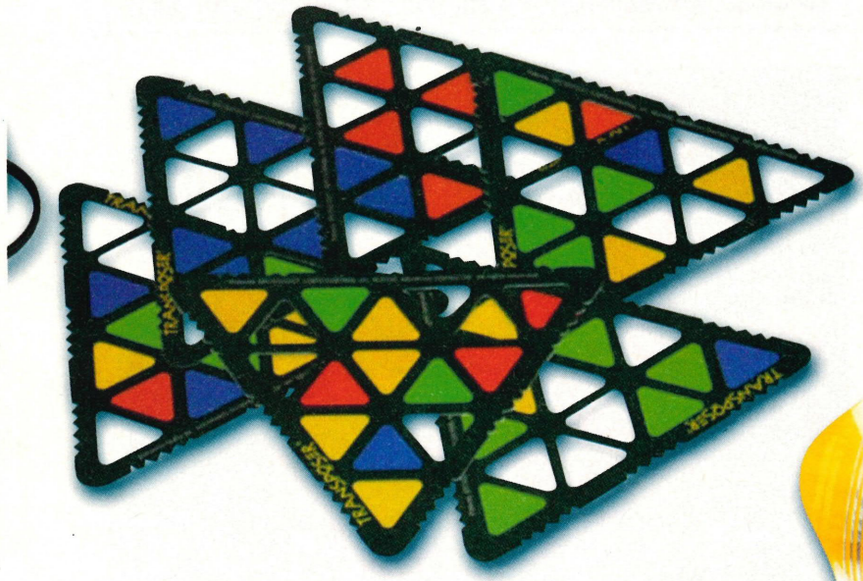




Transposer 6 Puzzle

Manufacturer	Creative Kids International Ltd
Web site	www.transposer.co.uk
Cost	£2.99

Don't you just hate puzzles? It all started off with the Rubix Cube and things have just spiralled from there, infuriating millions of people around the world... and it's all set to happen again with the release of the Transposer 6. It's simple really but so frustrating you'll be ripping your hair out soon enough. Using six triangular elements made up of four different colours you have to layer them together to create a solid colour on front and back. Believe us, it's not easy.



DCR-PC5 Digital Camcorder

Manufacturer	Sony
Tel	0990 111 999
Cost	£N/A

Measuring a paltry 54mm x 101mm x 97mm and weighing in at a ridiculously light 450g, Sony's new digital camcorder is minute enough to fit into even the smallest of hands. Whether you're an amateur or a seasoned pro, this is one camera that produces some exceptionally hot results. With more features than you can shake a 4MB memory stick at you can't go wrong with this little beauty, however incompetent with technology you may be.





X-Zylo Ultra

Manufacturer	William Mark Corporation
Web site	iwantoneofthose.com
Cost	£6

It might look a little odd (and quite frankly, you'd be right to think that) but the X-Zylo is one cool toy. Basically it's a bit like an American football with a hole in it, only it goes a lot further due to its aerodynamic design. Ideal for days down on the beach or in the park, it's great fun to play (and bust your arm with) but you'll have trouble beating the world record of 600ft.



HM-782MD Hi-Fi

Manufacturer	Kenwood
Tel	020 7723 5251
Cost	£N/A

As far as we're concerned, when it comes to home entertainment systems you don't get much cooler than the new HM-782MD sound system from Kenwood. Not only does it look the part, it also has the sound quality to match, making it one mean machine. With MiniDisc, CD and radio functions, the only thing missing from the technological revolution is an MP3 attachment. The fact that there's no record player is a bit of a minor hitch but we reckon we can forgive Kenwood for that.

Flexible Keyboard

Manufacturer	Not Available
Web site	www.iwantoneofthose.com
Cost	£38

It might sound a little crazy and totally pointless at the same time but believe it or not this is the world's first all singing, all dancing keyboard... well, maybe. As well as being totally flexible it's 100% waterproof, so no worries about spilling coffee all over it when you doze off come 5 pm. All this and it fits in your pocket, though quite why you'd want to do that is beyond us.



Call: 020 8767 1101
e-mail: sales@kingcat.co.uk
web: www.kingcat.co.uk
Mon/Sat 10am-8pm Sun 12pm-3pm
Please make cheques payable to: KING CAT
Send to: King Cat Entertainment, P.O. Box 24363, London SW17 9FF
Buy online at our secure web site... Buy online at our secure web site... Buy

PSI & PS2 All the latest titles call for brochure
Hundreds of games to choose from: UK, JAP, USA

N64 Ogre Battle 64, Starcraft 64, Kirby, Excitebike and loads more
N64 Universal Games Adaptor Plays all Games

GB/NeoGeo

DC
VMU's all colours
Controllers
Consoles
Vibration Paks
Action Replay CDX (plays NTSC/PAL)
Play PlayStation Games on your Dreamcast

Visit our website for all the latest titles including DVD movies.
Get yours now! Hardware/Peripherals
PS2 Stand
PS2 Remote Control
Memory Cards
Controllers
Cables
and more

E&OE Prices may vary call for latest

020 8767 1101
www.kingcat.co.uk
Secure online ordering

CYBER NET Video Games Experts
The Best Mail Order Games on the Internet
Tel: 0181 789 7196
287 Putney Bridge Rd
London SW15 2PT
Open Monday - Sunday 11am-11pm
MAIL ORDER!
Visit our website at: www.cybernet-filmstudio.com

Special Offer!
£5 Off Any Game Purchased
One coupon per person

A Digital World
New Releases
- METROPOLIS STREET RACER (DREAMCAST) £29.99 OUT ON 22.9.00 OUT ON
- TOY STORY 2 (DREAMCAST) £29.99 OUT ON 29.9.00 OUT ON
- RAINBOW SIX (DREAMCAST) £29.99 OUT ON 6.10.00 OUT ON
- DICK (DVD) £17.99 OUT ON 25.9.00 OUT ON

Special Offer Enter Your Ref. ADWDC
ENTER / QUOTE SPECIAL OFFER CODE ONLY WITH Dreamcast magazine

We Stock
• CDs • DVDs • Video
• Mini Discs • Audio • Cameras
customercare@adigitalworld.co.uk
Telephone: 01904 616000
www.adigitalworld.co.uk

To Advertise In
DC mag
Call: Leylah Honeyborne
01202 200223
Or: Marcus Reeves
01202 209366

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE INSTANT PLEASURE
09066 423 598
PO BOX BCM6002, LONDON W1N 3XX. CALLS COST £1 PER MIN. AT ALL TIMES. ALL CALLS RECORDED

Dating Direct
SWAP HOME PHONE NUMBERS
09068 10 16 27
INTERACTIVE MESSAGE EXCHANGE
P.O. BOX BCM6002, London WC1N 3XX. CALLS COST 60P PER MINUTE AT ALL TIMES.

Prices so hot they're smokin'!
click here for the hottest deals on DVDs & console games
www.smokinmermaid.com
order online or call & place your order.
tel. 01634 400 800 - sales@smokinmermaid.com

DIRECT INTEL LTD

Internet / Mail Order
Web-site: http://www.directintel.co.uk Email: sales@directintel.co.uk

GAMES & CONSOLE SPECIALIST

We specialise in PlayStation and Dreamcast hardware
Games at UNBEATABLE prices in the UK

US Dreamcast
Virtua Tennis
Ultimate Fighting Championship
Virtua On Oratoro Tangram
WWF Royal Rumble
San Francisco Rush 2049
Half Life (Pre-Order)
Sega GT
NFL 2K1
Seaman & Microphone
Powerstone 2
MSR (Pre-Order)

Japanese Dreamcast
Capcom Vs SNK: Millennium Fight 2000
Ferrari 355
Gun Griffon Blaze
Jet Set Radio
Sakura Taisen 2
Kanon
Dino Crisis
Vampire Chronicles
Spawn In The Demon's Head
Samba De Amigo
Powerstone 2
Cool Cool Toon

Here are just a selection of hardware and games available at the lowest prices ever!

VISA MasterCard DELTA SWITCH
WE ALSO ACCEPT CHEQUES AND POSTAL ORDERS

UK Dreamcast Games
MSR
Virtua Tennis
Virtua Athlete 2000
Hidden & Dangerous
Urban Chaos
Space Channel 5
Powerstone 2
Ferrari 355 (Pre-Order)

Dreamcast Hardware
Dreamcast Consoles
Universal Dreamcast Consoles
Official UK/Jap/US Dreamcast Consoles
Console + Modification Kits

Gameboy Color
Pokemon Pinball
Pokemon Trading Card Game

US N64
Jet Force Gemini
Turok 3: Shadow Of Oblivion
Ridge Racer 4

Japanese PlayStation 2
Console
New 1/3 Size PS One Console
International Superstar Soccer 2000

We also stock Japanese Dreamcast Imports, Dreamcast Accessories, Nintendo Games, Sega Games, Infogames, Colour Gameboys.

Order with confidence on our website.
We have thousands of titles available. Free delivery in the UK

Sales Hotlines- (020) 8445 3325 / (020) 8445 6037 / (020) 8445 4416
Finchley House 707, High Road, Finchley, London, United Kingdom N12 0BT

www.dreamonbabe.com

the new website for Dreamcasters



Add your own game reviews
Top 10 games & sites
Cheats and tips
Bookmarks & postcards
Links and much more
www.dreamonbabe.com

FORBIDDEN KNOWLEDGE

Accession UK is proud to advertise the book of Forbidden Knowledge. The book boasts an up-to-date text of over 50,000 words and many detailed diagrams. Containing all manner of information you've been denied in the past, the book's fascinating topics include...

• insider fruit machine tricks • [redacted] • get-rich-quick schemes
• police interrogation techniques • the art of [redacted] • [redacted]
• strange substances • electronic surveillance • creating a new identity
• hypnotism • bypassing [redacted] • encryption and concealment methods
• telephone and computer [redacted] ...plus many more not to be censored here!

nobody should be without - THE BOOK OF FORBIDDEN KNOWLEDGE - covers more than the rest!

For an express despatch of your copy, please send £10 (cash / cheque / postal order) to:
All orders are taken in strictest confidence and despatched under plain cover. Book tokens are accepted as full or part payment. Foreign orders welcome. The book is supplied for informational and entertainment purposes only.
ACCESSION UK, FREEPOST 9, PO BOX 33, LONDON, SW3 1BR. accession

THIS ADVERTISEMENT HAS BEEN CENSORED BY THE ASA. THANKFULLY THE BOOK IS UNTOUCHABLE!

don't browse, don't surf, don't read, don't listen... discover the centre of forbidden knowledge on the internet, including free extracts and reader comments:

www.zel.com/bofk

Madeira Games

WELCOME TO THE FUTURE

Playstation 2 • Dreamcast
Playstation • Nintendo 64
Game Boy • Neo Geo
Code Free DVD Players
Gadgets & Toys



Madeira Games
P.O. Box 212, Heacham,
King's Lynn, Norfolk, PE31 7TX
Tel: 01485 570256 Fax: 01485 570501
Mobile: 0831 444041



www.madeiragames.com

>www.dream-cast.net

dream on...

The number one unofficial Dreamcast magazine. HERE'S WHY...

1. **Every UK, Japanese and American game reviewed**
2. **New cheats, tips and solutions every month**
3. **Tonnes of competitions and prizes**
4. **Our reviews are written by the best in the business**
5. **We scour the globe to bring to you the latest news**
6. **The ONLY Dreamcast magazine that you'll ever need!**

HEY, NEWSAGENT...

Please reserve me a copy of...
Dreamcast Magazine ☐
Price: £2.99 [ISSN: 1466-2388]

Name: .....

Address: .....

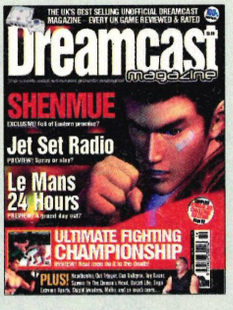
.....

.....

Postcode: .....

Tel: .....

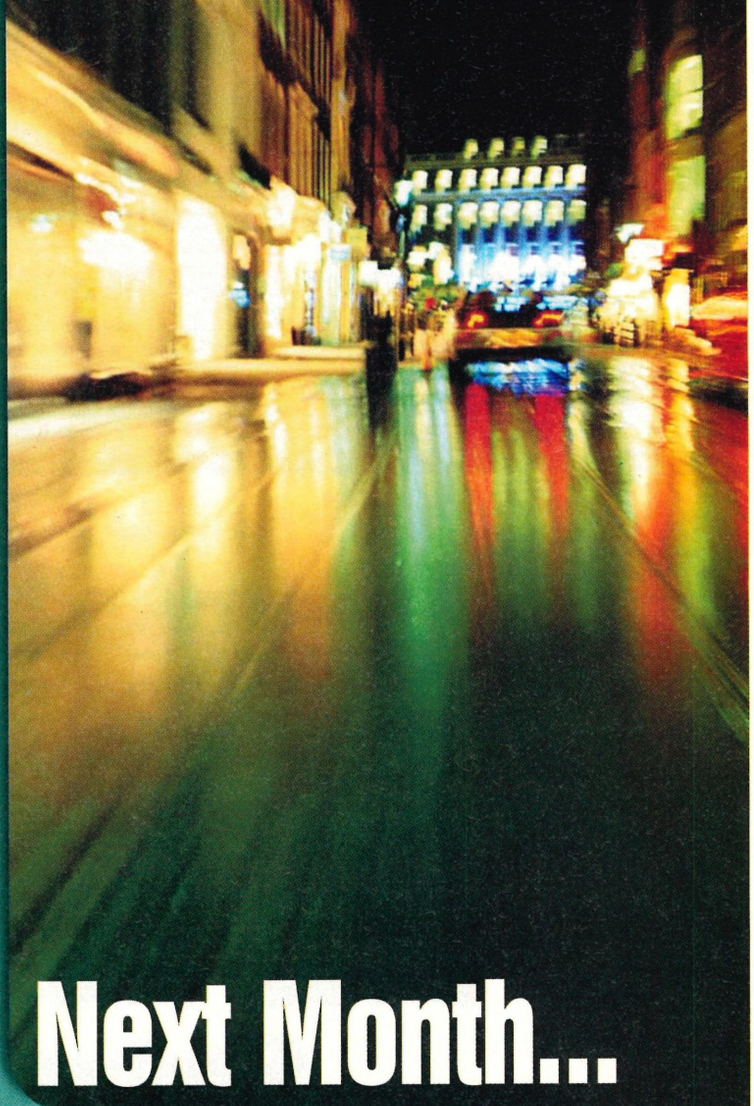
To ensure you receive a copy of the leading unofficial Dreamcast magazine fill in this coupon and hand it to your local newsagent.



Newsagent Information: DREAMCAST MAGAZINE is published by Paragon Publishing Ltd [**Tel:** 01202 299900; **Fax:** 01202 299955; **www.paragon.co.uk**] and is available from your local wholesaler. DREAMCAST MAGAZINE and *Dreamcast Solutions* are distributed by Seymour [**Tel:** 01202 200232] and are fully SOR.

Metropolis

Three major cities. 250 stages. 50 of the world's most desirable cars. Excited? You will be!



Next Month...

Featuring All These



Half-Life



Quake III Arena

Street Racer

THE UK'S BEST-SELLING UNOFFICIAL DREAMCAST MAGAZINE

Note: we reserve the right to alter the contents.

Great Games...


Ready 2 Rumble Round 2


Jet Set Radio



Looney Tunes Space Race


Heroes of Might and Magic III

Issue 15
On Sale
2 November
2000

SUBSCRIBE TO Dreamcast magazine

The world's most advanced console magazine!

To contact our subscriptions department :
FAX 01202 200217
Email subs@paragon.co.uk

There's never been a better time to subscribe! Save up to ten pounds on a top game!

ISSUE 2



Featuring
Shadow Man, WWF Attitude, Furballs, F1 World Grand Prix

Reviews
Soul Calibur, TrickStyle, Suzuki Alstare Racing, Pen Pen, Buggy Heat, Blue Stinger, Incoming

ISSUE 3



Featuring
Resident Evil 2, Vigilante 8: Second Offense, Midnight GT

Reviews
Shadow Man, F1 World Gran Prix, Sega Bass Fishing, NFL Blitz, WWF Attitude

ISSUE 4



Featuring
Hot games for the Millennium, Crazy Taxi, Shenmue

Reviews
Fighting Force 2, WWS 2000, Worms Armageddon, Marvel Vs Capcom, Chu Chu Rocket!

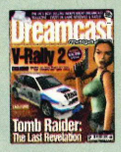
ISSUE 5



Featuring
Dead Or Alive 2, Jambo Safari, When Worlds Collide

Reviews
Crazy Taxi, Virtua Striker 2, Resident Evil 2, Armada, Evolution, Tee Off Golf

ISSUE 6



Featuring
Tomb Raider 4, MDK2, Sega GT, V-Rally 2, Daytona 2

Reviews
Soul Reaver, Slave Zero, NBA2K, Deadly Skies, Biohazard – Code: Veronica

ISSUE 7



Featuring
Ecco The Dolphin: Defender Of The Future, The Nomad Soul

Reviews
MDK2, Tomb Raider: The Last Revelation, Rayman 2, Wild Metal, Sega GT

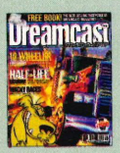
ISSUE 8



Featuring
Rush 2049, Wacky Races, Urban Chaos, Virtua Cop 2

Reviews
Dead Or Alive 2, The Nomad Soul, 4Wheel Thunder, Tech Romancer, Ecco The Dolphin, Wetrix+

ISSUE 9



Featuring
Black & White, 18Wheeler, Virtua Tennis, Quake III, Half-Life

Reviews
Wacky Races, Sword of the Berserk, Fur Fighters, GTA 2, V-Rally 2: Expert Edition

ISSUE 10



Featuring
Ferrari F355 Challenge, Colin McRae 2, WWF Royal Rumble

Reviews
Samba De Amigo, Resident Evil Code: Veronica, Tony Hawk's Skateboarding, Star Wars Racer

ISSUE 11



Featuring
Colin McCrae Rally 2.0, Metroplis Street Racer

Reviews
Marvel Vs Capcom 2, South Park 2, NHL2K, Bust-A-Move 4, Super Runabout, Rainbow Six

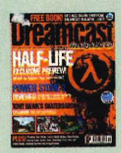
ISSUE 12



Featuring
Silent Scope, Ferrari 355 Challenge, Star Lancer

Reviews
Virtua Tennis, Hidden & Dangerous, F1 World Grand Prix 2, Jet Set Radio, Mr Driller

ISSUE 13



Featuring
Half-Life, Phantasy Star Online, Vanishing Point

Reviews
Power Stone 2, Tony Hawk's 2, San Francisco Rush 2049, Sydney 2000, Giant Gram 2000

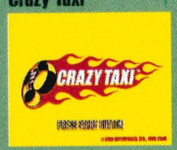
OPTION 1

13 issues of DREAMCAST MAGAZINE delivered to your door at a discount price.

OPTION 2

13 issues of DREAMCAST MAGAZINE at a discount price plus the game of your choice from this selection...
Note: Option 2 prices include £2.00 Postage & Packaging

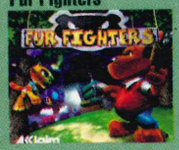
Crazy Taxi



MDK2



Fur Fighters



Dead Or Alive 2



Marvel Vs Capcom 2



Tony Hawk's Skateboarding



YOUR DETAILS

Dreamcast magazine
The world's most advanced console magazine!

Subscription to start from issue number ☐

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Tel .....

OPTION 1 ☐ **OPTION 2** ☐

The game I want is .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

Card Number .....

>If you don't want to receive related material tick this box. ☐

SUBSCRIPTION GIFT

If the subscription is a gift please fill in the details of the recipient:

Name .....

Address .....

.....

Postcode .....

> ISSUE 14

Dreamcast magazine

Back Issues order form

Please tick issues required
(£3.99 each inc. p+p)

2☐ 3☐ 4☐
5☐ 6☐ 7☐
8☐ 9☐ 10☐
11☐ 12☐ 13☐

get a year's worth of DM>

Dreamcast magazine

cost details

Subscription to Dreamcast Magazine

OPTION 1: MAGAZINE ONLY

UK	Europe	World
£33	£44	£64

OPTION 2: MAGAZINE & GAME OF YOUR CHOICE

UK	Europe	World
£63	£74	£94

Call the subscription hotline now on

01202 200200

Or fill in this form, cut it out and send it to: Paragon Publishing Ltd, Freepost BH1255, Bournemouth BH1 2ZZ.

● NOTE: Option 2 prices include £2.00 Postage & Packaging. All Games are UK PAL versions.

One of the best Cheat Services in the UK....

CHEATS FOR FREE

....and it costs you NOTHING!!!

www.infomedia-services.co.uk

FOR LOADS OF CHEATS FOR YOUR PLAYSTATION, N64, DREAMCAST, PS2, GAMEBOY AND PC

If you don't have Internet access call this mobile rate number 0702 111 7575

PREMIUM CHEATS

WWF Smackdown 2 09063 609011	Chu Chu Rocket 09063 609013	Perfect Dark 09063 609015	Soul Calibur 09063 609017	Tony Hawk's SB 09063 609019	ECW Hardcore 09063 657051
WWF Attitude 09063 609012	LMA Manager 09063 609014	Ready 2 Rumble 09063 609016	Dead or Alive 2 09063 609018	Crazy Taxi 09063 657050	WWF Royal Rumble 09063 657052

Calls to Premium Cheats cost 60p per Minute

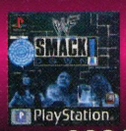
Win Wrestling Tickets!



Two top tickets for Sheffield Arena on the 2nd December 2000

09069 102831

Win Wrestling Games!



£100 of games of your choice

09069 102832

Win Wrestling Signed Pictures!



Includes The Rock, Kane & More.

09069 102833

Win Wrestling T Shirts!



SIX top Wrestling T Shirts with The Rock, Stone Cold and Undertaker.

09069 102834

Win Wrestling Goodies!



Includes Videos, T Shirt, Toy Figures & lots more

09069 102835

Win SEGA Dreamcast!



09069 102830
Instant Win!

Win Pentium III Computer!



With the latest Pentium III Processor, this PC will get the winner connected to the internet.

09069 102836
Instant Win!

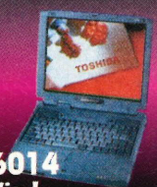
Win PlayStation 2



Win the fantastic PS2 plus two great games! It's a DVD player too! Be one of the first to get your hands on it!

09069 102837

Win Toshiba Laptop!



09061 406014
Instant Win!

Win Pocket TV!



Win this superb Casio JY-10 Portable Colour Television and catch your favourite programmes wherever you are.

09069 102839

Win MP3 Player!



This piece of kit lets you download 128 minutes of music or digital recordings from the internet.

09069 104100

Win Mobile Phone!



"Pay as you Talk" Vodaphone conditions apply to mobile phone.Call charges not included.

09069 104101

Win £150 Games



09061 406011
Instant Win!

Win Combi TV & Video!



Watch your videos or play with your console whenever you want.

09069 104102

Win a box of Trading Cards!



36 Packs = 396 Cards Wow!

09069 104103

Win Pokémon Yellow Game!



with Gameboy

09069 104104

Win Red & Blue Pokemon!

09069 104105

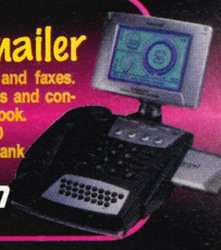
Win a Cool - iCam



Take up to 80 photos and download them to your PC It's a web-cam too!

09069 104106

Win an e-mailer



Send and receive e-mails and faxes. Store 700 names, addresses and contact details in the address book. This gadget has a great LCD screen and a portable databank to download your data!

09069 104107

Win DVD Player!



09061 406012
Instant Win!

Win the NEW PSone!



It has portable power you've only dreamt of! And we've included the plug-in crystal clear LCD screen!

09069 104108

Win Nintendo 64



09061 406013
Instant Win!

Win Internet Phone!



"Pay as You Talk" Cellnet conditionsapply to mobile phone.Call charges not included.

09069 104109

Win a folding City Scooter!



Zip about on this stylish Scooter! Ideal for cruising and looking good!

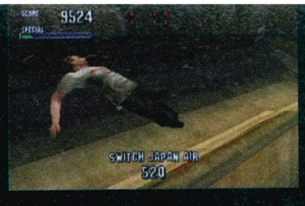
09069 102838

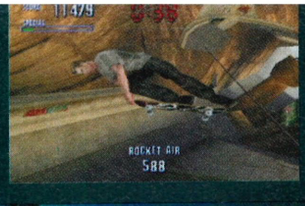
Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 30th November 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634





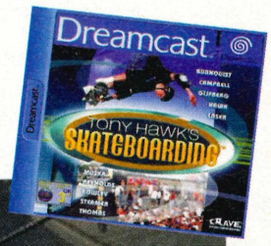


dream moment

Number OII

Tony Hawk's Skateboarding

›Downhill Jam ›Two-Minute Session





"Nollie, Madonna, Indy... oh my God! He's done the 900!"

Think of great sports games throughout recent times and what comes to mind... *International Superstar Soccer*? *Track And Field*? *Virtua Tennis*? Perhaps. For us though, one of the best sports games ever has to be something no-one else would think of – mainly because a lot of people don't really class it as a sport. *Tony Hawk's Skateboarding* appeared on the PlayStation many moons ago and swept everyone away with how fantastic it was; tons of skaters, plenty of skateparks and more moves than you can shake a skateboard at. Of course, Crave then brought it to the Dreamcast and now it's got a place in our hearts as one of our favourite games of all time.

Of course, skateboarding ain't exactly easy – while staying on the board is tough enough, pulling off any of those crazy tricks takes skill like you wouldn't believe. That's why Tony Hawk is praised so highly amongst his peers; being the only man to ever pull off the amazing 900 spin without winding up on his arse, he deserves a bit of adulation. But he's not alone – yes, you too can attempt the most difficult of skateboarding stunts in your very own living room... without scuffing up the wallpaper, of course. A few runs up the ramp to get some height and then it's time for the big one. 360... 720... 900! Hoorah!

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

Issue 15 On Sale 2 November 2000

www.softwarefirst.com

SOFTWARE FIRST

No1 MAIL ORDER PLAYSTATION POWER 1999 — VOTED No1

Tel. 01268 531222 Fax. 01268 288049 Email. sales@softwarefirst.com

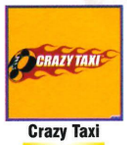
First For Price | **First For Reliability** | **First For Service** | **First For Range**

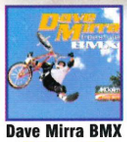
CALL NOW FOR A FREE CATALOGUE CRAMMED WITH PRODUCTS & SPECIAL OFFERS

AUCTION SITE NOW OPEN - NEW GAMES FROM £1 www.softwarefirst.com


Aerowings 2 £23.99


Bass Fishing £54.99


Crazy Taxi £32.99


Dave Mirra BMX £30.99


Dead or Alive 2 £29.99


Ecco The Dolphin £32.99


ECW Anarchy Rulz £30.99


F1 World Grand Prix 2 £30.99


Ferrari 355 £30.99

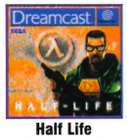

Fur Fighters £30.99


Gauntlet Legends £30.99


Giga Wing £30.99


Grand Prix 3 £31.99


GTA 2 £30.99


Half Life £Call


Hidden & Dangerous £31.99


House Of the Dead 2 & Lightgun £52.99


Int Track & Field £27.99


Jet Set Radio £32.99


Marvel V Capcom2 £29.99


MDK 2 £29.99


MSR Metropolis £32.99


NHL 2k £32.99


Nightmare Creatures 2 £27.99


Powestone 2 £29.99


Phantasy Star Online £32.99


Quake 3 Arena £32.99


Railroad Tycoon 2 £32.99

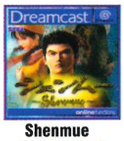

Rainbow Six £32.99


Ready 2 Rumble 2 £32.99


Resident Evil Veronica £29.99

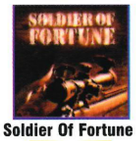

Samba De Amigo Call


Sega GT £32.99


Shenmue £32.99


Silent Scope Call


Silver £26.99


Soldier Of Fortune Call


Space Channel 5 £32.99


Star Wars Racer £31.99


Street Fighter 3 £30.99

Super Runabout £30.99

Time Stalkers £32.99

Tomb Raider 5 £Call

Tony Hawks 2 £32.99

Toy Story 2 £32.99

Virtua Athlete £32.99

Virtua Tennis £32.99

V Rally 2 £32.99

1000'S MORE TITLES AVAILABLE
WE ALSO STOCK

PlayStation | PC CD ROM | Color | Nintendo 64 | DVD

Who Wants to be.. £32.99

World Soccer 2001 £32.99

WWF Royal Rumble Call

Zombie Revenge £32.99

Official Scart Cable £14.99

Official VMS Unit £18.99

Official Vibration Pak £14.99

Official Keyboard £18.99

MadCatz MC2 Wheel £47.99

Official Controller £18.99

MadCatz Force Pak £13.99

Logic 3 Dreamstation £18.99

£289.99

Dreamcast + DVD Player
Dreamcast Solus Pack and a Multi Region DVD Player with remote Control

Blaze DC-VGA Adapter £13.99

Datel 16MB Memory £24.99

SOLUS PACK

Dreamcast Console
Dreamcast Controller
Chu Chu Rocket

£144.99

SILVER PACK

Dreamcast Console
2 Dreamcast Controllers
Chu Chu Rocket
Any Game under £40

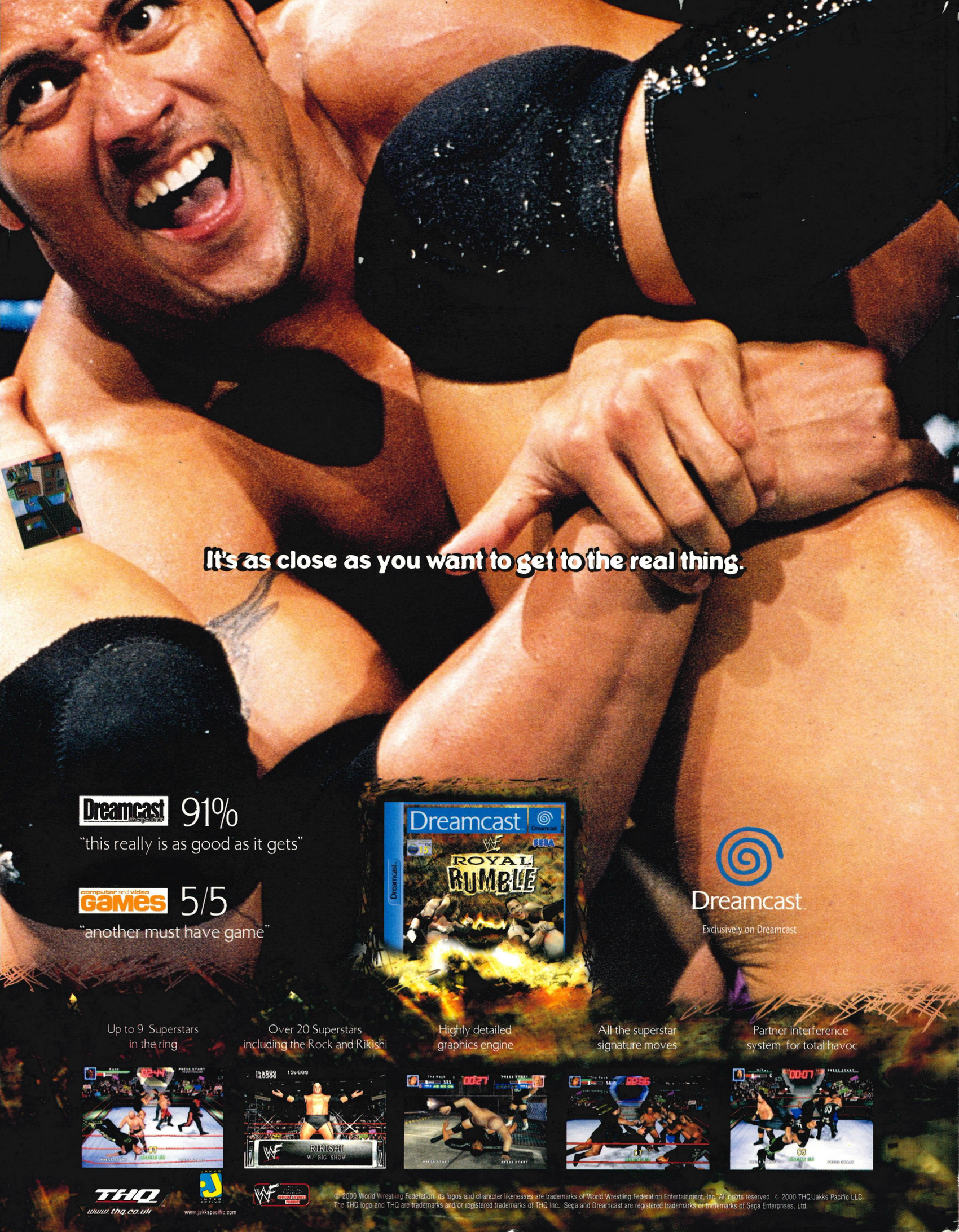
£192.99

GOLD PACK

Dreamcast Console
2 Dreamcast Controllers
Dreamcast VMS Unit
Chu Chu Rocket
Any 2 Games Under £40

£239.99

Telephone orders: Mon-Fri 9am-7pm/Sat-Sun 10am-4pm. Cheques/PO's payable to SOFTWARE FIRST, FREEPOST, ANG1778, BASILDON, ESSEX SS14 3BR Some titles may not be released at the time of going to press. Prices are subject to change without notice. E&OE. Please state format with order. All prices include VAT. Credit cards not charged until day of dispatch. Free First Class Post for all UK Customers Next day UK mainland from £3.65. Overseas postage: Europe £2.50 per item R.O.W £3.50 per item. All orders are processed on a secure server.
All trademarks are property of their respective owners



© 2000 World Wrestling Federation, its logos and character likenesses are trademarks of World Wrestling Federation Entertainment, Inc. All rights reserved. © 2000 THQ/Jakks Pacific LLC. The THQ logo and THQ are trademarks and/or registered trademarks of THQ Inc. Sega and Dreamcast are registered trademarks or trademarks of Sega Enterprises, Ltd.