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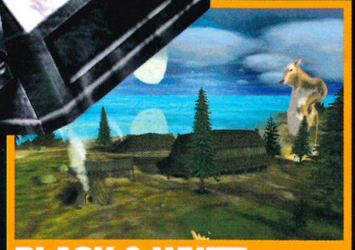
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- Sega GT

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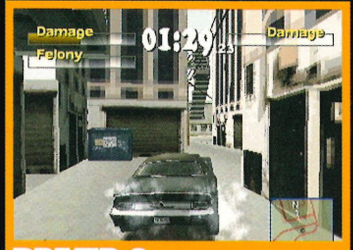
THIS ISSUE...



...NS REVIEWED



BLACK & WHITE UPDATE



DRIVER 2 UNCOVERED



SAMBA DE AMIGO PAL

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No. 16
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Dreamcast

PC CD

PlayStation 2

TEAM 17

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ISSUE FIFTEEN LAUNCHING IN THE UK ON 30 NOVEMBER
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contents

www.dream-cast.net
issue 16
Welcome to your dreams



34 Christmas Reviews Special!
It's a Christmas bonanza! Wanna know what to get from Santa? Here's what'll be weighing down the sleigh this year!

36 Shenmue
Is everybody FREE to feel good?

WIN! Joytech Peripherals Page 12

40 Quake III: Arena
It's about fragging time! Sega shoots... and scores!





44 Ready 2 Rumble: Round 2
The gang's back and they're ready for action!





AT A GLANCE red hot GAMES
Brighter than a very large firework, indeed Rudolf's nose, and hotter than Hotel Hades...



54



62



92

Editorial

Sometimes you can't do right for wrong. It's the natural order of things, I suppose. On the one hand you have a console that's been around for a year, done all the right things and released great original games that have wowed gamesplayers the world over. On the other hand, you have a behemoth that for five years has squatted in the consciousness of gamers, first instilling in all those that would listen that its machine was cool and, in turn, eventually trying to position itself as an untouchable force in the world of videogames. However, what does this amount to?

Well, not much it would seem. Developers are already leaving the PlayStation2 – *Metal Gear Solid 2* is no longer a PS2-exclusive title, whilst Oddworld and its inhabitants have upped camp and left for pastures more 'X'-shaped – so much for an unstoppable games machine. There's also the 500,000 Americans that have been left in the lurch thanks to a pre-order scheme that left nobody happy... that'll be untouchable then. Ultimately, no matter how much control you think you have, you're bound to slip up eventually... an important lesson if ever there was one.

When all's said and done, you have to look at the evidence: exactly who is delivering the goods? We all have our influences – most of us trust what we are told by those we believe in. Surely though, there comes a time when you have to look beyond the hype and make a firm decision, based not upon belief, nor upon hype, but rather upon what is real and what is tangible, even if others around you try to influence you with their own personal views. At the end of the day, it's your choices that reveal who you really are. Believe the hype or be strong enough to stand up and be counted – it's up to you. We believe in the Dreamcast, you believe in the Dreamcast... let's all play together. Merry Christmas one and all!

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

Simon Phillips
Editor



The *Cheatmistress* Presents

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A Bug's Life
Aero Dancing
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Armada

B - 02
Blue Stinger
Buggy Heat
Bust a Move 4

C - 03
Carrier
Chaos Adventure
Chu-Chu Rocket
Climax Landers
Cool Boarders Burrn
Crazy Taxi
Cueball

D - 04
Daytona USA 2
Dead or Alive 2
Deadly Skies
Dino Crisis
Dynamite Cop
Dynamite Deka

E - 05
Ecco the Dolphin
ECW Hardcore Revolution
Elemental Gimmick Gear
Episode One: Racer
Evolution
Evolution 2
Expendable

F - 06
Fighting Force 2
Flag to Flag
Four Wheel Thunder
Furfighters

G - 07
Gauntlet Legends
Generator
Get Bass
Giant Gram All Japan Wrest.
Giant Gram All J. Pro Wrest.2
Giga Wings
Godzilla Generations
GTA 2
Gun Bird 2

H - 08
Half Life
Hardcore Heat
Hidden and Dangerous
House of the Dead 2
Hydro Thunder

I - 09
In Nippon Budokan G. Gram
Incoming

J - 10
Jet Set Radio
Jimmy White 2 Cueball
Jojo's Bizarre Adventure

K - 11
King of the Fighters '99

L - 12
Legacy of Kain - Soul Reaver

M - 13
Magforce Racing
Marvel vs Capcom
Marvel vs Capcom 2
MDK 2
Magforce Racing
Metropolitan Highway Battle
Metropolis Street Racer
Millenium Soldier:Expendable
Monaco Grand Prix
Mortal Kombat Gold

N - 14
NBA 2K
NBA Showtime
NFL 2K
NFL Blitz 2000
NFL Quarterback Club 2000
Nightmare Creatures 2

O - 15
Omikron

P - 16
Pen Pen Tricelon
Plasma Sword
Pop 'n' Music
Power Stone 1 & 2
Psychic Force 2012
Puyo Puyo

Q - 17
Quake 3

R - 18
Rainbow 6
Rayman 2
Ready to Rumble Boxing
Redline Racer
Resident Evil 2
Resident Evil: Codename V.
Revolt
Rippin Riders
Roadsters

S - 19
San Francisco Rush
Sega Bass Fishing
Sega Rally 2
Seventh Cross
Shadowman
Shotuko Highway Battle
Silent Scope
Silver
Slave Zero
Sonic Adventure
Soul Calibur
Soul Fighter
Soul Reaver
South Park
Space Channel 5
Speed Devil
Star Gladiator 2
Street Fighter 3
Street Fighter 3 W Impact
Street Fighter Alpha
Super Speed Racing
Suzuki Alstare Extreme Racing
Sword of the Berserk

T - 20
Tech Romancer
Tee Off Golf Enter
Test Drive 6
Time Stalkers
TNN Motorsports H'core Heat
Tokyo Extreme Racer
Tomb Raider 4
Tony Hawk's 1 & 2
Toukon Retsuden 4
Toy Commander
Toy Story 2
Trickstyle

U - 21
UEFA Striker
Ultimate Fighting Champ.
Urban Chaos

V - 22
Vigilante 8 - 2nd Offense
Virtua Fighter 3TB
Virtua Striker 2
Virtua Tennis
V-Rally 2

W - 23
Wacky Races
Wild Metal
Worms:Armageddon
WWF Attittude
WWF Royal Rumble

Z - 26
Zombie Revenge

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

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contents

Issue 16 | www.dream-cast.net | Welcome to your dreams

Dreamcast magazine

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Unreal Tournament

38 Even better than the unreal thing? We exclusively play the killer first-person shooter!

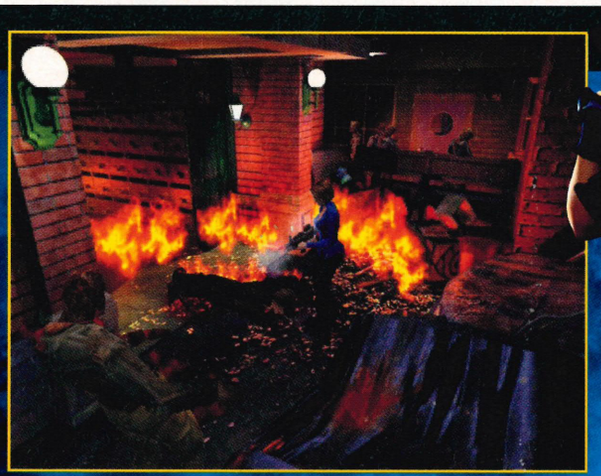
Newscast

86 Biggest, fastest and most comprehensive, our overview of the world of Dreamcast gaming is second to none.



Driver 2

86 Enact those famous film driving sequences on a Dreamcast near you!





Resident Evil 3: Nemesis

86 With the screams of *Resident Evil Code: Veronica* yet to be silenced we unveil the latest incarnation.

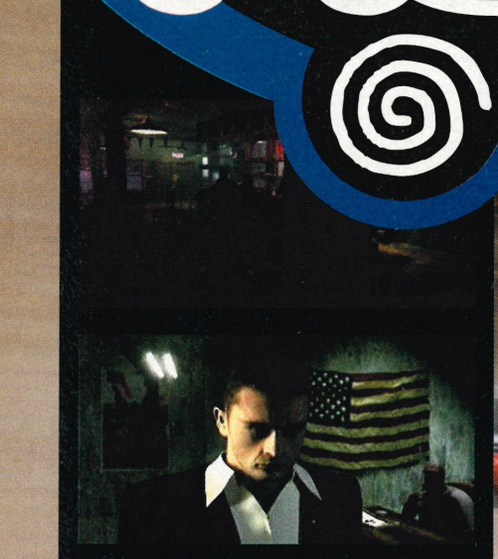
Contents

Newscast	06
Unreal Tournament	30
Reviews Intro	**34**
Shenmue	36
Quake III: Arena	40
Ready 2 Rumble: Round 2	44
Samba De Amigo	48
UEFA Dream Soccer	50
Moho	52
Le Mans 24 Hours	54
Worms World Party	58
Toy Story 2	60
Sega GT	62
Dino Crisis	66
POD 2	68
Kao the Kangaroo	70
Looney Tunes Space Race	72
Dave Mirra Freestyle BMX	74
Jedi Power Battles	76
Dinosaur	78
Interact Intro	**81**
Mailbox	82
Reader Reviews	84
DC Online	86
Dreamcast Solutions	88
Questions and Answers	90
Jet Set Radio Guide (part 2)	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<

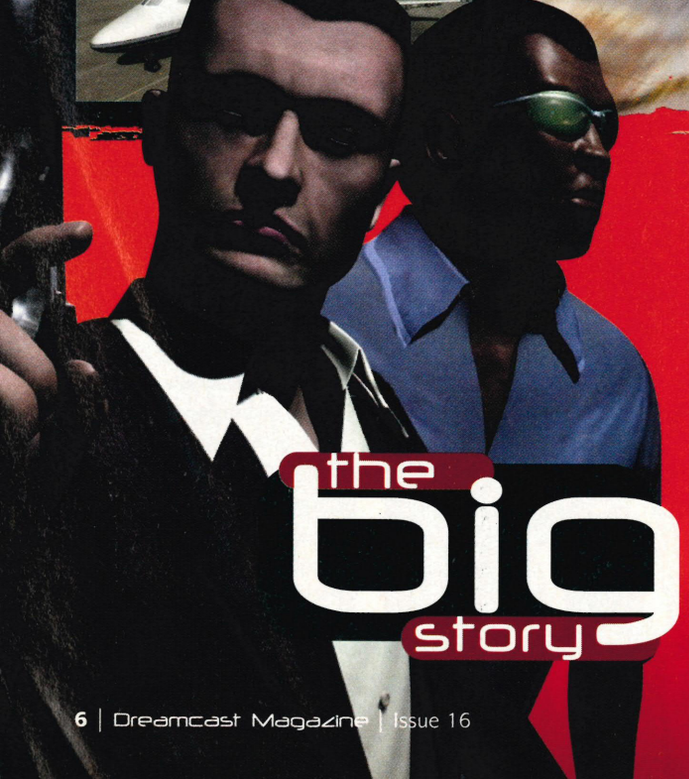
Dreamcast world news network











the big story

Driver

Have you got what it takes to be a superfly guy?

Nobody likes being the bad guy – well, not really. But when the villain of the piece gets to dress sharply and drive cool cars, the bitter pill of villainy is made a little easier to swallow. However, as is so often the case in videogames (being a bad guy seldom sits well) you're not quite as bad as you first appear, as you're only acting out the role of a baddie. You're an undercover cop, you see, named Tanner, and you've got a job to do which, thankfully, is contrived enough to include driving the hottest cars straight out of the gangster flicks.

The original *Driver* marked a departure from the hum-drum driving games that so engulfed the PlayStation and whilst the console was largely unable to replicate the cities – without some near-woeful pop-up – gamesplayers were impressed by a game that wrapped a great gaming engine with some classic movie-inspired backdrops. Think *Bullitt* or just about any Seventies car movie and you'll be halfway there.

And now there's the sequel, a game that looks not only to improve upon the original graphically but also add some gameplay improvements and a much-needed two-player game. This time around, the sharp-dressed Tanner is no longer alone but enjoys the services of Tobias Jones, a fellow cop who acts as Tanner's aide. More importantly, though, our hero Tanner can actually get out of the many new vehicles and have a bit of a wander around. This might not sound like a big deal but it alters the focus of *Driver 2* a good deal – rather than being purely driving-



Driving Without Due Care And Attention

Both *Driver* and its sequel rely heavily on movie-inspired chase sequences. Here are Dreamcast Magazine's favourite celluloid driving moments. If you get the chance to see these movies (and, in some cases, are old enough) then we'd highly recommend you check them out!



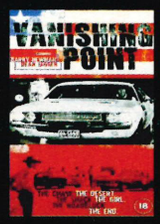
Blues Brothers

They may have been on a mission from God but the fantastic race to City Hall at the end of the movie saw more cars destroyed than had ever been seen on-screen before. In our book, it's an absolute classic!



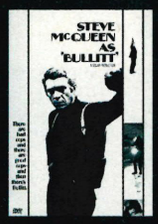
Smokey and the Bandit

The movie that made Burt Reynolds famous. Pure mindless fun, but there's much here to enjoy with 'The Bandit' racing across the states in a Trans AM, demolishing police cars along the way.



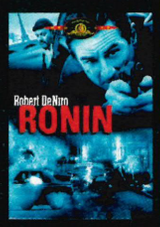
Vanishing Point

"Me and my big mouth! Drive from Denver to San Francisco in 15 hours... no problem!" That's Kowalski's bet in *Vanishing Point* and it's the backdrop for a real cult classic, with some great chase scenes.



Bullitt

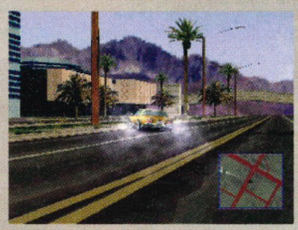
The grandaddy of them all. Set in the streets and hills of San Francisco this has to be one of the most adrenaline-pumping chase sequences of all time. The Academy duly agreed and gave the film an Oscar for best editing!

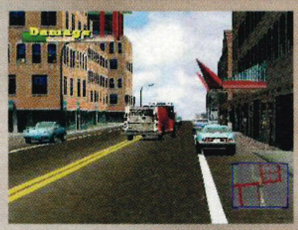


Ronin

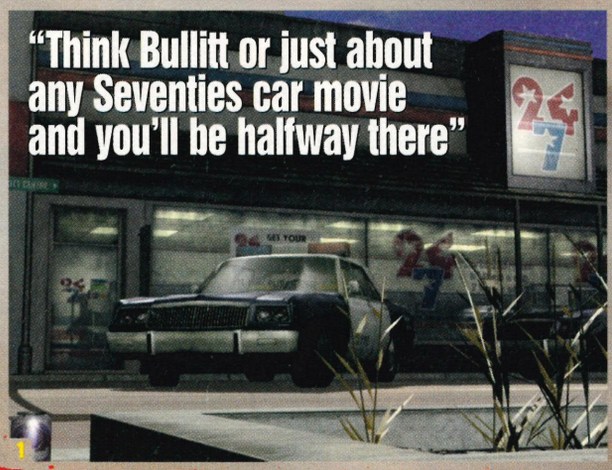
A more recent addition to the hall of fame. Nevertheless, the car chase that acts as the main thrust of the film's action sequences is utterly compelling, making the film worth seeing just for that reason alone.

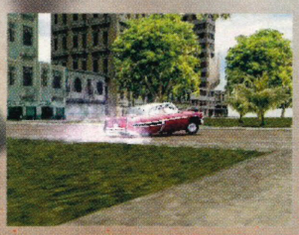












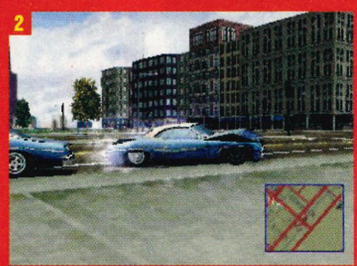
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based, some of the new missions require a bit of footwork that adds a new twist to the game.

A New Hope

Thanks to a mixture of notoriety and the precedence of what is rapidly becoming a gaming legacy, rumours (and Dreamcast Magazine must state that as yet these are unconfirmed) of *Driver 2* appearing on the Dreamcast are a cause for much celebration. Imagine just how good the game could be dressed in 128bit finery. Goodbye jagged graphics, au revoir the kind of pop-up that PlayStation owners have had to become used to. *Driver 2* on the Dreamcast could well turn out to be exactly the way developer Reflections had envisaged it. Expect confirmation and Dreamcast screenshots of *Driver 2* some time very soon.

[1] Hey, check it out! It's like an episode of TJ Hooker! [2] The spot effects such as tyre smoke are spectacular – imagine what they'd be like on the Dreamcast! [3] Check out the Mercedes – just like the ones they used to drive in Hart To Hart! [4] You don't just get the chance to drive cars. Here you get to hurtle down the freeway in a fire truck!



2





3



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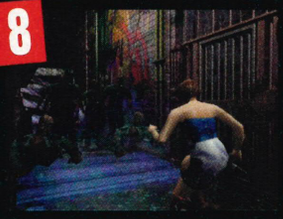
BIG ISSUES

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

Resident Evil 3: Nemesis

The zombies are back!

8



Commandos 2

We get the lowdown on this super sequel.

16



4x4 Evolution

Get off-road and online with Take 2's latest title.

26



Chicken Run

Eidos goes free-range and lets the chickens out.

28



Unreal Tournament

Things turn nasty as we go fragging for our lives.

30



Snaking Around

According to reports, the Dreamcast version of *Fighting Vipers 2* will include a number of exclusive features. As well as a new 'Super KO' feature that allows you to pummel an opponent into the ground in one round, there will also be two new characters, although their identities still remain a closely guarded secret.

Software Release Schedules

UK Release Schedule

Title	Date	Publisher
Half-Life	Havas	Out Now
Bleem! For Dreamcast	Bleem!	Nov 2000
Toy Story 2	Activision	Nov 2000
Le Mans 24 Hours	Infogrames	Nov 2000
Looney Tunes: Space Race	Infogrames	Nov 2000
Gunbird 2	Virgin	Nov 2000
Sega GT	Sega	1 Dec
Shenmue	Sega	8 Dec
Samba De Amigo	Sega	8 Dec
Quake III Arena	Sega	8 Dec
Sega Worldwide Soccer 2001	Sega	8 Dec
Tony Hawk's Skateboarding 2	Crave	15 Dec
Ready 2 Rumble: Round 2	Midway	Dec 2000
Tokyo Highway Challenge 2	Crave	Dec 2000
Worms World Party	Virgin	Dec 2000
Stunt GP	Virgin	Dec 2000
Dave Mirra Freestyle BMX	Acclaim	Dec 2000
Ducati Life	Acclaim	Dec 2000
Evil Twin: Cyprien's Chronicles	Ubi Soft	Dec 2000
Sno-Cross Championship Racing	Crave	Dec 2000
Chicken Run	Eidos	Dec 2000
MoHo	Take 2	Dec 2000
KISS Psycho Circus	Take 2	Dec 2000
4X4 Evolution	Take 2	Dec 2000
Worms Pinball	TBC	Dec 2000
F1 Racing Championship	Ubi Soft	Dec 2000
POD 2	Ubi Soft	Dec 2000
Starlancer	Crave	Dec 2000
Major League Soccer	Konami	Late 2000
Demolition Racer: No Exit	Infogrames	Late 2000
Phantasy Star Online	Sega	Early 2001
Skies Of Arcadia	Sega	Early 2001
Donald Duck	Ubi Soft	Early 2001
Animated Batman: Vehicle Adventures	Ubi Soft	Early 2001
Black And White	Sega	Early 2001
Tropico	Take 2	Early 2001
18Wheeler Pro Trucker	Sega	Early 2001
Agartha	Sega	Early 2001
Outtrigger	Sega	Early 2001
Alone In The Dark: The New Nightmare	Infogrames	March 2001
Sonic Adventure 2	Sega	Mid 2001

Japanese Release Schedule

Title	Date	Publisher
Doraemon	Sega	Autumn 2000
Super Street Fighter 2X Net	Capcom	Autumn 2000
Justice League 2	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
Illbleed	Sega	Winter 2000
Blue Submarine No. 6	Sega	7 Dec
Guilty Gear X	Arc System	7 Dec
Burning Justice Academy	Capcom	7 Dec
Charge 'N Blast	Simus	7 Dec
El Dorado Chapter Two	Capcom	12 Dec
Let's Make A Special Large Soccer Team	Sega	14 Dec
Samba De Amigo 2000	Sega	14 Dec
Digikoro Mybra	ISAO	14 Dec
Netpachi 2001 @Vpachi	Daikoku	14 Dec
Gun Spike	Capcom	21 Dec
Last Blade 2: Final Edition	SNK	21 Dec
Phantasy Star Online	Sega	21 Dec
Daytona USA DC	Sega	21 Dec
Sonic Shuffle	Sega	21 Dec
Bass Rush Dreams	Visco	21 Dec
Detective Dash	Abel	21 Dec
Card Captor Sakura	Sega	28 Dec
Ecco the Dolphin	Sega	Dec 2000
Anima Star Puzzle	Media Factory	Dec 2000

US Release Schedule

Title	Date	Publisher
Dragonriders – Chronicles of Pern	Ubi Soft	Nov 2000
Vanishing Point	Acclaim	Nov 2000
Heroes of Might & Magic III	Ubi Soft	Nov 2000
Cannon Spike	Capcom	Nov 2000
KISS Psycho Circus	Take 2	Nov 2000
4x4 Evolution	GOD	Nov 2000
Bleemcast	bleem!	Nov 2000
GorkaMorka	Ripcord	Nov 2000
Test Drive Le Mans	Infogrames	Nov 2000
Looney Tunes: Space Race	Infogrames	Nov 2000
Dark Angel	Metro 3D	Nov 2000
Arcatera: The Dark Brotherhood	Ubi Soft	Nov 2000
Dave Mirra Freestyle BMX	Acclaim	Nov 2000
Spec Ops Online	Ripcord	Nov 2000
Stunt GP	Infogrames	Nov 2000
ECW Anarchy Rules	Acclaim	Nov 2000
Arabian Nights: Prince of Persia	Mattel	Nov 2000
Roswell Conspiracy Theories	Red Storm	Nov 2000
ESPN NBA 2 Night	Konami	Nov 2000
Mat Hoffman's Pro BMX	Activision	Nov 2000
Pro Surfer	Mattel	Nov 2000
Buffy the Vampire Slayer	Fox	Dec 2000
Bangai-O	Treasure	Dec 2000
Sierra Game Room	Sierra	Dec 2000
Buzz Lightyear: Star Command	Activision	Dec 2000
Dinosaur	Ubi Soft	2 Dec
Grandia II	Ubi Soft	5 Dec
Stupid Invaders	Ubi Soft	Dec 2000
Starlancer	Crave	Dec 2000
Planet of the Apes	Fox	Dec 2000







FIRST LOOK

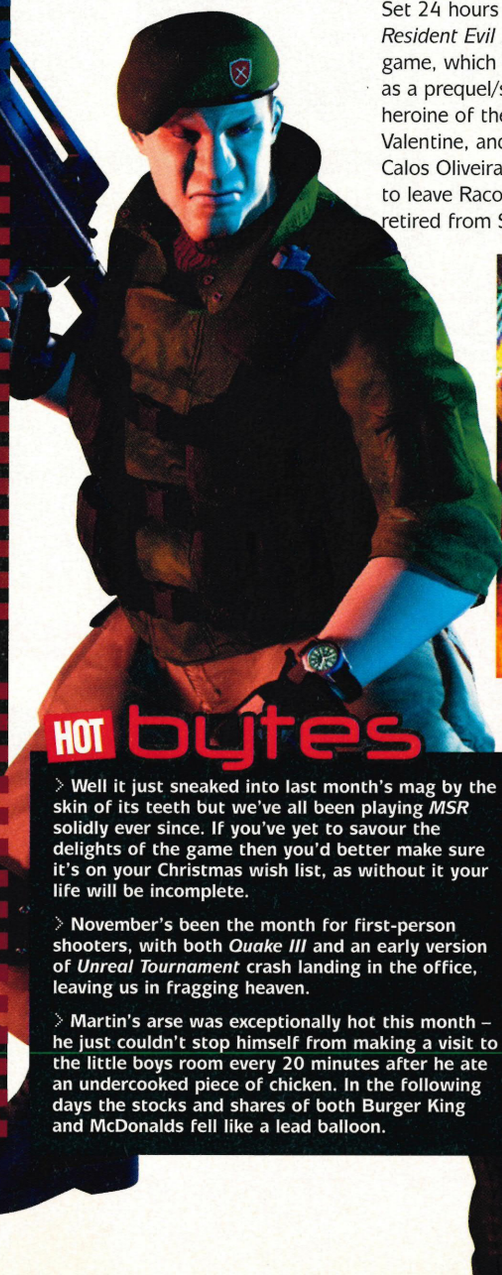
The Great Escape

Dreamcast Gets Its Own Resident Nemesis

It seems that the Dreamcast just can't get enough of flesh-rotting zombies at the moment. Not content with both *Resident Evil 2* and the superlative *Code Veronica*, Virgin is now set to bring *Resident Evil 3: Nemesis* to the system this Christmas.

Zombies' Revenge

Set 24 hours either side of *Resident Evil 2* (don't ask) the game, which can only be described as a prequel/sequel, follows the heroine of the first game, Jill Valentine, and a new character Calos Oliveira. As Jill is preparing to leave Racoon City, having retired from STARS, she's trapped by a bunch of zombies who knock her out for the count, leaving her unconscious until 24 hours after the action of *Resident Evil 2*. In the interim Carlos, a former Umbrella employee, steams into town to rescue any survivors from the outbreak and kick some zombie ass. Confused? Join the club. Anyway, it's due out next month so be sure to check out our full review then, but until then you'd better just indulge yourself in *Code Veronica* one more time.







HOT bytes

› Well it just sneaked into last month's mag by the skin of its teeth but we've all been playing *MSR* solidly ever since. If you've yet to savour the delights of the game then you'd better make sure it's on your Christmas wish list, as without it your life will be incomplete.

› November's been the month for first-person shooters, with both *Quake III* and an early version of *Unreal Tournament* crash landing in the office, leaving us in fragging heaven.

› Martin's arse was exceptionally hot this month – he just couldn't stop himself from making a visit to the little boys room every 20 minutes after he ate an undercooked piece of chicken. In the following days the stocks and shares of both Burger King and McDonalds fell like a lead balloon.

COLD cuts

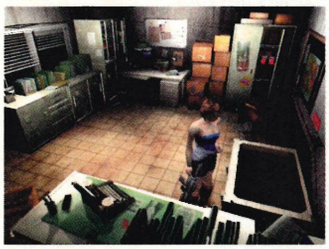
› With so many games in this month's magazine we've been worked to the bone. That and the thumb blisters that we've accrued from typing away 24/7 have left us in a pretty bad state and grumpy as hell. Roll on Christmas...

› Conflicting rumours about the nature of Sega's future have been confusing. Every day this month there has been speculation regarding Sega's plans after the Dreamcast. Sega has intimated that it has plans for Dreamcast 2 in the pipeline – however, there's also been talk of Sega pulling out of the hardware business altogether... it's all just too much, we tell you!

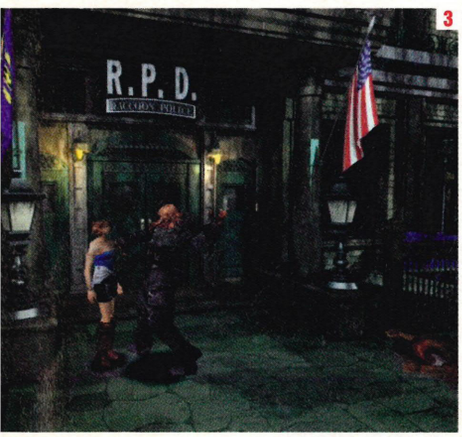
› The raft of blatant PlayStation ports that have been thoughtlessly thrust Dreamcast-wards this month have been a constant source of frustration. We don't want old PlayStation games with little or no improvements to them on our beloved games machine. Understand?



2



[1] Okay, so it's a cut-scene, but it still looks the business. [2] Expect the usual mix of blood, guts, zombies and puzzle-solving to keep you busy. [3] Well, that's one way of chatting up a lady... but not one we'd recommend.



3



Dreamcast Charts

magazine

> The UK chart has been in a sorry state lately – luckily, *F355 Challenge* is here this month to save the day from the evil Chris Tarrant. He's still hanging in there at Number Two though...

This month	Last month	Game	Publisher	DM score
1	–	F335 Challenge	Acclaim	91%
2	–	Who Wants To Be A Millionaire?	Eidos	59%
3	2	Virtua Tennis	Sega	93%
4	1	WWF Royal Rumble	THQ	91%
5	4	Hidden & Dangerous	Take 2	92%
6	–	Sega Bass Fishing	Sega	80%
7	–	UEFA Striker	Infogrames	82%
8	3	Power Stone 2	Eidos	92%
9	–	Star Wars: Jedi Power Battles	Activision	76%
10	–	Blue Stinger	Activision	65%

NEWS

Dreamcast Sales Through Targets

Sega Celebrates Sales

> On the anniversary of its first birthday last month, Sega Europe revealed that the Dreamcast had exceeded all of its sales targets, making it an undoubted success. Well, with hardware sales of over 1 million, software sales of more than 2.5 million and in excess of 400,000 registered DreamArena users, what else would you call it?

CEO of Sega Europe, JF Cecillon, commented that: "These results pay credit to everyone who has helped make Dreamcast such a success. The ongoing support of the development community means gamers can look forward to some stunning new games over the next few months and beyond." So there you go. The Dreamcast is officially ace, but you knew that already, didn't you?

"You can hardly call one million hardware sales a failure now, can you?"



ALSO AVAILABLE FROM PARAGON PUBLISHING

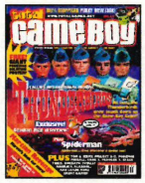
DVD Review ISSUE>19
ISSN: 1466-593X £3.99

It's our biggest ever issue, with some of the biggest ever films on DVD! The amazing three-disc *Toy Story* boxset is reviewed, as are *Saving Private Ryan*, *Buffy The Vampire Slayer*, *Erin Brockovich*, *Apocalypse Now* and dozens more – plus a free *Gladiator* book!



Total Game Boy ISSUE>14
ISSN: 1464-5909 £2.99

Sleighbells ring, are you listening? No! I'm far too busy with my nose in the Christmas special of Total Game Boy magazine, packed with cool compos, hot news and fab reviews, including *The Grinch* and *Donkey Kong Country*. And monkeys galore!



Dreamcast Solutions ISSUE>8
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 guides to *Shenmue* (part 1), *Jet Set Radio*, *M-SR*, *WWF Royal Rumble*, *Ready 2 Rumble 2* and more. Plus all the latest cheats and tips!



TOP DOG FOR CHRISTMAS



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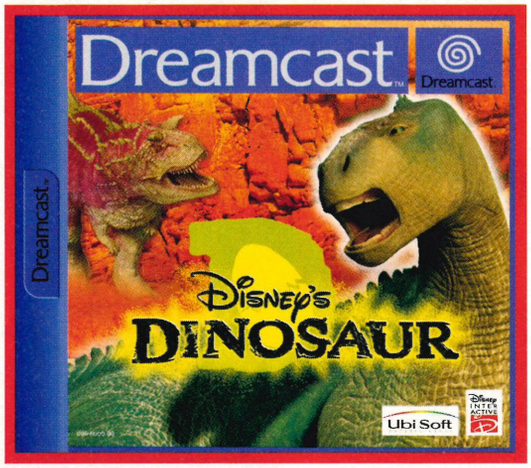
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DISNEY'S DINOSAUR



SEGA GT

RELEASED 1ST DECEMBER

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DISNEY'S DONALD DUCK QUACK ATTACK

RELEASED 8TH DECEMBER



WORMS WORLD PARTY

RELEASED 15TH DECEMBER

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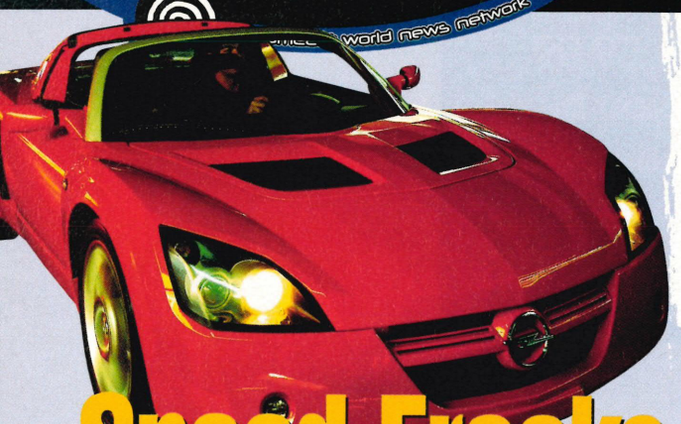
topdogforgames HMV

newscast.

world news network

Passport Number Four

The latest Dream Passport was revealed in Japan this month and is set to feature the ability to connect to mobile phones and have printing capabilities as well as a special Internet shopping feature. So can we expect a Dreamcast printer on the cards? Well it looks that way although, as ever, nothing has been confirmed on the subject yet.



Speed Freaks

Win A Dream Car In The Arena



With *M-SR* now safely tucked away in homes around the country Sega is upping the ante by offering one lucky racer the opportunity to win Vauxhall's new sports car, the £23,000 VX220, via an all-new DreamArena competition.

Car Show

So how do you stand a chance of winning this luxury car? Easy. Every week until the competition closes on 29 January next year, three questions based on the three cities in the game – London, San Francisco and Tokyo – will be put to registered DreamArena players. By answering these questions against the clock, players will win kilometres which will tally up over the weeks before being placed in a league table.

"Let's face it, who doesn't want a sports car of their very own"

Crash & Burn

To add to the on-going drama, players will be able to gamble at random times during the competition and can wager a chosen amount of kilometres on one question. If you get the question right the amount of kilometres gambled will be added to your total but if you get it wrong... well, you'll be crashing out. However, the competition started on 9 November so anyone who fancies their chances had better get online pretty sharpish and get gambling – you've got some catching up to do. And let's face it, who doesn't want a sports car of their very own?







NEWS

Havin' A Blast

Dreamcast Gets Charge N' Blast



Japanese developer SIMS surprised everyone this month by revealing details and screens of its latest project, the thrill-a-minute *Charge N' Blast*.

Arriving in the mould of a 3D shooter, much like Infogrames' *Expendable: Millennium Solider*, the game takes place in the future when giant robots have taken control of the world and the human race has been all but wiped out. It's your job, as part of a crack group of soldiers, to save the planet and life as we know it. *Terminator* anyone? Basically, it looks like being your standard 'blow-the-crap-out-of-everything' type game, but hey, it should also prove to be a barrel of laughs, so mustn't grumble.

"Prepare to grab your weapons and blow everything away"

The Crew

1	Name:	Nicholas Woods
	Age:	36
	Weapon:	Grenades
2	Name:	John Down
	Age:	28
	Weapon:	Rockets
3	Name:	Pamela Hewitt
	Age:	26
	Weapon:	Lasers

competition

I Like Driving In My Car

5 Joytech Jordan Racing Wheels to Give Away

It's a proven fact that if you want to become the king of the road on your Dreamcast, you need the right tools. Leather driving gloves? Check. Fluffy dice? Check. Decent steering wheel? Err... nope. Well, don't worry if you're a bit lacking – thanks to the lovely people at Joytech, we've got five Jordan Racing Wheels to hand out to our lucky winners. All you need to do is answer this simple question:

Q. Which Formula One Racing team do Heinz Harald Frentzen and Jarno Trulli drive for?

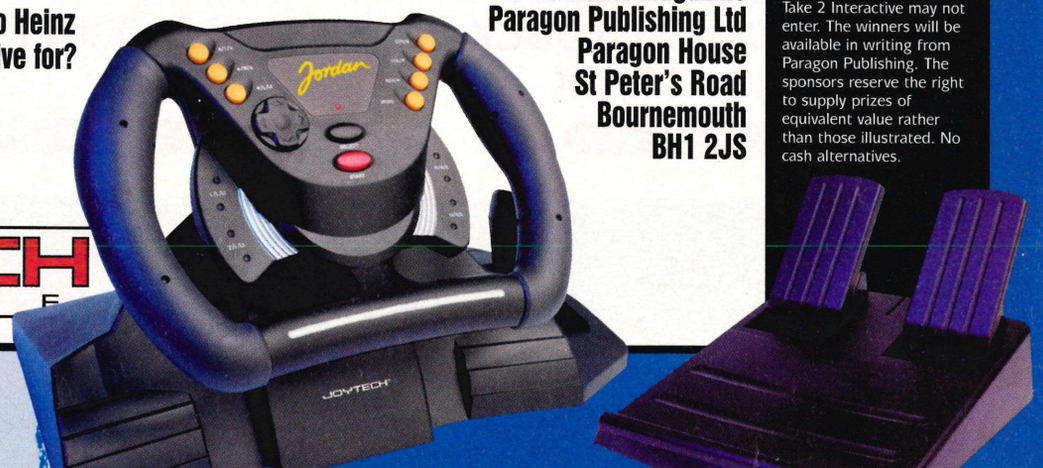
a) Ferrari
b) Williams
c) Jordan

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 February.

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JOYTECH EUROPE



Get On The Bus

Apparently, the maker of the hilarious *Tokyo Bus Guide*, Team Forty Five, is working on a sequel to the game currently under the title of *Tokyo Bus Guide: Beautiful Woman Bus Guide Pack*. The mind boggles...

Sega Name Change

Sega changed its name and logo this month, but quite why no one knows. As of 1 November the company formally known as Sega Enterprises Ltd is now known purely as Sega Ltd. Well, that was worth it then.

NEWS

Global Domination

Sega Announces Its Future World Strategy

With the news of huge financial losses this month, Sega held a meeting in Tokyo to decide future plans for the company, with some interesting results to say the least.

At the heart of the new plans is Sega's goal to become a far bigger player in the software market, increasing its current market share of 4.2% to a massive 25%. The most intriguing thing about this is how it expects to achieve this. Tetsu Kayama, a member of Sega's Strategic Council, commented on the matter by saying that: "We aim to win the top share of the world market in the near future by increasing the number of platforms which can operate Sega software." When referring to 'other platforms' the company is mainly looking at licensing Dreamcast technology to cell-phones and PDAs, as well as set-top boxes, thus transforming Sega from a product provider into a format provider.

But what of other consoles – can we expect to see Sega titles on Sony and Nintendo hardware? Well, if rumours are to believed then the PlayStation, PS2 and Game Boy are all likely candidates for Sega software, although nothing of this has been confirmed. However, it hardly makes sense for Sega, as a hardware manufacturer, to license its software to rivals, so it would seem a pretty unlikely prospect to be playing the likes of *Crazy Taxi* on the PS2. But then, stranger things have happened...

"Could we see Sega games on other consoles? Maybe, just maybe."





NEWS

Attack Of The Killer Zombies

Undead To Hit Cinemas...

With a *Tomb Raider* film already in production and a *Resident Evil* movie already signed up, yet another game is set to make the transition to the big screen. Sega has this month signed a deal with Mindfire Entertainment to bring *The House Of The Dead* to cinemas around the world. The film will reportedly continue where *The House Of The Dead 2* left off, with the familiar theme of genetic testing going all pear-shaped resulting in an outbreak of flesh-eating zombies. What are the odds of that, hey? Now if only we could take our light-guns into the cinema with us...

"If blood and rotting flesh is all you want from a film then this is the one for you"

competition

Time To Lose Your Head

With the release of Tim Burton's gothic *Sleepy Hollow*, featuring Johnny Depp and the lovely Christina Ricci, on video this month we've teamed up with Twentieth Century Fox Home Entertainment to give you the chance of winning ten copies of the film. But dare you enter and suffer at the hands of the headless horseman? If you do, all you need to do is answer the following question and get it to us pronto.

WIN! SLEEPY HOLLOW Videos

Q. Which creepy family did Christina Ricci find fame with?

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 February

Mmmm Christina
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Horseplay

F355 Challenge 2 Confirmed

AM2 revealed that a sequel to *F355 Challenge* was on its way to the arcade this month, under the title of *F355 Challenge 2: International Course Edition*. Don't get too excited though, as all it is is an updated version of the game with the Dreamcast-exclusive courses included. Well, we thought we'd just tease you a bit!



Vampire Masquerades

UPDATE Latest Buffy Shots

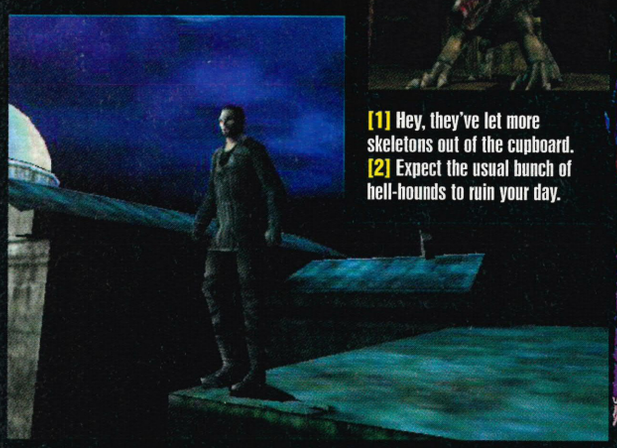
It's been a while since we heard anything about our favourite vampire slayer so we thought we'd see what we could dig up. A quick call to Fox Interactive and hey presto, the latest exclusive screenshots from the game. Don't they just look beastly? We were also able to discover that the game, in which you have to rid Sunnydale of all-things evil, now looks set for a release around spring – just as all those vampires are waking up from their hibernation. Better get sharpening your stakes then.

1



2





[1] Hey, they've let more skeletons out of the cupboard. [2] Expect the usual bunch of hell-hounds to ruin your day.

The Star's The

Latest Phantasy Star Details

UPDATE

With a Japanese release of *Phantasy Star Online* drawing ever nearer, more and more details about the game are trickling out of Sonic Team HQ. As if it wasn't tantalising enough already...

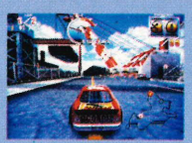
Phantasy Land

Speaking in Tokyo, Sonic Team chief Yuji Naka revealed that there would be 20 servers based around the four corners of the globe, each supporting 1,000 players at any one time. This might not seem like many in regards to the sales that Sega expects but if you take into



Dreamcast Magazine MOST WANTED





Phantasy Star Online

With the Japanese version about to hit the streets in a matter of days, there's been much frothing at the mouth round our way about Sonic Team's first attempt at the RPG genre. Never fear – as soon as we lay our hands on a copy, you'll be the first to hear about it... because we love you. Really, we do.

Legacy Of Kain: Soul Reaver 2

With Christmas just around the corner, we've started to look into next year and find out what tickles our fancy a bit further down the Dreamcast release schedule. After much discussion, we decided that *Soul Reaver 2* will kick the proverbial vampire butt when it arrives some time in March... fingers crossed.

Daytona USA

Having played a preview version of *Daytona USA* on the Dreamcast thoroughly last month, Alex is getting moist at the thought of getting the full game. In fact, we'll be sitting down to play the Japanese version just before the next issue comes out... are you jealous? You should be!

Get Your Pecker

FIRST LOOK Woody Woodpecker Racing To DC



Cutesy racers – love 'em or hate 'em, there's no denying that they'll always be around. The fact that they're all virtually the same doesn't help, but that's just the way it is.

Getting Wood

Cue *Woody Woodpecker Racing* from Konami. But is it just another *Mario Kart* clone? Well, it looks that way. As you'd expect, there's a bunch of cute cartoon characters strapped into various vehicles racing around like lunatics just released from the local

Limit

account the various time differences, it will be more than enough. Well, Sega's hoping it is, anyway.

However, the most interesting details that we managed to dig up were with regard to the quest and dungeon system of the game. According to Yuji Naka, there will be an initial selection of 50 online quests which will vary from finding items to hunting down and killing beasts, although this number will increase once the game has been released. Just hop online, find someone who wants to do a similar quest and you're off. Simple as that.

Interestingly enough, Sega believes that it will be able to shift over one million copies of the game across the world, with 500,000 of those in Japan alone. Now that's what we call high targets, but if any game's going to break the million barrier, this has got to be it.

"If any game's going to break the one million barrier, this has got to be it"





Character Analysis

> As we've revealed before, the game will have three types of character – Hunters, Rangers and Force – but now we've discovered that there will be three characters of each type. The three Hunters are Humar, Hunewearl and Hucast, the three Rangers are Ramar, Racast and Racaseal while Fomarl, Fonewm and Fonewearl are the three Force characters.

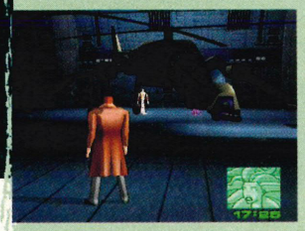




Babel Fish

> Yuji Naka also clarified how the 'Word Selection System' would work. The game will be pre-loaded with the 2,000 words most used in RPGs, thus allowing you to choose a pre-set phrase and subsequently breakdown the language barrier and communicate with players irrespective of their nationality. Although you won't actually be able to type messages for the Dreamcast to translate, you *will* be able to type messages to players who speak the same language as you, which is good enough for us.






It's A Cover-up!

NEWS Roswell Conspiracies Delayed

> We've been harking on about Red Storm Entertainments' *Roswell Conspiracies* for a while now and it looks like that situation's going to continue for a while yet, as the game has just been delayed till early next year. The reason? Well, it's not because aliens have run off with it, or even that the developers are having trouble getting it ready. No, the answer's far more mundane than that. The reason for the delay is that publishers Red Storm want the release of the game to coincide with the start of the new TV series. Now what sort of a reason is that?




"No, aliens haven't run off with it – just blame the TV people"



Out

asylum. Of course, there's the usual weapons and power-ups (frozen fish, tomatoes and the like) with which to inject as much mayhem into the proceedings as possible. But then what else would you expect? It's mad and it's crazy but whether or not it's any good remains to be seen, so check out the full review in next month's mag.




"It might not look original, but it should be a barrel of laughs"

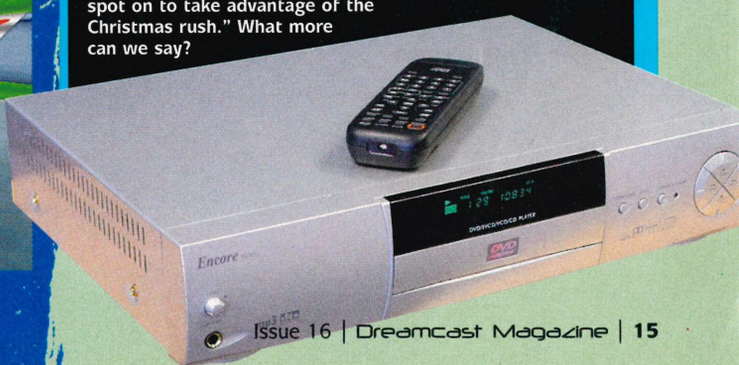


[1] As with all cutesy racing games expect the usual bunch of power-ups and weapons with which to inflict pain. **[2]** Don't be surprised if Woody Woodpecker's the only character you know...

DVDreamcast

NEWS DC & DVD Just £299

> There's just no keeping Sega down. No sooner has Sony released its DVD-playing PlayStation2 than Sega announces that it will package the Dreamcast with a separate DVD player for the princely sum of £299.99. The DVD player in question is the spanking Encore Direct 450 DVD which not only plays MP3 files but also plays multi-region DVDs. In other words, it's pretty minty. Head of Sega Europe, JF Cecillon, commented that: "I'm sure this deal will encourage many more consumers to pick up a Dreamcast for Christmas... Unlike other games companies, Sega's timing is spot on to take advantage of the Christmas rush." What more can we say?



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...



SIMCOASTER

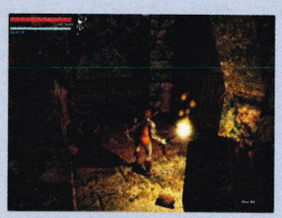
Guilty Parties
EA/Bullfrog

What's It All About?
Played *Theme Park* before? If so, you'll know what *SimCoaster* is all about, because it's basically the third game in the *Theme Park* series. It's not quite so open-ended this time, though – you've got set goals to meet and punters to please with all those lovely rides on offer. Mmm, corkscrew rollercoaster...

When's It Coming?
Don't be stupid – EA doesn't make games for Dreamcast, does it? Not that we mind; anything that spares us from a multitude of identical sports games is fine by us. Still, we wouldn't say no to a spot of *Theme Park*-related action.

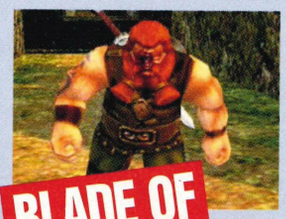
The Bottom Line
All the fun of the fair, but without the dodgy gypsies and motion sickness.











BLADE OF DARKNESS

Guilty Parties
CodeMasters/Rebel Act

What's It All About?
It's the usual medieval adventure story – evil wizard, intent on controlling the land, tries to steal sword to control dragon, blah blah. However, the game is something really special... think the adventure style of *Zelda* mixed with the hack 'n' slash action of *Conan The Barbarian* and you'll get the idea.

When's It Coming?
The PC version of the game is pretty much complete and should be in the shops by Christmas. However, it seems that CodeMasters has pulled out of the Dreamcast market so there ain't much chance of it heading our way...

The Bottom Line
Top-notch swordplay action with more claret than a wine-taster's convention.



NEWS

Going Commando

Eidos Confirms Commandos 2 At Last

It's been a while coming but after weeks of deliberation and cogitation, Eidos has at last confirmed that it will be bringing *Commandos 2* to the Dreamcast early next year.

Command & Conquer
Developed by Pyro Studios, the game is already being touted as one of the biggest PC titles of the year, so quite why Eidos spent so long making a decision is anyone's guess. Much like the original, *Commandos* plumps you deep behind German lines where you must take command of a crack platoon of troops whose skills you have to utilise if you are to complete the plethora of missions that stand before you. Believe us when we say that strategy gaming doesn't get more immersive than this, because this is one game where you're going to have to use those brain cells that you didn't even know existed. Single-player or multiplayer, guns a-blazing, this is certainly one to watch out for next year, so make sure you check out our full preview next month.







NEWS

DreamSNES

SNES Emulator For Dreamcast

Okay, so we've already got a PlayStation emulator on its merry way to Dreamcast in the form of Bleemcast but how does a SNES emulator grab you?

Retro Man
Well, it might sound like complete fantasy but we've stumbled across something that might just please a few of you SNES fans out there. Bizarrely enough, a SNES emulator has been created called the Sintendo which you can download to your VM unit allowing you to play old SNES games. However, reports have it that the program is a little slow at the moment, but it *is* being worked on. Well, stranger things have happened...

"It might sound impossible, but it's completely true"









Attention!

Not convinced by our high expectations for this game? Then just ask Geoff Spick, Editor of *Strategy Player*.

"The original *Commandos* had PC gamers shitting lead at one of the toughest games ever released – one wrong move and a German would write 'Game Over' in your corpse in bullets. Now *Commandos 2* storms onto the Dreamcast with precise gameplay, improved firepower, far bigger battles and new soldiers, with more unique skills that must be used as part of the team to complete impossible missions.

With tense, demanding precision you must keep out of sight and earshot until the moment comes to unleash a huge arsenal against the enemy. Disguises, stealing vehicles and illegal entry are all methods of getting closer to Jerry, until you can stick a knife in his back and demolish his country around him!" [So it's a bit good then – Ed.]





[1] Remember the delights of Donkey Kong Country?

[2] Super Metoroid knew exactly how bosses should look.

[3] Ever think you'd see Mario on a Sega system?

[4] Super Contra III... can you get any more retro?

[5] Ghouls & Ghosts will have you hooked all over again.

PLAY

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Dreamcast PlayStation NINTENDO 64 PC GAME BOY COLOR PlayStation2 SEGA SATURN

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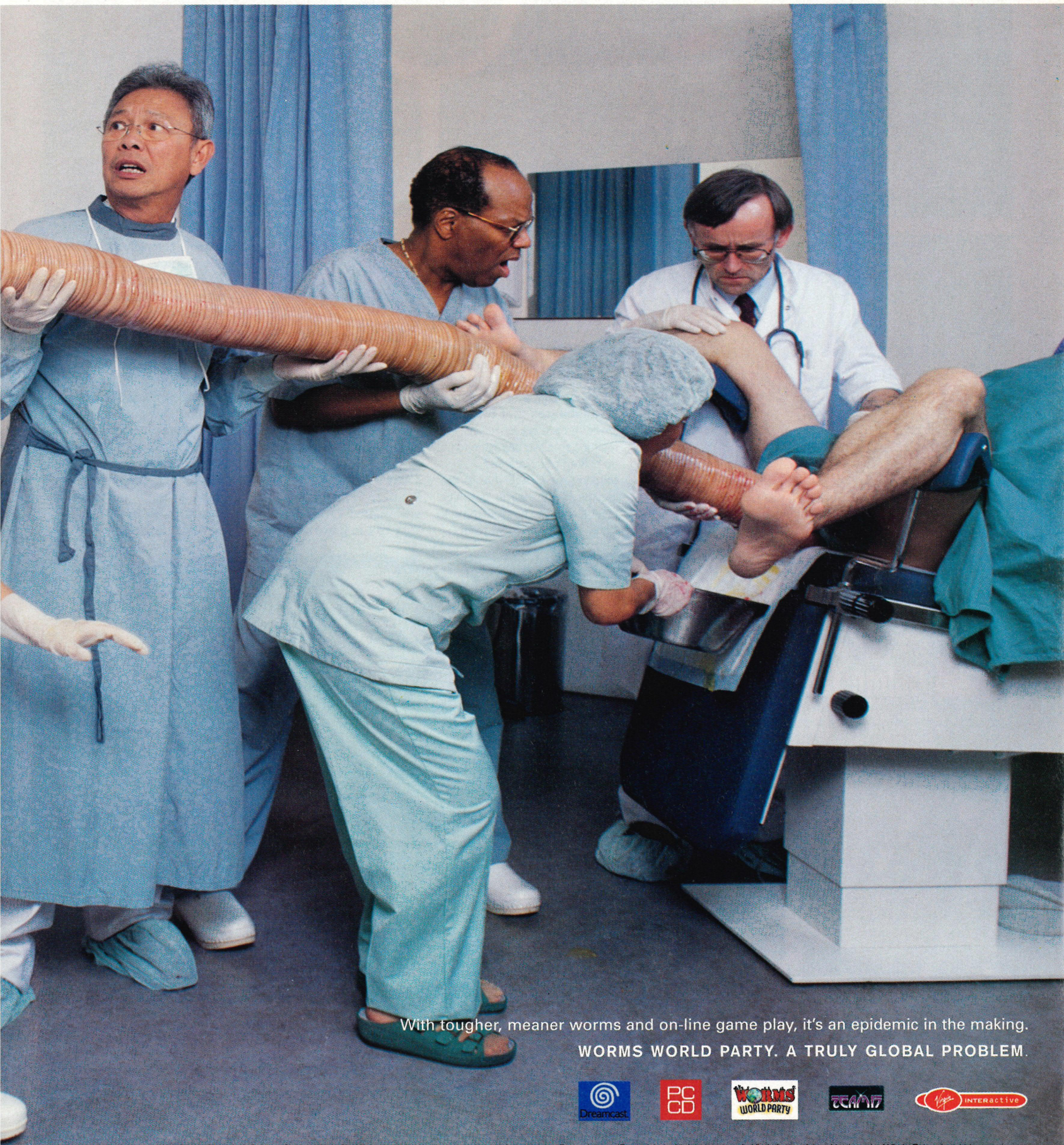
WALKTHROUGHS FOR ALL MY TOP GAMES

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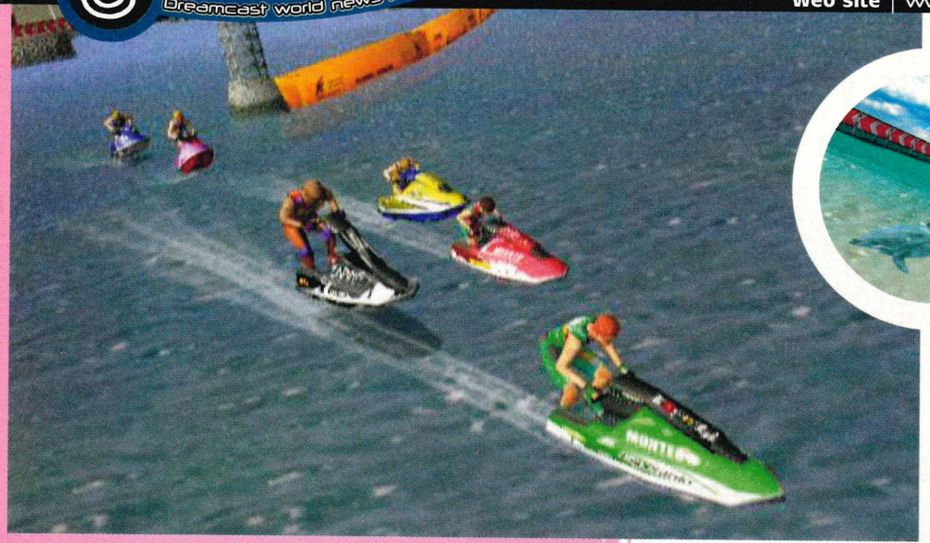
This year, the average person will unwittingly suffer from at least one type of worm infestation.



With tougher, meaner worms and on-line game play, it's an epidemic in the making.

WORMS WORLD PARTY. A TRULY GLOBAL PROBLEM.

Dreamcast. PC CD WORMS WORLD PARTY TEAM17 Virgin INTERactive



FIRST LOOK





Jet Set Go

Power Jet Racing To Dreamcast

Whenever any developer announces that it's working on a water-based racing game we always end up rolling our eyes and thinking the worst, due to the inevitably poor water graphics [that's always the first thing I think – Ed]. However, from what we've seen of CRI's recently-announced *Power Jet Racing 2001* we could just be proved wrong this time.

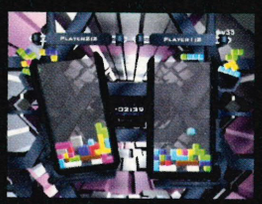
Power & The Glory

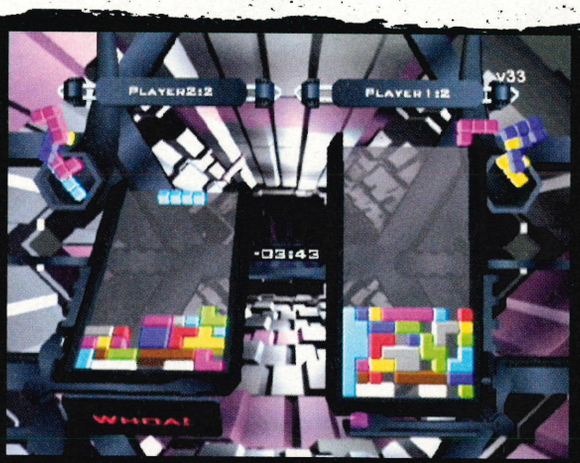
Set over 13 real-world environments from New York to the Bahamas, the game's certainly going for the extreme glamour gamer's vote, and why not – after all, a skidoo game's already on its way, so why not jet skis too? In regards to modes of play, there aren't any shocks, with the usual Championship, Time Attack and Versus modes (although it only supports two-player racing) in for the ride. There's also a Replay Data function which allows you to save your replays and edit them, but quite what the point of that is remains obscure.

Losing Your Block

NEWS Online Tetris Dropping In

An old gamesplaying law has it that no games console is complete without the existence of that age-old game *Tetris*. Well, the Japanese might have been enjoying the delights of *Tetris* online for the past year in the form of *Tetris 4D*, but such pleasures have hereto been kept from Western gamers. Until now, that is.





[1] It's Tetris – you know the score!
[2] Ooh wow, the grids move! Well it is online which is a bonus.



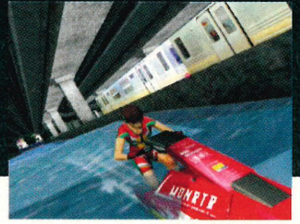
"At last the ultimate console game is coming home"

Bricking It

Due for release at the end of the year courtesy of Crave Entertainment, *The Next Tetris – Online* is the latest in the ever-increasing series and surprise surprise, it's just like all the others. However, as well as your standard *Tetris* game, there s a version that mixes a bit of *Columns* in too. In it, the pieces are coloured and when matched with the same colours, they do all sorts of weird things before disappearing. Of course, the real appeal of the game is the fact that it is online, but that at least makes up for the fact that there's no four-player mode. What more can we say? It's *Tetris*.







[1] As you'd expect, you'll be able to pull off some top stunts and moves... all in the name of showing off. [2] We're not sure if the game will set you free, but it does have the statue.





"A jet-ski racing game... now is that cool or plain stupid?"

On the runners and riders side of things there's going to a pretty miserly six drivers who have the standard attributes of speed, stability, acceleration and handling. However, the most appealing aspect of the game is the possibility of pulling off some crazy stunts which will include bunny hops, barrel rolls and various other special moves. The game's currently looking at a Spring release in Japan so you can expect to see something more on it early next year.



competition

Staying Up All Night

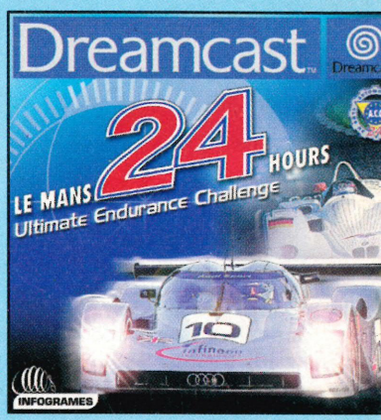
Le Mans Scalextric Set And Games Up For Grabs

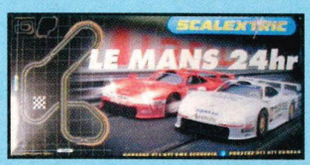
With the fantastic *Le Mans 24 Hours* out this month (see the review on page 54) we've teamed up with Infogrames to give four readers a chance to win a copy of the game and one lucky reader the chance to win a deluxe 'Le Mans' edition Scalextric set. So if you fancy whizzing around for hours on end then you'd better answer the following question:

Q. Name three things that, if you take copious amounts of, will keep you wide awake for 24 hours?

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 February.

I'm Le Man For You
Dreamcast Magazine
Paragon Publishing Ltd
Paragon House
St Peter's Road
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BH1 2JS





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FIRST LOOK

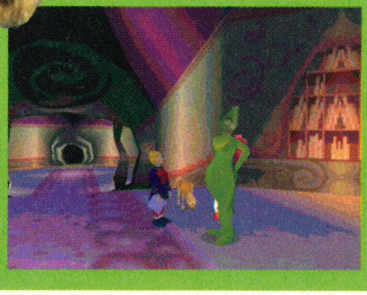
Bah Humbug!

The Grinch Comes To Ruin Christmas

Not wanting to spoil your Christmas or anything, but Konami has announced that it will be releasing the Dreamcast version of Universal's festive blockbuster *The Grinch* in time to be included in Santa's sack – just to keep you all in the festive spirit.

Starring Jim Carrey, the film and game follows the story of The Grinch, who's been kicked out of Who-Ville, the fantasyland where he lives, because of his green, furry appearance. So it's small wonder that he becomes rather resentful of the town-dwellers and all that they love – namely Christmas. *The Grinch* puts you in the role of – not surprisingly – The Grinch, an anti-hero if ever there was one, as he roams around the magical world of Who-Ville solving puzzles mixed with the usual action and adventure that you'd expect from such a game. It may not look like a blockbuster title, but at least it'll keep little Johnny out of mischief while the Queen's speech is on.



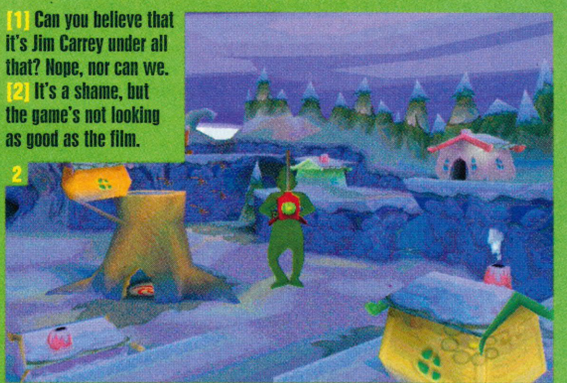








[1] Can you believe that it's Jim Carrey under all that? Nope, nor can we. [2] It's a shame, but the game's not looking as good as the film.




Eternal Arcadia

Import Charts

Once again, Dreamcast sales in the Land of the Rising Sun have been a bit quite. Still, *Quake III Arena* is out in America so at least that's good news...

Japanese Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	2	Eternal Arcadia	Sega	–
2	1	Dead Or Alive 2: LE	Tecmo	–
3	4	Motto Pro Baseball Team	Sega	–
4	3	Love Hina: LE	Sega	–
5	–	Capcom Vs SNK	Capcom	87%

US Dreamcast Top Five

This Month	Last Month	Game	Publisher	DM Score
1	–	Quake III Arena	Sega	94%
2	2	NFL 2K1 Sega Sports	Sega	–
3	3	Tokyo Extreme Racer 2	Crave	–
4	–	Ultimate Fighting Championship	Crave	93%
5	4	Virtua Tennis	Sega	93%



Konnichiwa! Special correspondent Tomomi Yu reports from the land of the rising sun with all the latest games news.

The Princess Trust

NEWS Princess Maker Collection Announced





Now, it might not sound like the most exciting thing ever but the *Princess Maker Collection* is big news over here in Japan, as the whole series is incredibly popular. Hey, they're even releasing *Princess Maker 4* on the PC – that's how popular it is. So when the games developer Generation-X announced that it would be releasing the *Princess Maker Collection* on the Dreamcast you can understand the Japanese reaction. More than anything else it's just what the Japanese Dreamcast market needs right now to boost the flagging software sales, so it can only be a good thing.

Crown Jewels

For those of you who don't know what all the fuss is about, let us explain. The game, which will include the first two titles from the series, is a Life Simulation in which you must raise a Japanese girl from birth through to the age of 18, turning her into a princess along the way. It might sound a little bonkers and even slightly perverted, but it's certainly an experience. Try it, you just might like it.



"Yet another bizarre Japanese fetish? What do you think?"

competition

Get Into Gear

Thrustmaster Wheels & Guns Up For Grabs

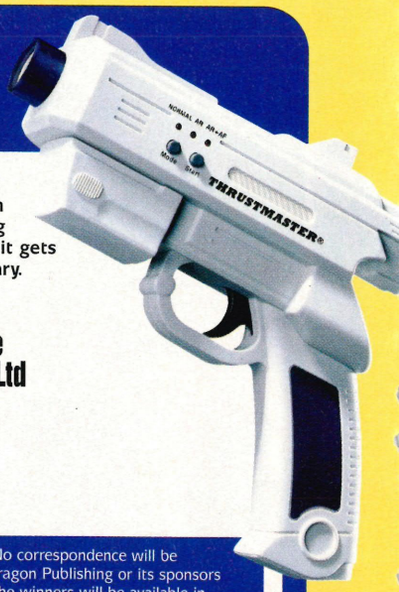
Okay, so everyone knows that great consoles are made by even greater peripherals... well maybe. So anyway, to make those Dreamcast arcade experiences even more realistic we've teamed up with Thrustmaster to give away ten Pumpaction Blasters and five of its top-of-the-range Ferrari steering wheels. They're pretty goddamn minty and you'd be a fool not to want to win them. So, how do you win these great prizes? Easy, answer the following two questions and send them to the address shown.

Q1. Who are the two drivers for the Ferrari F1 team?

Q2. What's the only Dreamcast game to support the light gun?

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

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Official Name For Daytona

› There's been much umming and ahhing over the last couple of months about exactly what the Dreamcast version of *Daytona* is going to be called, but it looks like the title has finally been decided upon. It will now be known as *Daytona USA 2001* when it's released later this year in Japan and at the start of next year in the US and Europe. Hurrah!



Wassup! Fresh from the Limp Bizkit mosh-pit, Dan Francisco has all the latest Dreamcast news from the US.

NEWS

Sega Goes All Limp

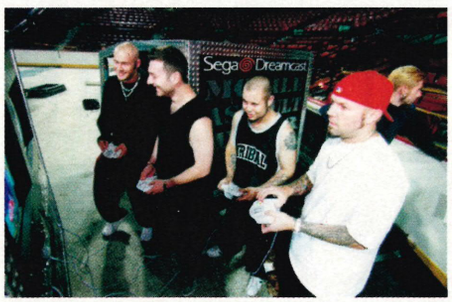
Sega Support Limp Bizkit

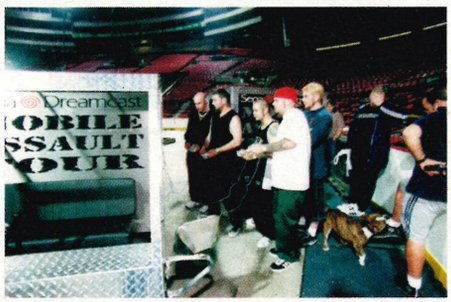
Over here in America there's just no stopping Sega as it marches on and on with its various sponsorships and events. First it was the snowboarding championships and then the MTV Music Awards, but its latest deal really takes the biscuit.

Taking The Bizkit

For the last two months Sega has been trekking across America in tow of Limp Bizkit's 'Anger Management Tour', as part of the promotion of the group's latest album, the strangely titled *Chocolate Starfish And The Hotdog-Flavored Water*. However, it wasn't a Sega game at the centre of all the fun and games, but rather Crave's bare-fisted blood brawl, *Ultimate Fighting Championship*. At each date, winners of local radio station competitions went head-to-head with frontman Fred Durst, and let's face it, who wouldn't be jealous of beating the s**t out of him? And if that wasn't privilege enough, anyone who survived the fight won one year's membership to SegaNet as well as a free Dreamcast signed by the band. Not bad for a night's work really.

"There's no stopping the Sega marketing machine"





NEWS

100,000 Netted For Sega

Online Success For Sega

› Sega of America is celebrating this month as after only a month online, SegaNet has already bagged over 100,000 users, which sure ain't bad going.

Line 'Em Up

This unprecedented success no doubt comes as a direct result of the quality of titles like *NFL2K1*, *Chu Chu Rocket!* and the recently released *Quake III Arena*. Even so, the whole SegaNet plan of 50 free hours of online play and $150 rebate for those signing up for the full 18 months no doubt played its part. President of Sega.com, Brad Huang, stated that: "This incredible response lends credence to what we have always known; that gamers are ready for the future, and the future is online."

With even more online titles planned for the next few months including *Daytona USA* and *Half-Life*, it seems that the future's looking pretty darn rosy for Sega.



"SegaNet has undoubtedly been a huge success for Sega"

NEWS

Dream Shopping

Dreamcast Sales Double

› It's been a bit of a bumper time for Sega over the last couple of months with Dreamcasts flying off the shelves into homes across America. In fact, sales have almost doubled from what they were in September – hurrah!

It's All In The Bag

So why the sudden rush of blood? Well, the increased sales are no doubt partly due to the $50 price cut introduced back in September, as well as the introduction of SegaNet and the $150 ISP rebate that was on offer. However, even since then sales have remained steady and have even had an added boost as a direct result of Sony's announcement that it would only have half the number of PS2s on sale that it originally intended at launch. Add all that to a killer line-up and it looks as if Sega is in a pretty healthy position to clean up this Christmas.



"Sega is in a pretty healthy position to clean up this Christmas"

NEWS

'Arting Around

Jet Grind Radio Still In Trouble

› It seems that wherever Sega goes with *Jet Grind Radio* in the US, it just can't stay out of trouble. First up it was a complaint from the 'Keep America Beautiful Society', then it was an all-out attack from the Milwaukee Common Council and now the Mayor of San Francisco, Willie Brown, is getting in on the act by giving Sega a bit of a drubbing.

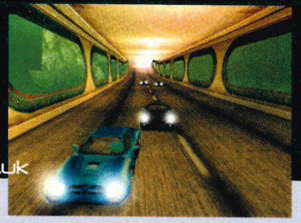
It's Only Art

According to a story in the San Francisco Chronicle, Sega of America was condemned for the recent 'Graffiti Is Art' competition, run via SegaNet, as part of the city's zero tolerance policy in regards to graffiti in the city. However, Sega refused to sit down and be abused in such fashion with Heather Hawkins, Manager of Gaming Press Relations, issuing the following release:

"It's pretty amazing that the mayor of San Francisco, one of the most liberal, artistically rich and culturally diverse cities in the country, could still have such outdated prejudices against graffiti artists. Sega does not condone graffiti as an act of vandalism, but are shocked that he does not recognise the difference between vandalism and graffiti art." You tell him girl!



web site | www.ubisoft.co.uk



Speed Devils Online

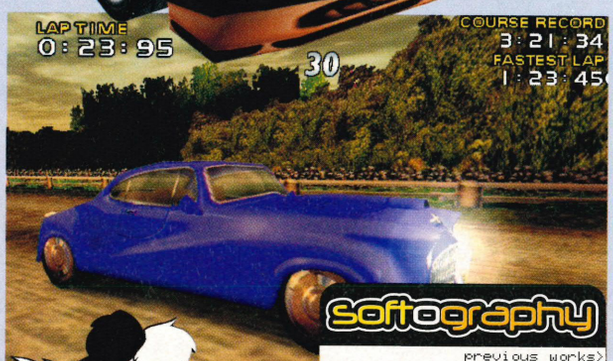
It's time to feel the need for speed all over again, but now you can do it online... woohoo!

Anyone who read our review of the original *Speed Devils* way back in issue 2 will know that we really enjoyed it – the mix of solid cars, crazy locations and all-out racing mayhem made it more enjoyable than a night out at For Your Eyes Only... well, nearly. Now, though, it looks like Ubi Soft is ready to capitalise on the greatness of the first *Speed Devils* game by bringing us another, with even more goodies packed inside. You've got more cars, more tracks... oh, and did we mention that it was going to offer complete online racing? We did? Oh, that's good then.

Get Connected

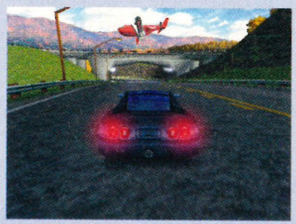
Rather than run the risk of producing an unproven online game that fails to make the grade (much like Ubi Soft's other online racer *POD 2*, reviewed on page 68), *Speed Devils Online* takes the original game and improves upon it. All of the modes, tracks and cars from the first game are present for you to blast through as usual but now you've got the added attraction of being able to take part in the Championship mode against people from all over the globe. After entering your details into the Hall Of Fame, you can take to the track and burn rubber against opponents in proper online races; none of that 'downloading lap times' rubbish here. There's also the added attraction of 11 totally new cars across four different classes, as well as





softography
previous works
POD 2
Deep Fighter
Ubi Soft









Disney's 102 Dalmatians
Puppies To The Rescue

Show us the puppies! Dalmatian puppies, that is... woof woof!



Cruella De Vil – she's a bit of a bitch really, isn't she? Having already failed in creating a Dalmatian coat for herself, she's up to her old tricks again. Facing financial ruin as her enterprise collapses around her, she decides to invest in 'Cruella's Toy Company', creating lines and lines of terrifying toys. But surprise, surprise they don't sell, which leads Cruella to conclude that all the little kiddies are too busy playing with their pets to enjoy her toys. Therefore, every pet in the country must be stolen so along with the help of the Baduns, inventor Rodney Farzboom and her robotic army, that's exactly what she does. Bitch.

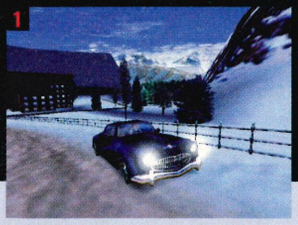
Puppy Love

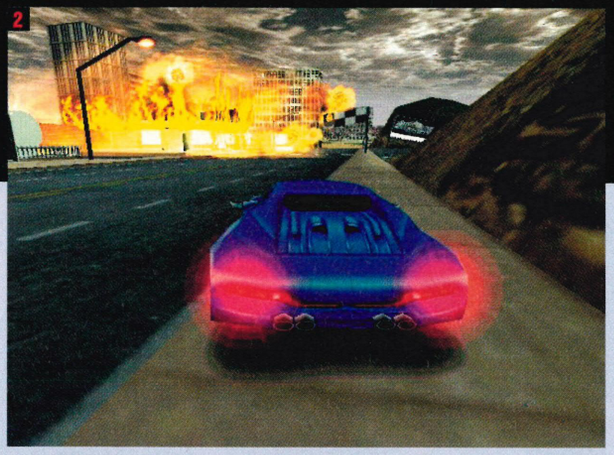
Based on the film of the same name, the game follows the adventures of two thrill-seeking pups – Domino and Oddball – as





softography
previous works
Legacy Of Kain: Soul Reaver
Crystal Dynamics

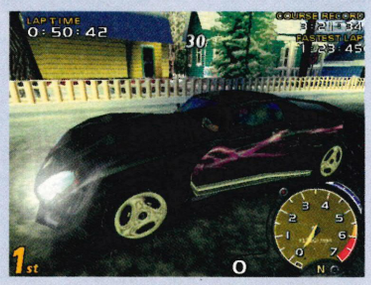


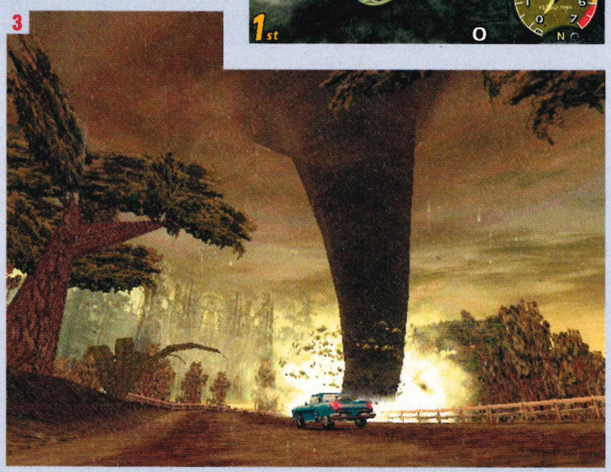


two entirely original tracks, Industrial Summer and Industrial Heavy Winter.

As we've said before, the floodgates of online gaming look as though they're about to fly open and *Speed Devils Online* may very well be the leader of the pack when it comes to racing games. Fingers crossed, we'll have a full review for you next issue.

[1] Let it snow, let it snow, let it snow... but not on the paintwork of my car, okay? **[2]** Kaboom! There's always plenty going on in the background, but keep your eyes on the road! **[3]** Hmm, looks like it's going to be a bit windy out there – better wear a jacket, eh?





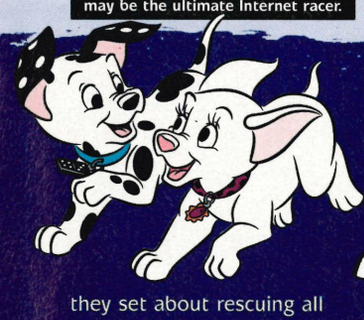
coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Ubi Soft
Developer	In-house
Players	5
% complete	80%

summing up> If it can hold interest offline as well as on, this may be the ultimate Internet racer.





Mini-Madness

> If the fun and games of the in-game adventure aren't enough for you then you can always check in on the mayhem of the mini-games. If you fancy a game of mini-golf or 'Dig Dog' to while away the time then jump on in.

they set about rescuing all their brothers and sisters, as well as all the other stolen pets, from De Vil Manor. Set over 16 sprawling levels around the country and filled with Cruella's roving army of pet thieves, it's not going to be an easy task for two little dogs. Which all means that you'll need your best dog-handling skills to make sure that they're not next on Cruella's list. Now there's a good boy.

"Once again, Cruella has got it in for the pups – but can you save them this time around?"





coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Eidos Interactive
Developer	Crystal Dynamics
Players	1
% complete	90%

summing up> It's not the biggest title out this Christmas but it'll certainly be one of the cutest.

competition



Mad In The Head



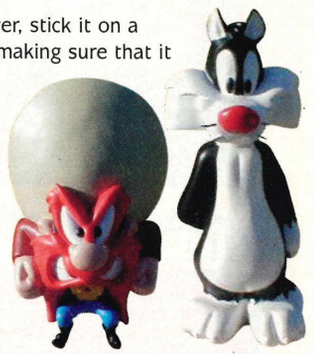
Sometimes there are competitions that are so great we want to win them ourselves and this is one of those. To celebrate the release of *Looney Tunes: Space Race* we've joined forces with Infogrames to give four readers the chance of winning a copy of the game and a 1ft high resin statue of one of the *Looney Tunes* characters from the game. However, one lucky reader will win a limited edition *Looney Tunes* lithograph, a 3ft high resin statue and a copy of the game. Pretty darn minty, we think you'll agree. To win, just answer the following question:

WIN! Exclusive Looney Tunes Goodies

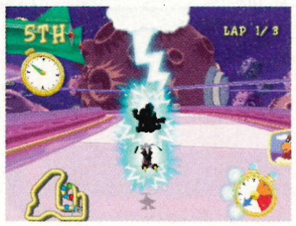
Q. What's the name of the company that manufacture all of Wile E Coyote's arsenal of weapons?

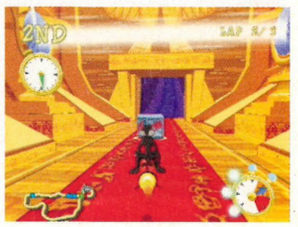
When you think you know the answer, stick it on a postcard to the following address, making sure that it gets to us no later than 1 February.

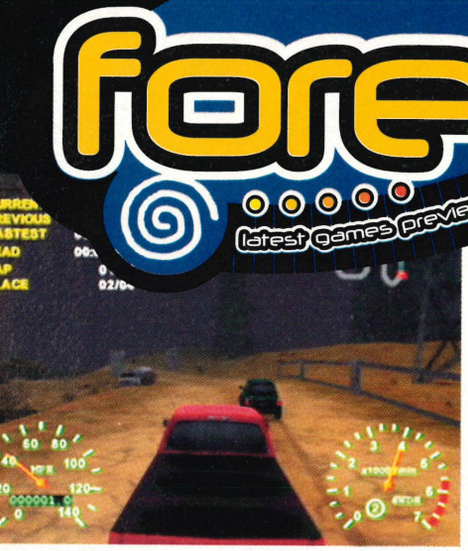
I'm The Looniest Man Alive
Dreamcast Magazine
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Bournemouth
BH1 2JS



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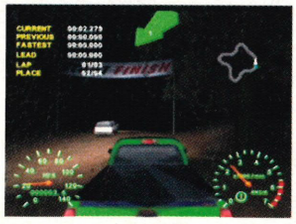






4x4 Evolution

Online, off-road racing – what's that all about that then? Read on – racing's just evolved one step further...





It's been over a year since the Dreamcast appeared in our midst and a year since Sega promised us online gaming with over six billion others, but only now is it delivering this promise to us. With Christmas fast approaching, a whole bunch of online titles are finally making their way into the market, amongst which is Terminal Reality's much-vaunted *4x4 Evolution*. But how will its online, off-road antics compare with the likes of *Toy Racer*, *Speed Devils Online* and *Pod 2*?

Time To Evolve

Well, from what we've seen we reckon it's going to leave them all for dust, not least because it's more than just an online racer. Whereas the others' emphasis is very much on the online aspect, *4x4 Evolution* looks to make the cut as both an online and offline racer. The online game only allows you to have one-off races with up to four other users, but the offline option offers a whole load more modes of play where you can practice your skills, learn all the short cuts and tweak your truck before kicking some butt online. Oh, and there's always the two-player mode to keep you in training for the online battle.

Then, of course, there's always the silky smooth courses to consider. Each of the sixteen tracks, ranging from deserts and airfields to arctic backdrops and mountain tracks, are as wide ranging and free-roaming (within reason) as you'd wish for. In this respect, you're allowed to take any route that takes your fancy, just so long as you make the check points. So if you're feeling a little risqué you can abandon the set routes and head wherever you like, looking for the fastest possible routes. There is no cheating here. But no racing game is complete without a garage-load of cars, or trucks in this case, and *4x4 Evolution* hardly fails on that point. In fact, there are over 50 officially licensed 4x4s waiting to be taken for a ride and thrashed around like a... well, we'll leave that to your imagination.

Getting Off

However, where *4x4 Evolution* really looks to get one up on its rivals is that not only will you be able to compete against Dreamcast users, but you will also be able to take on the might of the PC and Mac gamers – which is where

"It looks as if 4x4 Evolution will be the game setting the pace and leaving the rest for dust"

Dodgy Car Salesman

As you'd expect, the game is fully licensed, including vehicles from the likes of Chevy, Dodge, Ford, GMC, Lexus, Mitsubishi, Nissan and Toyota – but you've got to win the races first to buy them. And if they don't suit your driving style, you can always take them to the garage and perform numerous tweaks on them.







Always Take The Weather With You

> You never know who's the greatest driver of them all unless you go for it in every weather condition imaginable. If you're getting beat in the midday heat, why not challenge your competitors to a spot of night-time racing... in the rain and fog. Then you'll see who the king of the road really is.







[1] Fancy a quick trip through the Canadian forests? **[2]** It might not look as good as other off-road racers but it does have the added advantage of being online.

the real fun surely lies. With all this on its side, plus some nifty-looking graphics, it seems *4x4 Evolution* will be the game setting the pace when it's released at the end of the month. Make sure you check out our full review next month.



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Nov

Publisher	Take 2 Interactive
Developer	Terminal Reality
Players	4
% complete	80%

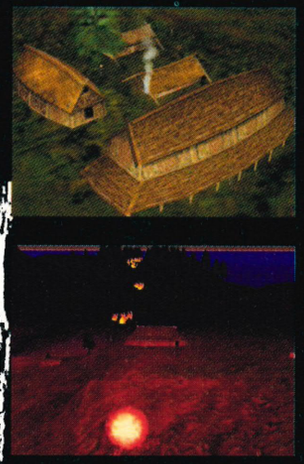
softography

previous works>

> First Dreamcast Game

Terminal Reality

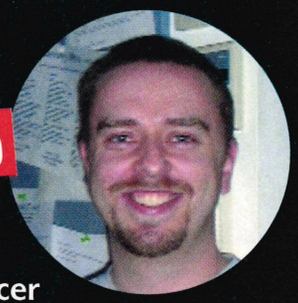
summing up> Even with some stiff competition, this could well be the online racer to beat all others.





Black & White

Dreamcast Diary Update PART 5

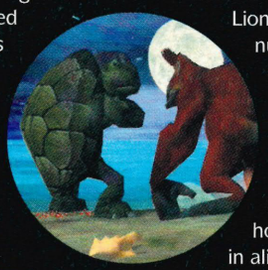


With *Black & White* coming along a treat and getting ready for a Spring release, we go behind the scenes with Lionhead Producer Pete Hawley as he takes us through his *Black & White* diary.

Another unique feature of *B&W* is the way in which the game 'recognises' your playing style and personality. From this information the game will then begin to reflect these idiosyncrasies visually within the game universe. These representations of your alignment manifest themselves in a number of different ways. The hand of god that the player uses to interact with the *B&W* universe changes shape and colour, from glowing and clean to a deep red with pulsing veins and long black nails. The landscape, sky, villages and your citadel also change shape and aura to suit your good or evil alignment. Likewise, the skies can be bursting with radiant sunshine and awash with rainbows if you err on the side of good, or if you take the path of evil, they'll be full of dark storm clouds, blood red skies and foreboding shadows. Your citadel will morph from a radiant castle with tall peaks to a twisted, dark claw-like building with bats flying around its belfries.

The Good, The Bad And The Ugly

The best example of good and evil in *B&W* I can remember was during a visit to the Lionhead offices by a number of senior executives from *B&W's* publisher. Peter Molyneux decided it would be a good idea to demonstrate how these changes in alignment can affect your creature and how this works when two creatures raised by different players meet for the first time. Will they embrace and kiss and sit watching the sunset or attempt to gouge each other's eyeballs out in a fight.



A rather cuddly and goodly Ape was introduced to the game. Peter then directed him across the landscape to where an Ogre awaited. The Ogre had been given a pre-set evil characteristic, so we had no idea what to expect from the green Goliath. Needless to say, the Ogre headed straight for the poor Ape looking for a fight. The Ape cowered and soon lost the fight. Everyone thought the demo was over until on closer inspection we realised the Ogre hadn't stopped there. He was so inherently evil that to everyone's surprise, he crouched over the unconscious Ape and decided that pooing on his unfortunate victim would put a cap on a successful day's evilness.



[1] Get casting those fireball spells and set about showing who's really boss when it comes to God. **[2]** Just remember that you have to keep your subjects praying to give you power.



Chicken Run

Eidos does its best to show its succulent breast...

As a rule, film licences are generally the bane of your average videogamer's life – bog-standard platform games tenuously tied into the movie of the week. Thank goodness, then, that Eidos, in all its glorious wisdom, has chosen to go down a completely different route...

Referred to by many of the folk at Eidos as 'Chicken Gear Solid', *Chicken Run* manages to combine elements of the film with an interesting game underneath. You take control of Ginger, the rebellious leader of the imprisoned chickens of Tweedy's Farm (although at certain points, you can also wander around as Rocky the Rooster). Your mission – should you choose to accept it – is to find ways for you and your feathery friends to escape the farm. To do this, you'll need to collect items and complete plans drawn up by your fellow hens.



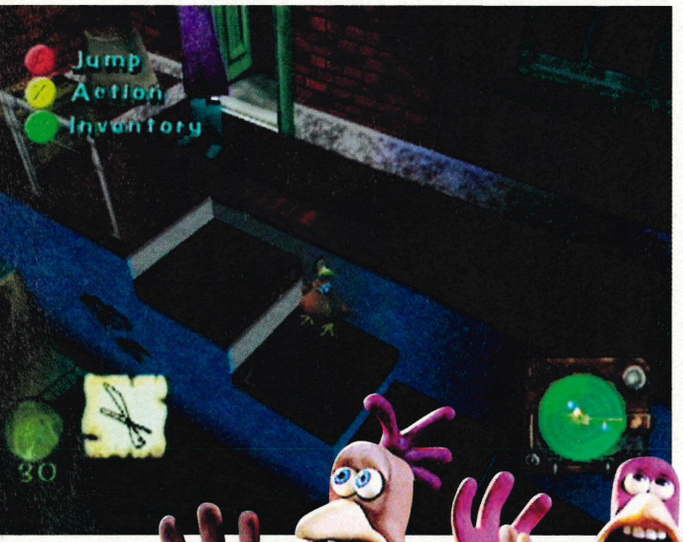


Poultry In Motion

There are a number of mini-games in-between each stealth section, such as collecting your friend's eggs or trying to keep your balance in a Mrs Tweedy mannequin, while avoiding dogs and saving chickens at the same time. Each one is considerably different to the last, so you won't get bored as you play them.



Aside from a bit of polishing, *Chicken Run* is nearly ready to flap onto the shelves – rest assured, we'll be serving up a full-breasted review next issue once we've plucked it to death.



1





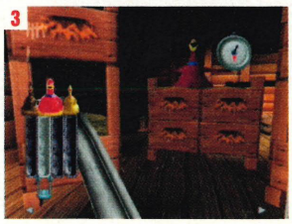
2





[1] This whole section of balancing down the path is really quite tough. **[2]** Make sure you explore everywhere for hidden items. **[3]** Try your hand at the egg-laying game for a bit of a laugh.

3



Softography

previous works>

- Soul Reaver
- Sydney 2000

Eidos



I Hear Voices

Or rather, you won't be hearing voices – at least, not the right ones. *Chicken Run* the movie featured the voice talent of stars such as Julia Sawalha, Jane Horrocks and of course, Mel Gibson as Rocky the Rhode Island Red Rooster. Unfortunately, they were 'unavailable' when Eidos put together the game of the film and so stand-ins were hired to play the parts of Ginger, Babs and the other captives of Tweedy's Farm. You wouldn't notice really, but we thought we'd point it out... just to be safe.



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Eidos
Developer	In-house
Players	1
% complete	80%

summing up> **Looks like a particularly good film-to-game conversion for once. Joy!**



web site | www.take2games.com

KISS Psycho Circus

THE NIGHTMARE CHILD



The oldest rock gods in the business have finally got their own game – why not let them entertain you?

The world is ending – no really it is. The Nightmare King has returned to pervert the course of truth, justice and righteousness and once again you are the only person alive who can prevent all hell breaking loose. Feeling tough? Well, you'd better be, as this sure ain't a pretty sight.

Kiss Of Death

With bizarre monsters galore roaming around the various realms there isn't much time for hanging around taking in the views... unless you want to end up as their next meal, of course. But then you have got an arsenal worthy of Fort Knox to blast the living daylights out of anything that dares threaten you, so there's no messing.

However, the real pulling power of *KISS* lies with its online play, where you'll be able to blast away at other KISS freakshows as four of you go head to head against each other. So, once you've savoured the delights of the one-player game and got your skills up to standard, there's only one thing to do – go kick some ass.

It might not look as good as *Quake III* or even have the same level of depth and playability, but there's no denying that *KISS Psycho Circus* will bring a touch of humour to the whole first-person-shooter genre come December. Until then, sweet dreams...

"Beware – you won't be able to sleep safely ever again"



1



2

[1] These nasty little buggers are the most prolific enemy, but they're also a real pain in the neck [2] The cannonball blokes, on the other hand, are rarer but still need a fair old smack before they go down.





softography

previous works>

First Dreamcast game

Tremor Entertain



coming soon to your Dreamcast

Dreamcast magazine

anticipation rating Dec

Publisher	Take 2 Interactive
Developer	Tremor Entertainment
Players	1
% complete	85%

summing up> **When put up against *Quake III*, there's no doubt who the winner's going to be...**

web site | www.infogrames.com

Unreal TOURNAMENT

So you think Quake III's pretty good, do ya? Well prepare yourselves to go one step further as we delve into the delights of Infogrames' Unreal Tournament... it's unreal.

It seems that it's all stations go over at Sega HQ at the moment, as all the big Christmas titles start to fly out of the processing unit, into shops and out again to be played to death. 'But', you're asking yourself, 'what's there to look forward to next year?' Well, you needn't fret as Sega hasn't shot its entire load just yet. There's still a fair amount of ammo left in the chamber, not least of which is the heavy-weight cannon that is *Unreal Tournament*, which is just waiting to blow everything else into oblivion.

Virtual Reality

When a game gets ten 'Game Of The Year' awards it's not something to be taken lightly, even less so if it just happens to be on its merry way over to the hardcore gamers' console of choice. Yeah, we know what you're thinking – why do you need *Unreal Tournament* when you already have the entirely pleasurable delights of *Quake III*? Well, here's news for you kids – as good as *Quake III* is, and don't get us wrong, it is *really* good, when it comes to first-person shooters, it's not the finished article. *Unreal Tournament*... now there's a different story.

When we say that *UT* is the business we mean it with every bone in our body. It has everything you could possibly want from a first-person shooter (okay, so the Assault mode from the PC version is missing, but who gives a monkeys?) – it looks great (already), it has gameplay to die for, there are levels galore,

"The AI of the Bots is one of the most remarkable features of UT as at times it's quite unbelievable"





softography

previous works

> First Dreamcast Game

Epic Games

games aplenty, weapons by the truckload and it's online with eight players. Phew! Now do you see where we're going with this?

To Be Or Not To Be

Basically, the game has far more depth to it than *Quake III*. Take the various weapons in the game, for example. Not content with just the one function, all the guns have two different firing options which means double the fun and double the kills. Of course, there's a whole load of other bits and pieces to pick up as you roam the levels looking for your next kill. These include Armour, Health and Bullets, plus more cool things like Invisibility, Anti-grav Boots, Jet Packs and Translocators to help teleport you around and telefrag opponents. So whether you're just running around like a madman in the midst of a Deathmatch, going for a do-or-die in an attempt to make a hero of yourself in Capture The Flag or doing the honourable guard duty in Domination, there's no doubt that you'll be in the thick of the action at all times, armed to the teeth like a dog of war.

Visually, the game is already looking as if it's going to keep pace with the PC original, and there's still three months of production to go on it. So if it looks this good now, just imagine how fantastic it's going to look by its March release. Pretty darn minty, we reckon. The dark, ominous level designs mixed with some sinister lighting effects are in stark contrast







[1]Kill before get you killed and watch the hunter become the hunted. [2] The visual effects in the game are astounding, even at this still early stage of development.

Gunned For Your Pleasure

No first-person shooter would be complete without a full compliment of weapons. *Unreal Tournament* is no exception!

Impact Hammer

As non-firing weapons go this is a pretty minty little tool, ideal for hammering the crap out of anyone who dares to comes near enough to smell you.



Enforcer

A basic rapid-firing pistol which is the perfect accompaniment to start you on your killing spree. Even better is that you can have two at a time, just to be cool, of course.

Shock Rifle

The Shock Rifle lets loose an energy beam that's great for picking enemies off from a safe distance and will knock anyone out for the count at close range.

Ripper

By far and away the coolest weapon in the game, the Ripper fires off spinning razor blades at high speed and anyone unlucky enough to get in the way might just find themselves without a head sitting on their shoulders.



Rocket Launcher

A fantastically destructive weapon that allows you to blow anything and everything to pieces. Hold the Fire button down for long enough and you'll shoot six rockets at once for some real fireworks.

Flak Cannon

The Flak Cannon is a pretty gruesome weapon as it fires out hundreds of shards of hot metal that spread out, increasing its killing potential. Needless to say, death by Flak Cannon is not a pretty sight.



BioRifle

The BioRifle's a bit pants really, as all it does is fire huge blobs of green, slimy stuff that stick to whatever they manage to hit, exploding if anyone's foolish enough to walk into them.

Sniper Rifle

Well, every game has to have a Sniper Rifle, for those sniping bastards who just like to hide in a corner picking players off one by one. Now where's the fun in that?



Minigun

Well it's a machine gun really, that fires off bullets at an incredibly fast pace. It's not great, but it will get the job done.

Redeemer

Ahhh, the Big Daddy of the game. The Redeemer fires small nukes which, if fired into a room, will kill everyone in its proximity, no questions asked. You can even guide the damn missile if you want. Now that's what you call deadly.

Pulse Blaster

Hey, didn't Captain Kirk have one of these? Maybe. As you can probably guess it fires energy bolts at high speed... and that's about it. Still pretty cool, though.

Chainsaw

For those purists amongst you, the chainsaw is a great little weapon for severing heads and generally causing a bloody mess.

forecast.



to the child-like innocence of *Quake III* and reflect the foreboding, almost threatening nature of the game to perfection. So whereas *Quake III* was like a quick jaunt in the park, this is more like a trip down a New York side alley in the middle of the night. In other words, not a safe place to be. But the most noticeable difference of all is that it runs

"Unreal Tournament is just waiting to blow everything else into oblivion"

Are You Game?

> Although the DC version of *UT* doesn't have the Assault mode, it does have two equally indulgent games to play,, online or off.

Capture The Flag

It might be an age-old game that gives you painful memories from your pre-pubescent days as a scout, but rest assured this is nothing like that. For starters, you've got guns – and lots of them. A game of stealth as well as a certain amount of do-or-die, teamwork is very much the order of the day here. But the fewer the players on each side the harder it gets, as you leave your own flag open to attack to go off in search of victory yourself.

Domination

Another great little game which, though relatively simple, will have you addicted for hours and hours. Spread over the levels are a number of symbols, which you must first find and then defend from the enemy. The longer you hold a symbol the more points you get and the first to the predetermined target wins. Simple. Well, not really, because if there are more symbols than players, or even the same amount, it starts getting really tough, as you have to flit between the various sites – although, of course, your AI team-mates will be doing their best to help you out.











incredibly smoothly, with the camera angles in no way jerking... and it's not even running at the 60fps that Infogrames is promising.

Reality Bites

The levels of *UT* are, for the most part, pretty huge – not just in their scale but in their overall design and variation. While some are admittedly small, the design is intended to create an atmosphere charged with electricity and more importantly, tailor-made for totally frenetic gameplay. On the other hand, some of the arenas are nothing less than massive, with multiple levels lending themselves to a more stealth-based approach where you have to watch your back just as much as the enemy. After all, one wrong move and you could be dead, and you don't want that...

But where *UT* really gets one up on its arch rivals is in regards to the game's capacity for player numbers. One of the most frustrating things about *Quake III* is that there are only ever four players in a game at any one time, online or otherwise. In contrast, *UT* offers a far more respectable eight players/Bots per game which, as anyone who plays online games will tell you, instantly makes it a far more tantalising, not to mention a more challenging, prospect. With eight people, the ante is upped significantly, meaning that you're going to have to keep your wits about you all the time, so no more running around like a headless chicken. Then, of course, there's always the four-player split-screen option to keep you busy. As good as all this might be, though, the real benefit of having eight players comes when you head online for a frag-fest, which is where the real action begins and ends, in the chosen hang-out for real gamers.

I Think, Therefore I Am

Not that the AI in the game is in any way lacking. Indeed, the intelligence of the Bots is one of the most remarkable features of *UT* as, at times, it's quite unbelievable. Sure, if the Bot difficulty level is set anything below average then they're thick as pig shit, but as soon as you give them half a brain they'll start thinking and acting just like a human player, which is kinda scary when you think about it. Make them inhuman and you'll need to be superhuman yourself if you're to stand a chance of staying alive for more than, ooh, five seconds. Slip up and you're dead, basically.

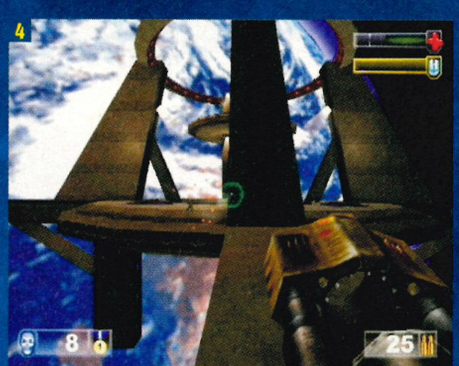
However, the incredible level of the AI is most notable and impressive when you're playing alongside Bots in Capture The Flag and Domination. As the leader of the group you can give them orders but equally, they're not dumb and will act on their own accord if a situation or opportunity arises that you're not aware of. Play it online and it'll get to that stage, like in *Blade Runner*, when you won't know who's a Bot and who's a real person. It's a bit of a head-screw, but at the same time an incredibly pant-wetting proposition. So even if you're playing all on your own in your darkened bedroom like a sad little man, you can at least be made to feel as if you're part of something a whole lot bigger.

By now you should have received the picture loud and very clear. If not then let us spell it out for you in plain English – when it comes to first-person shooters, *Unreal Tournament* is the real deal. *Quake* is merely your warm up dish, while *UT* is your main course... and it's pretty goddamn meaty.









[1] The stained glass windows might look all ecclesiastical but there's plenty of killing going on. **[2]** Whip out the Double Enforcers – it's time to go on a killing spree. Wicked! **[3]** Even if you're a pacifist this is one game that's going to get your murderous juices flowing. **[4]** Some of the levels will make you dizzy with their out-of-space, no-gravity atmosphere.

coming soon to your Dreamcast

Dreamcast magazine

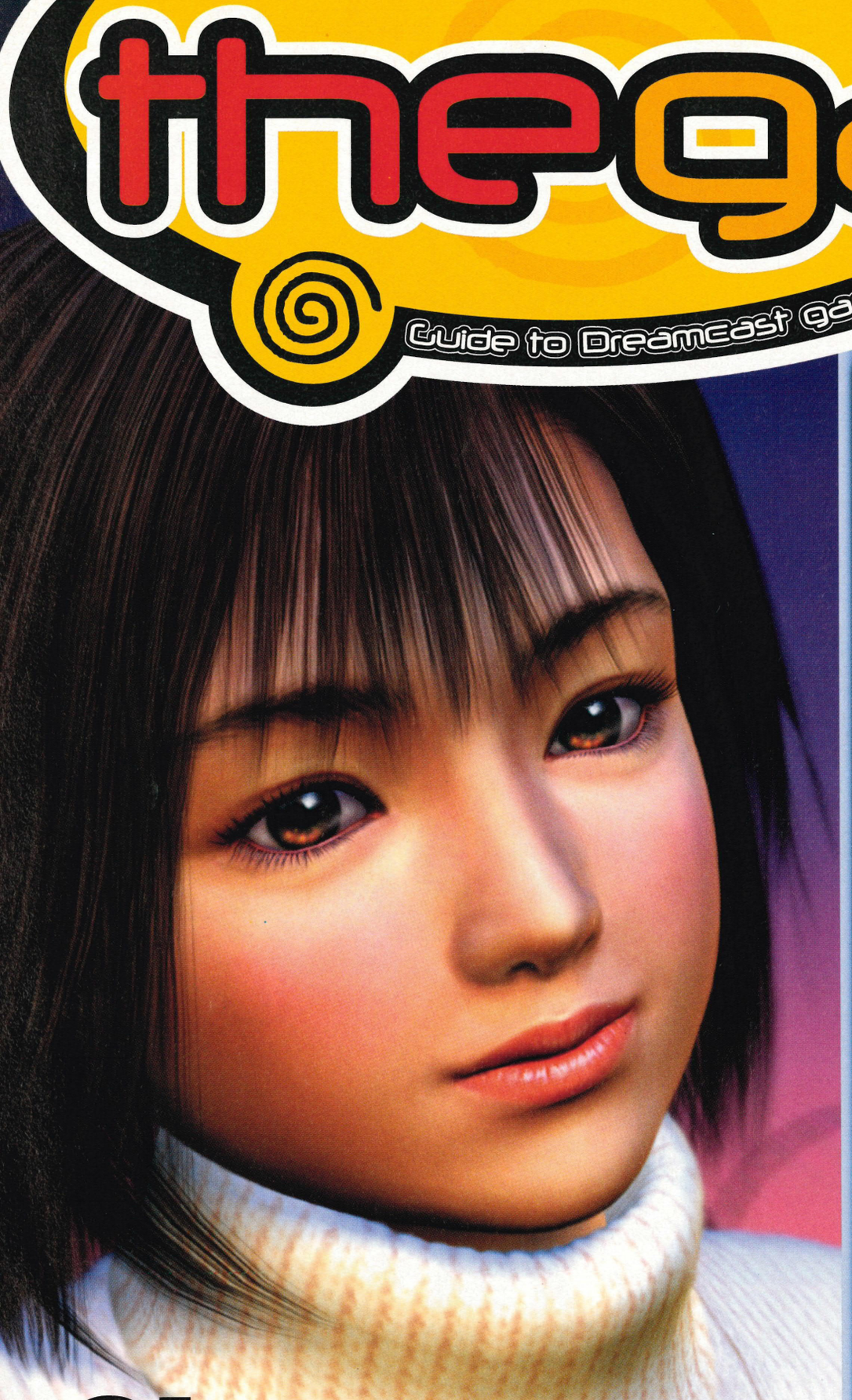
anticipation rating Mar

Publisher	Infogrames
Developer	Epic Games
Players	4
% complete	50%

summing up: Make no mistake, this is the game that is going to carry Sega's online onslaught.

the game

Guide to Dreamcast gaming



UK Reviews

Ready 2 Rumble: Round 2
44 Midway pulls no punches with this killer sequel!

Samba De Amigo
48 It's party time, but can you shake 'em like a pro?

UEFA Dream Soccer
50 Is it third time lucky on the footy pitch?

Moho
52 Get your Moho workin' – it's wheely good fun!

Le Mans 24 Hours
54 Can you handle a whole day's solid racing?

Worms World Party
58 Worms do battle for global domination.

Toy Story 2
60 Can Buzz Lightyear save the day? To the rescue...

Sega GT
62 Big race action with obvious influences...

Dino Crisis
66 It's a PlayStation game... it just looks better...

POD 2
68 Let's race on the Internet... whoopee!

Kao the Kangaroo
70 Antipodean animal puzzle action! Move over Skippy...

Looney Tunes Space Race
72 It's *Wacky Races*, only loonier! More cutesy cartoon capers...

Dave Mirra Freestyle BMX
74 Relive those fantastic *BMX Bandits* moments!

Jedi Power Battles
76 Can you wear your lightsabre with pride?

Dinosaur
78 Prehistoric platforming... love the movie? Love the game!

Shenmue

36 FREEdom! But will it let you down?

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!

40 Quake III Arena

Earth-shattering hardcore gun action!



Dream team

This month, we've mostly been thinking about Christmas crackers...

Simon Phillips



The Lipster refuses to touch anything ever again that is likely to blow up in his face... it really isn't worth the trouble...

Game of the month – Quake III Arena

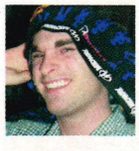
Martin Mathers



After a pretty explosive month of his own, Mathers will only go near things that erupt with a camera...

Game of the month – Dave Mirra BMX (he loves it!)

Alex Warren



Wozza has spent all year trying his damnedest to pull a cracker and we don't see why Christmas will change anything...

Game of the month – Ready 2 Rumble: Round 2

Nick Trent



Being a bit of a 'Billy no mates' these days, old Ebenezer Trent will probably stay at home and crack one off all by himself – bah humbug!

Game of the month – Le Mans 24 Hour

web site | www.sega.com

Shen Chapter 1:

Finally, Yu Suzuki shares his dream with the English-speaking part of the world. Does he know what he's doing, or is he just losing it?

essential information

Shenmue



Publisher	Sega
Developer	CRI (AM2)
Origin	Japan
Price	£39.99
Genre	FREE
Release	26 November


one player


vibration pack

visual memory

VM information

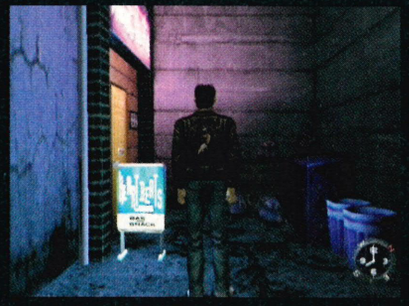


Save position	Y
Logo during play	Y
Mini-game	N

The VM will show you what buttons you have pressed in training and in QuickTime Events.



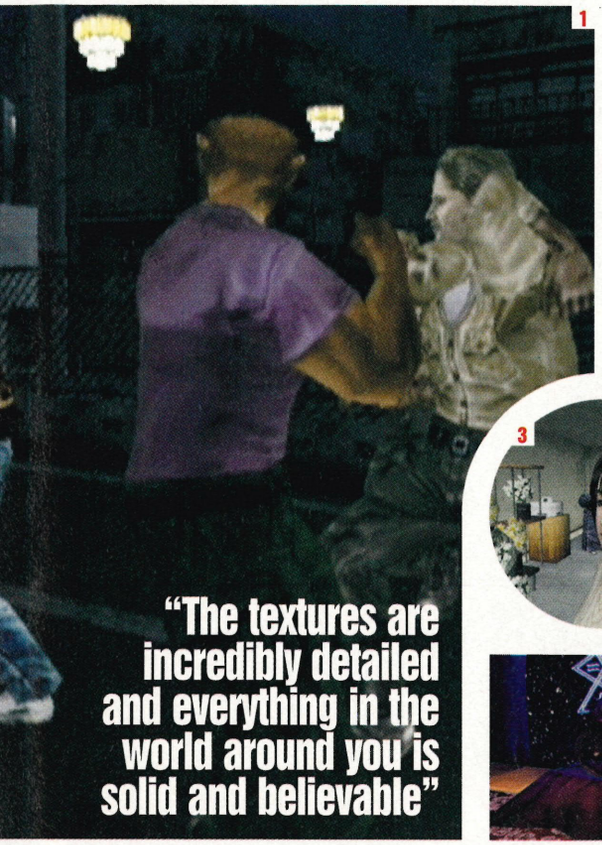




awesome moment

The day passes and all of a sudden, the streetlights come on and it's time to kip!





"The textures are incredibly detailed and everything in the world around you is solid and believable"

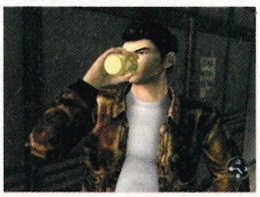




[1] It's someone out of the Village People. Run! [2] Charlie is a member of the Mad Angels gang. Nothing is too evil for him, not even breaking a kid's neck. [3] Nozomi is the love interest in Shenmue. [4] Three on one? Not a problem. We could take on 70 men at once. At a fight, we mean... oh dear.







mue Yokosuka

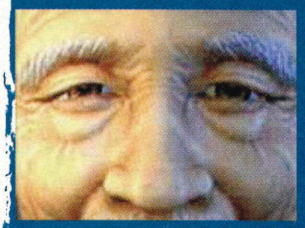
It's often the way with games consoles that the truly ground-breaking titles don't appear until years into their life. This is partly due to the fact that developers need time to come to grips with the hardware, but mostly because the games in question take ages to develop because they're so darn big. *Shenmue* was never going to be a small game – nobody knows quite how far Yu Suzuki's mind will carry it, but it's already huge... and we've only just got hold of the first instalment. The Japanese version has been out for so long, the whole *Shenmue*-hype thing blew over a while ago for us. Rest assured, though, that it didn't take much playing to remember what an achievement the game is.

Shenmue Chapter 1 is set in Tokyo in 1986. You just know that it's the Eighties because the lead character Ryo is sporting the whole blue jeans, T-shirt and jacket Wham!-style outfit (or maybe the developers are really behind the times). Ryo lives with his family in the sleepy village of Yamanose – nothing ever happens there, until one evening he returns home to find that his house has been invaded by the evil Shoryu. Iwao (Ryo's father) falls foul to Shoryu's hands of doom, and Shoryu steals the Dragon Mirror. Ryo has no idea what the significance of this mirror is – all he knows is that he must find Shoryu and regain his father's honour.

I Don't Believe It!

Obviously, the first thing that'll jump up and Dragon Fist you in the face are the outstanding visuals. The textures are so detailed and everything in the world around you is solid and believable. From the fish in the pond to the Saturn in the living room, you can interact with everything – you'll never once have to think: 'This is a computer game, so I won't be able to touch that'. It just drags you in – the sun will start setting on the first day, and you'll still be exploring the first village, your jaw dragging along underneath you.

To be honest, graphics aren't everything, but in terms of realism, *Shenmue* delivers the goods in every respect (bar one, which we'll talk about

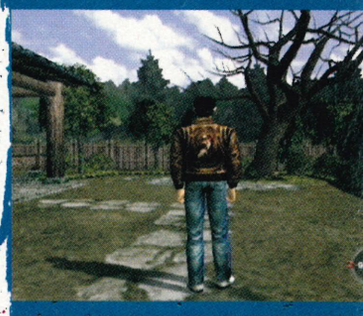


Attention To Detail

> If there's one aspect of *Shenmue* that really stands up and screams its head off, it has got to be the graphics. Even now, nearly a year after its Japanese release, the graphical quality is outstanding. The textures are so detailed that even up-close they look good. It's not only the characters and buildings that look good either – even the most minute details such as leaves and rubbish look real. Hell, even the toys from the Gotcha-gotcha machines look great!

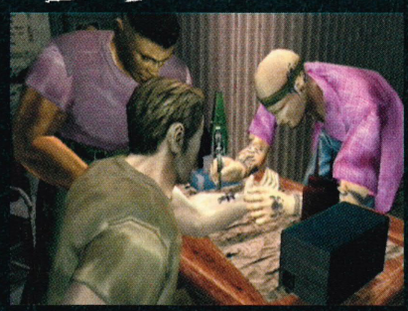












infoburst

Extra information

> *Shenmue* is genre-breaking! It is the first FREE game to ever be released!

> It still costs £40 though.

> The Dreamcast was having a hard time in the Japanese sales charts until *Shenmue* came along! It went straight to number one!

continued >

web site | www.sega.com







later). The musical score is perfect too – delicate where it needs to be and crunchy in the action scenes. Combined with the beautifully crisp sound effects, you may as well be there.

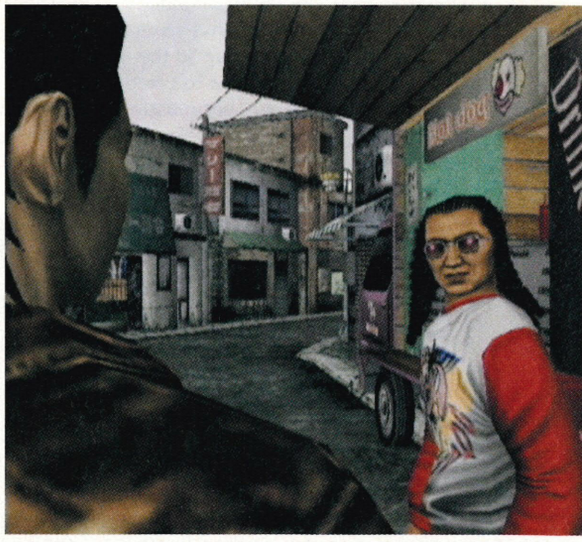
Watch The World Go By

The world of *Shenmue* is full of incidentals. There is so much going on in the background that has absolutely no effect on your quest – it's probably the one part of the game that immerses you

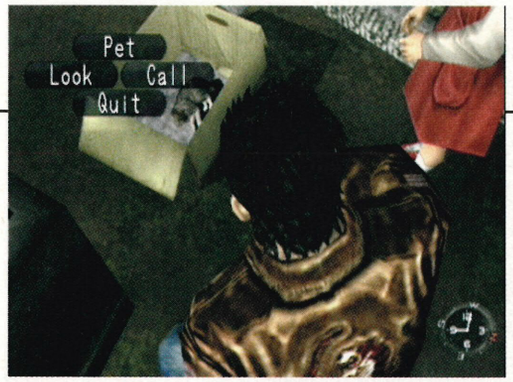
Slow, Slow, QuickTime, Slow

At various points in the game, you will be required to take part in QuickTime Events. These are actions such as dodging a hit, countering an attack or catching something. A button will flash up on-screen and you will have a few seconds to press it. The button combinations get more complicated as you progress through the game and it makes for a refreshing change from the constant wandering around aimlessly.







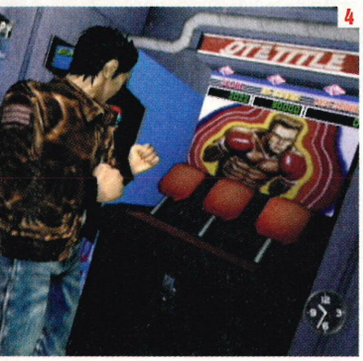






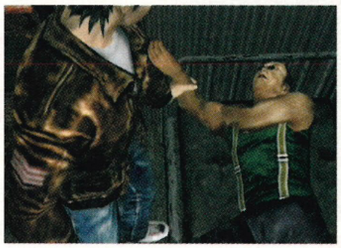


[1] As long as there's no one in the park, you can use it to practice in. Nice kick! [2] We know this guy looks quite hard, but he isn't. He looks after stray cats actually. [3] If you muck up this QuickTime event, little Megumi will get hit by a football. Ahhhhh! [4] Ryo tries to imitate the pose on the screen. This game can be found in the arcade.

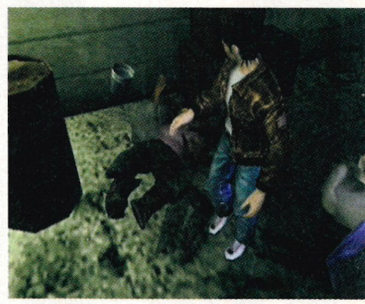


2nd opinion

> Much as I'll be hated for it, I've got to go out on a limb when reviewing *Shenmue*... because it's boring. Yes, it's the most beautiful game ever but at the end of the day, it imitates real life... yawn. Having played through the whole thing, I can safely say that I've never been so bored by a game in all my years. The freedom you get is all very well, but the actual game itself consists of talking to someone, reading your notebook, talking to someone else, reading your notebook and so on, while occasionally having a crap *Virtua Fighter*-style scrap. What's all the fuss been about?
Martin Mathers







the most. For instance, there's a guy fixing his bike outside his house. He'll spend most of the afternoon tinkering with it and then go inside when it gets too dark to work anymore. The next day he'll finish the work and cycle off to test it out. Every town and village is full of people living out their lives and interacting with each other. There's none of the traditional RPG's 'someone has just turned up, I'd better talk to them six times' rubbish. Everyone is there for a believable reason.

FREE To Do What You Want

If you believe the hype surrounding *Shenmue* then you'll think that it's a genre-busting, sprawling adventure of epic proportions. While it's true that a game like this has never been attempted before, it's hardly breaking through barriers. The game is described as being 'FREE,' which stands for 'Full Reactive Eyes Entertainment'. So, you can touch everything and it looks nice... how quaint. Don't get us wrong, we're not trying to put it down – we just want you to know that it's not as ground-breakingly original as it makes out to be. Some of you may want to stuff socks in your ears at this point, but *Zelda: The Ocarina Of Time* does everything that *Shenmue* does apart from the QuickTime

"In truth, this is not an amazingly new style of game that everyone will want to play"

Events, and it did it two years ago (you can put your socks back on now). All we're saying is, don't get completely swallowed up by the hype. At the end of the day, this is just an amalgamation of different styles of RPG.

Everybody's Talking

Unfortunately, a lot of people are going to be buying this game regardless of how well it scores. The problem is that the hype machine has embedded itself so far into people's minds that no game (no matter how good it is) could live up to it.

There's no doubt that a fair number of gamers will be sorely disappointed when, after two hours, they are still wandering around a Japanese village talking to half-dead old women. In truth this is not an amazing new style of game that everyone will want to play. Full Reactive Eyes Entertainment is what it is and that is what you get. For 'Full Reactive,' read 'You can look at everything because it's all in 3D, but the novelty will soon wear off.' For 'Eyes Entertainment,' read 'It looks lovely, but graphics don't make a game'.

When it comes down to it, *Shenmue Chapter 1* is a good RPG mixed in with brief elements of arcade action. It makes sense really, because Sega is great at making games in those two genres. However, there are elements of the game that detract from the score... after all, this should have been scoring in the 90's if you went on all the hype. The D-pad is used to move Ryo about, but digital control just isn't good enough to move a character about with. It sometimes gets frustrating when you can't line up with an item and have to walk away and come back again just to get the right angle of approach. This is especially frustrating in small rooms, where you don't have any room to line yourself up. A second analogue stick would work wonders for the game. This, along with the fact that the total freedom allowed to you makes the game a tad tedious, means that it is not an essential purchase. No doubt we will receive streams of letters from fans of the genre arguing that *Shenmue* is the best thing since *Thundercats*. For you guys, this is an essential purchase. For everyone else, you should buy it because you've played it and loved it, not because of the hype. Don't be a sheep, for your own sake.
Chandra Nair

summing up the game >
Dreamcast magazine opinion

SHENMUE	SHENPOO
⊕ The best graphics yet seen on the Dreamcast	⊖ Awkward controls in small rooms
⊕ Outstanding attention to detail	⊖ Gets a bit tedious sometimes
⊕ Lush music and sound effects	⊖ The story line doesn't grab you as much as it should

VISUALS	95%
SOUNDS	92%
GAMEPLAY	81%
VALUE	83%

DM Rating 85%

summing up
> Stunning to look at and great for RPG fans, but it's certainly not for everyone.

alternatively >
> Evolution
> Resident Evil Code: Veronica

web site | www.sega.com





Quake III Arena

It's the daddy of all fragfests. It's got online play. It's arrived on the Dreamcast. Do you have what it takes to enter the arena?

Oh, the agony of it all. Despite all the promises made when the machine was first released, Sega has so far failed to deliver the one thing that made the Dreamcast stand out from all the other home consoles around – games with online multiplayer capabilities. Six billion gamers? Don't make us laugh... aside from *Chu Chu Rocket!* and a few throw-away online options in other games (download top lap times? Sod off!), there's been very little reason to use that modem on the side of your Dreamcast at all. Thankfully, though, it seems that rather than letting everyone down, Sega has simply been holding back and now it looks like the floodgates are about to burst on the online gaming dam. After months of waiting, we're about to get another taste of online pleasure... everyone say hello to *Quake III Arena*.

In all honesty, *Quake III Arena* isn't exactly anything new – it's been around on the PC for practically a whole year and as such, has been played to death by the online gaming community already. Also, there was plenty of controversy when id announced the game in the first place; because the previous *Quake* titles had consisted of a solid one-player game with

essential information>

Quake III Arena



Publisher	Sega
Developer	id/Raster Productions
Origin	US
Price	£39.99
Genre	Shoot-'em-up
Release	8 December


four players


keyboard


mouse


modem

visual memory



VM information

Save position	Y
Logo during play	Y
Mini-game	N

There isn't officially a VM mini-game but if you complete the main game, you'll unlock a secret maze challenge. Complete that and you might get a reward...





awesome moment

Take this! And that! And have some of this as well! HAHAHAHAHA!





Frag-U-Like



You know, it's one thing to run around a deathmatch arena while you lay waste to the deadbeats that surround you with your Plasma Gun, but it's quite another for others to know that it's YOU who's kicking their arse. After all, part of the fun is being able to ram a rocket down your opponent's throat and then stand over them and laugh as everyone finds out you're a destruction-dealing maniac. That's why *Quake III* offers you the chance to customise your own player – as well as being able to select your 'skin' (the look of your character) from a roster of 89 (!) freaks, you can enter your own name and choose those all-important coloured effects depending on this season's trend. A few customised keys later and voila – not only are you a walking, talking, killing machine but a quick tap on the D-Pad lets you laugh out loud after you've fragged someone. If you've got a keyboard, you can even tap in a message to humiliate your opponents... you cruel, heartless buggers.





"Going on first impressions, the guys at Raster Productions certainly deserve a pat on the back for the job they've done on the conversion"

multiplayer deathmatches bolted on, releasing a game based solely on deathmatches was frowned upon. 'How can you play a deathmatch on your own?' many people wondered, as well as exclaiming the usual 'It'll probably be crap' when presented with something they didn't understand. Oh, how wrong they were...

Quake, Rattle and Roll

So, after taking the PC world by storm and starting one of the greatest debates/arguments in the history of games (we've played both of them and still can't decide whether we prefer *Quake III* or *Unreal Tournament*) it was only natural that some bright spark decided to convert it to other formats. With a PlayStation2 version also on the way – being converted by EA with no online abilities... haha! – it's a comfort to know that Sega was so committed to bringing the game to the Dreamcast as a great way to properly kick off the online gaming drive. Considering all the hype the game has received then, can *Quake III* live up to the expectations where other hyped games have failed miserably?

First impressions seem to suggest a resounding 'Yes' across the board – going on the reactions of people who thought it wouldn't be as good as it is (and then realised that it was) the guys at Raster Productions certainly deserve a pat on the back for the job they've done on the conversion. Running at a consistent 30fps and offering a level of detail unparalleled on the Dreamcast so far, it seems that PC conversions CAN be done well if done properly (are you listening, Capcom?). The ability to use either the Dreamcast pad (intuitive, but a little unwieldy) or the keyboard and mouse (the way it was meant to be played) also allows a variety of control tastes to be



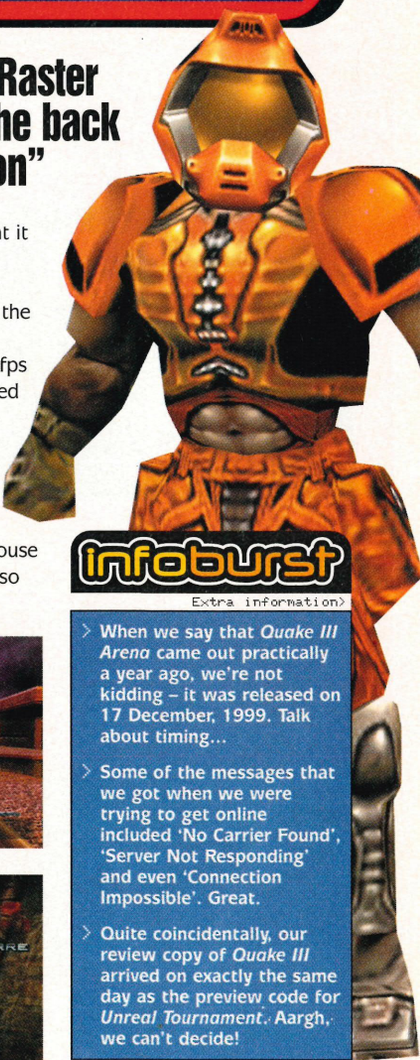








[1] Even if you're somewhere else, you'll be told when people get fragged in the arena. **[2]** There he is... quick, after him! **[3]** If you see a rocket coming towards you, it's probably a good idea to get out of the way quickly. **[4]** Find yourself a good spot and you can splatter people from above before they can see you coming!



infoburst

Extra information

- When we say that *Quake III Arena* came out practically a year ago, we're not kidding – it was released on 17 December, 1999. Talk about timing...
- Some of the messages that we got when we were trying to get online included 'No Carrier Found', 'Server Not Responding' and even 'Connection Impossible'. Great.
- Quite coincidentally, our review copy of *Quake III* arrived on exactly the same day as the preview code for *Unreal Tournament*. Aargh, we can't decide!

continued

continued

One Man Went Online...

Being the thorough gamesplaying review types that we are, we couldn't possibly do a comprehensive review of *Quake III Arena* on the Dreamcast without going online... so we did. Here's how it all goes...

1. Get Connected

After plugging in all the cables and such, selecting the Internet Game option connects you to the DreamArena network... as long as you're registered, of course. If you're not, you'll have to whip out that DreamKey disc and do so before you can enjoy some frag-style action...



2. Choose Your Fight

Once you've logged on and been accepted onto the DreamArena network, your Dreamcast will scan the network for viable *Quake III* servers for you to play. At the time of review, we managed to find over 700 possible sites to play (mostly in France and Germany)... but they were all populated by computer opponents. Ho hum.



3. Get Fragging!

Just select a server and away you go – you'll immediately be thrown into the arena ready to fight. Just remember to set up your look and controls before you enter, or you'll be a sitting duck while you fiddle away with the menus (like we were). Also, you can't move while 'chatting' so don't waste time trying to taunt your opponents... just shove a rocket up their arses to show them who's the boss!





1



2

catered for, meaning that ex-PC gamers will feel right at home along with the newbie Dreamcast players. Best of all, though, is the new front-end and overall interface – it might be pretty superfluous to some people, but the opening menu screen alone brings a smile to our face every time.

Movers And Quakers

Aside from the visual differences, the game is pretty much identical to the PC version – the one-player tournament-style game where you go up against a series of increasingly intelligent bots is still here in all its glory, as are the usual selection of death-dealing weapons to enjoy. Not surprisingly, Sega has managed to include a rather impressive split-screen multiplayer mode for people who want a bit of mate-on-mate action (ahem) without having to go online. Although there's the obligatory detail loss in comparison to the one-player mode, it still runs shockingly well – especially with four players all going at it at once. Our only concern with the multiplayer game is the lack of arenas to fight in; the more people you have playing, the less arenas you get to choose from (twenty-five stages if one person plays against three bots, eleven if two people play and only six if three or four players are duking it out). It's fair enough to expect a reduction in detail regarding the graphics, but reducing the number of levels as well? It just ain't on...

As everyone knows though, the whole point of *Quake III* multiplayer is to play it online and that's where the Dreamcast version really kicks into gear. Getting connected is simple but once you're there, you'll be up against players from all across the globe so don't think it'll be an easy ride. You'll even be able to take on gamers of the PC persuasion if you're feeling up to it – just don't come crying to us when you get your arse kicked.

Quake Quake Oops

Of course, going online has some major downers as well... did you really think that it wouldn't? For starters, there's the one point that no-one ever makes when talking about online games – money. Because of the way things work here in the UK (so that would be companies intent on making a huge profit rather than offering a good service then) going online from a regular PC costs money; even worse, going online with your Dreamcast costs more simply because that's 'the way it is'. This point is made even more annoying by the fact that *Quake III* is most definitely an online game – to get the most out of it, you'd better be prepared to fork out a wad of cash on your next phone bill...

"Aside from a few small problems, we see no alternative but to say that you really must go out and buy this game"





3

[1] Making your opponents bleed is all part of the fun... until you blow their heads clean off. Hahahaha! **[2]** The BFG10K – the greatest gun that ever existed. You don't want to be on the end of this one... **[3]** Ahh, success! Chalk one up for Big Al! **[4]** Don't you be wasting those bullets now, d'ya hear?

Then there's the limitations of the phone systems in the UK. With regular BT lines that most people use restricted to 56kbps (and all UK Dreamcasts only provided with 33.6kbps modems... trust us, that ain't very fast) there's bound to be some lag in the gameplay. In *Chu Chu Rocket!* you had a brief delay between pressing the button and placing your arrow, but getting used to that was easy. With *Quake III* though, there's no lag on moving around the arena, only with firing your weapon. You press the button, your weapon fires... and a split second later, the bullets/rocket/plasma bolts leave the gun and fly towards their target. This might not sound so bad but when you consider that by the time this happens, your opponent has had time to move aside and blast you himself... well, it just gets plain irritating. Bloody Internet.

The problem is that it's such a tough call – sure, there are a few things wrong with *Quake III* on the Dreamcast but the fact that it stands as the best first-person shooter around makes it an essential purchase anyway. Of the niggles that there are, only the lack of offline multiplayer arenas really stands out as a major fault in the game... aside from that, we see no alternative but to say that you really must go out and buy this game. The final score might seem harsh, but then that's the kind of people we are – if you've got a problem with it, we'll see you in the arena for a little 'chat'...

Martin Mathers



4



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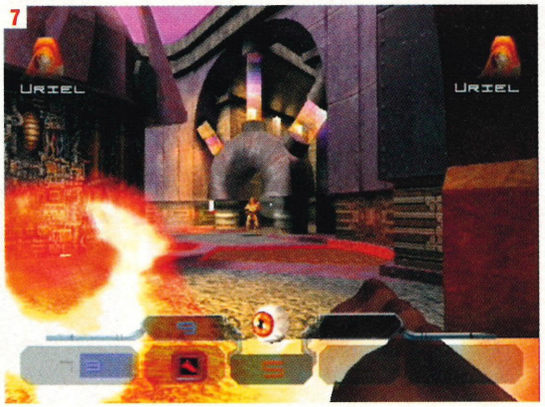


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[5] Forget the Machine Gun – you want to get something with a bit more 'oomph' behind it, my son... **[6]** Oooh, Quad Damage. Grab it quick and then let's go fragging! **[7]** The first rule of Quake III – if you've got no health, run away. Don't just stand there like... oops, too late.





7

2nd Opinion

Martin gives *Quake III: Arena* a 90% and he's right, as this is the best first-person shooter on the Dreamcast to date. It looks great and running around the sumptuous arenas is a complete joy. The gameplay equally engenders the sort of pleasure that you'd expect from a highly-polished PC game. However, there are a few flaws that smack of a lack of commitment to this conversion. Though a different game, and on a different console, look at the wealth of options that *Perfect Dark* offered. Where are our eight bots and those little added extras that Rare worked so hard to cram into a lesser console? Dreamcasters deserve a much better deal and whilst *Quake III: Arena* goes some way to satisfying our needs, there's still better to come...

Simon Phillips

summing up >

Dreamcast Magazine Opinion

QUAKE	TREMBLE
⊕ Another top online multiplayer game	⊖ Quake ain't exactly the latest 'thang'
⊕ There's nothing like a good frag	⊖ Playing online costs tons of money
⊕ Smooth, fast and bloody great to look at as well	⊖ Too many compromises were made to get it onto the Dreamcast

VISUALS	95%
SOUNDS	84%
GAMEPLAY	93%
VALUE	86%

DM Rating 90%

summing up

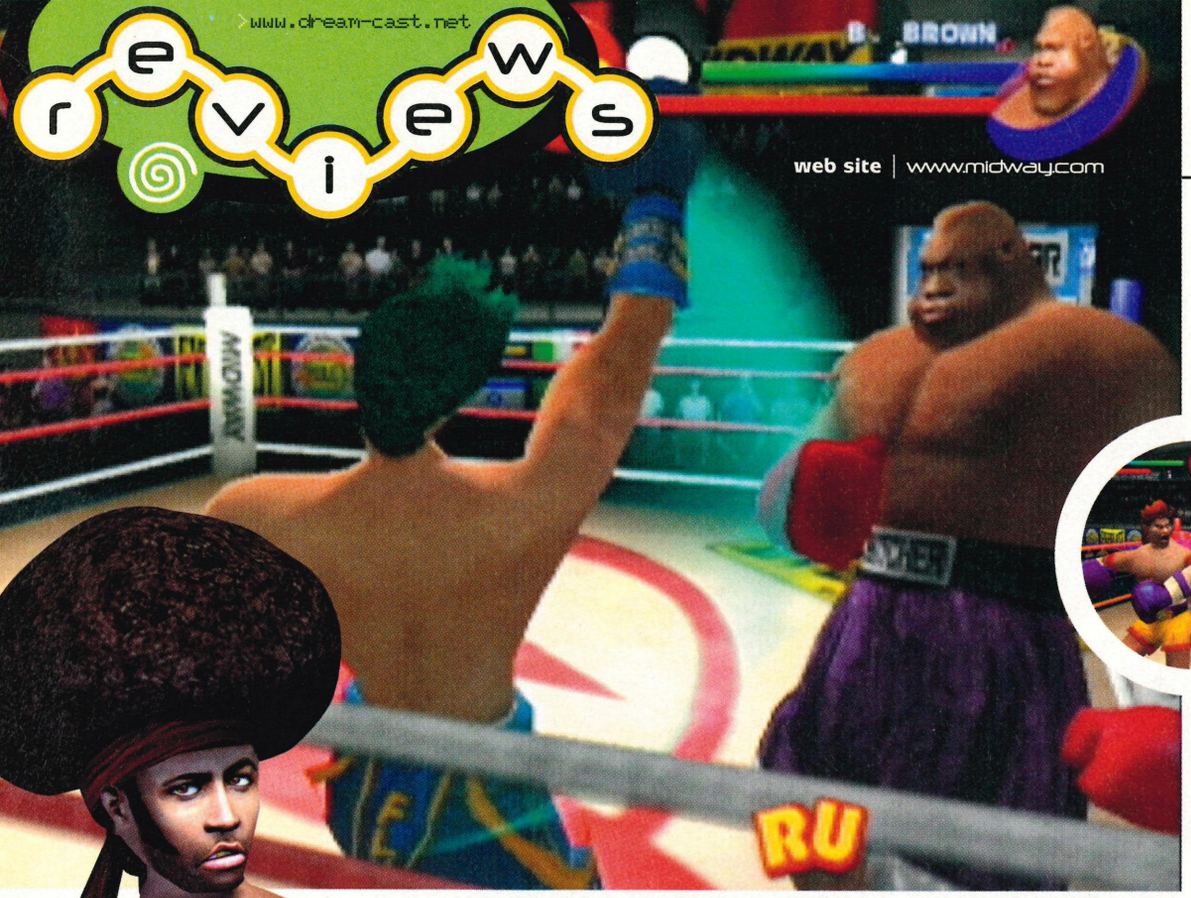
> Pretty much as great as we were expecting it to be, but with too many annoying niggles to stop us going totally bananas about it.

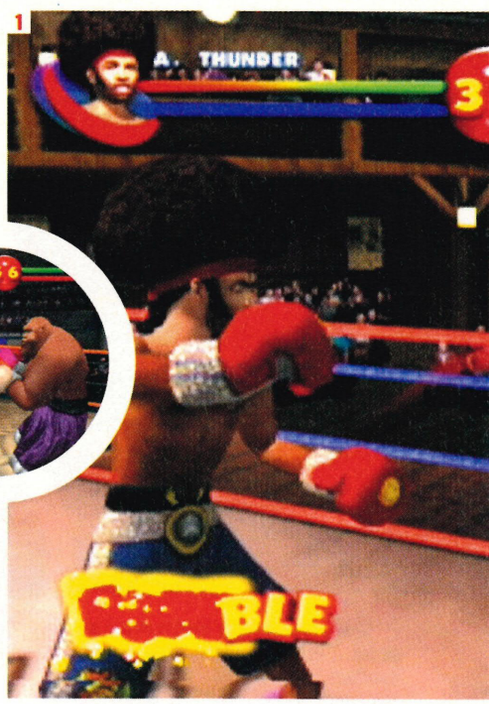
alternatively >

> Half-Life

> House Of The Dead 2

web site | www.midway.com

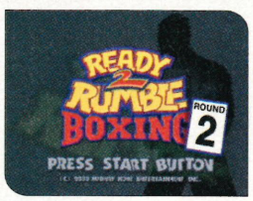






essential information

Ready 2 Rumble Boxing: Round 2



Publisher	Midway
Developer	In-house
Origin	US
Price	£39.99
Genre	Beat-'em-up
Release	Out now


two players


vibration pack

visual memory

VM information



Save position	Y
Logo during play	Y
Mini-game	N

Ready 2 Rumble

Midway returns for a second bout of toon-time violence and the less things have changed, the more they've stayed the same.

Ladies and gentlemen, boys, girls and those of you who don't already own the original, welcome to the most gentlemanly of sports – pugilism! The ancient art of hitting an opponent in the face with your clenched fist until your knuckles burst. Forget all that you know about your Prince Nazeems and your Mohammed Alis. This is *Ready 2 Rumble 2*, where a knockout blow to the kidneys isn't worth a thing unless it's going to raise a smile. Boxing with a sense of humour? It's such a brilliant idea, it's amazing that no one has ever thought of it before. Well, no one but Midway, obviously.

And thus we decide to pull no fake punches and lunge right in at this fine game's first problem. It's not so much a sequel as a re-mixed director's cut. The first game earned a great deal of respect for its originality, simplicity and hilarity and this is basically just more of the same with a few new twists. Characters still look as if they have been moulded out of modelling clay by master cartoonists, but the reason so many of them look the same is because they are. Hello Afro Thunder, Butcher Brown, J K Flurry and bonjour 'Big' Willy Jonson and Angel 'Raging' Rivera, has it really been so long?

Most of the characters that seem to be new are only new to the Dreamcast version – anyone who's played the N64 and PlayStation naive interpretations will recognise most of the rest. The twelve fresh faces to the ring include an acid-burned hippie, a sports bra-decked femme who can, at best, be described as disgustingly fat and an overly excitable





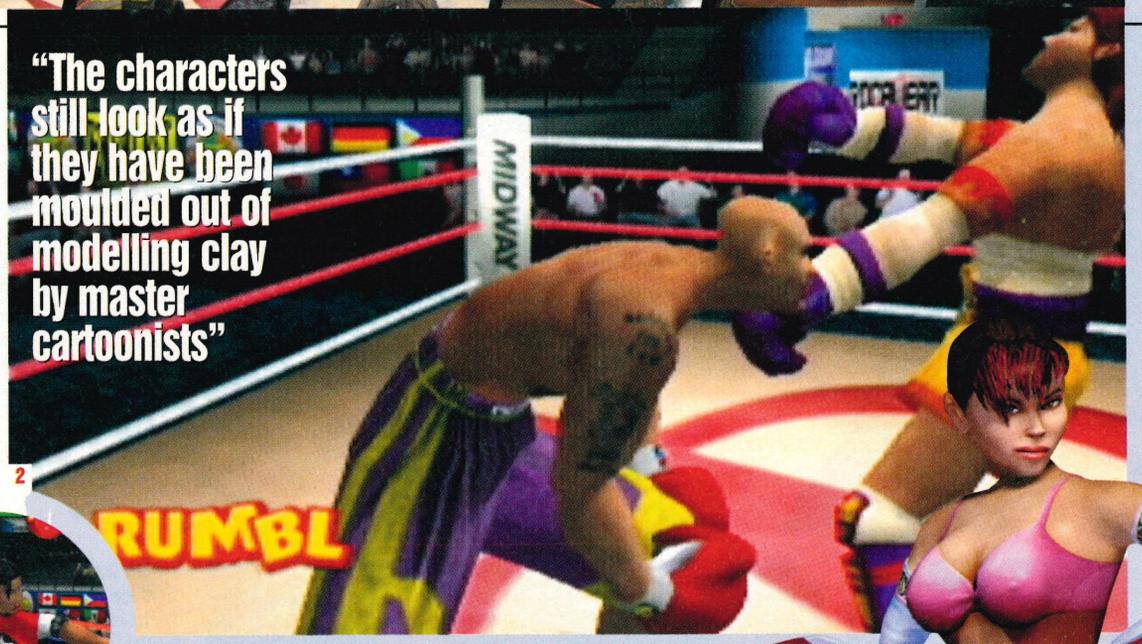
awesome moment

Unleash a Triple Rumble flurry and you can punch this lovely lady out of the ring.





"The characters still look as if they have been moulded out of modelling clay by master cartoonists"



2





3

[1] The New Zealand Toa, J Blood, acts out the last five minutes of Once Were Warriors. [2] Character animation is as fluid and over the top as ever. [3] How not to block a Haymaker punch. [4] Lonely? If you want to talk man-to-man call now.



4

Boxing ROUND 2

cowboy who can, at best, be described as incredibly gay. Although the variety between them is as great as they are bizarre, most of them do share one single and incredibly obvious quality. They don't resemble boxers in any way, shape or form apart from the undeniable fact that they are, indeed, wearing boxing gloves. Not really a problem in a game that's meant to be taken about as seriously as a pair of fake breasts, until you find out that they just aren't balanced well. More characters = good idea. More characters that are as much use in a ruckus as a ripped bag of slightly stale marshmallows and you know that you are heading well into superfluous country.

infoburst

Extra information

- When opponents are falling to the canvas, you can still lay in extra punches.
- For some reason it seems that you have more time to deck Michael Jackson while he's going down than any other character. Which is nice.

Apollo Creed

Despite the fact that *Ready 2 Rumble 2* resembles its predecessor so much they could be two black-eyed peas in a pod, it does manage to pull a few fresh moves of its own. By landing a combination of blows or finding the time to perform one of your two catchphrases, you earn yourself some letters. When they form the word RUMBLE you can initiate a frenzied assault where each blow is as powerful as the last. Trigger your special attack at this point and your opponent is in for a rapid series of unblockable punches. Okay, so this isn't new to the series. What is new is that you now have three stages of a Rumble Attack, each

Compare And Contrast

Ready to Rumble: Round 2 closely resembles its predecessor. Here's Afro Thunder in both games, but which is which?



The man in action first time round.



Booya! It's him again, or is it?

continued

web site | www.midway.com



1

2



3



4

[1] Afro Thunder backs up his threat that "The bitch better have my money." [2] Is it? Yes it is. It's Michael Jackson and he's about to get the firmest fisting of his life. [3] Getting a drubbing from a 16-year-old art student just isn't on. [4] If the bitch steps up be slapping the ho! A life listening to desensitising white boy rap finally takes its toll on B Knokimov.

2nd opinion

> For pure comedy you can't beat the sucka-punching action of *Ready 2 Rumble Boxing: Round 2*, but in the end, it is just another *Ready 2 Rumble* game and aside from a bunch of new characters, there's not a lot more to it than the original. It's still great fun to play with a bunch of friends and on your own in the improved Championship mode, but at the end of the day it's nothing new and if you have the first one you probably don't really need to get this.

Alex Warren

infoburst

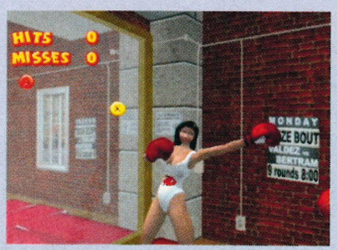
Extra information>

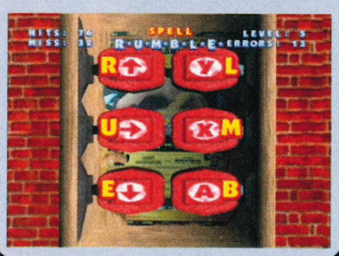
> Ant and Dec had a minor hit as teen sensation PJ and Duncan with Let's Get Ready to Rumble. 'Watch us wreck the mic – psyche!' Indeed.

> When referees check boxers' eyes during a fight they are seeing if their colour has changed. It's a sign of brain damage. Alex has one blue and one green eye.

Gym'll Fix It

> Championship mode gives you the chance to improve your chosen fighter's strength, stamina and agility. It also allows you to follow the moves of a rather lovely box aerobics tutor. Lizzie Webb she ain't.





"Indulge your Mr Motivator fantasies with a spot of boxing aerobics"

one more devastating than the rest. Save three Rumble Attacks and when you set off a special attack, you'll literally punch your opponent right out of the ring and win by instant knock out. The first time you see this you'll think you've discovered something pretty special – you might even phone up a friend to tell them the good news. The third time you'll just ask yourself why there isn't a bit more of a variety of coup de gras available.

Let's Get Physical

When you're not having the time of your life pummelling the living Jesus out of a friend's face in two-player mode, or trying to unlock Michael Jackson, Shaquille O'Neal and other lesser-known characters in Arcade mode, there is the Championship to play with. You're given a set number of days in which to train before your next fight. You get to work on sway and speed bags, get busy with rumble pads or even indulge your Mr Motivator fantasies with a spot of boxing aerobics. Speed, strength and stamina will get boosted as you work through these deceptively tricky sub-games. Or if you simply can't be bothered sticking to a strict regime, just click on automatic training to skip the hard work.

Ready 2 Rumble Boxing was an excellent game that fully deserves a place in anyone's collection and the same can be said about *Round 2*. Problems arise if you already own the original because the two games are so damned similar that only their mothers could tell them apart. If you're a *Rumble* virgin then this would be the version to give your flower to. If you've already popped your *Rumble* cherry then owning both games is just bordering on obsession – you really should get out and look at other games more often.

Will Johnston

summing up the game >
Dreamcast magazine
opinion

KNOCKOUT	PASSOUT
⊕ Punches connect	⊖ Deja vu
⊕ Quality animation	⊖ Seen it before
⊕ Bouncing breasts	⊖ Deja vu
⊕ Michael Jackson's in it, for God's sake!	⊖ Closely resembles the original

VISUALS	89%
SOUNDS	80%
GAMEPLAY	83%
VALUE	80%

DM Rating 85%

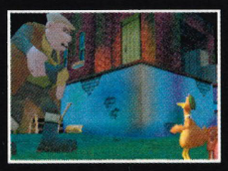
summing up

> A hilarious take on the po-faced sport that plays like a dream. Unfortunately, it's a dream about the original game!

alternatively >
> Ready 2 Rumble
> Soul Calibur

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essential information>
Samba De Amigo



Publisher	Sega
Developer	In-house
Origin	Japan
Price	£99.99
Genre	Dance
Release	8 December


two players


maracas


modem



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

Well, kinda. You can download a load of cool tunes from the Internet once you've unlocked all the ones on the GD-ROM.

Samba De Amigo

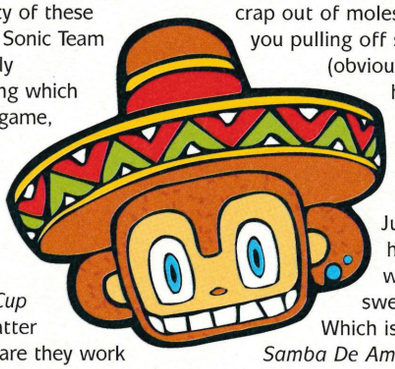
Hey amigo – how d'you fancy shaking your bon bon this Christmas? Well, all your dreams are about to come true with father Sega...

When it comes to games, you can always rely on Sega to come up with the wackiest, most innovative ideas. Just look at *Crazy Taxi* and *Chu Chu Rocket!* if you don't believe us. Well, you ain't seen nothin' yet, as they say, as this time Sega has really gone and lost the plot. Welcome to the wacky world of *Samba De Amigo* where dancing monkeys are the order of the day and maracas the weapon of choice. Forget your *Parappa The Rappa's* and *Dance Dance Revolutions*. Bin those damn dance mats and scratch pads. This is where it's at.

Cheeky Little Monkey

There's no denying that with *Samba De Amigo,* Sonic Team has created the ultimate party game. If you're in the habit of making a complete arse of yourself, just play the game and it'll be mission accomplished. You'll only need two things to play *Samba* – rhythm and the ability to hide all shame – and if you don't have those, don't worry about it because you'll still have a laugh in the process. So, what's it all about? Well, it's hardly rocket science – just shake the maracas in time to the music, or at least the balls as they hit the circles, and hey presto! – you're samba-ing. Shaking your arse is of course optional, as is wearing a poncho, sombrero and stupid moustache. Whatever tickles your pickle.

Which brings us to the matter of the music, or rather the criminal acts against music which the majority of these songs undoubtedly are. Sonic Team was obviously shamefully unabashed when deciding which songs to include in the game, the result of which is such god-awful classics such as *Macarana* and *Tubthumping*, not to mention Ricky Martin's double contribution of *Livin' la Vida Loca* and *Cup Of Life*. However, no matter how corny these songs are they work an absolute treat with the game and you'll find yourself reliving all those dancefloor nights time and again. Of course, there is the odd good song (*Tequila*, *Samba de Janeiro*), as well as a whole load of downloadable tracks from Sonic Team's past glories. So once you've played the 14 tunes to death, get on the Internet and download the likes of *After Burner* and *Burning Hearts*. Maybe not classics, but they'll have you bopping along for a good while.



Monkey Business

Even the bunch of two-player mini-games (five in total) are totally bonkers, keeping you in a permanent state of hysteria. Mole Panic has you beating the crap out of moles, Pose & Pose has you pulling off silly poses (obviously), Monkey Replay has you copying the moves of Samba the monkey while the likes of Power Rush and Speed Judgement have you hammering away with the maracas and sweating like a pig. Which is nice. In a word *Samba De Amigo* is great, even with a £100 price tag. For all the laughs that you'll get out of it, it's well worth it. Now samba!

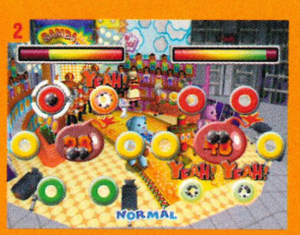
Alex Warren







[1] Strike a pose when the game tells you to and you'll get tons of points! [2] The better you do in the Bomb game, the more chance there is of your opponent being blown up! [3] Hey, a pink teddy bear! With a drum! That's something you don't see every day...





awesome moment

You don't get much better than dancing with Ricky Martin. Well, maybe.







2nd opinion

> If you read our massive feature about the import version of *Samba De Amigo* in issue 10, you'll already know that we love this game to pieces. So why have we got to tell you again? Because it's got even better, that's why. The inclusion of some rather great new songs (okay, so they might be by Ricky Martin but hey...) and the fact that you can now get the game on British soil is enough to make us all excited once more. Even the rather steep price tag can't get us down... let's dance!

Martin Mathers





Top Tunes

> Not content with the musical selection in the game, here's what we thought should have been specially included for the PAL release.

Simon – *Ernie, The Fastest Milkman In The West*, Benny Hill.
Why? Because it's got a great rhythm and is suitably stupid to get you in the party mood.

Martin – *Just*, Radiohead.
Why? Because he'd love to see people try and dance to it.

Alex – *Agadoo*, Black Lace
Why? Because it's quite possibly the worst song ever made, thus making it absolutely ideal for this game.

Nick – *The Only Way Is Up*, Yazz
Why? Because it's one song guaranteed to get Nick up on the dancefloor shaking his thang

infoburst

Extra information>

> The two Ricky Martin songs didn't feature in the Japanese version of the game due to the fact that he's licensed to Sony.

> Beware! You'll only be able to buy this game online and in selected stores.

> It was Richie Valenze who had the hit song *La Bamba*. He must have been so inspired that day.

> You'll never need to buy another workout video again with this game!



"Samba De Amigo is great, even with a £100 price tag"



Viva Espanol!

> We've got the Spanish mood so we thought we'd give you a quick list of vital Spanish survival phrases...

Get your coat love, you've pulled.
¡Qué te coges la chaqueta guapa! ¡Me has ligado!

Here's ten pesetas. Phone your mum and tell her you're not coming home tonight.
Aqui estan ten pesetas. Llame a tu madre para decirla que no vuelvas esta noche.

summing up >

Dreamcast Magazine opinion

ARRIBA	AMOEBA
⊕ The best dance game ever?	⊖ It'll make you look like an arse
⊕ Fantastic fun to play	⊖ It costs £99.99
⊕ Crazy, crazy, crazy	⊖ What? No Britney?

VISUALS	86%
SOUNDS	96%
GAMEPLAY	95%
VALUE	80%

DM Rating 92%

summing up

> It's totally bonkers and the best fun you'll have with a pair of maracas and a Dreamcast this Christmas. But then it is £100.

alternatively >
> Space Channel 5
> Pop'N'Music



essential information>

UEFA Dream Soccer

Publisher	Sega
Developer	Silicon Dreams
Origin	UK
Price	£39.99
Genre	Sports
Release	8 December

four players

vibration pack


arcade stick


modem

visual memory



VM information

Save position	Y
Logo during play	Y
Mini-game	N

infoburst

Extra information>

- The game was originally going to be called *SWWS 2K1* before its name was current to the current title.
- This will be the last Dreamcast football game that developer Silicon Dreams will work on.
- England are officially the worst team in Europe, 'cos we say so.
- Sega was allowed to use the UEFA title due to a publishing agreement with Infogrames.
- There are no dodgy glitches like there were in the *SWWS Euro Edition*.







Dreamcast magazine ULTRA

UEFA Dream S

Is it a case of third time lucky for Silicon Dreams and Sega's football dreams or is it back to the drawing board again?

Ah, the beautiful game. Fast, skilful, full of panache, flair and glamour. You just can't beat it, can you? So you'd think that when combined with a console of similar repute you'd have winning, not to mention stunning, results every time. Well, until now that just hasn't been the case. Sure the previous games in the series (SWWS and SWWS Euro Edition) had the depth but the overall presentation was as unsightly as the back end of an elephant.

Ball Boys

Well, no more. Whereas before the *SWWS* games had the depth in terms of game options and modes of play but not the looks, *UEFA Dream Soccer* has both in abundance, making for an entirely more pleasurable experience. So whether you want a quick bash in the Arcade mode or fancy a more seasoned approach with the Traditional option, where you can enter various Championships, you can. Whatever you choose you will be blown away by the phenomenal amount of teams that are on offer – if you want to play as an International team or a Premiership team from around the world you can and if you want to play as women... well, you can.

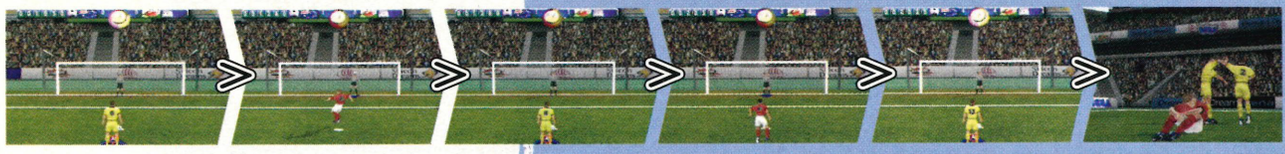
In regards to the gameplay, whereas before it tended to be as laboured as a granny on a zimmer-frame – and just as difficult to control – in *UEFA Dream Soccer* it is silky smooth and moves along at a far faster rate. This is helped no end by some much-improved control, although this can 'stick' every now and again as players decide that they don't want to do quite what you want when you want them to. In addition, the player awareness isn't the best you're ever going to see – at times they just stand around looking at the ball as if they were waiting for a bus. Even so, it is greatly improved, the result of which is that it's more dynamic and immediate than before.

Great Balls Of Fire

The experience itself is heightened all the more by some of the best-looking visuals yet in a footy title. The motion of the players is as fluid as you could want, courtesy of 200,000 motion captured images and 2,500 polygons per player. One result of this is that you can actually identify players from a distance, thus creating a greater affinity with the game. Gone are the graphical glitches of yonder, instead replaced by impressive player animation and gorgeously-realised stadia, thus making the game more endearing than its predecessors.

awesome moment

Can you take the pressure of the penalty shoot out? Just hold your nerve and dive!



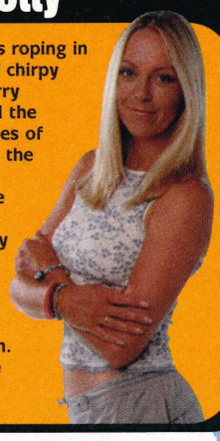
occer

Even despite all these improvements, though, *UEFA Dream Soccer* is much like Gazza, in that it's far from being the finished article. Where's the Create-A-Player option guys – surely a pre-requisite for all football games nowadays? Likewise, there's no on-screen pitch map to help those passes go to foot every time, which is a little frustrating. The commentary is another chink in the otherwise solid armour – you don't even need to have been playing more than a few matches before it seemingly gets caught like a stuck record. That said, it is at least more effervescent than in other football games, with the commentators actually sounding enthusiastic about proceedings, even if their phrase books are a little short.

Apart from that there's little to hold against the game as it is quite simply the most comprehensive, best-looking and most enjoyable football title yet to grace Sega's little box of wonders. Well it was about time we had a decent footy game to prove that the *FIFA* and *ISS* efforts aren't the be all and end all.

Alex Warren

Top Totty



> As well as roping in the skills of chirpy Geordie Barry Venison and the assured tones of Alan Green, the game also features the attractive tones of Sky Sports football pundit Helen Chamberlain. Mmmm, we like her...

"This is quite simply the most comprehensive, best-looking and most enjoyable football game yet to grace Sega's little box of wonders"

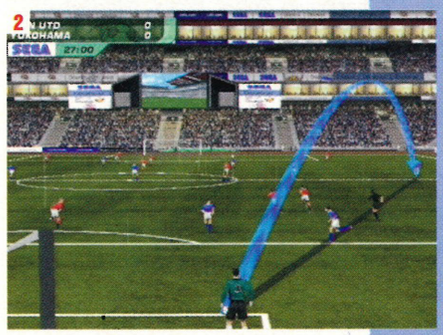


2nd opinion

> You wanted a better footy game and Silicon Dreams has delivered. In fact, you have the complete package – including the ladies! To be honest, I initially felt that *UEFA Dream Soccer* wasn't as intuitive as it could've been but once you've actually bothered to check which button does what, it's a dream to play. There are some AI gripes which are a little frustrating at times – nobody likes to see their goalie standing there like a pudding, for example. Nevertheless, this is a top slice of football action and the best of its kind that you'll find on the Dreamcast. Highly recommended.

Simon Phillips





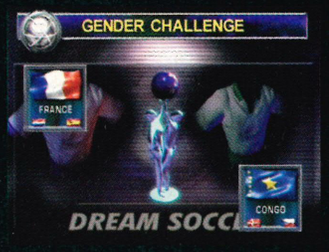
[1] The game might look good from a wide camera angle but it looks even better when you zoom into the action. [2] It's a sad and lonely life being a goal keeper with no one to talk to for 90 minutes. [3] Now that's what you call a healthy looking trophy cabinet. [4] Just cos they're girls holding hands doesn't mean they're lesbians, boys.





Match Of The Day

> When we say that there's absolutely tons to do in this game, we're not joking. In the Arcade option there's no less than six modes – Global Domination, Survival, Time Attack, Gender Challenge, Team Challenge and Versus. And if you're feeling more 'Traditional' then there's always the International Club Cup, Quick Club Cup, National League Championship, International Championship, European Cup, World Tournament and Practice modes to satisfy you. That enough?



summing up the game >

Dreamcast magazine opinion

GOAL	DOLE
⊕ Best-looking football game yet	⊖ No Create-A-Player option
⊕ Loads of modes	⊖ The AI leaves a little to be desired
⊕ Blimey, how many teams?	⊖ Control can stick a bit

VISUALS	90%
SOUNDS	78%
GAMEPLAY	87%
VALUE	94%

DM Rating 91%

summing up

> Silicon Dreams has certainly created a winner here – this is by far and away the best of the football games it has done.

alternatively >

> SWWS Euro Edition

> European Super League

web site | www.take2games.com







essential information

MoHo



Publisher	Take 2
Developer	Lost Toys
Origin	UK
Price	£39.99
Genre	Sports
Release	Out now



two players



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

MoHo



Prison life – chances are you've never experienced it, so here's your chance. But this isn't just any prison... can you handle the pressure?

Imagine, if you will, a cross between *Robot Wars*, *Gladiator* and that classic Arnie film *The Running Man*. Throw them together in the mixer, whisk them around for a minute or two, open and pour. The result of this somewhat strange mix is the rather interesting, flavoursome cocktail of gameplay that is *MoHo*. You've never seen anything like it.

Let The Games Begin

Understandably, *MoHo* is not your average game. The year is... well, it doesn't actually matter. All you need to know is that it's the future. Set on the planet of Alpha 9, the entire colony has been designed entirely around the prisons that dominate its skyline. But these aren't any old prisons. These are prisons that have been specially designed to accommodate legless synthetic life-forms and provide a forum for the greatest show back on planet earth in the form of gladiatorial contests.

As one of these 'synthetics', of which there's a choice of five, you must compete in seven different games based around the 12 different prison complexes on the planet. Included in these games are age-old classics like 'King Of The Hill', 'Run The Gauntlet' and 'Last Man Rolling', all of which offer just enough variation amongst themselves to keep the game from becoming too monotonous. It might not seem like much at first, or particularly innovative, but with over 80 events in total, there's no doubt that this is going to keep you busy for a long time. Of course, there's always the two-player option where you can battle it out over the various events to see who really is the prison's top dog – be warned though, it could turn nasty.

Jail Break

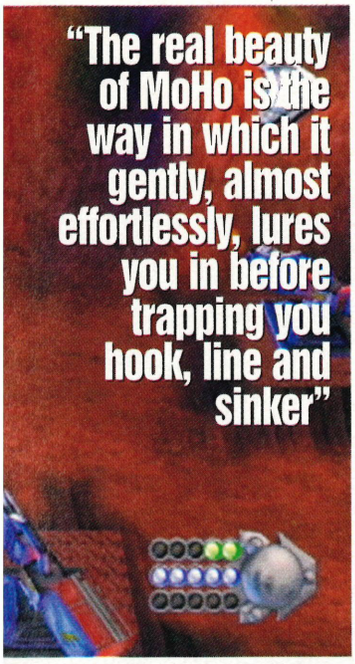
The real beauty of *MoHo*, however, is the way in which it gently, almost effortlessly, lures you in before trapping you hook, line and sinker with its maddeningly addictive gameplay. Don't let the ease of the first few prison complexes fool you as it's purely a means to tempt you in. As the ensuing levels get harder and harder you'll find yourself refusing to do anything else until you've completed the damn thing and before you know it, you've missed

awesome moment

Completing that Laser Run Pursuit level in the hospital prison will infuriate you!



"The real beauty of MoHo is the way in which it gently, almost effortlessly, lures you in before trapping you hook, line and sinker"





infoburst

Extra information>

- The five 'synthetics' available to play are S0-PH-1E, Angel, Apostle, Benny and Lockdown.
- The seven games that feature are Pursuit, Race, Run The Gauntlet, King Of The Hill, Last Man Rolling, Tag and Powerball.
- Let's hope that there aren't prisons like this in the future.



1



2

[1] If the other inmates wind you up the wrong way too much, just unleash your anger in a crazy spin attack. [2] Look mate, I've already told you I'm king of this castle so piss off. [3] Hmmm. This game looks a little bit too much like Gladiators. Now where's that Ulrika Jonsson? [4] In the pits of fury, you'll need to be at your best to get out alive.

3



4



2nd opinion

> Unfortunately, *MoHo* left me cold. The contrived story line of prisoners being mutilated so that they can compete in some kind of Sphereolympics made me giggle – it certainly didn't make me want to play the game or give a monkeys about the characters. However, Lost Toys has really milked the game for all its worth and there's a fair amount of differing challenges to keep you busy. Ultimately, though, this is a tough game that tries hard to appeal but in my book misses the mark. It's worthy of your attention rental-wise or cheap in the post-Christmas sales.

Simon Phillips

your date with the fit girl around the corner. But was it worth it? Hell yes! The pure relief and satisfaction is so great as to leave you utterly fulfilled and contented. The only dampener on the otherwise exquisite proceedings are the controls, which can at times prove to be as infuriating as the gameplay is addictive, but then that's life, so just get on with it.

When it comes to graphical affairs *MoHo* is unlike the majority of games that make the jump from PlayStation to Dreamcast, in that it actually looks the part as well as playing the part. The atmospheric lighting effects and the general design of the levels add another dimension to the overall salubrious and dank nature of the game's settings, as well as complimenting the general nature of it. In no way is it visually amazing, but it does the job solidly and without fanfare.

So where does this leave the conundrum that is *MoHo*? Although certainly a very good game there's something about it that doesn't quite add up. It does all the basics right, and does them well, but there is definitely something missing. Whether it's the restricted amount of games or the lack of any real innovation, it just doesn't have that special spark that makes you think that you have to have this game. An odd one. Very odd.

Alex Warren

Life On The Inside

> It seems that prison life is something that fascinates us all. After all, look at all the cult programmes made about the damn things.

The Prisoner

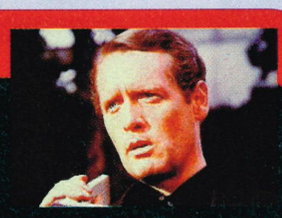
Set in the real life village of Portmeirion in Wales, the place with no names, just numbers, this is the one that started it all off. Starring Patrick McGoohan as No.6, the surreal, science fiction drama only ran for 17 episodes and we still don't have a clue what it was all about.

Prisoner Cell Block H

The classic Aussie soap drama that shared the same set and actors as *Neighbours* proved once again that Aussies can't act. Now tell us that Ferguson didn't scare you too.

Oz

On terrestrial TV, *Oz* can be found on the fourth channel and only very late at night. Based around a maximum-security prison for long-term prisoners, its heady mix of violence, sex, politics and racism makes for some of the most compulsive viewing to come from the states in years.







summing up the game >

Dreamcast magazine opinion

MOO-MOO	BOO-HOO
⊕ Infuriatingly addictive	⊖ Only seven types of game
⊕ Graphics are atmospheric	⊖ Control can get annoying
⊕ A crazy idea that works	⊖ Nothing to get excited about

VISUALS	80%
SOUNDS	76%
GAMEPLAY	86%
VALUE	84%

DM Rating 79%

summing up

> *MoHo* is a uniquely odd game which, although genuinely good fun to play, has an unplaceable something missing.

alternatively >

- Toy Commander
- Trick Style

web site | www.infogrames.co.uk





essential information>

Le Mans 24 Hour

Publisher	Infogrames
Developer	Melbourne House
Origin	UK
Price	£39.99
Genre	Racing
Release	Out now

four players



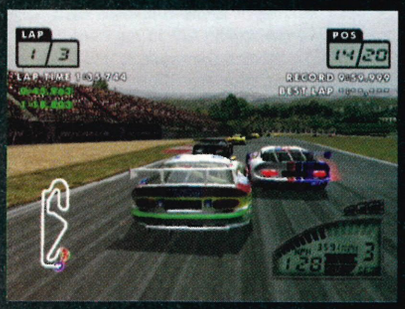
race controller

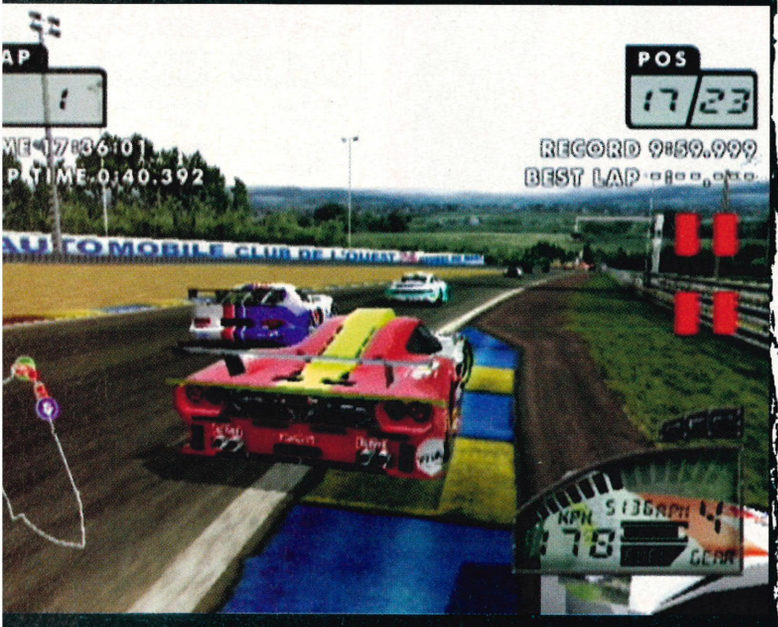
visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N





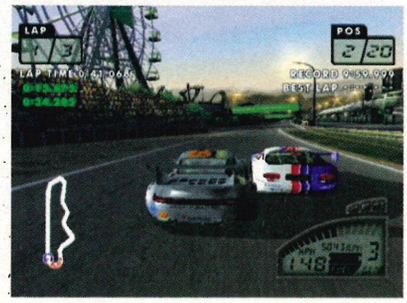


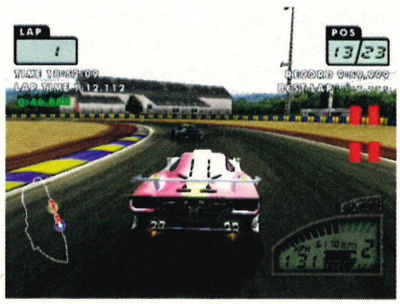
Le Mans 24

Have you got the stamina and the endurance to attempt the world's most gruelling race? Better crack open the Red Bull...

The luge, what's all that about? Some crazy berk dons a tight-fitting lycra suit, jumps on the sporting equivalent of a dinner tray and hurtles down an icy toboggan run at break-neck speeds, and this is all in the name of sport... why? It's just craziness, like pole-vaulting. Why is this necessary? When has anyone ever needed to use a pole to gain access to loftier climes? Surely we have stairs, lifts or escalators for that sort of thing? And don't even get us started on the 10,000 metres... get a bus!

When you think about it, a heck of a lot of the sporting events that ensure that certain satellite and cable channels can give you 24 hours of sport 365 days a year are a bit pants. In the world of motor racing, the wooden spoon must surely go to the Le Mans 24 Hours event. Le Mans started in 1923, when cars were not known for either their speed or endurance – back then it was really something rather special for any car not only to travel moderately fast but also be able to keep running day and night. Nowadays though, your average Reliant Robin could attain this feat so, again, what's the point? Well, none that we can see. However, this hasn't stopped Infogrames bringing the Le Mans series to as many different platforms as it can.





awesome moment

And day seamlessly becomes night... now ain't it pretty.



Foursomes

> Normally we don't like highlighting the bleedin' obvious. However, we reckon that this is one of the most enjoyable four-player games available on the Dreamcast and as such, it is worth noting. It looks great, it plays brilliantly and it never drops below 30fps. How good is that?



1



Hours

So what can this largely esoteric sporting event add to a genre of games that is rapidly becoming fatuous and bloated to grotesque proportions on the Dreamcast? The answer is, surprisingly, quite a lot actually...

Want A New Motor?

Weighing in on the Dreamcast are no less than 22 games in which racing or vehicular action are the main order of the day. Though this is not a number that is comparable to the glut of racing games on the PlayStation, it's still a heck of a lot and most follow a familiar tried and tested pattern, shying away from any kind of originality whatsoever. You know the score; here's some cars, some tracks, combined with a few different modes (Arcade, Time Trial... that sort of thing) and bingo, you've got a winning driving game on your hands. Well, maybe... obviously, *M-SR* has been the most recent revelation because not only is it a damn good driving game but it also dares to be different with tremendous success. With that in mind, *Le Mans'* lack of originality would initially seem to be its downfall. Not so, though, as the game is impressive in its own right and for our money, every bit as enjoyable *because* it doesn't try to add a new twist to the genre but focuses on good old-fashioned gameplay – and it does so to brilliant effect.

A Quiet Drive In The Countries

Le Mans doesn't rely on a popular licence or the appetite-whetting chance to drive some of the world's most desirable cars. Instead it takes a less well-known, and largely unappreciated sporting event that is based upon skill and endurance and turns it into a blinding racing game. Remember how popular the Touring Car Championships were, or even how well known Colin McRae was, before Codemasters decided that Ricard Rydell and the flying Scotsman needed to be made popular in such stellar games as *TOCA* (and sequels) and those rather successful rally games? Exactly! Melbourne House has tried to emulate this success by utilising the 24 hour racing event as a backbone for its game. The developers have fleshed out a fine racing game with a wealth of options and ten tracks (though more would have been nice, as you get 17 in an F1 game) from around the globe that tirelessly challenge and effortlessly impress.

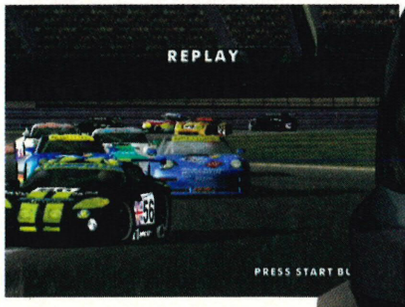
In many of the key aspects of the game, it is hard to fault. It looks awesome, it's certainly the fastest racing

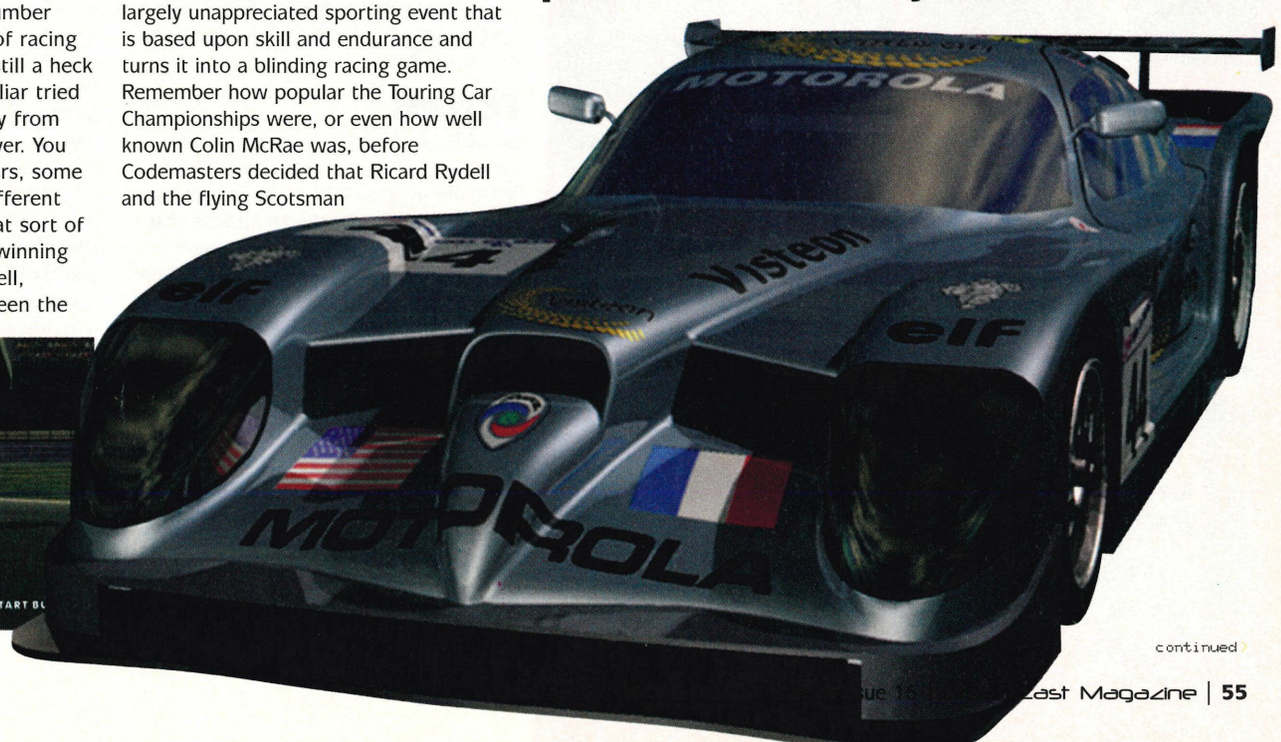
[1] Though you don't get full replays, they do look spectacular. [2] The streamlined Audi is rather sexy, but you shouldn't be looking behind you!

2

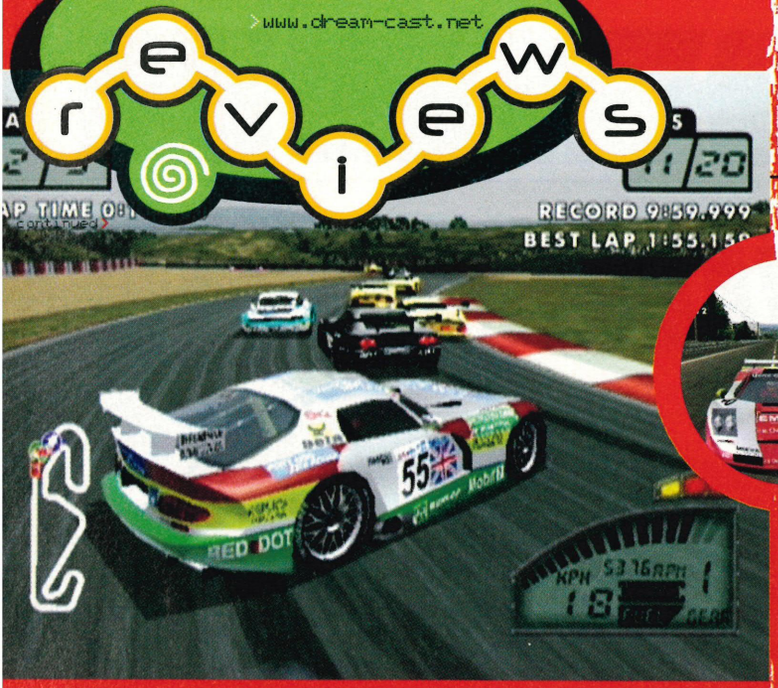


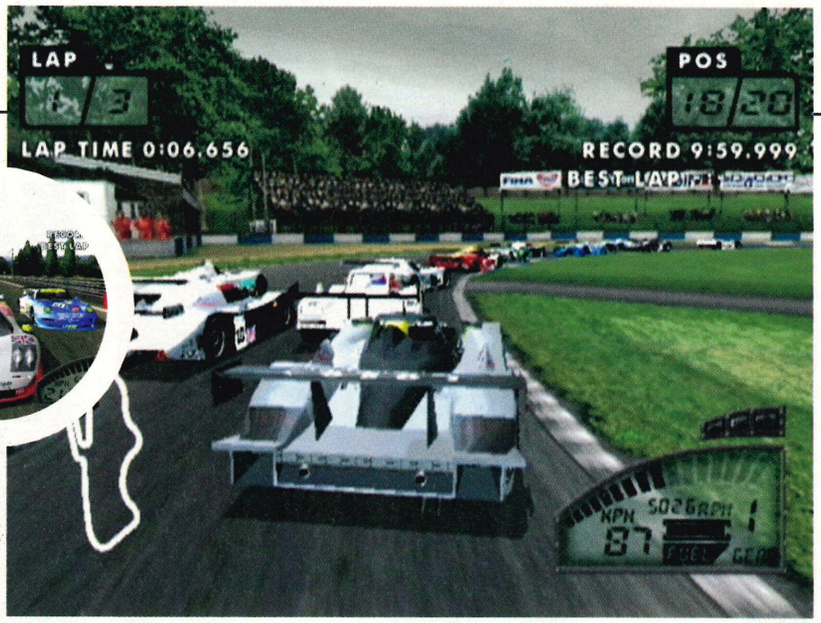
"Le Mans takes an established genre and polishes it to ultra-shiny button standards"

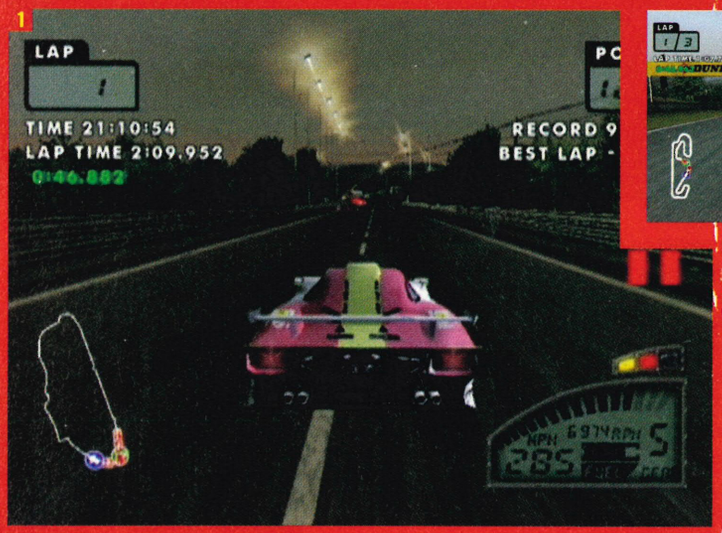


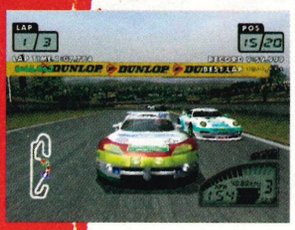


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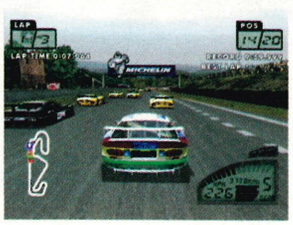


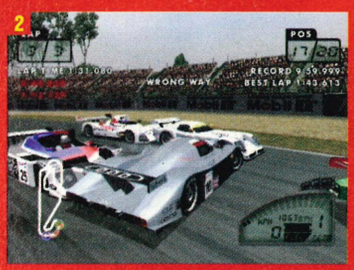












[1] Hurtling down the straight as the light begins to fade. It sho' look perdy! [2] If you can't beat 'em you can at least try to slow 'em down! [3] You have to try to get past your opponents any which way you can, but taking a tighter line on corners is extremely effective!



game on the Dreamcast to date and the skill levels (Rookie, Intermediate and Expert) are so well balanced that there's plenty of challenge for even the hardiest driving fan, with enough left in the bag for added replay value. What's more, there is a genuine structure to the game offering you the chance not only to hone your driving skills but also unlock both tracks and a vast array of bonus cars (there are 40 vehicles for you to take for a spin). In fact, the atmosphere and attention to detail (see boxout) makes a lot of racing games that we've seen on the Dreamcast over the last year look somewhat amateurish – every other racing game that follows this will have a very tough job living up to the standards set by *Le Mans*.

Pit marks

However, *Le Mans* isn't quite as finely tuned a game as we might hope. Sure, there are 40 vehicles for you to race but you occasionally get the impression that though the cosmetics of the car have been changed (sometimes drastically) the handling is a little too benign – surely racing cars at speeds in excess of 220kph should be a little more difficult and each vehicle ought to handle more obviously differently than they do. However, the biggest flaw in the game is that for all its attempts at a simulation-type approach (the realistic weather effects, the tyre wear and the atmospheric lighting effects) there's no crash physics – slam into a wall, rival racer or other obstruction and your car is unaffected. Strangely, this influences the way you drive. Without having any real reason to drive properly, other cars are barged out of the way or are used as an extra braking device which allows you to catch up to them, ram into them and eventually pass them with ease. This is not good, it's certainly not sporting and you won't find this sort of thing happening in real-life.

That said, the good clearly outweighs the bad. The graphical fripperies (glowing disc brakes, sparks, smoke, imitation reflections on the cars, weather effects, virtually no pop-up and those amazing lighting effects that transform day almost seamlessly into night) added to some superbly-realistic audio effects all blend with an easy-to-get-into game with plenty of longevity and an excellent four-player mode that is every bit as smooth as it is fast. It may not possess the originality of *M-SR* nor does it have the allure of a bright red car that makes your knees tremble. However, *Le Mans* takes an established genre and polishes it to ultra-shiny button standards and as such, is every bit as good a racing game. It really does deserve a place in your ever-growing racing game collection ahead of all other standard driving games that are currently available for your Dreamcast.

Simon Phillips

"It doesn't try to add a new twist to the genre but focuses on good old-fashioned gameplay"

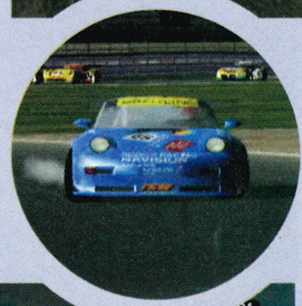
2nd opinion

> After *M-SR*, it's only to be expected that comparisons are going to be made between that and *every other driving game*. You might have expected that *M-SR* would have left *Le Mans* languishing in the pits, right? Well, you're wrong. Although it's true that *M-SR* is a great game, it's not quite as much a pure racer as *Le Mans* and that's where Infogrames' title really shines. Offering as close to the real experience as you're going to get without being French, this is a driver's driving game and if that's your bag then you're going to love every minute of it.
Martin Mathers

1







2



[1] Who needs brakes when you can slam into the back of opponents to slow you down? [2] Racing in the wet can be a treacherous experience. Remember not to attack the corners at high speeds. [3] Night racing looks absolutely stunning, though your headlights seem rubbish.

3



Extremely Silly Sports

> Having said that the racing event Le Mans is, well, a bit daft, we decided to delve a little deeper into the wide world of pointless sporting events. No doubt you can find most of them on cable TV...
[Note: Before anyone writes in we'd like to point out that this is a joke. Okay?]

Reliant Robin Banger Racing

What? It's got three wheels, it's unstable, doesn't go very fast and yet there are people out there who go out on a Sunday and race these things... there are even people who, presumably, pay good money to watch it. The mind boggles.



Snail Racing

If you are lucky a snail will travel 0.03MPH, which by anyone's standards is a mite slow. However, this hasn't stopped people setting up a World Snail Racing Championship. If that doesn't scare you then nothing will...



Chess

Whilst we have no problem with people enjoying a nice game of chess, we do have something of a problem with the idea of this game becoming part of the Olympics. We kid you not, the powers that be are thinking about it. imagine if it were televised live...



Fishing

This has to be the sporting equivalent of watching paint dry. And yet, should you be unfortunate enough to live with someone who actually likes fishing you'll probably find him/her tuning in to watch berks catching fish on a Sunday on cable TV... WHY, WHY, WHY?



infoburst

Extra information>

> Eutechnix developed the first versions of *Le Mans* on the PlayStation and the PC. Despite showing early signs of promise, they were a bit pants...

> We thought that Melbourne House was no more. Having had early success with *Way of the Exploding Fist* and *Fighting Warrior* back in the days of 'Home Computers' we thought that the Australian development house folk were soaking up the rays on some far-flung beach...



Dreamcast magazine opinion

summing up the game>

THROBBIN'	ROBIN
⊕ Silky smooth even with four players!	⊖ More arcade than simulation
⊕ Stunning eye-candy effects	⊖ More tracks would be nice!
⊕ Great learning curve with bags of longevity	⊖ The licence may put some people off

VISUALS	94%
SOUNDS	92%
GAMEPLAY	85%
VALUE	87%

DM Rating 91%

summing up

> A visual and aural treat with plenty of challenge. A great driving game that leaves others lagging behind...

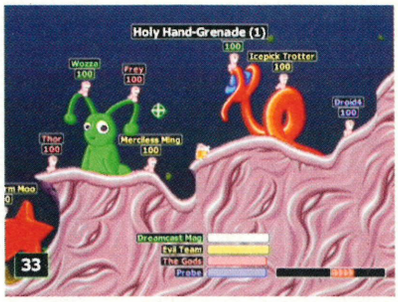
alternatively>

> M-SR

> Ferrari 355 Challenge







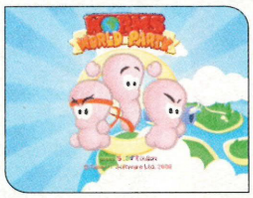
Worms Worl





essential information

Worms World Party



Publisher	Virgin Interactive
Developer	Team 17
Origin	UK
Price	£39.99
Genre	Strategy
Release	Out now


four players


vibration pack

arcade stick

modem

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Ever dragged yourself down a hillside, rubbing your arse against the ground? Better go see the vet – it seems you've got a serious case of Worms...

Ahh, the time-old tradition of franchises. Take a look at any 'big name' game franchise and chances are you'll see that even though a ton of titles have been released under the same banner, they've hardly changed as the years went by. If you want examples, how about any of EA's sports titles (thank goodness it never brought the *FIFA* games to the Dreamcast), the dreaded *Tomb Raider* or even the *StreetFighter* series... see what we mean? Of course, there's one major reason why these games don't change over time and it can be summed up in one sentence – if it ain't broke, don't fix it.

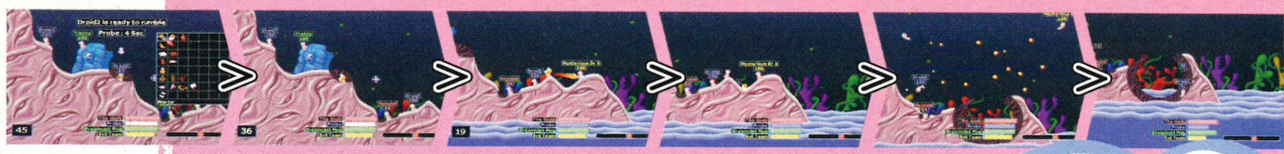
Not surprisingly then, getting to grips with *Worms World Party* (the latest in the *Worms* franchise) isn't too tough because it's pretty much the same as it was the last time around. However, this doesn't mean that you shouldn't go out and buy it... in fact, quite the opposite. Much in the same way that *Bust-A-Move 4* was a tried-and-tested formula with various 'enhancements', Team 17 has done everything that it can to improve the *Worms* concept without ruining the heart of the game. Sure, you've got your usual mix of death-dealing weapons, crazy landscapes and wriggly pink things with silly voices but now the developers have remembered to include something that was sorely missed last time...

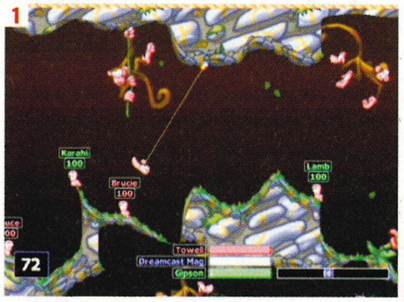
Party On, Worm

One of the major complaints that we had about *Worms Armageddon* when it arrived on the Dreamcast was that despite being a multiplayer game on an Internet-ready

awesome moment

You want some, do ya? Well, DO YA? Come on – taste my bazooka, bee-atch!





d Party

console, there was no online play of any kind. This was a major letdown – after all, what use is a modem if you can't use it to play online games against other people? Thankfully, the Team 17 folk have learnt from their mistakes with *Worms World Party*... because they've included online multiplay! It's pretty much the same system as *Chu Chu Rocket!* – simply log on and choose your preferred game style, get some other people to join in and away you go. Unfortunately, there's a limit of four people to a game (we were hoping for so much more) but four's better than none, right?

On the one-player side, you've got all the options and modes you'd expect, including the chance to build your own team and take them through various training modes, battle through deathmatches with the computer and complete missions and tasks against the clock. In an interesting twist, you've also got a Scenario mode where you're placed in a situation and have to deal with it as well as you can – for example, do you think you can deal with a team of super worms with a single worm armed to the teeth? You're welcome to try...

Aside from the online additions though, *Worms World Party* is much more of an upgrade than an entirely new game. However, the fact that you CAN play the game with other people without having to drag your mates round your house all the time makes this an essential purchase over *Worms Armageddon*. If you haven't got a *Worms* game yet, get this one. If you have... well, trade it in and get this one. Go on... you know you want to.

Martin Mathers

"Team 17 has done everything it can to improve the concept without ruining the heart of the game"







[1] Mastering the Ninja Rope ain't easy when you haven't got any arms. [2] Watch out for Armageddon – everyone suffers when it hits! [3] You can't really miss at this range, can you? [4] Hmm, the Fire Punch. Do you think they've nicked that from somewhere?



2nd opinion

> Some games franchises refuse to die and thankfully, *Worms* is one of them. Over the years a good session on *Worms* has eaten up many an otherwise dull hour. Though this hardly adds anything new in terms of gameplay to the series, the inclusion of online play is a real bonus, making *Worms World Party* the ultimate version available for the Dreamcast. Not that I wish to repeat the words of my esteemed colleague but you really ought to invite yourself to the party.

Simon Phillips

infoburst

Extra information>

> In spite of various cosmetic changes and other additions over the years, the *Worms* franchise has hardly changed since it was devised in 1993.

> Of all the weapons in the game, our favourite has to be the Exploding Old Lady... if only because we get to dish out major octogenarian pain with it.

> Don't believe what you hear – chopping a worm in half WON'T make it grow another head. You're sick, all of you.

My Worm And Other Animals

> It's not just worms that appear in videogames, you know – despite the fact that they don't do much apart from scuttle about and get squished by newspapers, there have been plenty of games based on insects... and they're all a bit crap.

Centipede

Yes, we know that this is heralded as one of those classic 'retro' games that everyone used to love. Have you played it recently though? Not exactly challenging, in our opinion... but then what do we know? Tons, that's what.



Bug!

Hey, here's an idea – why not make a totally generic platform game with no redeeming features whatsoever, then make all the levels green and brown (to make it look like a garden) and have an odd-looking insect as the hero? Ugh.



Zool

Oh look, it's an ant. Not just any old ant though... he's actually a ninja ant from the Nth dimension. Yeah, right. Take one bog-standard platform game, throw in some 'original' characters and voila! An instant gaming hit. Really.



summing up the game >

Dreamcast magazine opinion

WORM	MAGGOT
⊕ Still one of the most playable games around	⊖ Nothing much has changed since last time
⊕ Multiplayer online play. Hoorah!	⊖ Not as fun if you're playing on your own
⊕ Mmm, mass worm destruction...	⊖ Computer opponents are either really stupid or really sly

VISUALS	72%
SOUNDS	74%
GAMEPLAY	92%
VALUE	86%

DM Rating 85%

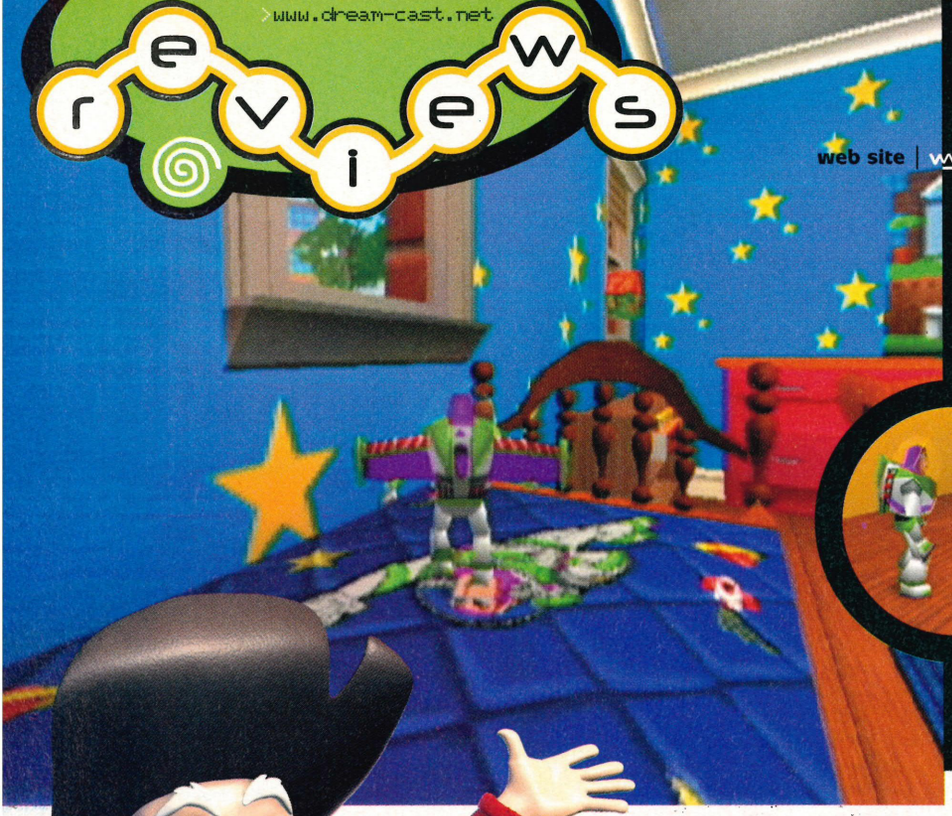
summing up

> Finally, *Worms* enters the online age. If you are even slightly into online games at their best, you'll want to get hold of this right now.

alternatively >

> Worms Armageddon
> Chu Chu Rocket!

web site | www.activision.com



essential information

Toy Story 2



Publisher	Activision
Developer	Traveller's Tales
Origin	US
Price	£39.99
Genre	Platform
Release	Out now



one player



vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Toy Story 2

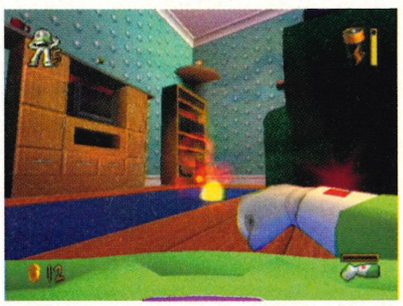
Oh, look – it's an old PlayStation/N64/Game Boy game that's been brought to the Dreamcast. We've never seen that before...

Hmmm, film licences. As far back as we can remember, popular films have been turned into videogames in order to 'cash in' on the hype... and they've all been platform adventure games. Well, most of them. *Batman*, *Mission: Impossible*, *Alien3*, *Star Wars*... the list goes on. The most guilty franchise of them all, though, has to be Disney films; being aimed at children, they've got to be games that are easy to play and yet fun at the same time. Which is why they're all platform games, obviously. First there was *Toy Story*, then *A Bug's Life* then *Tarzan* and now... well, they've finally brought one over to the Dreamcast. Whoopee.

To be honest, we're a bit surprised that *Toy Story 2* even made it to the Dreamcast – the film has already been and gone, so it's not as if there's any publicity for it. Still, considering that the same game has already appeared on the PlayStation and the N64 (and we do mean EXACTLY the same game) it's no shock that Activision is trying to squeeze every last drop out of it before it moves on. Saying that though, the people there have done a reasonably good job with this one – despite being 'just' a Disney film licence game... well, it's actually not all that bad.

We've Got A Woody

If you've seen the film, you'll know the plot – evil toyshop owner Al steals Woody from a yard sale, so Buzz and the gang venture out into the big wide world to rescue him. What this breaks down into in game terms is lots of big levels, full of toy-shaped enemies, and plenty of puzzles to solve... yep, it's a generic





awesome moment

Buzz has got a huge range of moves... especially considering he's just a toy.



Games On Film

> If you want our opinion, games companies are picking the wrong films to turn into videogames. *Toy Story 2*? *Jurassic Park*? Who cares? Give us something with plenty of violence any day...

The Matrix

Well, it had to be in here somewhere, didn't it? All those guns and moments of spinning through the air in slow motion... Simon begs, nay demands, that someone brings *The Matrix* to a console near you NOW. Hey, he's always right... most of the time. So come on – let's do it... please?

American Psycho

No, we don't have a dog and yes, it is a raincoat. They said it was the book that could never be made into a film... but they were wrong. Now we say that they should make it into a game as well – just so we can use it as an excuse to vent our anger and frustration. Hey, Paul? Aaargh!

Gladiator

No, not the rather crap gameshow with Wolf, Hunter and Ulrika-ka-ka – we're talking about the great Roman Empire flick with Russell Crowe in it. The thought of being able to swing a big sword and lop off a head or two while looking butch makes us all excited. Really.

platform game of the highest calibre. On the looks and sound side, it's certainly above the standard of the other versions but even so, it's not exactly pushing the Dreamcast to the limit. Still, it's quite good fun for people who are into that sort of thing – we can't deny that we wanted to have just one more go, in case we could get past that incredibly annoying and tricky next level.

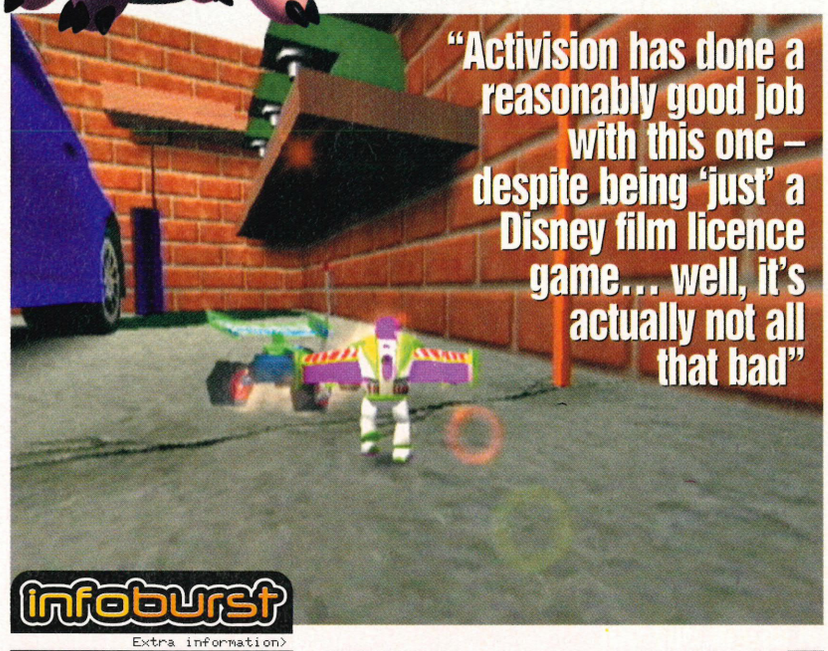
Of course, it is quite annoying in places. Because the camera seems to have a life of its own and the controls are very sensitive, you'll find yourself missing relatively easy jumps and having to repeat an entire section of the level all over again. Aargh! We really can't express how irritating it is to see a game that stops itself from being a 'great' game just because someone couldn't be bothered to sort out the problems with things like that...

When it comes down to it though, this is one of those 'gap-filling' games – if you really can't wait to buy something until the next big thing comes out, *Toy Story 2* will probably keep you occupied for a week or two. It's not amazing, but it's not terrible either; it just a game that's already been out on virtually every other system on the planet. Give it a go if you're desperate for something to do... you probably won't regret it too much.

Martin Mathers







[1] Buzz Lightyear – now comes with easy-to-fit wings! **[2]** Of all the challenges, our favourite has to be taking on R-C at a dash around the track. **[3]** Hey, what a nice car. Fancy taking it for a spin, do ya?

"Activision has done a reasonably good job with this one – despite being 'just' a Disney film licence game... well, it's actually not all that bad"

infoburst

Extra information>

> Pixar's most recent project is the film called *Dinosaur*. We've seen it and it's pretty damn smart.

> Unfortunately, not all computer animated films are great. Take *Titan AE*, for example – that was a turgid pile of arse if ever we've seen one.

> Although the games aren't all that special, we really like Disney films. Especially *The Lion King* – we saw it at the cinema three times.





2nd opinion

> It might look a damn sight better than the versions that have appeared on the PlayStation and N64 but that's about the only saving grace of this game. It's been around for around a year on those lesser consoles, thus making a Dreamcast appearance next to pointless, apart from the fact that it just so happens to be released just when the video is. Now there's a cash-in if ever I smelt one.

Alex Warren

summing up this game>

Dreamcast magazine opinion

BUZZ

- ⊕ Disney games are always popular
- ⊕ Perfect for young and old gamers alike
- ⊕ Well, it isn't really that bad to play

SCUZZ

- ⊖ Ooh, it's another generic platform game
- ⊖ The camera is really, REALLY dodgy
- ⊖ Can you say 'big cash-in'? We can...

VISUALS	72%
SOUNDS	69%
GAMEPLAY	75%
VALUE	73%

DM Rating 70%

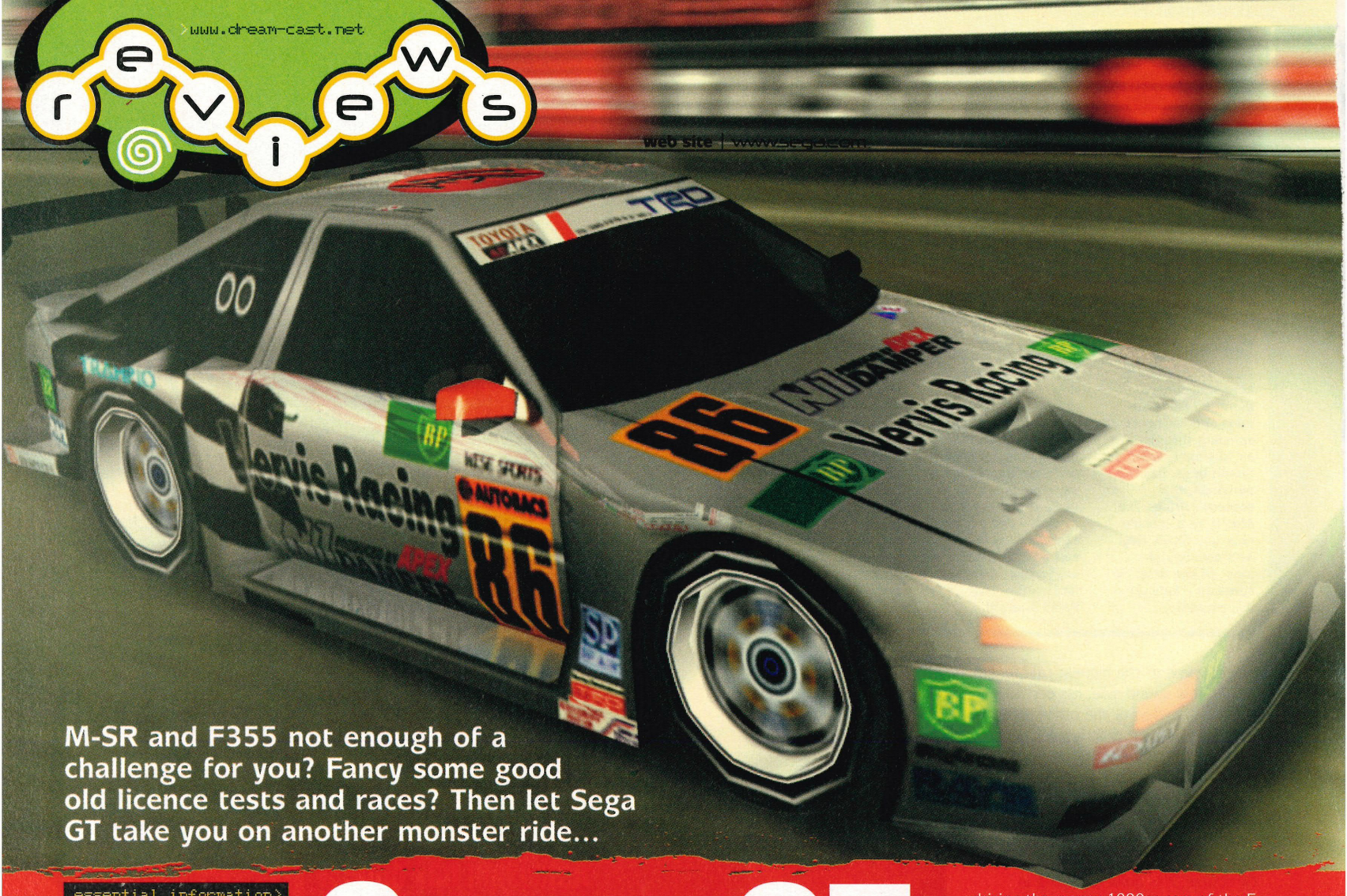
summing up

> Disney fans can rejoice, but everyone else should try before they buy. You'll know if you want this one...

alternatively>

> Rayman 2

> Super Magnetic Neo



M-SR and F355 not enough of a challenge for you? Fancy some good old licence tests and races? Then let Sega GT take you on another monster ride...

essential information>

Sega GT



Publisher	Sega
Developer	In-house
Origin	Japan
Price	£39.99
Genre	Racing
Release	8 December


two players


vibration pack


race controller


modem


visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	Y

Fancy some pocket racing? Well here ya go. See the boxout for a full dissection.

Sega GT

So *Gran Turismo*'s the greatest racing game ever made, huh? Well, sorry to ruin the party Sony, but there's a new kid riding into town and quite frankly, it kicks some serious butt. So you still wanna fight? Make no mistake, *Gran Turismo's* reign as king of the console racers is about to come to an abrupt end. Why? Because *Sega GT* is here.

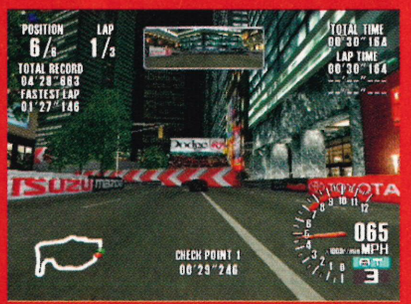
A Grand Day Out

Like *Gran Turismo, Sega GT* is one of those games that once you've settled down to play, you'll find infuriatingly hard to leave alone. If you think that it's the sort of game that you can sit down with for a quick spin you'd better think again, as there's no way that you'll be able to play this game for anything less than a month at a time. Be warned now – it will swallow your days whole without you even realising, such is the compulsive nature of the gameplay.

As with *Gran Turismo,* there's a whole series of licence tests which you must endure before you can graduate from driving the crappy 1000cc cars of the E-Class to the turbo-injected beasts of the SA-Class. The real beauty of this, and the game's overall design, is that you have to work your butt off to earn enough money and pass enough tests to be able to indulge in the high-speed delights of the higher range cars. Which basically means you'll be glued to the spot.

Not only that, but there's a whole load of official and event races for you to get your teeth into, which are where the big bucks are sitting ready to be made. The more races you win, the more money you earn, giving you the funds for those all-important upgrades when you head into the garage. New tyres, engine tuning, new brakes and suspension – you name it, you can tinker with it, thus transforming moderate cars into shadows of their former selves. More importantly though, it means new cars. And when we say new cars, what we really mean to say is a fleet of new cars. Over 100 enough for you?

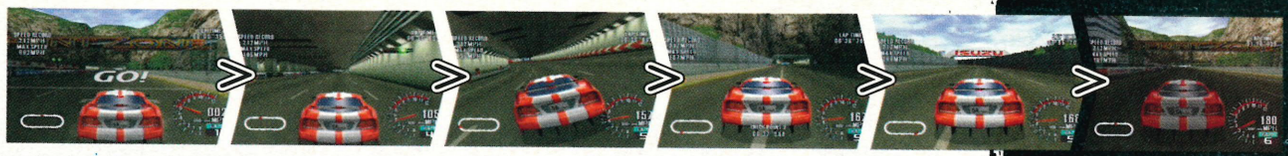


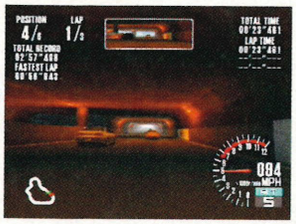


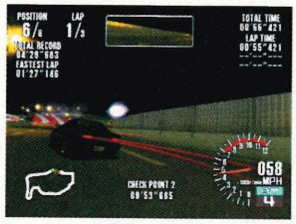


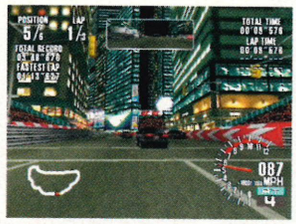
awesome moment

Going around the Speed Zone at 175mph blows your mind.

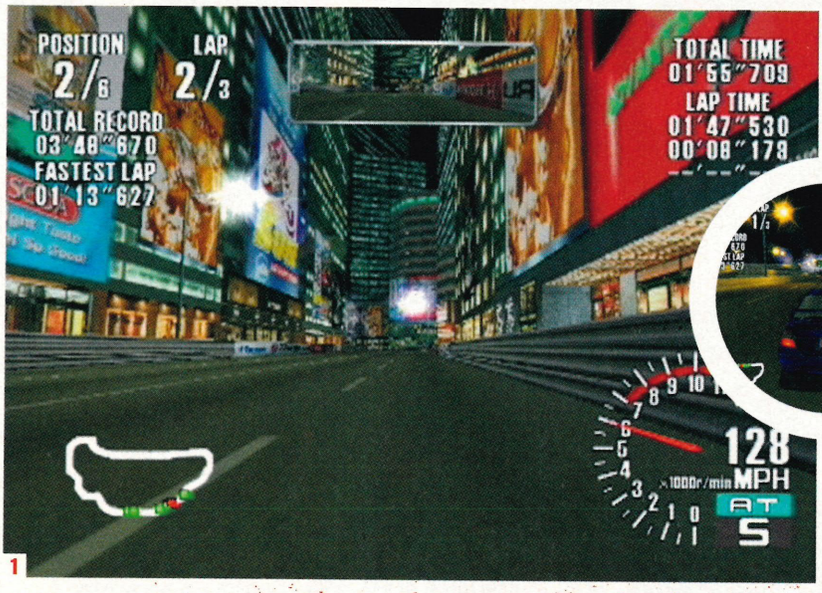




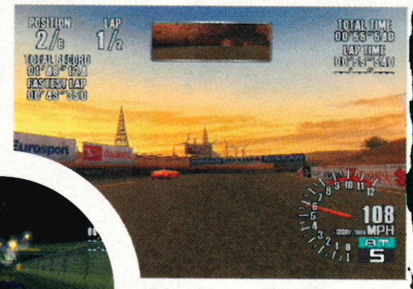


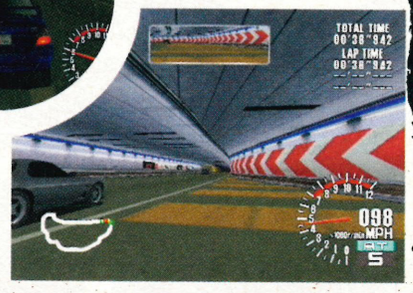






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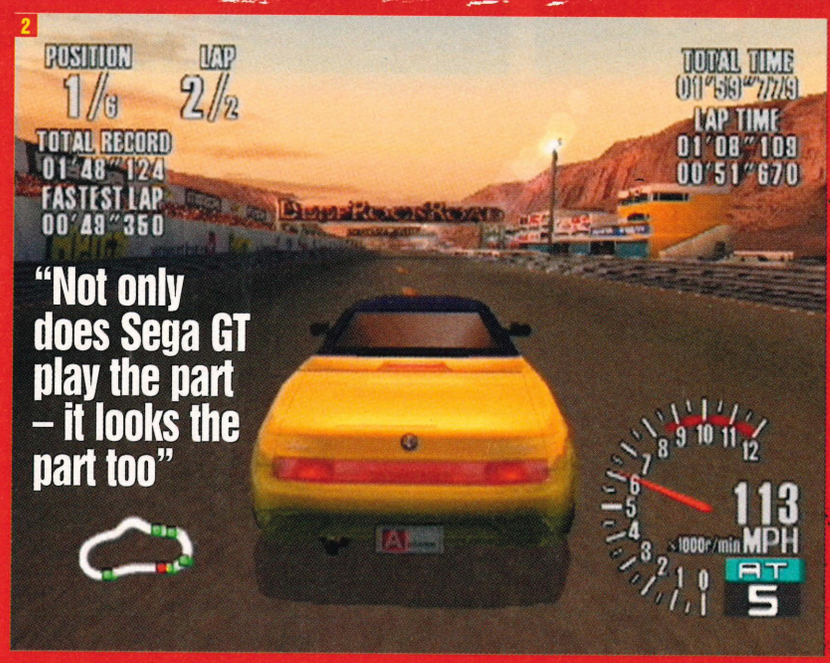




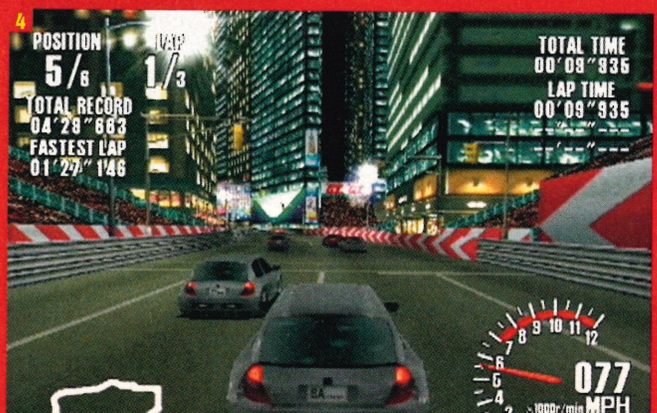
Highway To Heaven

Featuring 17 manufacturers with cars on show, including the likes of Honda, Peugeot, Toyota and Mazda, as well as the newly recruited Ford, Dodge and Fiat licences, to say that you're spoilt for choice would be something of an understatement. Even better, you can feel even the smallest of differences between the cars in terms of speed and handling, which creates a real affinity between driver and vehicle – a sure sign of a great racing game if ever there was one. The cars themselves handle like a dream for the most part, although you will get one or two which slip and slide about like a female mud-wrestler, and are just as hard to handle. But then if you're not satisfied, you can just build your very own personalised dream car down the Carrozzeria if that's what takes your fancy.

But it's not just the massive range of cars and compulsive gameplay that Sega



2



4

[1] Graphically Sega GT is the perfect accompaniment to Ferrari 355 and MSR. [2] The car models might not be the greatest ever seen, but they're licensed, and they handle like a dream. [3] As with every racing game there's the obligatory snow-covered mountain stage, but you can hardly complain when it looks this good. [4] You're going to have to drive your socks off to complete all the licences and open all the expensive high-powered cars.

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Extra information

- Isn't it great being European? We get more cars and manufacturers than the Japanese.
- Sponsors of the event races include McDonalds, Virgin Atlantic, Excite, Hertz and Bridgestone.

Do It Yourself

So you've unlocked every car in the game, mastered them all and won every race with them all, leaving you just one challenge – make your own. Just head down the Carrozzeria and build your very own personalised gas-guzzling super car. But it's not as easy as it looks as you'll have to test it rigorously and tweak the set-up to perfection before you can stand a chance of winning races. Just make sure you've got enough money for those all-important up-grades.



First up you've got to choose what size engine you want.



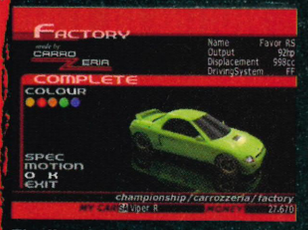
It gets more technical as you decide your engine set-up.



With an impressive choice of bodies, it's a tough decision.



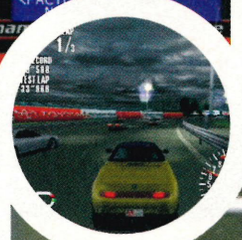
So where do you want the power of your car?



Finally, pick the colour and hey presto – you have your own car!





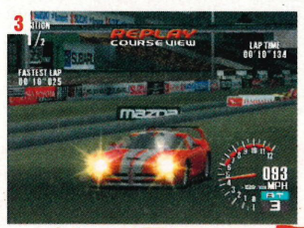


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Extra information>

> In Japan the game was called *Sega GT: Homologation Special*.

> Play this game for too long and you'll think that you can actually drive in real life, even if you haven't passed your driving test.





[1] Just check out the wealth of options available to you... now where do you start? **[2]** Aah... the Dodge Viper. If you want a really vast car then this is the beast for you. **[3]** If you thought the game looked good, you'd better check out the replays. **[4]** Although there aren't as many courses as you might like, it's made up for by some great track design.

has deigned to spoil us rotten with. Hell no. Not content with providing us with garage-loads of cars and races galore, Sega has only gone and given us one of the best-looking, not to mention realistic, racing games that you're ever likely to see. *Gran Turismo* might have been the benchmark for racing games on the PlayStation in terms of numbers and depth, but let's face it, it was hardly the most attractive kid on the block.

In contrast, *Sega GT* not only plays the part – it looks the part too, with each car made up of over 1200 polygons, and the courses proving to be idealistically-realised backdrops. In other words, it looks gorgeous – at least for the most part. One or two of the courses, generally the city-based ones, do leave a little to be desired in their general appearance and lack of graphical panache but otherwise there's little to fault them on. As you speed along the twisting tracks of the countryside you can't help but take in the majestic views on offer, but here's a little tip – save it for the replay, as you'll need all your concentration for the road ahead.

No Tourists Please

However, as with most games, *Sega GT* does have one particularly vicious thorn in its otherwise unblemished side. The music. Quite why developers continue to punish our ears with some of the worst in-game music ever is one of life's little secrets, and looks to remain so. It's not that it's a problem that's exclusive to this game either – just look at the way the rock riffs of Van Halen ruined the otherwise delightful experience of that other Sega-driving gem, *F355 Challenge*. On the other hand, you could just turn the music off and listen to the purr of the engine and the screeching of the tyres, which is an altogether more appealing proposition.

In the end, there's no denying that as racing games go, *Sega GT* has got it all. It might not quite have the looks of *F355* but the fact that it has over 100 cars and 22 tracks more than makes up for that. The addition of the first proper VM mini-game (see boxout) is just another plus, making it an incredibly well-rounded package. Basically what we're saying is that if you're a driving fanatic and want a racing game that not only looks great but has the ability to keep you hooked for hours, *Sega GT* is undeniably the game to keep your every whim happily satiated. Accept no imitations.

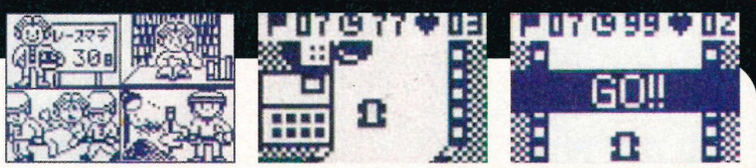
Alex Warren

2nd opinion

> Driving games overload! *Sega GT* is a top title that up until recently would have been voted best racing game on the Dreamcast. It borrows the same template as the original *Gran Turismo* which you would have thought would elevate the game somewhat. However, *Gran Turismo 2* went one better, offering even more options, more tracks and a shedload of cars. So whilst *Sega GT* looks good it still seems like a tarted-up *GT* copy and has been totally eclipsed by the superfluous *M-SR*. Definitely worth a look though.

Simon Phillips

Homo In Your Pocket



> At long, long last Sega has deigned us worthy of a proper mini-game for the VM unit, the so-called *Homo Pocket*. Weighing in at a massive 128 blocks, it might take up most of your VM unit but who cares. As a wandering racer you must find yourself a drive and with 30 days before race day, you'd better get a move on with your training. You can gain strength and other stats by training (swimming and running) but to train you need money, which you earn by doing part-time jobs, including construction work and a job as a mechanic. Come race day the pressure's on as you race your car in a top-down styled race. It's hardly great, but at least they made the effort.

summing up the game >

Dreamcast Magazine opinion

GREAT	GROT
⊕ Loadsa, loadsa cars	⊖ Long learning curve
⊕ Looks great	⊖ You call that music?
⊕ Sooooo much to do	⊖ No... lost us

VISUALS	89%
SOUNDS	79%
GAMEPLAY	88%
VALUE	93%

DM Rating 89%

summing up

> An incredibly well-rounded game that will keep car and driving enthusiasts happy for a long, long time.

alternatively >

> Ferrari 355 Challenge

> M-SR

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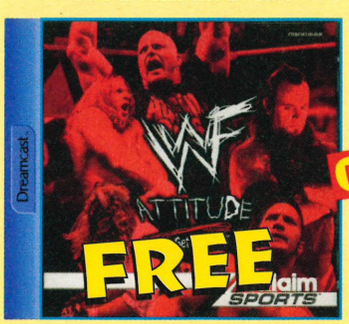
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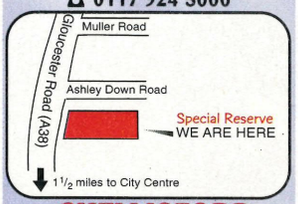
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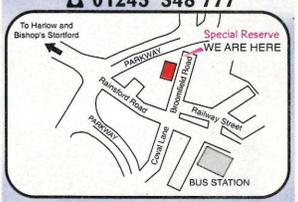
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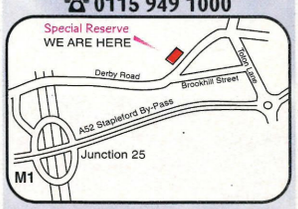
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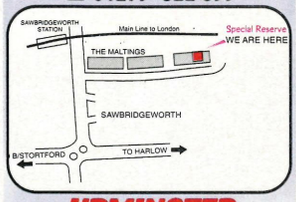
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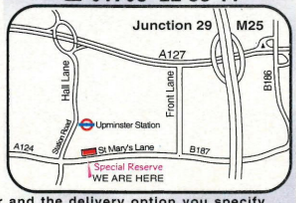
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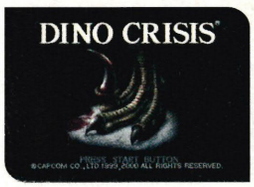
web site | www.capcom.com







essential information>
Dino Crisis



Publisher	Virgin Interactive
Developer	Capcom
Origin	Japan
Price	£39.99
Genre	Action/Adventure
Release	Out now



one player



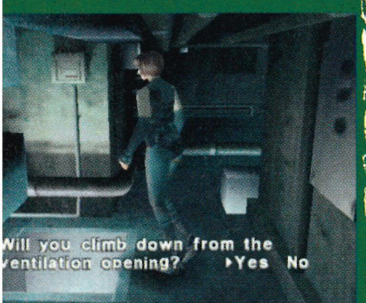
vibration pack



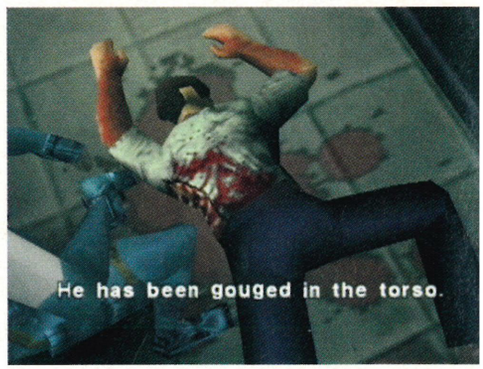
visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

The VM screen keeps track of which weapon you're using, the amount of bullets you've got left and your health – very handy.



Dino Crisis



Obviously, Jurassic Park and The Lost World weren't enough – those pesky dinosaurs are back for more. It's a crisis, baby!

There comes a time in every man's life when you realise that you're being ripped-off. Whether it's seeing how much money you've got to pay the taxman every month (it's a conspiracy, we tell you), only getting eight Chicken Nuggets in a box of nine or having to play yet ANOTHER dismal Dreamcast conversion of a PC game, it all gets a bit much in the end. Honestly, if it wasn't for the fact that we're all really laid back blokes, the whole DREAMCAST MAG team might just explode in a fit of violent rage... really, we would.

Which is why the release of *Dino Crisis* on the Dreamcast makes us want to curl our hands into fists and punch the people responsible for releasing it. Not necessarily because it's a bad game – in fact, the original PlayStation game was pretty much played to death when we had it many moons ago. No, the reason we want to do the folks behind this an injustice is because despite being converted from a good PlayStation game, it looks as though Capcom has just banged the Dreamcast version out in five minutes in order to make a quick buck. It's a simple process – popular PlayStation game is brought to the PC, PC code is hastily converted to the Dreamcast, DC version looks crap... end of story. They did it with *Resident Evil 2* and no doubt they'll probably do it again. It just makes us... so... MAD! Aargh!

Drama Out Of A Crisis

In case you missed it, the plot is typically *Resident Evil* in style... only with dinosaurs instead of zombies. A scientific research lab on a distant island, broken communication lines and a whole bunch of missing soldiers play a part in it, as well as loads (and loads) of nasty dinosaurs – if you can't work the rest of the story out from that, there's something wrong with you. The game itself is pretty solid and takes plenty of cues from Capcom's previous efforts into the genre of survival horror; however, it is incredibly hard from the start, so people who like to be broken in gently might be put off all together.

Unfortunately, the PC-to-DC conversion process hasn't been kind to *Dino Crisis*. Graphically, it's a pretty shoddy effort – it's crisper than the PlayStation original but still looks nothing like what a good Dreamcast game should. It's also ridiculously slow, to the point of us shouting at the screen when we were trying to 'run' down a bog-standard corridor because we were getting nowhere fast. Things like this are easily corrected on the Dreamcast if a little care and attention are given... but they obviously weren't here.

Like we said, it's not that the game is bad – it's the poor conversion quality that bothers us. Fans of the survival horror genre will lap this up despite the inadequacies, but the rest of you might want to think hard before parting with your hard-earned cash for this disappointing title.

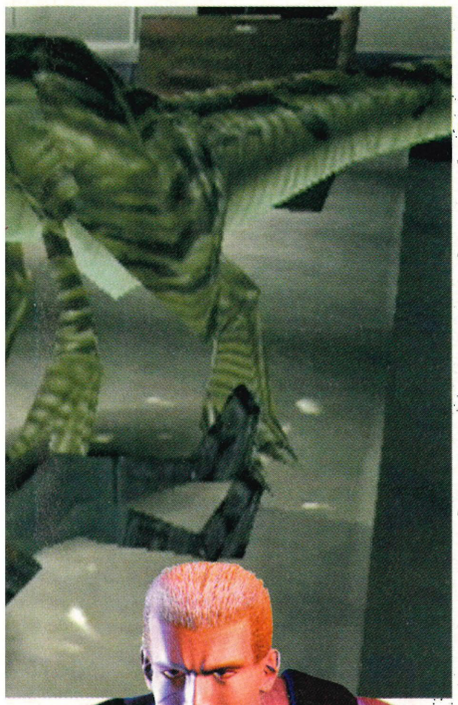
Martin Mathers

"It looks as though Capcom has just banged the Dreamcast version of Dino Crisis out in five minutes to make a quick buck"

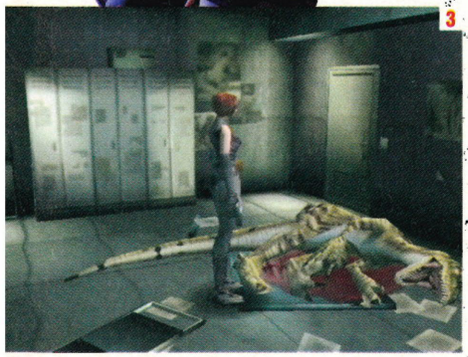
awesome moment

At least coming up against the T-Rex for the first time is still pretty frightening.

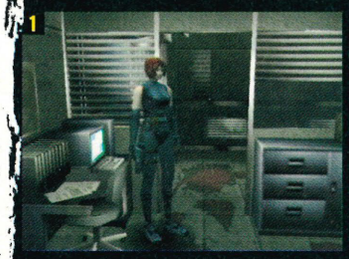








[3] A dead raptor – believe us, you'll be seeing a lot of these... [4] Run, Regina... run! You'd never guess there was a raptor behind her. [5] For some reason, all the important items spin round – yeah, that's believable.





[1] Hmm, probably not a good idea to stand there, Regina! [2] The motley crew from the game – can you guess who makes it out alive?



It's In The Can







When it comes to PC games, they generally fall into two categories – badly-done conversions or games that are supposed to be coming out and then get canned for no reason whatsoever. Want some examples? Here ya go...

Baldur's Gate

There's nothing we like better than a good slice of role-playing action and adventure, so why was it cancelled? We don't know. We weren't too happy when it was, though...

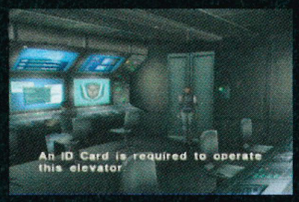
Messiah

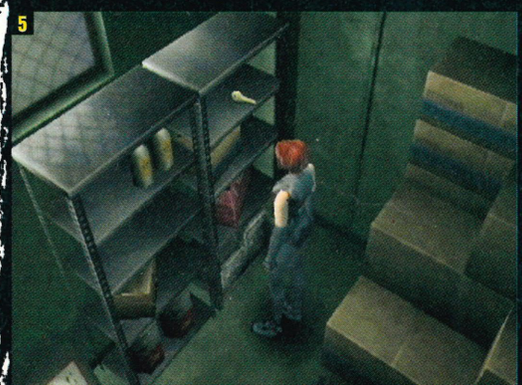
Coming from Shiny Entertainment's Dave Perry, we were all looking forward to bodily possession and top-notch adventuring. No surprise then, Interplay cancelled it.

Max Payne

You saw how good this game looked in the PC/DC Special in issue 11... so Take Two ceased working on a DC version! We've heard since, though, that it's actually a bit pants...







[5] For some reason, all the important items spin round – yeah, that's believable.

infoburst

Extra information

- Not surprisingly, *Dino Crisis 2* on the PlayStation came out before the Dreamcast version of *Dino Crisis*. And it's more fun.
- Even worse, it now looks pretty certain that *Code: Veronica* is going to be ported to the PlayStation2. We can't take it any more!
- Other dodgy PC-to-DC conversions we can think of include *Star Wars: Episode One Racer*, *Tomb Raider 4* and *South Park Rally*.

2nd opinion

Resident Evil Code: Veronica – need I say more? Why bother throwing hastily converted cack our way when we've already been spoiled with one of, if not *the* finest, survival horror games ever? It's not that this is *that* bad, it's enjoyable enough and certainly of a quality we would expect from Capcom. However, we want original games, not lazy rehashes, okay?
Simon Phillips

summing up the game

Dreamcast magazine opinion

RAPTOR

- The PlayStation version was very popular
- Gripping story line
- Another classic Resident Evil-style game...

CRAPTOR

- Talk about a dodgy PC-DC conversion...
- Far, FAR too difficult... even for us experts!
- Could they have put any less effort into it?

VISUALS	79%
SOUNDS	85%
GAMEPLAY	88%
VALUE	71%

DM Rating 76%

summing up

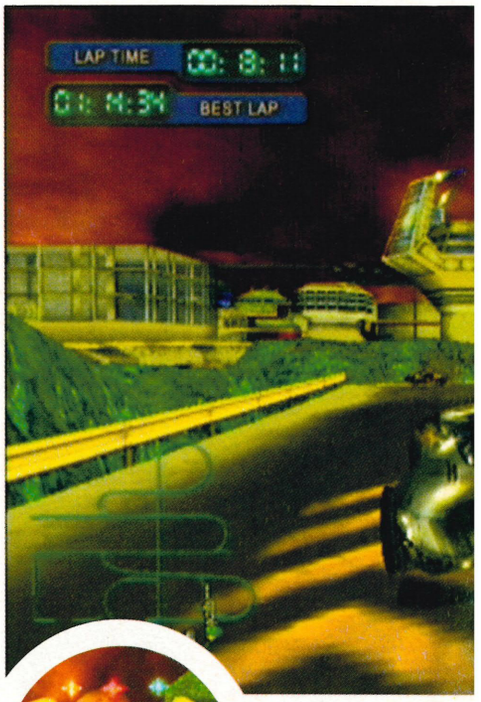
Direct PC conversions are always disappointing and this one's no different. All we can ask is why, Capcom... why?

alternatively

- Code: Veronica
- Resident Evil 2

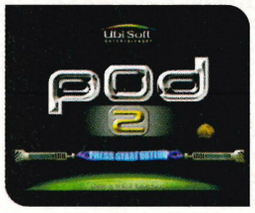


web site | www.ubisoft.co.uk



essential information>

Pod 2



Publisher	Ubi Soft
Developer	In-house
Origin	UK
Price	£39.99
Genre	Racing
Release	Out now


two players


vibration pack


race controller


modem



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N





POD 2



It's the first Dreamcast racer with full online multiplayer but has it got enough pulling power to make you run up your phone bill?

Times are changing in the gaming world and online games are most definitely going to be a big part of the future... that is, of course, if a game appealing enough appears that can capture both the imagination and the intense thrill of multiplayer competition. *POD 2* is a new breed of racing game emerging into the Internet era, with both a two-player arcade option and online experience. For the first time on your Dreamcast, you can hook up to the Internet to play the Championship mode and actually *race* online against many other challengers, rather than just downloading their best lap times.

Bring On The Revolution!

Online gaming does present a huge challenge to gamers world-wide, offering competition for all levels of players. *POD 2* is a fairly good place to start as it is uncomplicated to play and can be mastered easily. However, this is also a big down point, as you can get very good in just a few laps. The game has a futuristic look in vehicle and track design, and you can collect weapons and power-ups to enhance your craft. Each player also has a stock of nitro fuel for turbo boosting, but this can be used up very quickly.

With all these elements, you'd think that a good racing game could be lurking underneath but sadly, this isn't the case. There are only a limited selection of weapons and power-ups (three to be precise) and these are as unimaginative as a Turbo, more Shield Energy and a funny zapping weapon (we use this term loosely)... ooh, how exciting. The lack of weapons is a real disappointment as the game can become very boring in no time at all. Try to imagine lap after lap of attempting to beat your record, with no missiles to bring down your opponents – what fun...

On Second Thoughts...

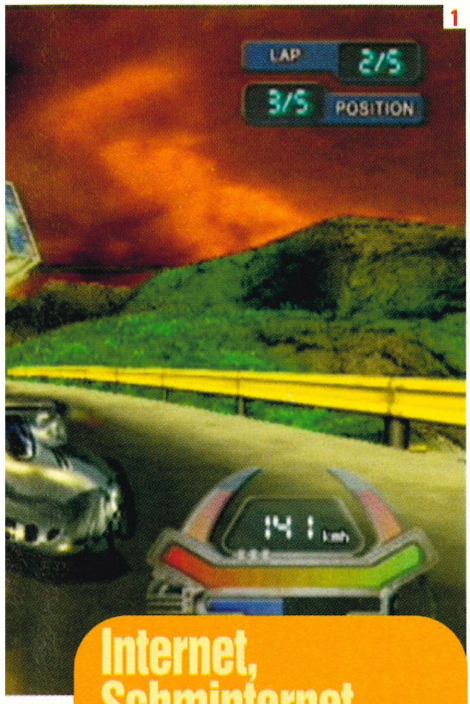
There are plenty of vehicles to choose from, each with different stats for speed, handling, acceleration, brakes and so on. The control is fairly simple and you can choose from three different views of the action, but it is a little twitchy, which makes it tough to maintain momentum around certain corners. The additional nitro does give the game plenty of pace, but we feel you need a little more than speed alone to make a good racer.

POD 2 is an extremely disappointing game that is in dire need of some good

awesome moment

If you use your nitro, the speed can even reach a slightly challenging point!





1

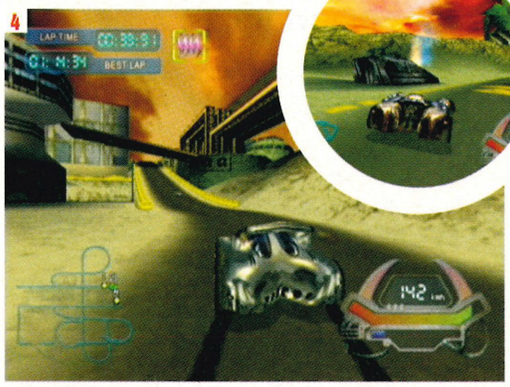


2





3



4

[1] The futuristic cities look superb but how much time is there to admire scenery at 200mph? [2] The turbo boost gives a great feeling of speed – now where can I find a weapon? [3] The jumps are one of the most exciting bits of POD 2. Wow, how exciting is that? [4] Leaving trails of worn-out rubber, the car slides majestically around the bend and into the wall!

Internet, Schminternet

> Turn on, tune in and spend hours downloading useless rubbish!

Porn

The amount of porn on the Net is incredible. If you do find yourself lured into a free-pictures site you'll find nothing but dodgy adverts appearing in new windows!

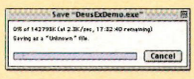
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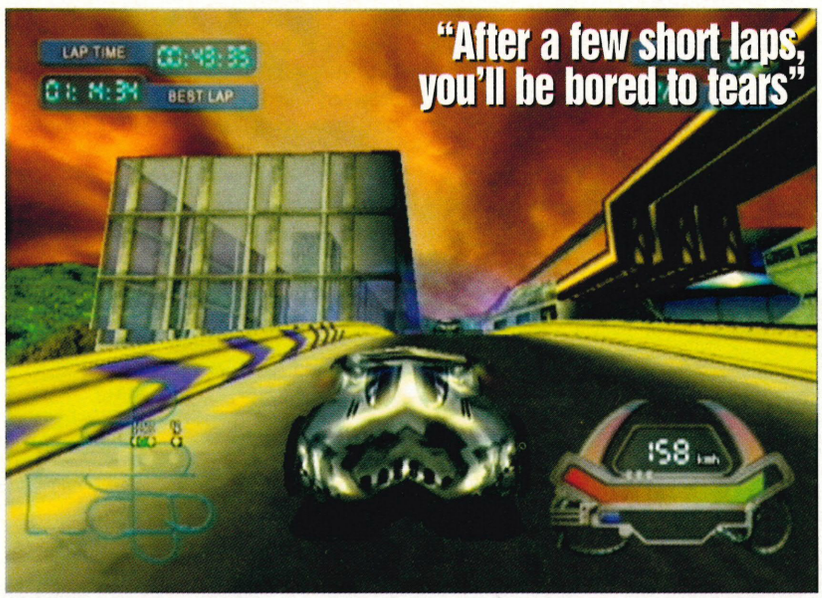
There is absolutely nothing worse than hitting a link, only to find that the page has moved or never even existed in the first place.



Download Time

Whenever you choose to download anything from the Internet it can take an absolute age... sometimes even hours. This can be very off-putting, to say the least!





weapons. The online side of the game has taken pride of place, and while this might sound good, the game is diabolical when not connected to the Web – one five lap race around the course of your choice with four other vehicles on your tail is not much of a game. *POD 2* is good fun online, but unless you get free Internet calls it will probably stay firmly inside its case. Bright, clear graphics and simple controls make it playable by everyone, but after a few short laps you'll be bored to tears. There's more fun to be had chasing chickens around the coup or watching *Question Time* on the telly!

Russell Murray

infoburst

Extra information>

> We at DREAMCAST MAG are totally unsure what *POD 2* actually means. Here are a few ideas on what we thought it might stand for...

> Pile Of Dogpoo 2

> Pound Of Duckcack 2

> Pigs Of Doom 2

> Pants Of Disastrous 2



2nd opinion

> If there's one thing we want more than anything, it's more online multiplayer games for the Dreamcast. However, if they're going to end up being anything like *POD 2*, you might as well forget it right now. Online racing is a good idea in theory, but when you sacrifice everything good about the game just to put it on the Net, there really isn't much point. No decent weapons, cars or tracks, poor computer AI and practically no game if you're not online...is it worth it? We'll stick to downloading fastest lap times for now, thanks very much...

Martin Mathers

summing up the game >

Dreamcast magazine opinion

ONLINE	OFFLINE
⊕ It's online racing – hooray!	⊖ No missiles, guns or bombs
⊕ Jumps and multiple routes	⊖ One-player game is abysmal
⊕ It's got plenty of speed	⊖ Championship mode only available online

VISUALS	70%
SOUNDS	56%
GAMEPLAY	57%
VALUE	45%

DM Rating 59%

summing up

> Despite having online capabilities, *POD 2* is so badly done that it's almost unplayable. Sad, but true.

alternatively >

> Star Wars Racer

> MagForce Racing

essential information

Kao The Kangaroo



Publisher	Virgin
Developer	Titus
Origin	France
Price	£39.99
Genre	Adventure
Release	Out now


one player


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Kao The Kangaroo



You already have Sonic and Rayman, but does the Dreamcast need another cute and loveable mascot? Well, that depends on you...

If there's one thing that the Dreamcast is desperately short of it's quality platform games... or rather, platform games full stop. With only the likes of *Sonic Adventure*, *Rayman 2* and *Super Magnetic Neo*, all of which are now distant but fond memories, it's been a bit of a quiet time for platformers recently. So meet Kao the Kangaroo, the latest platform star and heir apparent to the Dreamcast mascot throne.

Kao's Theory

Having been captured by some marauding bandits, our hero's been taken away to some far-off land where he's been trained as a professional boxer to beat the mincemeat out of all challengers and make big bucks for his captors. It's not that he minds much, just that he's a little homesick. When the chance comes to make good his escape, he can't really turn it down, so off he hops with nothing but his big feet and a devilish left hook to help him through his great adventure.

And a great adventure it is too. Set over 25 kaleidoscopic levels (plus a bunch of mini-challenges), it's filled to bursting with weird and wonderful critters just waiting to bite your head off à la *Rayman 2*. But don't let the saccharine and cute-as-can-be characters fool you into thinking that this is an easy ride, as it's anything but, even on the 'Easy' setting. In other words, it's tough as nuts. However, it's not the killing of the enemies or even the puzzles that are so infuriatingly hard, but rather the fine line between success and failure that lies with being able to make pixel-perfect jumps. In this respect, it's much like Crave's *Super Magnetic Neo*, in that it looks as if it should be as easy as sweet cherry pie, and it simply isn't. Take the various mini-games, for example. One false move and you're as dead as a dodo, which is more than just a little maddening after the fifty billionth time.

Kangaroo Poo

Not that the difficulty of the game is a particularly bad thing – at least it isn't one of those games that you finish in a day or so, leaving you musing 'Well that was worth it then!' at the end of it. It also has the uncanny knack of totally infuriating you, leaving you in a perpetual state of 'just one more go', which can only be a good thing. However, the fact that the game is clearly aimed at the younger end of the market means that it will more than likely leave a lot of impatient kids tearing their hair out through pure frustration.

The same can be said about some of the camera angles, which leave you totally disorientated much of the time. This in turn makes the job in hand even harder than it already is, which is a shame as it's otherwise a pretty good-looking game. The levels might not be the most detailed you've ever seen, but they're fairly lively and colourful, making them captivating if nothing else. So, while *Kao The Kangaroo* might not be a great game in terms of gameplay or graphical quality, there's no doubt that it has a certain charm that should appeal to younger Dreamcast owners if no-one else.

Alex Warren



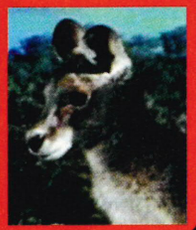






Skippy The Kangaroo

If you leave Kao hanging around for too long he'll pull out his skipping rope and start skipping (obviously). Now what would Skippy have to say about that?

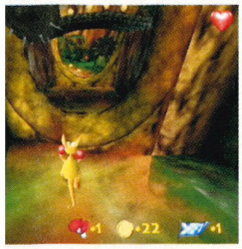




awesome moment

Flying down the mountain on a snowboard – not often you see a kangaroo do that!







"Set over 25 kaleidoscopic levels filled to bursting with weird and wonderful critters just waiting to bite your head off"

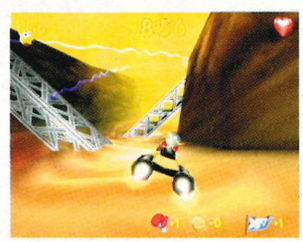
2nd opinion



> To be honest, *Rayman 2* did this a whole lot better, but then again you might just want a little more of the same. Personally speaking, it's just a little too under-done in the quality of graphics (compared to *Rayman 2)* and every bit as frustrating as *Super Magnetic Neo*, which is not an experience that I'd readily repeat again! Though visually pitched at the younger gamesplayer, it's hard to imagine the characters appealing half as much as the more charismatic Rayman and Sega's mascot, Sonic. As such, *Kao The Kangaroo* has nowhere to go – it's better than some games we could mention but it's a good way short of the excellence that Dreamcast owners deserve.

Simon Phillips







[1] It might look like a simple jump but when they're all moving it isn't quite so easy! [2] After every few levels, you'll have to embark on an extreme sport of some kind. Just remember, one wrong move and you're dead. [3] Hmm... it all smacks a bit too much of Rayman.

infoburst

Extra information

> Kao was originally called Denis until it was decided that that wasn't hip with the kids.

> Virgin Interactive offered a cash reward for the capture of that famous monster the 'Lewisham' kangaroo.

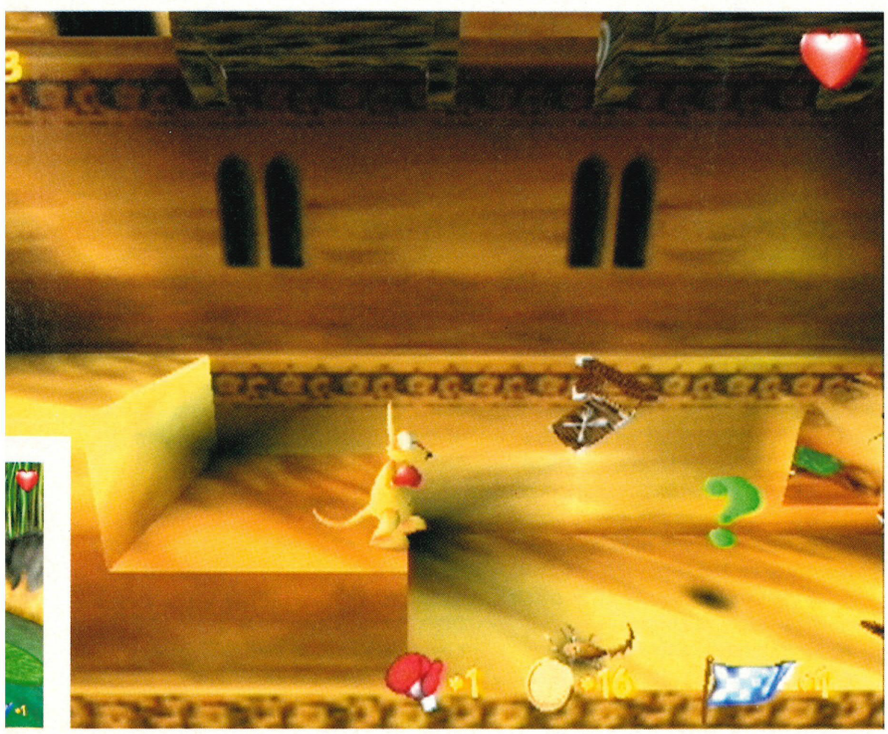
> Kangaroo meat is actually pretty tasty... apparently.

Boxing Clever

> To help him on his way, Kao has several different attacks to keep the baddies at bay. You can either swat them with your tail, go for a quick left jab, right jab combo or, if you feel like handing out a real beating, go for the special punch which is guaranteed to knock anyone out for the count straight off. Definitely not a kangaroo to be messed with...







summing up the game

Dreamcast Magazine opinion

KRAZY	KAOS
⊕ Cute as can be	⊖ Really tough
⊕ It'll keep you busy	⊖ Dodgy camera angles
⊕ Wahey! Another platform game	⊖ We've already got Rayman, thanks

VISUALS	72%
SOUNDS	69%
GAMEPLAY	75%
VALUE	73%

DM Rating 71%

summing up

> At the end of the day *Kao* is just a poor man's *Rayman*, but it'll keep the kids happy... or should that be frustrated?

alternatively

> Rayman 2
> Super Magnetic Neo



web site | www.infogrames.co.uk

essential information>

Looney Tunes Space Race

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

four players

vibration pack


race controller

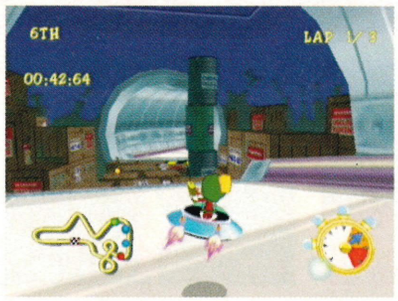

arcade stick



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N









Looney Tunes Space Race

We could have filled this intro with corny Looney Tunes quotes, but we haven't. Just read the review, you wascally wabbits... d'oh!

We love cartoons, especially the comically violent ones like *Tom And Jerry*, *RoadRunner* and *Tweety Pie*. Naturally then, we were all excited at the thought of playing a game featuring some of the greatest Looney Tunes characters ever. Coming from the same guys that brought us the rather spectacular *Wacky Races*, *Looney Tunes Space Race* is exactly what you'd expect it to be – a racing game based around the Looney Tunes world with the emphasis placed firmly on fun. Don't be expecting anything in the way of *Sega GT* or *M-SR*, but with loads of your favourite cartoon characters, crazy tracks and even crazier weapons, there's bags of madcap racing enjoyment to be had here

To say that there's lots to do in *Looney Tunes Space Race* is a bit of an understatement; although it seems pretty straightforward from the start, you'll soon find out that unlocking all the secrets in the game takes quite a bit of work. Winning the basic race stages (of which there are twelve, mostly unlocked as you complete the previous ones) wins you Acme Tokens – these can then be used to purchase the various Acme Events. Taking the form of specialist races such as having an unlimited supply of boost power, endurance races, taking on opponents armed with heavy artillery or even completing certain stages backwards, winning the events gets you items for the Gallery. Once you collect all of them... well, who knows what might happen? We certainly do – ha!

Great Horny-Toads!

As far as the racers go, there are plenty of familiar faces on offer to speed round the track with. Fan favourites such as Bugs Bunny, Daffy Duck and Wile E. Coyote are here as well as Sylvester, Yosemite Sam and Elmer Fudd – there's also several secret racers hidden away in there like Porky Pig and Marvin The

awesome moment

Some of the things going on around the courses are bizarre! Only in cartoons...

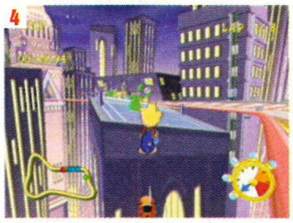




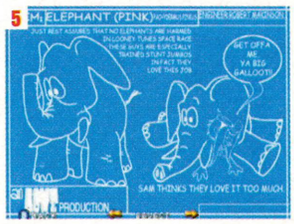


1 2

[1] Wile E. Coyote has to be our favourite character... mainly because he gets hurt a lot! [2] Wait until there's someone in front of you and then... splat! Squish 'em with a piano! [3] Woo-hoo! Collecting the Acme cans charges up your boost power – use it to scream ahead of the competition!



[4] Don't race off the edge or you'll vanish into the void below! [5] Once you unlock them, you can check out the blueprints of the Acme weapons.



Martian. As you plough through the game, each character will challenge you to a one-on-one race around a random track; just another section of the game that needs to be completed in order to secure those vital Acme Tokens. Yep, there's certainly plenty going on here...

Of all the complaints we could make about the game though, one stands out more than anything – despite the fact that there's tons of races and modes to win here, we were surprised at how easy the whole thing was. In fact, after less than two days worth of play we'd managed to unlock a vast majority of the secrets on offer; with all the races, Acme Events, challenges and time trials complete, we were at a bit of a loss as to what to do next. Admittedly, there are still one or two secret characters we haven't found but even so, a couple of days doesn't equal £40 worth of enjoyment – even in a game aimed at kids. While *Wacky Races* could be criticised for being far too hard, Infogrames might have gone just a bit too far in the opposite direction here.

To be honest, we're a little torn between whether to knock *Looney Tunes Space Race* or not – on one hand, it's probably the best-looking and most enjoyable 'fun' racing game around and on the other, you've got the fact that if you're quite good at games, you'll complete it all in less than a week. At the end of the day, we really enjoyed playing through it... but then, we didn't have to pay to get hold of it. Fans of non-realistic racers will want to snap this up immediately – otherwise, rent it. If you finish it before it has to go back, you'll know not to buy it, won't you?

Martin Mathers



2nd opinion

> You might have thought (just like we had) that the Dreamcast had already had its fill of cutesy racing games peaking with *Wacky Races*, but *Looney Tunes* just goes to show that there's always room for more. And it's fairly ace with it. The fact that it is a little too easy does, of course, detract from the overall quality of the game, but there's no denying that it is great fun to play.

Alex Warren

infoburst

Extra information>

> Of all the Warner Brothers cartoons, our favourite has to be *RoadRunner* – just because we like seeing Wile E. Coyote getting hurt.

> Saying that though, our favourite character is definitely Marvin The Martian... if only because he's got a stupid voice and gets blown up a lot.

> One of the people behind the voices in the game is also the lead voice in *Futurama*. Really, he is – we checked.

Acme, Schmacme!

> We'd be the first to admit that some of the greatest inventions ever have been Acme inventions – after all, where would cartoons be without the Portable Hole, Extend-O-Glove or trusty Acme Dynamite? Still, we've got some ideas they might want to try out in the future...

Acme Beer Trousers

Special leg garments with very deep pockets (to store all that hard-earned beer money in) that keep you upright at all times, even when fissed as a part. Ahem.

Acme Lady Friend

Able to speak posh in seven different languages, the Acme Lady Friend is ideal for those lonely young men whose hands are too sore to go on. Ahem. Again.

Acme Office Replacement

For those days when we don't want to get out of bed, we use the Acme Office Replacement. No-one notices, because it does exactly the same amount of work as we normally do... none. Ahem. Sorry.

summing up the game >

Dreamcast magazine opinion

PUDDY	TAT
⊕ Cor! Talk about looking gorgeous...	⊖ It's possibly the easiest game we've ever played
⊕ The weapons make us laugh every time	⊖ The sound effects can get a bit annoying
⊕ So much fun, you won't want to stop playing it!	⊖ We hate cheating computer opponents

VISUALS	95%
SOUNDS	92%
GAMEPLAY	88%
VALUE	74%

DM Rating 83%

summing up

> An amazingly fun kids' racing game – it's just a shame that they've gone too far and made it really, REALLY easy.

alternatively >

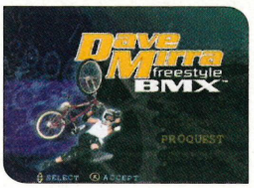
> Wacky Races

> Star Wars Racer

web site | www.acclaim.com

essential information

Dave Mirra: Freestyle BMX



Publisher	Acclaim
Developer	Z Axis
Origin	US
Price	£39.99
Genre	Sports
Release	November


two players


vibration pack



visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Dave Mirra: Freestyle BMX

You've tried skateboarding – now you can get in the acclaimed Miracle Boy saddle and go for some wicked big air action!



Extreme sports always seem like a good idea for a console game. It may not be as much of an adrenaline rush as the real thing, but you do have the luxury of not having to worry about snapping your neck in two – something of a bonus! Then, of course, you always have the opportunity to try out tricks you could only dream of doing on the harsh dry land of reality. *Dave Mirra Freestyle BMX* may not be the stuff of dreams but it is, for the moment at least, the closest you can get to becoming a pro.

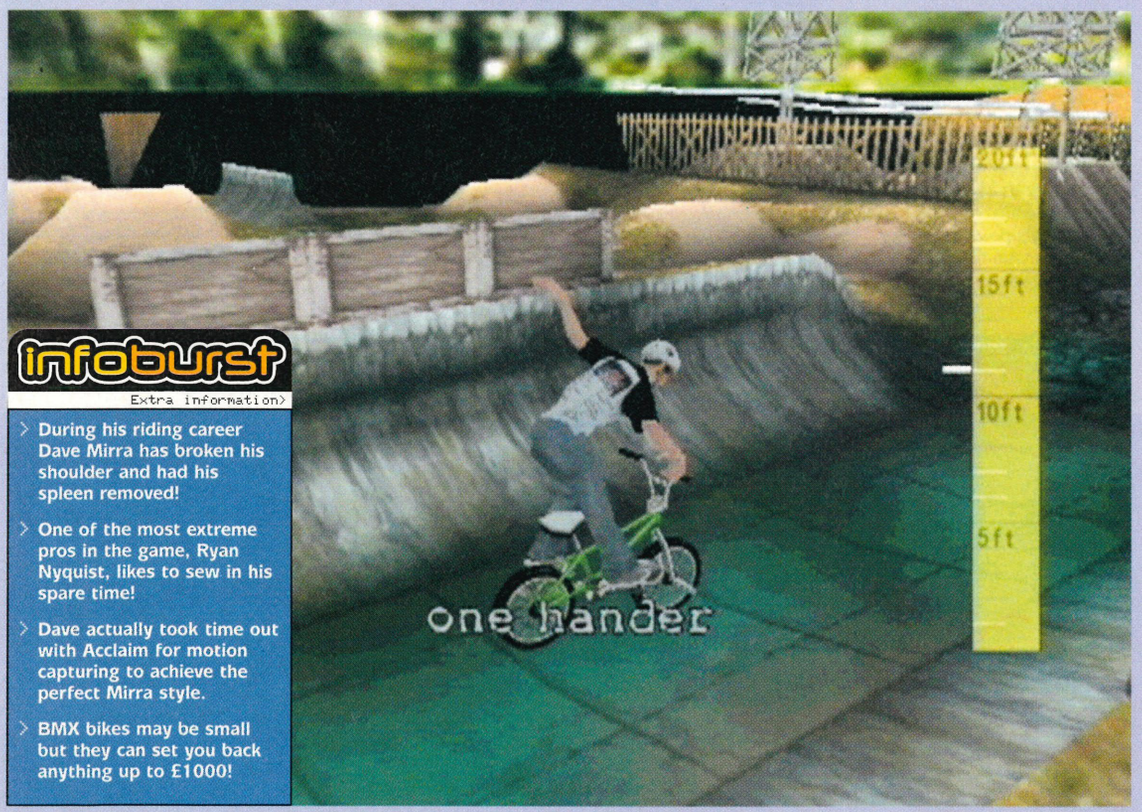
This being an official Mirra title – with sponsors jumping out from every corner – you can, in the Career mode of the game, pretend you are an up-and-coming pro. Choose any one of eight real bikers including Ryan Nyquist, Mike Laird and the man himself Dave Mirra, and work up into the big time. From your humble beginning in Mirra's back yard you slowly make your way through the 12 levels to the pro circuit.

Superbly designed and full of countless trick opportunities, the levels are very reminiscent of the kind found in *Tony Hawk's Skateboarding*. Each level sets you four challenges that you must complete before you can progress to the next level. For example, on the first stage you have to hit four electricity boxes, clear a log, jump a dirt mound and make 10,000 points. It's difficult to manage all four in one go – which is no great shame because the levels are varied enough to ensure you never feel like you're running out of ideas for new tricks to pull.

Radical Dude

Performing the tricks couldn't be easier and there are loads to learn! Unfortunately, however, they don't look quite as good as they should. When you're linking tricks together, it doesn't feel anywhere near fluid enough, and the physics of your bike in the air can be ropey at times, to say the least. If you're falling at an impossible angle towards a rail or ledge you can tap the grind button to save yourself, when in reality you would normally be heading off the park in a body bag!

At times like this, pulling off even the sickest of tricks can be a chore and it does hamper your enjoyment of the game massively. Things aren't helped any by a distinctly dodgy control system and



infoburst

Extra information

- During his riding career Dave Mirra has broken his shoulder and had his spleen removed!
- One of the most extreme pros in the game, Ryan Nyquist, likes to sew in his spare time!
- Dave actually took time out with Acclaim for motion capturing to achieve the perfect Mirra style.
- BMX bikes may be small but they can set you back anything up to £1000!

awesome moment



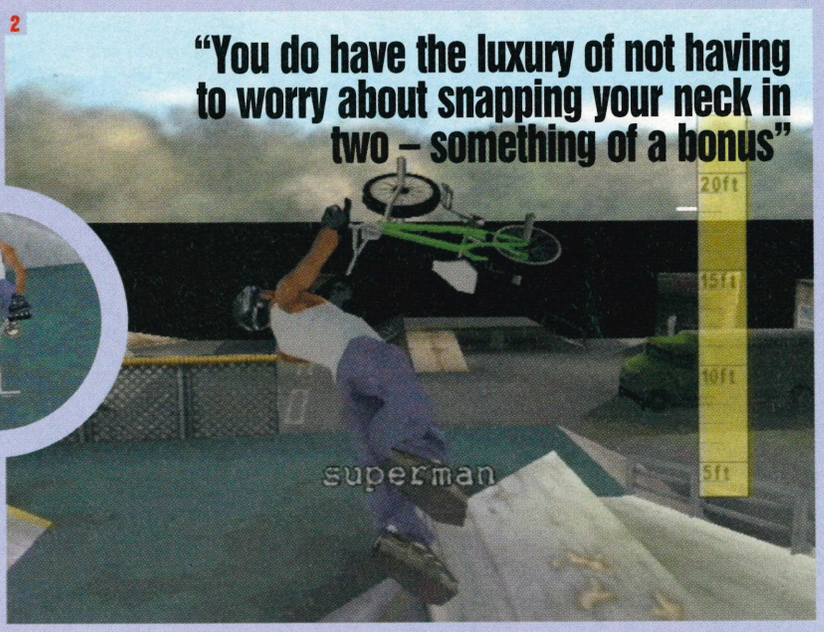
Miracle Boy Mirra is renowned for his ability to pull impressive backflips.



1

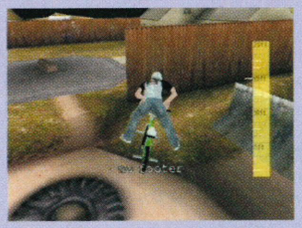


2



3













rampant camera either, which is the main falling of the game. Once you're in the air, pulling off the tricks is fine and easy but actually getting to the ramps can be a trick in itself! Steering is at best jumpy and you do find yourself spending a lot of time looking at the wall, something which is made even worse in multiplayer thanks to the split-screen – a tragic shame because there are loads of games to play in two-player.

If you can forgive this and get used to the game, there is some fun to be had but when you've got a big run planned out and things start to go wrong, it can get very annoying! At times like this it's better to just sit back and enjoy the music from the likes of Cypress Hill, Deftones, Penny Wise, Rancid and all the others that brighten up the disc. Buy *Dave Mirra* if you really can't wait to get a BMX fix but otherwise wait for *Matt Hoffman's Pro BMX* to pedal around the corner.

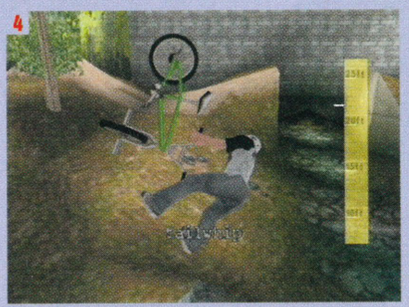
Mike Richardson

The Miracle Boy

Born in 1974, Dave Mirra isn't nicknamed The Miracle Boy for nothing! He's been riding as a pro for eight years now and has eight gold medals to show for it, as well as being ten-times world champion. His speciality trick, a double backflip, has to be seen to be believed!



[1] Destroying the electric boxes on the first level opens up new areas to ride in. **[2]** Now this is what we call plain showing off – shame he never landed the trick! **[3]** With a bit of luck and good timing you can jump over a speeding train on one level! **[4]** If you don't get back on the bike this one could hurt quite a lot!



4





2nd opinion

Given that *Dave Mirra BMX* sounds like a great idea in theory (it's basically *Tony Hawk's Skateboarding* on a BMX) you'd be forgiven for thinking that it would be worth buying just for the concept alone. Unfortunately, it's not as wonderful as you might expect – it certainly looks nice and has plenty to do but in a game where control and skill are paramount, you'd have thought that Acclaim might have included a control system that actually works. As it stands, *Dave Mirra* is rendered virtually unplayable by the control method... ain't that always the way?

Loz Cooper

summing up the game

Dreamcast magazine opinion

SUPERMAN	TAILWHIP
⊕ Loads of tricks	⊖ Appalling controls
⊕ Great levels to explore	⊖ Jumpy camera at times
⊕ Lots of multiplayer games	⊖ Physics can defy gravity

VISUALS	70%
SOUNDS	88%
GAMEPLAY	62%
VALUE	74%

DM Rating 74%

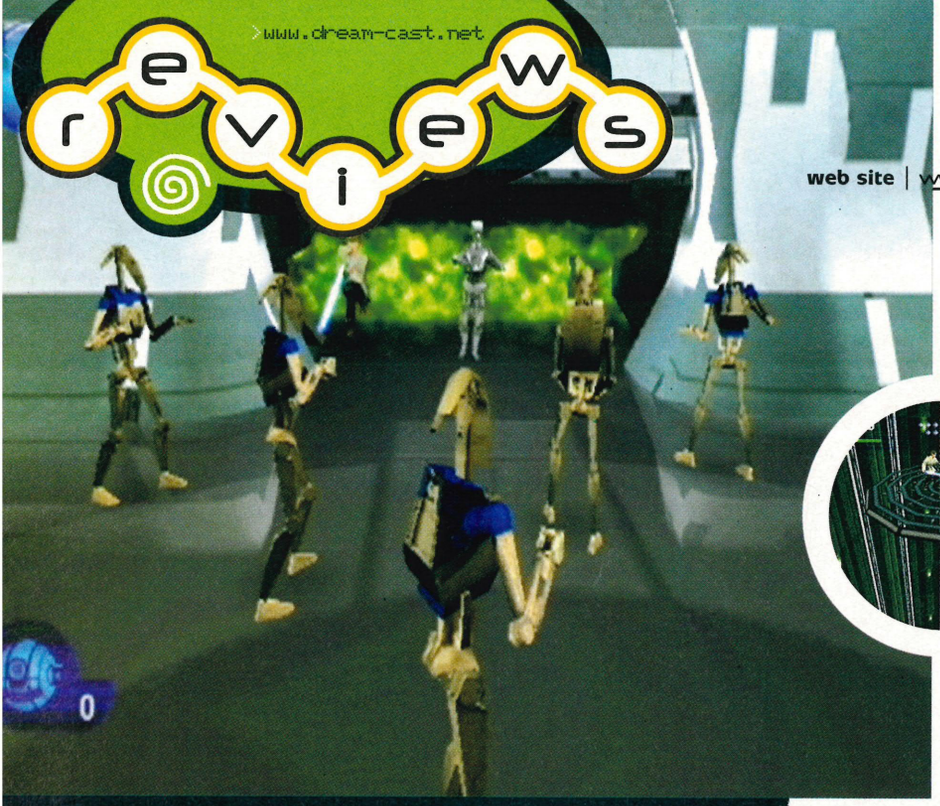
summing up

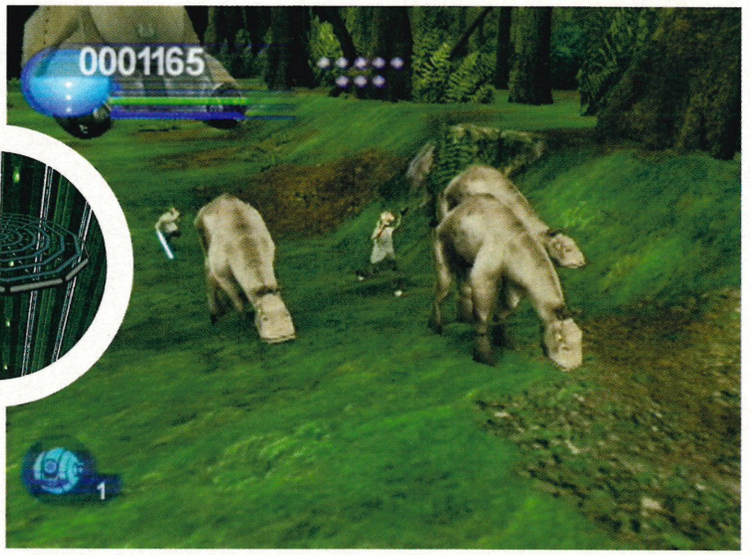
A fun game with lots of potential that is sadly let down by a poor control system and annoying camera angles.

alternatively

- Tony Hawk's Skateboarding
- Sega Extreme Sports

web site | www.activision.com











essential information

Jedi Power Battles



Publisher	Activision
Developer	LucasArts
Origin	US
Price	£39.99
Genre	Platform
Release	Out now



two players



vibration pack

visual memory

VM information

Save position	Y
Logo during play	Y
Mini-game	N

Jedi Power B

About five minutes ago in a galaxy not so far away, the Jedi council hit the Dreamcast for yet another battle with the darkside...

It's nice to know that in a universe gone bad, you can always rely on the mighty Jedi to be your saviour – and in these turbulent times, you're gonna need them. Usually, only the highly honoured Jedi knights are allowed to stand in the Jedi Council (if you've got an oddly shaped head and can lift spaceships with the power of your mind, you're pretty much in) but now it's your turn to save the day in the only way you know how – with a little bit of brightly coloured slappy-stick-type action.

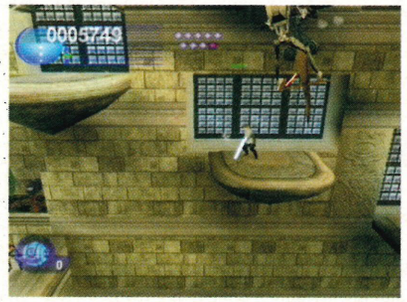
Ready, Steady, Jedi

Following similar story lines to the film, *Jedi Power Battles* is one of those typical 'film licence turned into a videogame' affairs. Starting on the Trade Federation starship, you'll encounter more deadly adversaries and visit more planets as the game progresses than an intergalactic *Wish You Were Here* presenter.

If you've got friends, you can join forces with them and play side by side in the two-player mode which is great... as long as you can both co-operate. There are loads of new levels and skills to unlock as you progress through the many levels, but you can also learn new Jedi powers from the points you gain collecting items and defeating various dark forces. As well as unlocking extra characters to battle with, you can also unlock wonderful new levels such as Kaadu Racing, where shooting Theed pilots is the aim of the game... great!

I Sense Much Fear In You

Looks-wise, *Jedi Power Battles* is smooth and super-fluid in most places, but it does tend to be a bit blocky and badly drawn in a few others. At times the animation leaves a lot to be desired and there are glitches and bugs even in the finished version we played. However, the in-game score is just





awesome moment

Reach Tatooine and you'll run into Darth Maul... and he ain't a very nice bloke.





attles

like that of the film and draws you into the game, giving it that atmospheric touch that you need, along with an abundance of laser blasts and sabre swooshes galore.

However, the gameplay is very tough and can get really irritating, especially on the jumping sections, where you can easily get shot down like a clay pigeon. While you'll find yourself roaming about, hacking the bad guys into tiny pieces most of the time, the chance to joyride one the enemy's vehicles is a welcome break from the monotony. Unfortunately, in these sections the game has an annoying tendency to allow you to get stuck in the scenery, causing you to lose a life in the process.

At the end of the day, *Jedi Power Battles* does exactly what you'd expect it to – there's plenty of action to get to grips with, along with enough familiar faces and locations to stick it firmly in the roots of the *Star Wars* universe. If you're looking for a damn tough platformer that's going to last you a fair old while... well, you could do a lot worse than this. It's just not amazing, that's all...

Paul Malinowski



infoburst

Extra information

> Now you can make your own *Star Wars* name up. The first name is made up from the first three letters of your surname and Christian names (surname first) and the last name is made up from the first three letters of your Mum's maiden name and the first three of the town you were born. For example: Martin Mathers – born in Luton and his Mum's maiden name is Butler – becomes... Matmar Butlut. Try it yourself!

[1] The locals seem a bit annoyed at your presence. [2] Hey, ride one of the flying cars in Coruscant, why don't ya! [3] Copped one in the face – never mind. [4] Bounce on the lovely large mushrooms. Wow, man!



"You'll visit more planets than an intergalactic Wish You Were Here presenter"





2nd opinion

> Could they have left bringing this game out till any later? Well, maybe – that said though, it's actually not as bad as you might think. The original *Star Wars* games on the SNES were quite groovy, so *Jedi Power Battles* simply brings us more of the same but in a 3D flavour. Sure, it's not perfect and the difficulty level is pumped up more than an over-inflated blow-up lady (no comment) but if you're into the whole jump-slash-jump again type of game then you might want to give this one a quick blast... you never know, you might like it.

Martin Mathers

summing up the game >

Dreamcast magazine opinion

FORCE	FARCE
⊕ Loads of levels and extras to unlock	⊖ Dodgy glitches and bugs
⊕ Plenty to keeps fans smiling	⊖ Sometimes too tough to play... very irritating!
⊕ All your favourite Jedi Knights included	⊖ A bit samey in places

VISUALS	78%
SOUNDS	83%
GAMEPLAY	79%
VALUE	82%

DM Rating 76%

summing up

> Great for *Star Wars* fans, but might be worth a look if you're a simple platform-loving person as well.

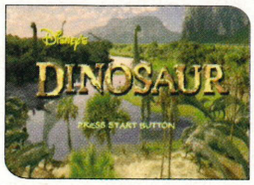
alternatively >

> Rayman 2

> Episode 1 Racer

web site | www.ubisoft.co.uk

essential information>
Disney's Dinosaur



Publisher	Ubi Soft
Developer	In-house
Origin	US
Price	£39.99
Genre	Puzzle Adventure
Release	Out now


one player


vibration pack



visual memory
VM information

Save position	Y
Logo during play	Y
Mini-game	N

Disney's Dinosaur

You saw the movie, ate the burger and fiddled with the puppet – now it's time to play the game. Is it the usual Disney fare? Damn right!

What is it about videogames based on Disney films, eh? We're not saying that they're all the same but... well, they're all pretty much the same. Don't believe us? Then have a look at their track record – *Aladdin*, *The Lion King*, *Tarzan*, *A Bug's Life*, *Toy Story 2*... they might have evolved slightly but as a rule, they're all platform adventures filled with puzzles to solve. Are they trying to set a trend or is it just because they can't think of any other way to turn movies into games? We don't know, but it certainly gives you an idea of what to expect when you buy a Disney game...

Of course, it's no surprise to discover that *Disney's Dinosaur* is a 3D platform adventure filled with puzzles to solve – woo and indeed hoo. Thankfully, Ubi-Soft has managed to keep things relatively fresh by going down a different route to the previous Disney games. For starters, the viewpoint has been moved to a bird's eye view and the graphics souped-up, so that they look quite a bit smarter than the PlayStation version, as only they should on the Dreamcast. Then there's... err... well, there's... umm... nope, we'll admit it – it's still a platform adventure filled with puzzles to solve, interspersed with clips from the film. Like we said, the games evolve but the premise stays the same.

Akalakalaka Boom

Unlike games like *Toy Story 2* though, you don't just control one character in *Dinosaur* – the opportunity to play as either an Iguanodon, a Pteranodon or a Lemur (that's a furry monkey in layman's terms) is ever-present because to get through the game, you'll have to switch between them constantly. Yep, it's all about co-operation and working out which character you need for each task: while Zini the Lemur can jump and climb easily, he can't knock down trees and boulders like Aladar the Iguanodon can, or fly over dangerous places like Flia the Pteranodon. Needless to say, this results in a lot of rather obvious puzzles being laid before you and makes the game a damn sight easier than it really should be.

With 14 different lands to explore (each one based on a segment of the film), there's plenty to do before you make it to the end of the game. Unfortunately, most of those 'plenty of things to do' are pretty much the same – it's either setting things on fire, smashing rocks and trees or hitting things with pebbles, depending on which character you're controlling. Occasionally in each level things might take a slight turn (leading other dinosaurs back to safety or finding water, for example) but as a rule, it's all pretty linear. When it comes down to it, *Dinosaur* is exactly what you'd expect it to be – another Disney movie tie-in aimed at kids who can badger their parents into buying anything based on the fad of the week. It's not totally awful, but unless you like your games to be repetitive, shallow and (dare we say it) boring, you'll have a hard time getting your money's worth out of this one.

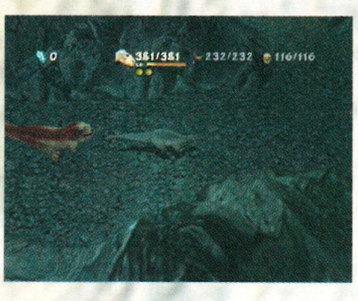
Martin Mathers

"Dinosaur is another Disney movie tie-in aimed at kids whose parents buy anything based on the fad of the week"











awesome moment

At least you get to watch some decent film clips in-between every level...





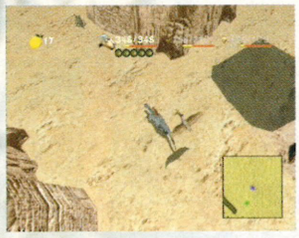


2nd opinion

> This is a kids' game, which is exactly what you'd expect from a Disney licence. Nothing more, nothing less. The puzzles are fairly routine and set at an appropriate level for their audience which means that seasoned gamesplayers won't really find much here to enjoy. However, it is pretty to look at and does the movie proud, so if you are one of the few people who has seen the film *and* wants every single piece of *Dinosaur* merchandise then this game will be right up your street.

Simon Phillips





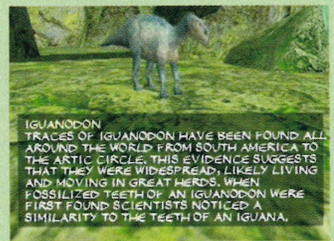


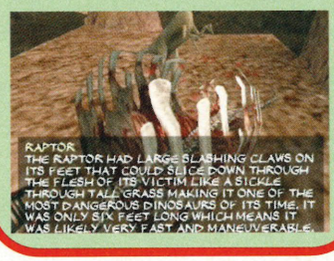
[1] See? We told you that there isn't much else to do besides burning down barriers and running around... **[2]** Save the babies and bring them back here – piece of cake, matey. **[3]** Watch out for the Albertosaurus... scary. **[4]** Being outnumbered ain't exactly a threatening experience.



Rule Britannica

> In an effort to try and educate the children as well as entertain them, *Dinosaur* comes fitted with its very own Dinosaur Encyclopaedia for you to peruse at your leisure. You'll be able to learn everything about the Cretaceous Period and others. It's not easy though, because to begin with, the encyclopaedia is totally blank; as you play the game, you add new entries by killing the dinosaurs you meet. Yep, that's right – killing them!





infoburst

Extra information>

> Pixar's next project for Disney is a movie called *Monsters Inc* – from the trailer we've seen, it looks pretty darn great.

> Saying that, we'll put money down right now that they bring out a game based on it... oh, and it'll be a 3D platform puzzle adventure. You know we're right.

> We're at a loss as to why one of the main characters in the game (Flia the Pteranodon) hasn't actually got a speaking part in the movie. Oh well.

summing up the game >

Dreamcast magazine opinion

TYRANA	SORE ARSE
⊕ It's all very lovely to look at	⊖ Gets rather repetitive after a while
⊕ Working out the puzzles can be mildly rewarding	⊖ Scarily similar to every other Disney title
⊕ 'The kids will love it', as the saying goes	⊖ Not exactly the most exciting game ever

VISUALS	84%
SOUNDS	79%
GAMEPLAY	70%
VALUE	65%

DM Rating 69%

summing up

> It's not awful to play, but *Dinosaur* won't be able to keep your attention for longer than a week at most.

alternatively >

> Toy Story 2

> Rayman 2

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interact

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

M-SR

91 Your chance to try to beat Bizarre Creations at its own game!

Stuff & Nonsense

106 Less a jumble sale, more a collection of top stocking fillers!



Jet Set Radio

92 The second part of the guide to Sega's top skater/sprayer!



WIN! Joytech Peripherals Page 91

WIN! Mad Catz Peripherals Page 82

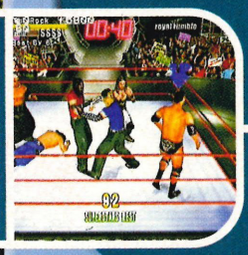
Regulars

Keep one step ahead in the wide world of the Dreamcast!

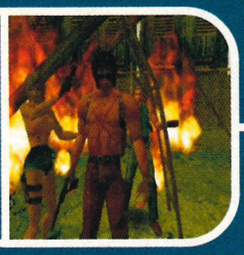
82 MAILBOX



84 READER REVIEWS



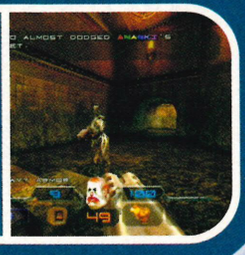
100 DIRECTORY



110 DREAM ON



114 DREAM MOMENT



interact Mailbox



WIN! MadCatz Peripherals

How difficult can it possibly be? Send us a decent letter that's genuinely entertaining and we'll send you some top prizes! Yes indeed, those lovely people at Mad Catz have been kind enough to donate a set of Dreamcast goodies (pictured below) to the lucky person who writes the letter that we deem the best. So come on scribes, what are you waiting for?



› 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.

Sega gets a bit of a drubbing... you're not 'appy, are you?

Acclaimed?

› I've just read the review on *Supercross 2000* – Alex and Martin have hit the nail on the head, especially Martin. He suggests that maybe Acclaim thinks DC owners don't deserve better. He may be right, but it's worse than that – do you remember the same problem on the Saturn? All Acclaim games were shite if my memory serves me correctly. *Crow 2* anyone? I think not! Maybe they have something against SEGA consoles? Or do they have some sort of Sony backing? Perhaps all of the developers there are staunch Sony supporters! T****rs! I'll be there when Martin starts the killing!

Take it easy on the stairs!

Griff, via email

DM: You can't say that! Martin was joking – do you really think we'd advocate hurting people? Seriously, Martin was kidding (in his own darkly humorous way) and if you think about it properly, it's not just Acclaim that has shoved some tosh games our way over the years, virtually every games publisher has!

As for the rest of your comments about developers and some supposed anti-Dreamcast stance, er, not likely... It's just that the development of games is an expensive business and it has to be said that there's more money to be made releasing PlayStation games simply because there are more PlayStations out there.

Confused Writes...

› Thanks for a very organised mag people – I hope that you continue to be number one. I hope you enjoy my letter.

The main order of the day for Sega should be organisation – after much speculation about *Half -Life* being online, it couldn't do it. It is one of the wealthiest companies in the world and it can't cope with the demand. Another promise made, another one broken... well, from a company that builds its foundations on lies, it's of no surprise to me.

This is not an aggressive letter, just a productive one. Although Sony is in the same boat and is trying to run before it can walk, Sony hasn't made a promise it didn't keep – aside from the release date of the console, it has always stuck to its guns. I've always trusted Sega, but the release dates and the online gaming facility is really just starting to get old. Because of the endless excuses about not being ready and releases being put back, I think I will change who I trust. In the future, I'd like to see Sega taking its time with things, and not releasing things until everything's ready – no one wants a half-baked idea, after all.

You probably won't print this, but the people at Sega have to be told that we are the ones paying their rent and clothing their kids! I know this one letter won't change anything but I thought my views had to be heard by someone.

Stephen Larravide, via email





DM: So, you don't like delays, but you'd rather Sega delayed stuff until it is ready to release its products/software etc. How does that work? From what you say, you're disappointed when games are delayed and you're annoyed when they are unfinished or don't realise their full potential... One of the reasons why games are delayed, and even online play, is that sometimes there needs to be a rethink, a re-design or Sega judges that the time isn't right. I guess you can't keep everyone happy...

Oh, and by the way, Half-Life was Havas' fault, not Sega's.

Demo-graphics

› I would just like to say first that things are beginning to look bright for Sega despite currently being a comfortable third place in the market; it will soon overtake Nintendo to second. However, I have a few questions that I would like to ask you:

Give The People What They Want!

› I have some ideas to help Sega with their image with the gamesplaying public:

1) Get advertising on TV using demos from the actual games. Get Ulala to introduce ten-second snippets of games like *MSR*, *Crazy Taxi* and *Virtua Tennis*; people can't fail to be impressed!

2) Get online gaming sorted real soon as people are getting impatient!



3) Get people buying the launch games again by launching a budget software range. This will also entice people to buy Dreamcasts if some cheaper software is available.

4) Is there no way bad games can be prevented from being published? A quick scan through Dreamcast magazine reveals three 30% games in a row; that's going to give people the wrong impression.

5) Keep up the arcade conversions; this is one area Sony can't win.

All the best (hope some big cheese at Sega gets to read this)

Bob Ford, via email

DM: Fair play monsieur, we reckon that Sega ought to employ you! We tend to agree with you on most points.

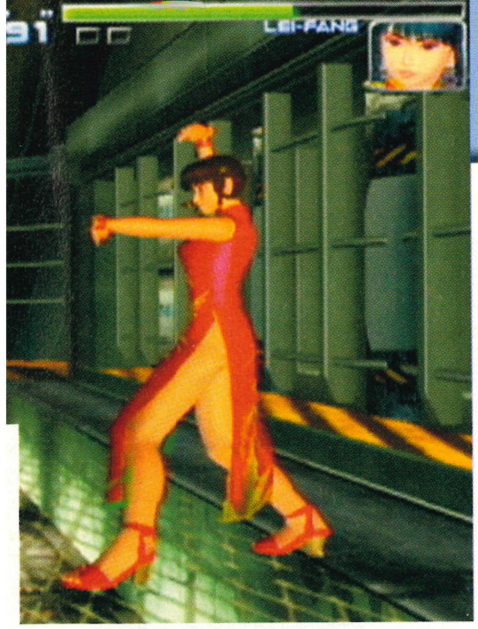


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1) What is the big problem you have with piracy? Yes, it causes developers to raise the price of games but I bet the sales of Dreamcast have increased since the pirates appeared.

2) I know that you never seem to answer questions like this one, but exactly what are the sales figures of the Dreamcast? Why don't you do a section on how many Dreamcasts have been sold each month?

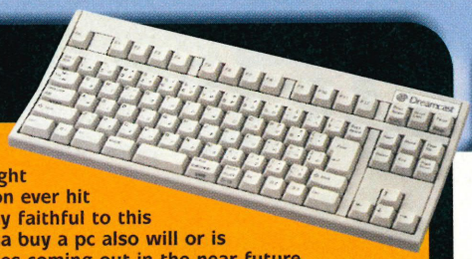
3) The current list of games that I own are *Silver*, *Soul Calibur*, *Crazy Taxi*, *Dead or Alive 2*, *Chu Chu Rocket!*, *Ready 2 Rumble* etc, but I am looking to buy a new game. What would you recommend out of *Half-Life*, *M-SR* and *Jet Set Radio*?

4) I read on the Internet that Sega is about to launch a new ad campaign. What is it going to be based on? I think that it should forget about advertising the Internet facility and advertise a game.

5) All right, this is the last question. How come your magazine doesn't have demos. I know you can't get the official Dream On demos but what about demos appearing other magazines? I remember when I used to read *Sega Saturn* magazine – they weren't official but they still got demos!

Richard Hamilton, Birmingham

Desperately In Need Of A Keyboard!



› **BOOYAKASHA i is going to keep this e-mail nice and short and straight to the point will rollercoaster tycoon ever hit the Dreamcast because i wanna stay faithful to this little machine and dont really wanna buy a pc also will or is there any football mangement games coming out in the near future because we need these type of games not things like wacky racers this machine is powerful enough so why dont the software manufactors do something about it as people can see we have had some excellent games crazy taxi,hidden and dangerous,virtua tennis us lads need a footy mangement game so if you are reading this software companys get your act sorted out and do it fast or ill send the west-side posses around as for yourselfs keep up the good work on the mag! thanx**

Andy 'The Downloader', Darlington

DM: Here goes:

1) Okay, imagine this: Third-party developer 'X' spends several million pounds and two man years developing a game. It is released and only three copies of said game are sold legitimately at full retail price. These three games are copied by those darn pirates and thousands of these copies are sold at a tenner a go. Who makes a profit? Is it a) The poor buggers that spent millions making it? Or b) Those rascal pirates?

Though this is an unlikely scenario it is kind of what happens, but on a larger scale. The developers and publishers make games so that they can earn money, pay bills, hire staff and ultimately make even more games. They can only do this if people buy the games that they release legitimately. If we line pirates' pockets then developers won't bother making games for the Dreamcast and you'll be very unhappy when the Dreamcast sinks without a trace due to a major drought of software. Though we agree that games should be sold at a cheaper price – after all, £40 is a lot of money – we all should act responsibly when buying games and spare a thought for the people who spend weeks, months, even years making them for us to enjoy. You have been warned!

2) There are over 300,000 Dreamcast owners in the UK at the moment. We'll keep you posted as to how well the Dreamcast sells, both in the UK and globally, in Newscast.



3) M-SR or Jet Set Radio – both are excellent titles in their own right. Half-Life is good, but unlike other mags who seem not to have reviewed the finished version (shame on you all!) we think that Half-Life on the Dreamcast is a little disappointing thanks to inexplicable slow-down and annoying loading times.

4) We haven't been told as yet, but let's just hope that Sega actually advertises the fact that the Dreamcast is home to some fantastic games rather than some trendy obscure ad or some blatantly xenophobic controversy-courting ad campaign. Fingers crossed that Sega gets it right...

5) If we started offering demos then we'd have to put up the price of the mag – and we wouldn't want to do that...

Short Cuts

› You're all as mad as a fish! Either that or you all have too much time on your hands!

› wwwwaaazzzaaaaaaaaa!!!
Dan Herbert, via email
DM: Oh dear...

› I'm sooooo Banchi.Did you know that!Ha Ha Haaa!
From Aaron Broadbent, Guiseley
DM: Of course you are...

› gobble, gobble, gabble, gabble
The Lunchbox of Justice, via e-mail
DM: With Christmas just around the corner, I assume that your days are numbered... thank God.

› Dreamcast + Ferrari Challenge = Fun.
wwwhhhhhoooooohhhhhhooooyyyyyyyyyyyyyeeeeeeeeeeeeeeewwwwwwwwwwwwwooooowwwbbbbbbbbbyyyyyyyyyyyyyyyyy
from ALAN 13.yyyyyyyyyy
DM: We couldn't agree more.

Sega:good.....Sony:bad
Paul Cline, via email
DM: See above.

i am the angle of death.
Robert Ackroyd, via email
DM: Don't be so obtuse...

WWWWWWWWWWWWWWWWWWWAAAAAAAAAAAAAAAAAAZZZZZZZZZZUUUUUUUUPPPP
gREAT MAG
bOB gELDOF
Conor Griffiths, via email
DM: Stop watching TV!

War, Huh? What Is It Good For?

› I'd like to help put an end to the annoying controversy surrounding the 'war' between the Dreamcast, PS2 and the forthcoming XBox. I hereby declare that the Dreamcast will not be wiped out by the Sony advertising campaign á la Sega Saturn. I have owned all the Sega systems since the Master System and went to cry on Nintendo's shoulders when the Saturn didn't do as well as it should have. I am now a proud Dreamcast owner and can happily say to the PS2 'owners' that our online games can work straight out of the box instead of having to wait until 2001 for a modem. XBoxers, we don't have to upgrade our systems and so developers don't have to cater for faster or slower systems. As for the argument that the DC has few good games, I definitely disagree. With games like *Sonic Adventure*, *RE Code: Veronica* and the impending release of *Half-Life* and *Quake III: Arena*, in the words of my brother, PS2 owners can SUCK MY BLACK SHINY CATERPILLAR BOOT! Sony, Nintendo and especially Microsoft have their work cut out.

Anon, via email

DM: Black shiny caterpillar boot? Yes... Who cares about who'll sell the most consoles? More people go to Spain on holiday than go to Fiji... does that mean Spain is better? As long as the Dreamcast continues to be home to great games then that's all that really matters.



interact Reader Reviews

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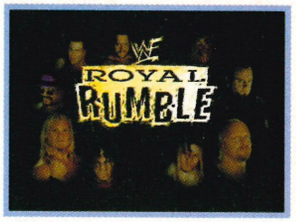
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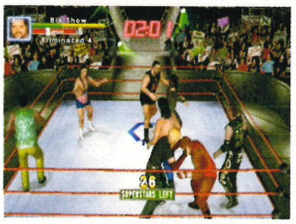
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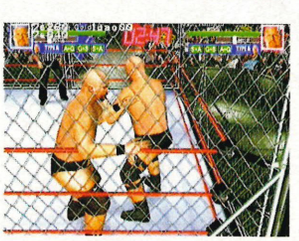
WWF Royal Rumble

Publisher	Sega
Developer	THQ
Origin	America
Genre	Sports
Reviewed by	Paul



***WWF Royal Rumble* is the greatest game I've** ever played. The graphics are the best on the Dreamcast – the faces of the wrestlers are extremely realistic and the backgrounds are amazingly detailed. *WWF Royal Rumble* is the perfect balance of addictiveness and all-out button bashing. The gameplay, although quite linear, would appeal even to WWF phobics. Even with nine wrestlers in the ring there is no slow-down, making a very hectic but very fluid game. *Royal Rumble* has an even better multiplayer game – invite three friends around and enjoy!



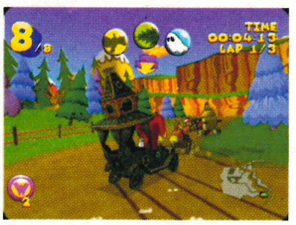


Overall 94%



Wacky Races

Publisher	Infogrames
Developer	In-house
Origin	America
Genre	Racing
Reviewed by	Tim Moss

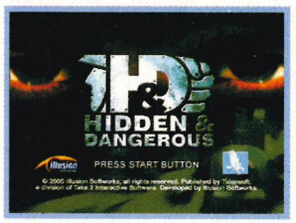


As a big fan of the cartoon I was highly anticipating the release of the *Wacky Races* game, and it didn't disappoint! I think it's brilliant. The graphics and sound are perfectly translated, and the gameplay is really fun too. There's loads of stuff to unlock in the one-player mode so it'll keep you playing for ages, and it's even more fun when four people smash each other off the track with all the weird and wacky weapons! I own classics like *Crazy Taxi*, *Soul Calibur* and *Resident Evil Code: Veronica*, and I think *Wacky Races* deserves to be up there with them!



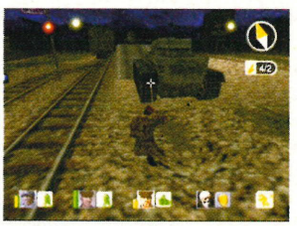


Overall 91%

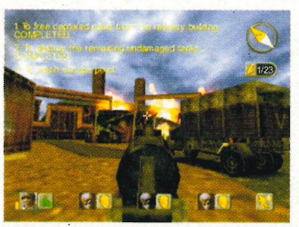


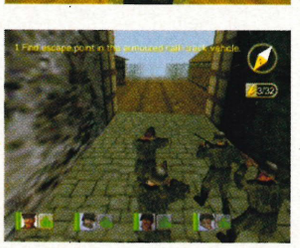
Hidden & Dangerous

Publisher	Take 2
Developer	Illusion Softworks
Origin	UK
Genre	Action
Reviewed by	Kevin Payne



There's been a stigma attached to console owners, that they won't have the same interests PC owners. In short, PC conversions are seen as a risk. *Hidden & Dangerous* has shattered that illusion. I thought *Resident Evil* was involving but this tops it. It feels real, and looks and sounds fab. Okay, there's some slow-down and the graphics may not be as smooth for the DC but they have a rustic look perfectly suited to WWII. It's involving to the point where you'll believe you're there, and it's the only game I've completed then re-tried on a new difficulty level. Buy it!



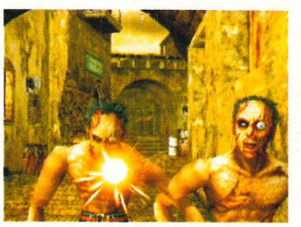


Overall 90%



The House Of The Dead 2

Publisher	Sega
Developer	In-house
Origin	Japan
Genre	Shoot-'em-up
Reviewed by	Steven Kennedy



This is the ultimate lightgun game. If you loved the first one then the sequel will blow your mind. With loads more bad guys and new options, you cannot get bored. There are a number of great parts to this game including fantastic graphics, great gameplay, replay value and great sound fx. And it ain't easy either – you need to be skilful and quick if you're going to finish. With tough bosses, you could be losing a lot of your precious lives very quickly. So I say, if you don't own this you're a fool and deserve to be locked up. Get those lightguns out and kick some zombie ass!





Overall 96%

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Top 10 Games

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Sega Bass Fishing	£39.99	£27.99
Giga Wings	£39.99	£27.99
Virtua Athlete	£39.99	£27.99
Dead Or Alive 2	£39.99	£27.99
Crazy Taxi	£39.99	£27.99
WWF Royal Rumble	£39.99	£27.99

Top 10 Games

	SRP	You Pay
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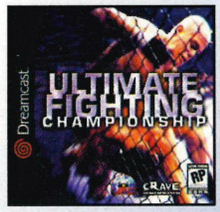
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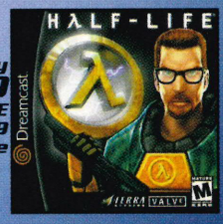
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Top 10 Games

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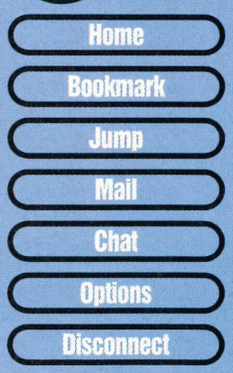
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DC-Online

'Tis the season to be jolly, so we've got a sack-full of Web sites just for you. Check out our Yuletide music suggestions, the weird world of self-abuse and more films that you won't see until early next year...

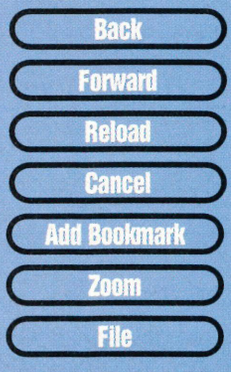
1. **Plug your Dreamcast modem into the phone line.**
2. **Place the Dream Key disc into your Dreamcast and press start. This is your passport to infinite knowledge.**
3. **If it's your first time logging on you will have to register, but if not, you will arrive at the DreamArena, a site only accessible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

Finger Lickin' Good

www.kfc.co.uk

Dreamcast Magazine WEB SITE OF THE MONTH

> Mmm, chicken. Seeing as Christmas is just around the corner, we thought we'd get into the spirit of things by looking at some of the festive fare on offer... well, sort of. The truth is, we couldn't find any really decent sites with turkeys on them and none of the online Christmas Hamper sites had anything good on sale for less than £100. Therefore, we must turn to the next best thing – chicken. Kentucky Fried Chicken to be exact. Just looking at the site makes our stomachs rumble – in fact, there's a KFC just around the corner from the office. We'll be right back...

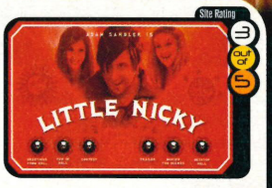


FILM

Little Nicky

www.littlenicky.com/standard/home.html

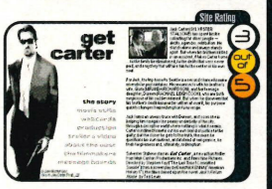
> Love him or hate him, you can't deny that Adam Sandler manages to make a lot of people laugh with his brand of totally ridiculous humour. His next film is Little Nicky – we won't go into the details, but he plays the son of Satan... yep, it's that weird. The film site has all the usual things you'd expect, including a look behind the scenes and even your very own chance to 'go to hell'!



Get Carter... Again

www.getcartermovie.com

> Hey, here's a good idea. Let's take a really old classic British movie starring that bloke with the glasses, then remake it in LA with Sylvester Stallone instead... bloody Hollywood types. *Get Carter* was a Michael Caine high-point, so putting Rambo in it instead sounds a bit silly. Still, if you're even remotely interested then you might want to take a gander at this...



Rocky And Bullwinkle

www.rockyandbullwinkle.com

> We've always had a soft spot for those old-school cartoons – *Batfink*, *Wacky Races* and (of course) *Rocky And Bullwinkle*. Not surprisingly then, we went bananas when we found out about the film version that was going to appear in the States, and even more so when we heard that Robert De Niro was camping it up in it. All the details can be found on the great R&B Web site...



MUSIC

Sing-A-Long-A-Christmas

www.the-north-pole.com/carols

> There's nothing quite like sitting round an open Yuletide fire, roasting your nuts and listening to one of those cheesy Christmas CDs that your Gran always brings round. Thankfully, you don't have to wait until then to get a taste of crap carols – just pop along to the Sing-A-Long page and croon along to the words of the songs available. Sadly, you can't hear the music to go with them...



The Peter Pan Of Pop

www.cliffrichard.com

Alex's Pick

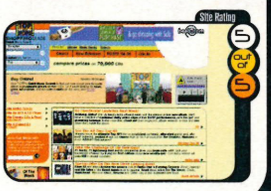
> After much searching, we came across this rather unofficial homepage dedicated to Mr Christmas Number One himself – good old Cliff Richard. Shockingly, there's tons of stuff here to play around with including email postcards, pics of Cliff with his fans and even a Cross-Stitch pattern so that you can sew your own Cliff cushion. Tasteful.



The Christmas No.1 Is...

www.totp.beeb.com

> Okay, so it's not exactly a Christmas music Web site but if you're looking to find out who's tipped for the top spot at Christmas this year then you couldn't do better than checking out the official home of Top Of The Pops. Packed with more musical news, photos and gossips than any other site we've seen recently, Top Of The Pops really is top of the pops. Oh, we're so funny...



SPORTS

One Man And His Bike
www.davemirra.com

> It's true that Acclaim's game based on him might be a bit crap, but when it comes to people on bikes, no-one does it better than Dave Mirra. If you thought Tony Hawk was crazy, you'll want to check this guy out – doing backflips on a bike is a bit different to riding around on a plank of wood with wheels. His site even links to other pages full of mad bike-related stunts... like, crazy man.



The Boxers Tale
www.princenaseem.com

> If the truth be told, there isn't a more successful British boxer around (that nearly everyone has heard of) than Prince Naseem Hamed. He might be arrogant and cocky, but that just adds to his appeal – which is why we checked out his Web site. Of course, the huge picture of him on the front sums it all up but there's tons here for boxing fans to enjoy... if you can endure the man's ego.



Come On England!
www.worldcup.com

Simon's Pick

> Let's face the truth – we might have helped invent the sport, and yes, everyone remembers the 1966 incident, but we've got about as much chance of winning the next World Cup as Alex has of pulling Jordan. Still, all the latest in World Cup news and events is on the FIFA Web site so at least you can read about it when we lose horribly.



COMEDY

UK Resistance
www.ukresistance.com

Mart's Pick

> Yes, they like to take the mickey out of anything and everything related to videogames (especially making a mockery out of every mistake Sony makes). Even worse, they've extracted the urine out of this very mag... but we still nip over to UK Resistance every morning jin case they've bothered to update it, just to see how funny it is. And it is. Honest, chaps.



America's Finest News Source
www.theonion.com

> It's been going for ages and generally appeals to the highbrow types who like to think that they *get* satire... yeah, as if *we* don't. The Onion comes in print form if you're lucky enough to live in the United States, but the rest of us will have to make do with the online version. It's still darn funny though, even if you don't keep up to date with news and current affairs... like us. Bugger.



I'd Like To Buy Some Fruit...
www.emporiumoffruit.co.uk

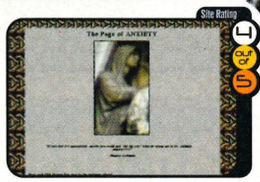
> Nope, we don't know why it's called the Emporium Of Fruit either, but we don't really care when it contains material as funny as this. Features include Uri Geller's evil twin Alan, the book-burning bonanza and even the downright psychotic Ask Joe Pesci agony uncle column. If you know our humour, then you'll want to jump to this site immediately... go on. Do it NOW!



WEIRD

The Page Of Anxiety
www.concentric.net/~Kottca/

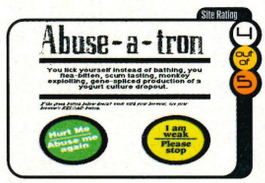
> Ever had that feeling that no matter how much you pay attention, things are going on behind your back that you don't know about? That's because they are, but thankfully, we've found the Page Of Anxiety for you to check out. Believe us, you'll be feeling a tad disturbed when you read about some of the things that happen when no-one's watching... it's pretty darn scary.



The Abuse-A-Tron
www.upstartx.com/abuse/abuse.shtml

Nick's Pick

> If you're like us, you'll know that you can never have enough abuse. Whether you take flak from your friends, family or the people you work with, there's always room for more insults... and that's where the Abuse-A-Tron comes in. Simply click the button and you'll get a barrage of abuse without the hassle of having to look your abuser in the face.



Really Stupid Stuff
www.stupid.com

> As a rule, we'd usually consider putting a Web page like this into the Comedy section of our Internet Directory, but when someone takes the time to compile as much stupid stuff as possible in one place... well, it just has to go here instead. There's more stupid and pointless pieces of information, products and other stuff than there is inside Mart's head – and as we know, that's a heck of a lot.



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

Kan't Find the Chicken?

WIN! NBA2K & KFC Goodies Up For Grabs

> Chicken lovers are in for a feast this December as KFC is set to score a winner with the Colonel's new and exciting Popcorn Chicken – mouth-watering bite size pieces of chicken, deliciously moorish and ideal for snacking on as the perfect console food. Available for a limited time only, you'll love these mini pieces of 100% pure chicken breast covered in a crispy, crunchy coating and served in a handy popcorn-style scoop. Hey, Martin approves so they've got to be good!

Anyway, to the crunch. In conjunction with KFC we've got five copies of *NBA2K* to give away as well as five mini basketball sets and vouchers for the new Popcorn Chicken – pretty tasty, huh? To stand a chance of winning just answer the following question:

Which of these is not a KFC product?

a. Zinger Twister
b. Deep Fried Octopus
c. Honey BBQ Crunch Tower Burger



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 January.

It's Finger Lickin' Good
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 KFC 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.

Note: [Popcorn chicken will be available in individual cups from £1.99 or as part of a larger meal or kids' meal].

Stuck On A Dreamcast Game?

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0906 466 4492

- All the latest cheats, tips and codes for Dreamcast via live telephone helpline, 7 days a week, 15 hours a day.
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For other enquiries contact: 0870 800 6155 (no cheats will be given out from this number).

Dreamcast solutions

Hints, Tips, Cheats and Guides

If it's a cheat you're after, you've come to the right place. We're here to help, after all...

Jedi Power Battles

> Using the Force has never been so much fun – thankfully, there's even more to be gained from *Jedi Power Battles* with these cheats from the Dark Side...

Unlock Ki-Adi-Mundi

Complete all seven training levels and save the game to unlock Ki-Adi-Mundi.

Unlock Darth Maul

Complete the game with Qui-Gon Jinn. At the Character Selection screen, highlight Qui-Gon Jinn and press Start. Darth Maul's picture will replace Qui-Gon Jinn.

Unlock Queen Amidala

Complete the game with Obi-Wan Kenobi. At the Character Selection screen, highlight Obi-Wan Kenobi and press Start. Queen Amidala's picture will replace Obi-Wan Kenobi.

Unlock Captain Panaka

Complete the game with Plo Koon. At the Character Selection screen, highlight Plo Koon and press Start. Captain Panaka will replace Plo Koon.

Unlock Droidekas

Complete the game with Plo Koon.

Unlock Kaadu Race

Complete the game with Adi Gallia.

Unlock Survival Challenge

Complete the game with Mace Windu.



Fur Fighters



> Let the fur fly... or something like that. If you're having fun playing with Bizarre Creation's furry little friends then check out these secrets

Unlock Thin Mode

Complete the maze in the Temple of Gloom to make all the characters incredibly thin.

Access Hidden Artwork

Put the game disc in a PC compatible CD-ROM drive to find artwork of the game's stages and characters in the 'Omake' directory.

Access Mini-Games

Defeat the indicated boss to unlock the corresponding mini-game:

Boss	Mini-game
Claude	Balloon Lift
Esmerelda	Bear Attack
Gwynth	Block Puzzle
Juanita	Snake Classic
Viggo	Bomber Bear
Winnie & Mai	Super Snake

Boss Bonuses

Defeat the indicated boss a second time to unlock the corresponding bonus:

Boss	Bonus
Claude	Ammo Boost
Esmerelda	3D Mode
Gwynth	Auto Aim
Juanita	Health to 100%
Viggo	Invincibility
Winnie & Mai	Bears 2x Tough







Mini-Game Bonuses

Complete the indicated mini-game under the listed goal to unlock the corresponding bonus:

Mini-game	Goal	Bonus
Balloon Lift	10,000 points	Small character
Bear Attack	10,000 points	Alternate voices
Block Puzzle	Less than 60 seconds	Rotation camera
Bomber Bear	30,000 points	Big head mode
Snake Classic	5,000 points	Rocket camera
Super Snake	10,000 points	Fish-eye lens

Kao The Kangaroo

> If you're having problems hoppin' and skippin' through this down under adventure, try these cheats on for size. Simply go to the Map screen and hold down both trigger buttons before entering any of the codes for the desired effect:





Unlock Next Level	Up, Up, Left, Down, X
Unlock All Levels	Up, Down, Right, Left, Up, X
Extra Checkpoint	Up, Right, Down, Left, A
Extra Glove	Down, Right, Left, Down, A
Extra Life	Down, A, Up, Left, A
Unlimited Checkpoints	Up, Right, Down, Right, Left, A
Unlimited Gloves	Down, Right, Up, Right, Left, B
Unlimited Lives	Down, Left, B, Left, B, B
Unlimited Energy	Down, B, B, A, Up, Left, Right

MTV Skateboarding

> Yes, we know it's quite a bit tougher than *Tony Hawk's Skateboarding* – that's why we've hunted down the best cheat for you...



Cheat Mode

When you're entering your name in Lifestyle mode, enter PASWRD instead and you'll instantly unlock all the boards, parks, costumes and skaters.



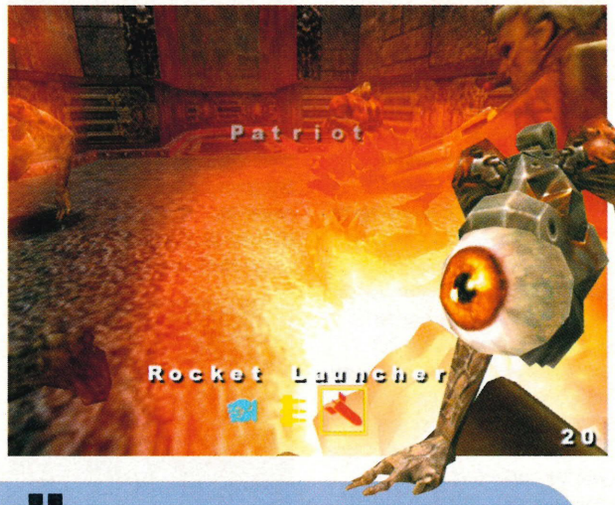


Quake III Arena

> It's only just coming out and we've already managed to find out how to unlock the cheats in this amazing first-person blaster. Are we great or what?

Unlock Cheats

Play through the game and complete it on any of the five difficulties – as a reward, you'll receive a special VMU Maze game to play. Once you successfully complete this, you'll unlock one of the cheats in the game (you can access them from the Cheats menu on the Pause screen of the game). You'll get a different cheat depending on which difficulty level you originally completed the game on so to unlock them all, you'll have to finish it on all five levels. Gulp!



AeroWings 2: Airstrike

> We've printed some cheats for this cracking flight sim game but now we've managed to uncover some more! What are the chances of that happening?

Unlock Everything

To unlock all missions and aeroplanes hold L and press X+Y while in the Game Select screen. If done correctly, you will hear a noise.

Unlock Free Flight Missions 20 & 21

Complete all of the fighter missions and tactical challenges.

Unlock F-18 Aggressor Fighter

Land more than nine carriers in either carrier free flight mission.

Unlock F-15DJ Aggressor 2 Fighter

Get over 50 kills in the game.

Unlock T-3 Fighter

Get over 100 kills in the game.



Classic Cheats

Crazy Taxi

Another Day Mode

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

Expert Mode

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

No Guiding Arrows

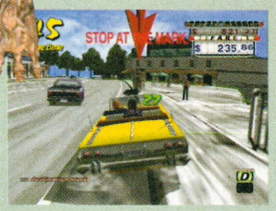
To play without any arrow markers hold R+Start before the Driver Select screen. A message 'No Arrows' will appear if done correctly.

No Destination Mark

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

Access Taxi Bike

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



View Change And Speedometer

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



Questions and Answers

It's a bit of a mixed bag this month – no single game has dominated the mail bag since last issue, so we've thrown the floor open to all and sundry in order to help you out. Our crack team of trained chimps have been beavering away around the clock to ease your pain, so show them some respect won't ya?

We're always here to solve your gaming problems, so drop us a line at:

Q&A
Dreamcast Magazine
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

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

On The Road To Nowhere

Dear Dreamcast Magazine,
I've been playing through *Ecco The Dolphin* for a while, but now I'm stuck on the level called 'Pathways From Nowhere'. I have found the five crystals and got through the hole, but now I'm stuck in the level because I can't find my way out. Can you please help?
Gary Baxter, via email

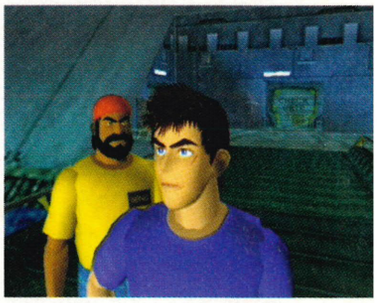


Without wanting to state the obvious, you've really not been paying attention to the secret levels of the game have you, Gary? The 2D sections are meant as bonus levels where you can collect Vitalits that'll boost your health... and that's all. Once you've collected the five crystals and gone through the hole to where the Vitalits are, you can collect them all before leaving the level. But how do you get out? Well, you might want to try going back the way you came in... it doesn't take a degree in Astro-Physics to work that one out.



Taking A Sickie

Dear Dreamcast Magazine,
As sad as it may seem, I am begging you to help me because I am stuck on *Blue Stinger*. Eliot has a virus and I can't find the medicine so I keep dying. My two boys and I are at our wits end, so please help us. Where is the medicine? I have searched the Web and looked for books but to no avail. Please help!
Mr N Ioizou, via email





Now this is tricky – there's lots to do before you can get the medicine, so you'll have to hurry. Find the Oxygen Tank in the slime area, then find the Ventilation Room key so you can get inside the room and turn on the ventilation. Move the cylinder in the Pressure Room and activate the shower, then climb the pipes when you change into a monster and find the frozen blood. Thaw it on the machine in the room around the corner, kill Dr Jacobs and nick his keys, then head for the Aquarium and grab the Mine Key. Enter the mine and kill the massive slime monster before heading back to the Med Lab to get the medicine... phew!

Anyone For Tennis?

Dear Dreamcast Magazine,
I need your help on *Virtua Tennis*. Basically, I can't seem to find out the special serves or shots, but I've also heard that there are more than the few you printed last month. I know you'll be kind enough to help because that's what you're there for!
Glenn Simmons, via email

Oh, so that's what we're here for is it? We're not here to put together a top Dreamcast magazine – we're here to help you with your inability to play Virtua Tennis... well, we suppose we'll help you but only because we're in a good mood! There are plenty of basic shots like the Lob, Forehand and Backhand, but there's really only one special shot – the Underarm Serve. To do this, you'll need to press 'X' and 'A' plus the direction you're serving in (either Up or Down) at the same time; it's tricky but entirely possible. Aside from that, there aren't any more special shots... who told you that lie, eh?



Invasion Of The Bandersnatchers

Dear Dreamcast Magazine,
I'm having trouble with *Resident Evil Code: Veronica*. In the palace at the point where you have to enter the password into the computer, when the Bandersnatch jumps through the window, I keep getting killed. I always start the game at the save point in the room before this one but with my health at Danger. I can't find any more herbs and I usually die pretty soon after the first Bandersnatch. Can you tell me the locations of the herbs in case I missed some and/or is there a cheat code to increase my health? I hope you guys can help me!
Guy Falkenberg, via email (from Holland, no less)





We've got one main suggestion – why are you bothering to load the game at a point where you're about to die anyway? Of course, you won't make it past the Bandersnatches if you're running on empty; you'll need to either find an earlier save point or (gulp) start the game again. As for Green Herbs, there are plenty lying around outside the palace as well as upstairs and around the submarine area. You might want to use those Red Herbs to make them more potent as well...

It's the

Beat Bizarre Creations' Challenge!

Right, time to change the pace just a little this issue, after the miserable offerings that we received last month in response to our challenges – basically, no-one beat us! We've gone *M-SR* crazy and enlisted the help of our buddies at Bizarre Creations to set some incredible lap times. Seeing as how it's the best racer ever, you won't want to pass this one up...

The rules are simple – the bods at Bizarre Creations have set five lap times spread across the various stages of the game and we want you to beat them; it's as easy as that. Of course, they're pretty good times so you'll have to go like the clappers to do better. Just send us photographic proof of your efforts and if you've done well enough, you might just win a prize. Ready? Here we go!



Chapter 1, Hot Lap – Stage 2
Track : Great George Street East II (St James Park, Short)
Car used : Miata
Lap Time : 17.802secs

Chapter 5, Hot Lap – Stage 1
Track : Trafalgar East (Trafalgar, Short)
Car used : Peugeot 206
Lap Time : 17.030secs

Chapter 10, Hot Lap – Stage 1
Track : Houses of Parliament South (Westminster, Short)
Car used : Alfa 156
Lap Time : 25.869secs

Chapter 13, Hot Lap – Stage 2
Track : Embarcadero East (Fishermans Wharf, Medium)
Car used : TT Coupe
Lap Time : 48.243secs

Chapter 16, Hot Lap – Stage 2
Track : Chuo-Dori Higashi (Shinjuku, Short)
Car used : FTO
Lap Time : 29.801secs

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Air Force Delta	Four Wheel Thunder	Metro. Street Racer	San Francisco Rush	Tokyo Extreme Racer
Armada	Furfighters	Millenium Soldier	Sega Bass Fishing	Tomb Raider 4
Blue Stinger	Gauntlet Legends	Monaco Grand Prix	Sega Rally 2	Tony Hawk's 1 & 2
Buggy Heat	Generator	Mortal Kombat Gold	Seventh Cross	Toukon Retsuden 4
Bust a Move 4	Get Bass	NBA 2K	Shadowman	Toy Commander
Carrier	Giant G. Wrest. 1&2	NBA Showtime	Shenmue	Toy Story 2
Chaos Adventure	Giga Wings	NFL 2K	Shotuko H'way Battle	Trickstyle
Chu-Chu Rocket	Godzilla Generations	NFL Blitz 2000	Silver	UEFA Striker
Climax Landers	GTA 2	NFL QB. Club 2000	Slave Zero	Ult. Fighting Champ.
Cool Boarders Burrn	Gun Bird 2	Nightmare Creat. 2	Sonic Adventure	Urban Chaos
Crazy Taxi	Half Life	Omikron	Soul Calibur	Vigilante 8 - 2nd Off.
Cueball	Hardcore Heat	Pen Pen Tricelon	Soul Fighter	Virtua Fightr 3TB
Daytona USA 2	Hidden & Dangerous	Plasma Sword	Soul Reaver	Virtua Striker 2
Dead or Alive 2	House of the Dead 2	Pop 'n' Music	South Park	Virtua Tennis
Deadly Skies	Hydro Thunder	Power Stone 1 & 2	Space Channel 5	V-Rally 2
Dino Crisis	Incoming	Psychic Force 2012	Speed Devil	Wacky Races
Dynamite Cop	Jet Set Radio	Puyo Puyo	Star Gladiator 2	Wild Metal
Dynamite Deka	Jimmy White 2	Rainbow 6	Street Fighter Series	Worms:Armageddon
Ecco the Dolphin	Jojo's Bizarre Adv.	Rayman 2	Super Speed Racing	WWF Attitude
ECW Hardcore Revol.	King of Fighters '99	Ready 2 Rumble	Suzuki Alstare Ext.	WWF Royal Rumble
Elemental Gim. Gear	Legacy of Kain	Redline Racer	Sword of the Berserk	Zombie Revenge
Episode One: Racer	Magforce Racing	Resident Evil 2	Tech Romancer	
Evolution 1 & 2	Marvel vs Capcom 1 & 2	Resident Evil: Code V.	Tee Off Golf Enter	

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WALKTHROUGHS FOR ALL MY TOP GAMES

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WWW.CHEATSUNLIMITED.COM

PART TWO

Jet Set Radio

Get your skates on – it's time for the second installment of our Jet Set spraying guide...

LEVEL 5 The Poison Jam Gang

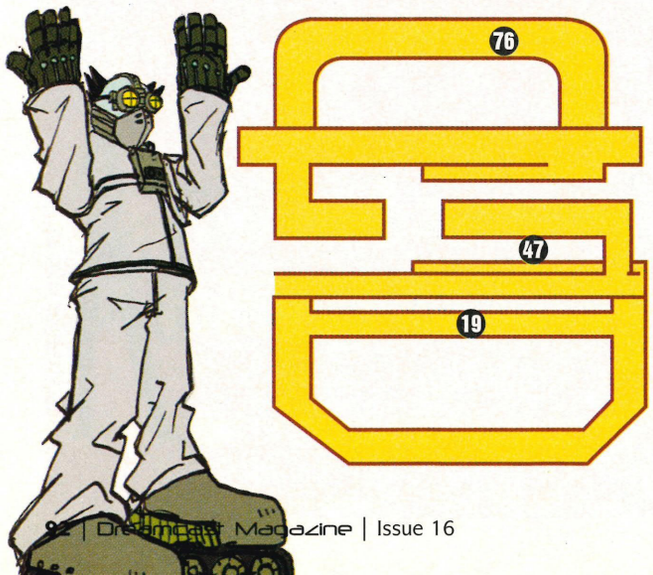
Your task on this level is to defeat the group of rivals who are skating around like a bunch of lunatics! You can do this by spraying them – each time you do so, they will lose some energy until, eventually, they'll stand in a corner stamping their feet.

The best tactic is to let one of them past you and then give chase. Don't bother confronting them head-on, as they'll flatten you. Catch up with them by performing rail-grinds and wall-grinds. When you are close enough, the paint symbol will come up. Keep tapping the L trigger to hurt them.





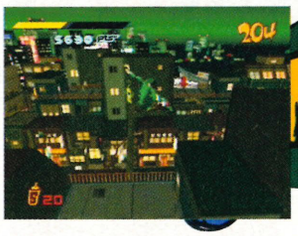




LEVEL 6 Benten Ghetto

Instructor 5: Bliss

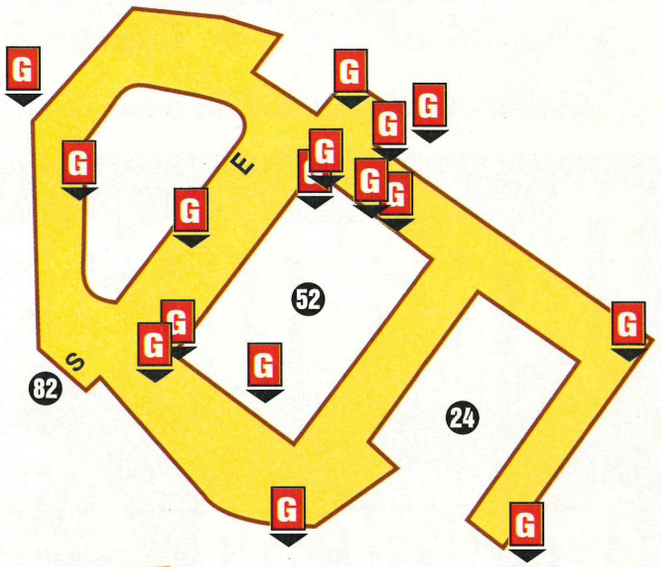
Lesson 1: Simply perform a few jumps as you would have done in the halfpipe in Level 2.
Lesson 2: Perform a running jump onto the crane. Grind halfway down it and jump to the telephone wire on your right. Quickly jump again to the next telephone wire and land on solid ground.
Lesson 3: Drop down to the telephone wire, grind along it, jump to the next one, then jump to the roof below.



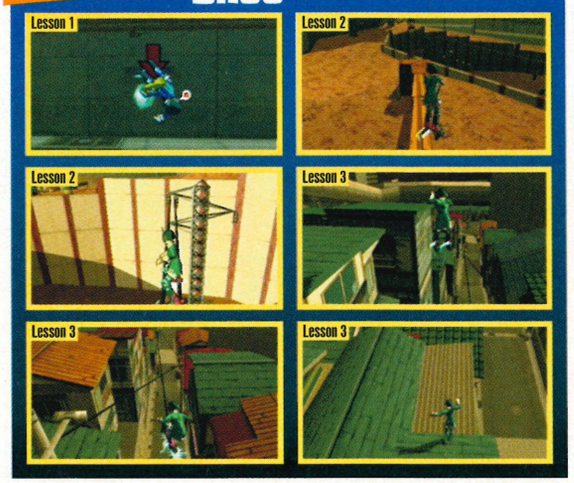
Get Spraying!

Safe Areas: Anywhere other than street level.
This level is really simple! Drop down to the street below. Make your way to the tower entrance (shown on the map as 'E') and climb up the stairs. Spray the big logo at the top, and grind along the helter-skelter-style bar, collecting the paint cans as you go. Drop down to the street again and find all of the spray points. Towards the end, the police will turn up, so quickly find the spray points and use one of the diagonal bars to get up to the roofs. Use the map to find the remaining spray points. The chief will turn up with reinforcements, but he can't touch you while you're on the roofs, so don't worry about it.

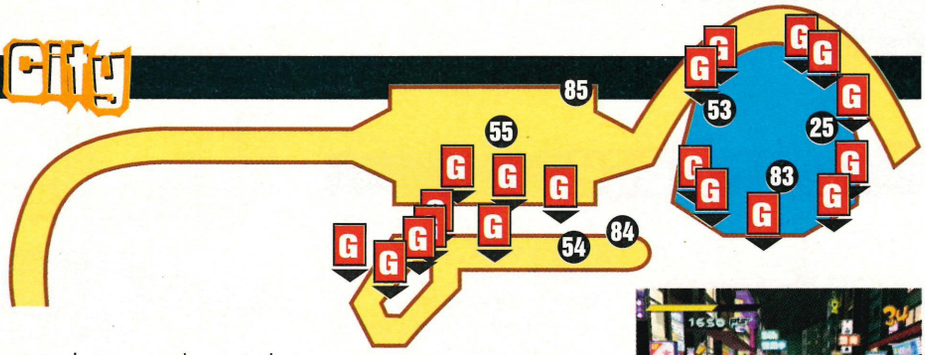




Instructor 5 Bliss



LEVEL 7 Benten City

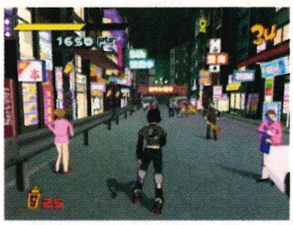


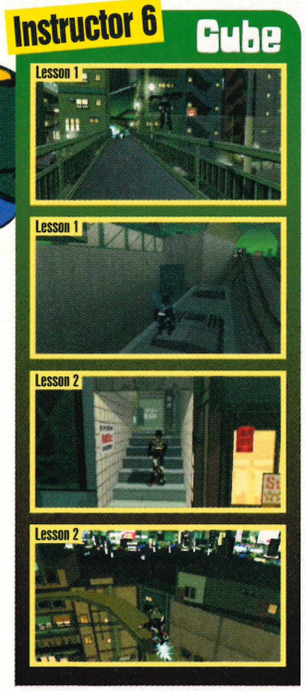
Instuctor 6: Cube

Lesson 1: Skate down the flyover and jump onto the railing. Jump down to the train on your right.

Lesson 2: Climb to the top of the tower and grind down the helter-skelter. Do a big jump off of the end, so that you land on the bar on the other side. Grind along this bar and drop off at the end.

Lesson3: Gather up your speed and grind up the side of the ramp. Jump onto the central structure and grind along the wire that leads to the gate. Jump through the gate.





Get Spraying!

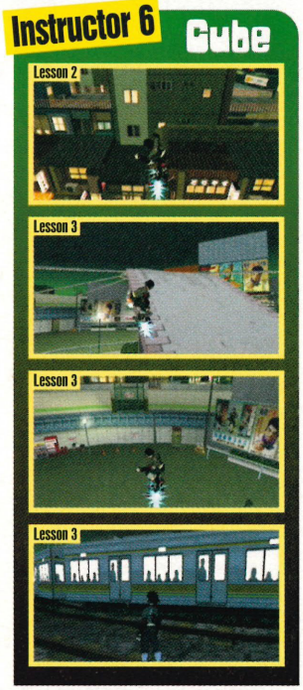
Safe Areas: Railway line, walkways, anywhere off the ground.

Skate along the carriage and jump over to the crate holding the token. On the opposite side of the area is a crate that needs spraying. Turn around and skate up the hill. Follow the track until you get to a green gate on your right. Go through and drop down. Get all of the spray points on the lower level by grinding along the barriers, then wall-grinding the advertising boards. After a few have been done, the chief and his troops will turn up. Finish up and use the ramp to get up to the central structure. There are two spray points at the end of the wires – just grind along them to get there.

Drop down and use the tip truck to get up to the ledge. Break through the board and follow the alleyway to the high street. The chief is getting a bit angry and he's resorted to using tanks! Spray all the areas in the high street and hide at the end of the road. There are a few first-aid sprays round here. The big logo at the end should be attempted in two parts, as the tanks will lock on to you if you stay there for too long!



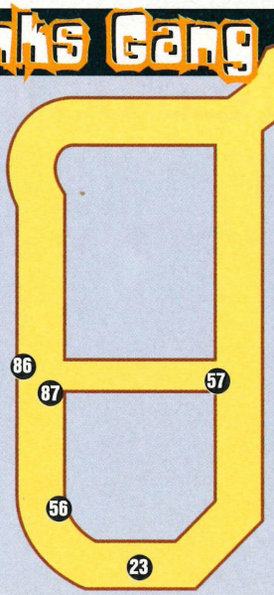


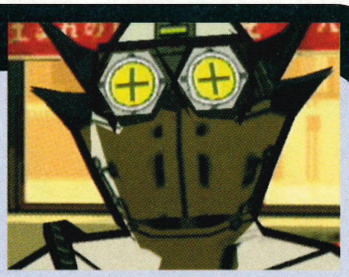


LEVEL 8 The Noise Tanks Gang

This is probably easier than the Poison Jam gang, as there's no water to fall into on this level. Stock up on paint, find the members of the gang, and catch up with them by using rail-grinds and by cutting corners.









Jet Set Tokens

> You're going to need to find all the tokens to boost your rating. As well as that, the tokens allow you to learn more advanced spraying techniques! We've got the locations of all 90, right here!

Token 1 Level: n/a
You get it automatically

Token 2 Level: n/a
Complete Gum's lessons.

Token 3 Level: n/a
Complete Corn's lessons

Token 4 Level: n/a
Complete Combo's lessons.

Token 5 Level: n/a
Complete Sugar's lessons.

Token 6 Level: n/a
Complete Grime's lessons

Token 7 Level: n/a
Complete Bliss's lessons.

Token 8 Level: n/a
Complete Cube's lessons.

Token 9 Level: n/a
Complete Yo-Yo's lessons.

Token 10 Level: n/a
Complete Soda's lessons

Token 11 Level: 1
On the roof of the shops. Get to it via the car and the truck that are parked up next to each other.

Token 12 Level: 10
In the middle of the road, on the main street.

Token 13 Level: 2
For this token, jump from the barrier onto the roof of the building that overhangs into the water pipe.

Token 14 Level: 10
There are a number of A-boards at the side of the road. Knock them over to find the token.

Token 15 Level: 1
Get onto the long bus shelter, which is opposite token 11. Grind along the top of the (very short) traffic lights and jump up to the token.

Token 16 Level: 2
Get on to the top of a bus by jumping from one of the bridges. Ride the bus and jump up to the token.

Token 17 Level: 4
From the start, do a running jump onto the wall to the right of you. Grind along it and jump up to the token.

Token 18 Level: 3
From token 20, do a running jump onto the next bar and grind along it. At the end, jump up to the token.

Token 19 Level: 5
Go into the southern sewage area and barge through the boxes to get to the hidden passageway.

Token 20 Level: 3
From the start of the level, skate forwards and jump onto the bar which is sticking out of the water. Grind along it to the small mud island.

Token 21 Level: 4
Go into the warehouse and make your way up to the upper floor. Jump across the gap to reach the token.

continued>

continued >

Token 22 Level: 3
The alleyway in which this token lies has a bar leading up to a wire. Do a running jump onto the bar and grind along the wire.

Token 23 Level: 8
Go up the stairs to the flyover. Face the wall and you'll see a red platform. Jump onto it and position yourself so that you can see what traffic is coming down the road. Watch out for the colourful truck – jump onto it when it arrives. The token is quite high up in the middle of the road – you'll have to do a running jump to get to it.

Token 24 Level: 6
From the starting point, do a running jump onto the bar ahead of you, then immediately jump over to the balcony on the left.

Token 25 Level: 7
From the central structure, grind along one of the wires and then jump over to the pink octopus.

Token 26 Level: 15
In the Subway, wall-grind off the wall and propel yourself onto the central barrier. Grind along the central barrier and jump up to the token.

Token 27 Level: 15
Just after token 26, at the platform. Do a running jump onto the railing. Grind along it and jump to the right-hand wall. Wall-grind it and propel yourself up to the token.

Token 28 Level: n/a
Get a Jet rating on all Harbour levels.

Token 29 Level: n/a
Get a Jet rating on all Benten levels.

Token 30 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 31 Level: n/a
You get it automatically.

Token 32 Level: n/a
Complete Gum's lessons.

Token 33 Level: n/a
Complete Corn's lessons

Token 34 Level: n/a
Complete Combo's lessons.

Token 35 Level: n/a
Complete Sugar's lessons.

Token 36 Level: n/a
Complete Grime's lessons

Token 37 Level: n/a
Complete Bliss's lessons.

Token 38 Level: n/a
Complete Cube's lessons.

Token 39 Level: n/a
Complete Yo-Yo's lessons.

Token 40 Level: n/a
Complete Soda's lessons

Token 41 Level: 1
Grind along the barrier that runs past the car and the van (the ones that need spraying) and jump up to the token at the end.

LEVEL 9 The Race

Instructor 7 Yo-Yo

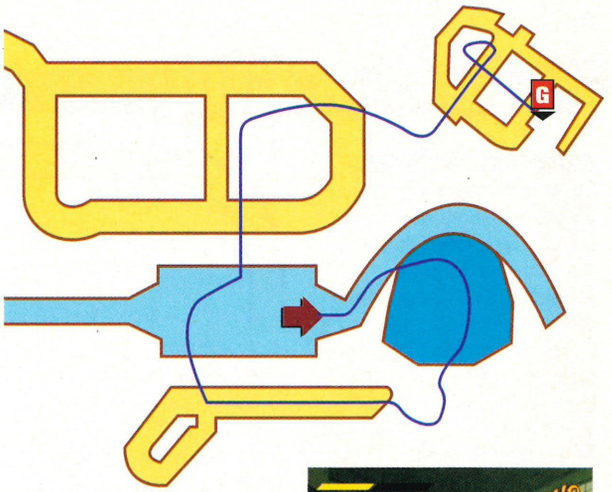


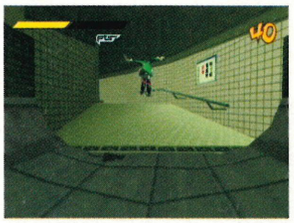
Instructor 7: Yo-Yo

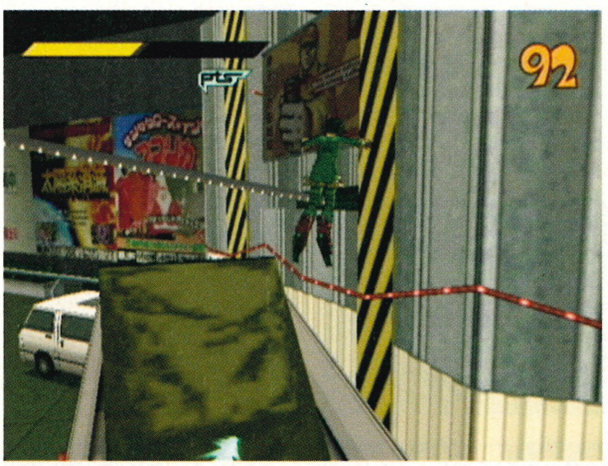
Lesson 1: Beat Yo-Yo

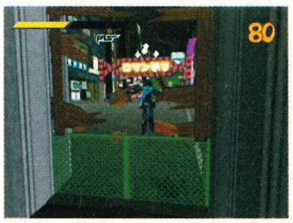
The problem with this lesson is the fact that you won't have a clue where you're going at first – it'll take you a couple of attempts to figure it out.

Skate up the incline, using jumps and rail-grinds to gain momentum. Crash through the gate on the right-hand side and jump to the floor. Skate up the tip truck and smash through the advertising board. Follow the alleyway through to the high street. Grind along the barriers to keep your speed up and take the second exit on the right. Grind along the right-hand side of the flyover and jump down to the flyover on your right. Cross the road – the subway entrance will be directly in front of you. Go through the subway. Go straight ahead – at the end of the street, on the left, is the entrance to the tower. Climb the stairs and grind down the helter-skelter. Jump off at the end and land on the next bar. Jump to the spray point and spray the wall.











LEVEL 10 The Love Shockers Gang

This is the easiest gang confrontation yet! Simply chase them up and down the hill until you've sprayed them enough to stop them. There are barriers running along all the roads so you'll have no problems catching them up.







LEVEL 11 The Golden Rhinos In Shibuya

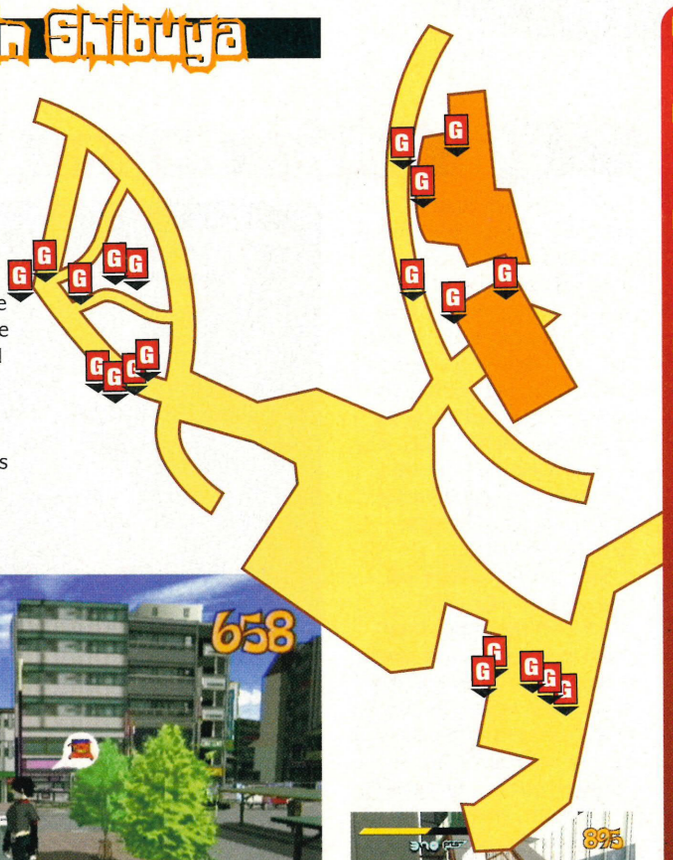
The Golden Rhinos have come to retake Shibuya! Mark your territory and defeat the troops.

You'll start out on the unfinished freeway. Jump over the gap and go down the stairs to the water pipe. Grab the paint and turn left. Hit the spray point and go through the tunnel. Now that this area has been opened, you'll be able to go through to the bus station. Repaint all the spray points. Be careful when you get near the car and the truck – they're booby-trapped, as is the bus nearest the video-walls. Edge your way towards them. When the explosions start, back off.

With the bus station clear, go back to the water pipe. The other end of the pipe is also open and it will take you through to the sloping streets area. The pink cobbled street is booby-trapped, so be careful. Paint the town, then go back to the water pipe. Go up the stairs to the bridge area. Skate along the street and paint the two spots on the walls. Turn left at the junction, spray the walls and drop down into the pipe. Climb up the stairs and spray the areas at both ends of the unfinished flyover. Lastly, spray the playground and the two bridges. There is only just enough time to do this – if you make a mistake, you may as well start again!









Token 42 Level: 10
In the middle of the road, on the main street. Very close to token 12.

Token 43 Level: 2
Get some speed up and grind up the side of the elephant slide – propel yourself into the air and up to the token.

Token 44 Level: 10
There is an alleyway leading off from the main road that has a pink tiled path. Go to the top of the stairs and jump over to the token.

Token 45 Level: 1
You'll need to ride on a car/truck to be able to reach this token. Look at the map for its position.

Token 46 Level: 2
You'll have to gather up a fair bit of speed for this one. Go to where the crane is and grind along the central reservation barriers, jumping as you go. Jump up to the crane and grind off the end of it.

Token 47 Level: 5
Take a running jump from the walkway to reach the token. You should be able to land on the lower walkway.

Token 48 Level: 3
This token is hidden in the corner of one of the shops.

Token 49 Level: 13
From the start of the level, grind down the telephone wires and jump off at the end.

Token 50 Level: 4
Grind down the crane's arm, then jump onto the telephone wire and grind along it.

Token 51 Level: 3
Behind the large wall in the upper section, you'll find an alleyway. It's hidden by a pile of boxes but you can smash straight through them.

Token 52 Level: 6
Grind down the helter-skelter and jump up at the end to grab the token.

Token 53 Level: 7
This token can be found at the top of the large advertising board, to the right of the tip truck. Grind along one of the wires and jump up to it.

Token 54 Level: 7
Go to the parked cars in the high street. If you run up a windscreen, you'll be given a boost, which will get you high enough to reach the token.

Token 55 Level: 7
On the right-hand side of the high street are a number of passages leading to flyovers. Go down the second one, grind along the right-hand railing and jump up to the token.

Token 56 Level: 8
The token is in the tree – unfortunately, it's slightly too high to get to by grinding off the barriers. There is a ledge about three metres up, on the wall nearest the tree. Get to it by going up the stairs and doubling back. Drop down to the platform and do a running jump to the token.

continued

LEVEL 12 The Race II

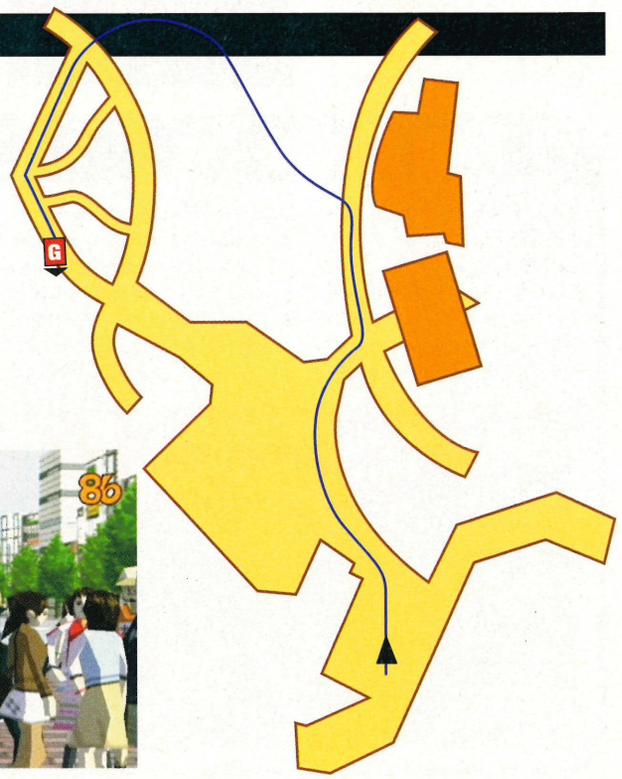
Instructor 8: Sugar

Lesson 1: Beat Sugar Jump across the bus shelters and drop down onto the road. Go past the stairs that lead to the water pipe and go into the pedestrianised area. Take the first right to lead you into the playground area. Skate up the road and jump left into the water pipe. Follow the pipe to the sloping streets area. Take the first right and use the barriers to gain speed. The spray point is at the end of the road on the right-hand side.









continued

Token 57 Level: 8
The token is between the two stairways. Simply slide down the stairway and jump up to it.

Token 58 Level: n/a
Get a Jet rating on all Harbour levels.

Token 59 Level: n/a
Get a Jet rating on all Benten levels.

Token 60 Level: n/a
Get a Jet rating on all Shibuya levels.

Token 61 Level: n/a
You get it automatically.

Token 62 Level: n/a
Complete Gum's lessons.

Token 63 Level: n/a
Complete Corn's lessons

Token 64 Level: n/a
Complete Combo's lessons.

Token 65 Level: n/a
Complete Sugar's lessons.

Token 66 Level: n/a
Complete Grime's lessons

Token 67 Level: n/a
Complete Bliss's lessons.

Token 68 Level: n/a
Complete Cube's lessons.

Token 69 Level: n/a
Complete Yo-Yo's lessons.

Token 70 Level: n/a
Complete Soda'a lessons

Token 71 Level: 1
As for token 45, except for the fact that this token is in a different position.

Token 72 Level: 2
Stand on the right-hand side of the crane and look down into the gap. Straight ahead of you, you'll see a rooftop with a token on it. Take a running jump over to it.

Token 73 Level: 2
Stand in the token 72 spot and look back into the gap. There is a fenced-off area on the other side. Jump over to it and you should land on a ledge just in front of the fence. Open the gate and grab the token.

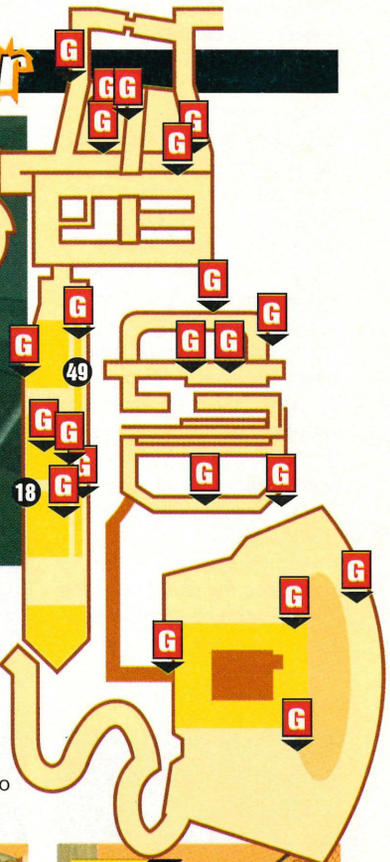
Token 74 Level: 10
Go to the main junction located at the bottom of the hill. There is a roof above a shop that you can get to by grinding along the barrier and jumping.

Token 75 Level: 2
Go to the bridge nearest the end of the road. Now stand by the sign that the token is above. Dash towards the bridge and jump onto the inside barrier. Grind along it and as soon as you start to go down the other side, jump over to the token.

Token 76 Level: 5
Go to the northern sewage area and stand on the grate. It will collapse, dropping you into the room below.

LEVEL 13 The Golden Rhinos In Harbour





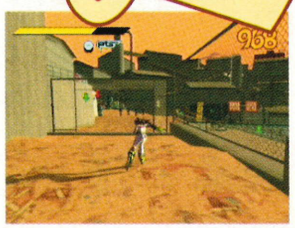
This is extremely hard to do unless you follow two simple rules. Despite the fact that there appear to be an enormous amount of spray points, you only have to spray the red ones. The green ones are a bonus, but you'll never complete the level if you try to get them all! Secondly, your route around the level will also make a huge difference to your success. The best route is as follows...

Stay on the rooftops and jump over to your right, chasing off the sniper. Drop down to the street and skate down the hill. Spray the rhino statue, then make your way up to the rooftops via the covered car. Use the map to find all the red spray points, then, staying on the roofs, go to the top of the hill and follow the muddy path to the junkyard. Drop down to the roof of the warehouse and spray the statues. Take out the sniper on the central structure and find any remaining spray points.

The warehouse holds a ton of health and a secret passage leading to the sewers. Once in the sewers, there are several spray points in the sections leading off from the main area, two large points in the main area and one statue in the small room at the bottom of the stairs. Once this area is clear, exit via the opening at the end of the main area. You will end up in very familiar surroundings. Turn right, climb up the stairs, then turn and wall-grind across the gap. Go up the stairs and jump over to the water tower for a single spray point. Go back down the stairs and onto the roofs. Spray all of the red points to complete the level.







LEVEL 14 The Race III

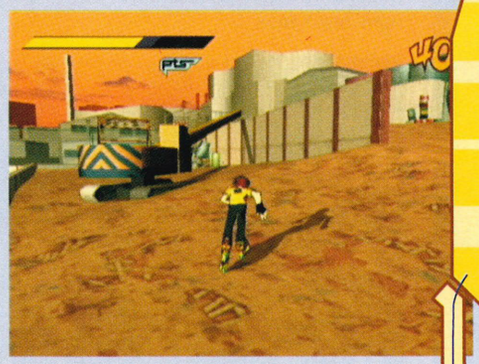
Instructor 9: Soda

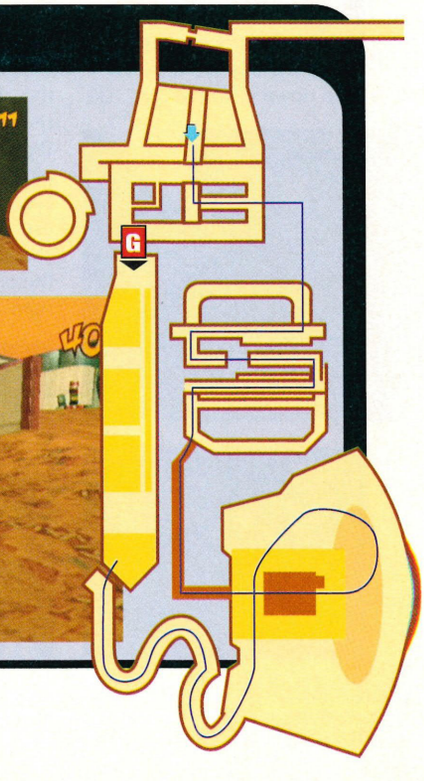
Lesson 1: Beat Soda

Go past the stairs and go into the sewer passageway. Make your way over to the opposite side of the sewer system, using short cuts where possible. Once you emerge in the junkyard warehouse, jump up to the muddy track via the cars. Follow the track to the rooftops, then skate down to the spray point at the bottom.



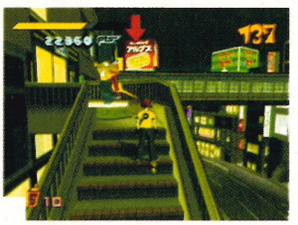
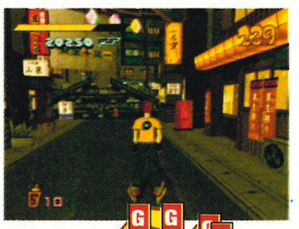






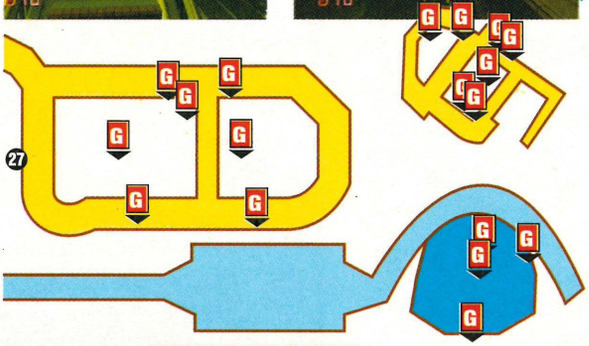
LEVEL 15 The Golden Rhinos In Benten



This is the easiest of the Golden Rhino levels. Grab the paint in front of you. Turn around and spray the area at the back. Avoid the giant at all costs! Go to the end of the high street, collecting as much paint as you can, and make your way through to the ramp area. Find the red arrows and spray them. The doorway in the central structure is now open, so go down to the Subway. Wait for the train to pass and follow it up the track.

When you get to the next station, exit via the stairs. At this point, you may have to use the flyovers to get back to the high street and stock up on paint. Find all the spray points in the Benten Ghetto, then use the subway to get to the helter-skelter area. Spray all the spray points to complete the level.








LEVEL 16 The Golden Rhino Gang

These guys are basically evil clones of the Poison Jam gang. One of them skates around the streets and is easy to catch. The second gang member only skates on the streets for a short time before going onto the rooftops – wait for him to come down before tagging him. The third gang member skates along the telephone wires – don't bother chasing him, wait for him to come to you. Ride the helter-skelter and jump over to the second bar. Grind along it to the balcony. The final member will turn up here for a rest, at which point you can tag him!



Rooftop Confrontation

Your final battle will be with the boss of the Golden Rhino gang himself! There are four platforms leading off from the centre. All of them have a spray point, which is guarded by a fire-breathing rhino. Two of the platforms can be reached by grinding along the bar that runs between them and the centre. The other two can only be reached by navigating your way over a number of rotating cogs. As soon as you start spraying, the rhino will attack – ignore him! Spray as fast as you can, and get back to the centre before the platform breaks up. Once all the platforms have been sprayed, the rhino will explode and the central podium will be smashed open by the debris. Grind up to the top of the podium, using the steel bar, and tag the boss to complete the game!



Token 77 Level: 3
Climb up to the top of the double stairway and turn around. Jump onto the fence and grind all the way down. Jump up at the end to grab the token.

Token 78 Level: 4
Drop down onto the roof of the warehouse.

Token 79 Level: 3
As for token 77. However, instead of grinding all the way down, grind a short distance, then jump onto the strange-looking tower ahead of you.

Token 80 Level: 3
Climb up to the forth or fifth step on the stairs at the start of the level. Jump up to the wall and propel yourself off it to get the token.

Token 81 Level: 13
In between the rooftops is a secret entrance, leading to a telephone wire with a token along it.

Token 82 Level: 6
Locate the entrance to the subway ('S' on the map). Get up onto the roofs and make your way back to the roof of the subway entrance.

Token 83 Level: 7
This is on one of the wires that's leading off from the central structure.

Token 84 Level: 7
On one of the first roofs (right-hand side) that you come to in the high street. Grind along the nearest barrier and jump up.

Token 85 Level: 7
Next to one of the trains is a crate. Either jump from the train, or do a wall-grind to get to it.

Token 86 Level: 8
This is hard! There are two sealed corridors that join the buildings on either side of the road. You can get onto one of them by grinding up the stairs and jumping over to the bar. You'll need to keep up your speed to get there. Do a running jump onto the bar and grind along it. Just before you get to the end, jump up, wall-grind along the wall and propel yourself over to the token.

Token 87 Level: 8
Make your way up to the sealed corridor. Wait for the moving platform to come over and jump on it. Ride it over to the token.

Token 88 Level: n/a
Get a Jet rating on all Harbour levels.

Token 89 Level: n/a
Get a Jet rating on all Benten levels.

Token 90 Level: n/a
Get a Jet rating on all Shibuya levels.

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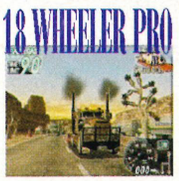












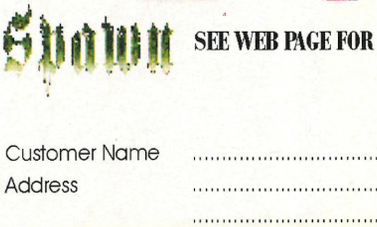




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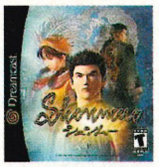


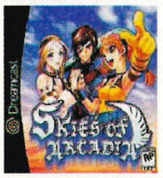
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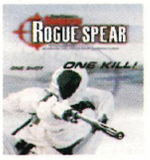
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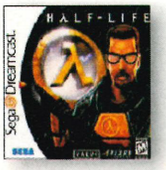
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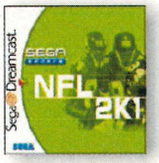
















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Genre: Action/Adventure | Beat-'em-up | Driving/Racing | Party/Puzzle | Platform | Shoot-'em-up | Sports | Strategy

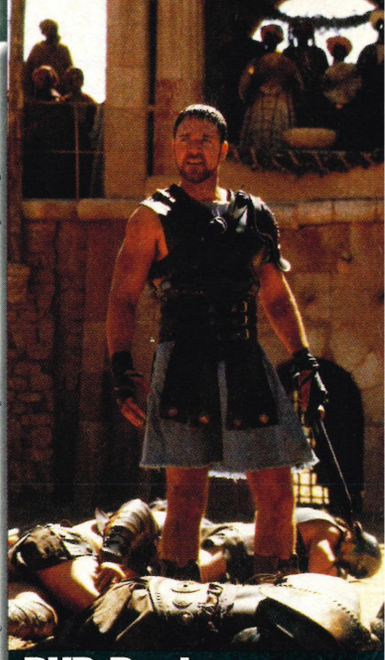
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4Wheel Thunder	**Midway**	2	✗	✗	STEERING WHEEL	08	92%
We Say: "*4Wheel Thunder* is generally an incredibly well rounded game, making it a total winner in our books." AW							
AeroWings	**Crave**	4	✗	✗	✗	03	68%
We Say: "As a flight simulator, *AeroWings* 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							
Bangai-O	**Virgin**	1	✗	✗	✗	14	69%
We Say: "Mad, crazy shoot-'em-up with absolutely no point – you'll either totally love it or loathe it with a passion." MM							
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							
ESPN International Track & Field	**Konami**	4	✗	✗	✗	15	63%
We Say: "A second-rate knock-off of a version that appeared on an inferior console." 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							
Ferrari 355 Challenge	**Acclaim**	2	✗	✗	STEERING WHEEL	14	91%
We Say: "Have no doubt, this is the ultimate driving experience. Savour it and cherish it.." AW							
Fighting Force 2	**Eidos Interactive**	1	✗	✗	✗	04	74%
We Say: "*Fighting Force 2* is fun to play and looks great, it's just not a game that you will be totally engrossed in and addicted to for long." AW							
Fur Fighters	**Acclaim**	4	✗	✗	✗	09	91%
We Say: "The closest thing to a Rare/Nintendo game that Dreamcast gamers are ever likely to find." SP							
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							
GigaWing	**Virgin**	2	✗	✗	✔	14	35%
We Say: "Still a pointless shoot-'em-up; it gets one percent more just for being in English this time around." MM							
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							
Gunbird 2	**Virgin**	2	✗	✗	ARCADE STICK	15	51%
We Say: "Despite feeble attempt, this game fails to deliver in almost all departments." MM							

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

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Half-Life	**Havas Interactive**	1	✗	✗	KEYBOARD + MOUSE	15	81%
We Say: "Just not good enough to be up there with the best. Half-Life? Half-finished, more like!" CN							
Hidden & Dangerous	**Take 2**	1	✗	✗	✗	12	92%
We Say: "*H & D* 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							
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							
Jeremy McGrath Supercross 2000	**Acclaim**	2	✗	✗	✗	14	29%
We Say: "Don't go near this game if you want to retain your faith in the Dreamcast. Why? Because it will rot your soul." AW							
Jet Set Radio	**Sega**	1	✗	✗	✗	15	92%
We Say: "Playing this game is a near-heavenly experience, unrivalled thus far on any system." AW							
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							
MagForce Racing	**Crave**	4	✗	✗	✗	14	51%
We Say: "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." 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							
Metropolis Street Racer	**Sega**	2	✗	✗	STEERING WHEEL	15	96%
We Say: "One of the finest games that we've laid our hands on for a very, VERY long time." MM							
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							
Railroad Tycoon 2	**Take 2**	1	✗	✗	✗	14	33%
We Say: "Digging deep, you could say there's a bit of a trainspotter in each of us and this game will appeal to that little bit." RM							
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							
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 Extreme Sports	**Sega**	2	✗	✗	✗	15	86%
We Say: "It's great fun but the lack of a good multiplayer mode cuts the life of this one in half." MM							
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							

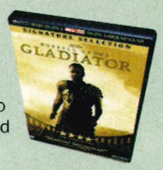


DVD Reviews

Gladiator: Special Edition

Cert	15
Publisher	Universal
Price	£19.99

Every once in a while, a film comes along that is so epic it defies belief. You might not agree with us but right now, we'd say that *Gladiator* is that movie – if you haven't seen it, you've truly missed out. That said, the DVD is soon to be marching your way and boy, is it amazing; coming in a two-disc Special Edition pack, there's so much here we don't know where to start. As well as the film itself you've got a whole bunch of featurettes, the history of gladiators, the musical score, a look at how the visual effects were done, deleted scenes, a tribute to the late Oliver Reed and much, much more. It's an ideal Christmas gift... go buy it now!



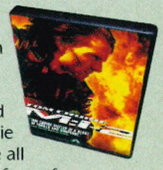
5/5

Martin Mathers

Mission: Impossible 2

Cert	15
Publisher	Paramount
Price	£19.99

Despite being totally different to the original *Mission: Impossible* film (tons of action, very little sensible plot and guns... lots of guns), John Woo's attempt at the franchise managed to raise a big smile when we first saw it. Now it's arrived on DVD, we're even happier because as well as the feature presentation there's loads of other stuff to keep us amused. Full-on features about the stunts and behind-the-scenes happenings, a music video from Metallica (although Limp Bizkit fail to appear), alternate title sequences and even the MTV Movie Awards parody are all here – it's not just fans of John Woo that'll love this one, you know...



4/5

Martin Mathers

continued>

CD Reviews

U2: All That You Can't Leave Behind

Label: Island

Some bands have it, some don't. U2 definitely have it. After all, how many bands are creating albums this good after they've been together 20 years? Virtually gone are the flirtations with electronica that plagued *POP*, with a return to the wonder years of *Achtung Baby*. The likes of number one single *Beautiful Day*, *Kite* and *Walk On* are indicative of this – poetic throughout and entirely beautiful in themselves. Classic stuff you'd be foolish to miss out on.



5/5

Alex Warren

Charlie's Angels: Music From The Motion Picture

Label: Columbia

As a certain group of leather-clad ladies kick up a storm in the cinemas, it will come as no surprise to find that there's a pretty healthy soundtrack to accompany them. An eclectic mix of old and new, this colourful compilation veers from the disco tones of Tavares' *Heaven Must Be Missing An Angel* to the grinding guitars of Appollo Four Forty's take on the theme, *Charlie's Angels 2000*. With the likes of Destiny's Child, Aerosmith, Marvin Gaye and Fatboy Slim all residing in the same place, this album is a guaranteed winner – and deservedly so.



4/5

Karen Hollocks

Fat Boy Slim: Halfway Between The Gutters And The Stars

Label: Skint

With the sounds of *You've Come A Long Way Baby* still residing in clubs around the country, Mr Cook has a lot to live up to. But then why should that faze him? After all, he was in the House Martins. As it is, this is a fantastic album – less in your face than the above tune, far less intense and remarkably chilled, making it a brave record more than anything. It might not have the songs to get the dancefloors heaving like before, but it's an undeniably quality album, and with the likes of Macy Gray popping up twice, it's pretty darn funky too.



4/5

Alex Warren

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
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							
Silent Scope	**Konami**	1	✗	✗	✗	15	85%
We Say: "It'll keep your ass glued to your seat, your trigger finger happy and your eyes on stalks for hours." 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							
Space Channel 5	**Sega**	1	✗	✗	✗	14	90%
We Say: "With Ulala you get a whole new interpretation of the day's news. You get it through the art of dance." WJ							
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: 3rd Strike	**Virgin**	2	✗	✗	ARCADE STICK	14	71%
We Say: "As far as the *StreetFighter* series goes, you really couldn't do much better than this." MM							
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							
Super Runabout	**Interplay**	1	✗	✗	✗	15	52%
We Say: "Great ideas, but completely arse in every other department." 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							
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							

best of GENRE

You can't buy every game, so to stop wasteful purchases, here's the games you *have* to own!

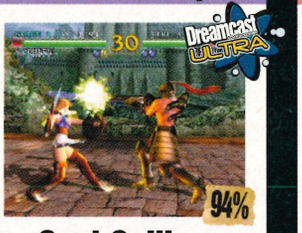
Action/Adventure



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...

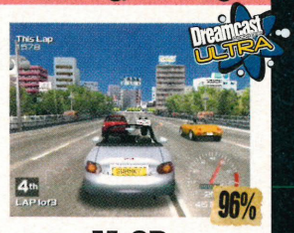
Beat-'Em-Up



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



M-SR

The most comprehensive and original driving game on any console and the closest thing to driving perfection you are likely to ever see. So why haven't you bought it yet?

MOST PLAYED



Unreal Tournament

> Oh lordy – after getting in exclusive code of the only game that gives *Quake III* a run for its money, you might have guessed that the mag was going to suffer this month. Suffice to say, we've spent many nights locked in the office with just *Unreal Tournament* and a large case of beer for company recently... apart from Martin, who went home.

Quake III Arena

> Right – at long last, it's out and we've even reviewed it on page 40... so what's your excuse for not buying *Quake III* yet? Not having enough money isn't good enough – there are plenty of places where you can sell a kidney for cash these days. Get out there and buy a copy for heaven's sake! Oh, and get a mouse and a keyboard while your at it...

M-SR

> Okay, so we reviewed this one a month ago, but it is still stuck semi-permanently in our Dreamcasts and we've become addicted to it. Unfortunately, our deadlines have been tighter than a pair of lycra pants on a fat-arsed lady means that we've had little time to play games... but we made time to play *M-SR*. It's the greatest racing game ever – you know you simply have to have it.

Game Name	Publisher	Players	VM	Online	Useful Peripheral	Issue	Rating
Time Stalkers	**Sega**	1	✗	✗	✗	14	36%
We Say: "It plays in a way that makes spending an afternoon watching some fish fingers defrost sound interesting." WJ							
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							
UFC	**Crave**	2	✗	✗	✗	14	93%
We Say: "A near-perfect realistic fighting game, marred only by the fact that experts might find it a bit too easy." MM							
Urban Chaos	**Eidos**	1	✗	✗	✗	14	49%
We Say: "Quite clearly this is the worst game of its genre on the Dreamcast, not to mention an embarrassment." AW							
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 Athlete	**Sega**	4	✗	✗	ARCADE STICK	14	76%
We Say: "It's good, but not great – we were hoping for so much more. We like our games to last more than a few days..."MM							
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 here. 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

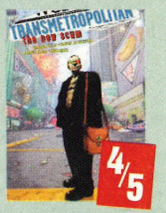
Being all stealthy and cunning is the name of the game here. Initially tricky to get to grips with, persevere and you'll fall in love with it.

Comics

Transmetropolitan: The New Scum

Publisher | Titan Books
Price | £10.99

Once in a while you get a graphic novel that comes from nowhere and hits you slap between the eyes. Which is *Transmetropolitan: The New Scum* all over. It's as black as you're going to find in any comic of this kind and brilliant for it. Spider Jerusalem is the journalist of the future – the public love him, but he dreads the power that this gives him. As the Presidential campaign kicks off he's put in the middle as he interviews each candidate in turn in a bid to deliver the truth to the new scum. But it's a dangerous road he treads and each step could be his last. Compulsive stuff.

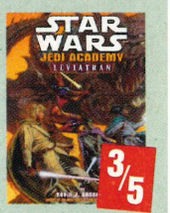


Alex Warren

Star Wars Jedi Academy – Leviathan

Publisher | Titan Books
Price | £10.99

With much-vaunted writer Kevin Anderson in tow you'd expect a killer story line from this *Star Wars* tale, but in fact what we get is something entirely different. To call it lame would be an understatement, as a bunch of Jedis from Luke's academy on Yavin 4 head to the far-off mining colony of Corbos, where something has wiped out the entire population. But can the Jedi beat what lies in wait for them? Hmm... now take a guess. Even despite the fact that it looks gorgeous, *Leviathan* is a sadly disappointing addition to an otherwise stunning collection... which is a shame.



Alex Warren

Batman: The Chalice

Publisher | DC Comics
Price | £12.99

Normally, Batman comics keep us enthralled for a fair old while – loads of action, top bad guys and great stories always keep us coming back for more. With *The Chalice*, though... well, we don't really know what to make of it, to be perfectly honest. Sure, it's an interesting idea – Batman is given the rather important job of guarding the Holy Grail – but it just doesn't have the same grip as other Batman tales. Maybe it's the 'alternative' style in which it's drawn, or it could be because it's just so... darn... slow in getting to the point; either way, it only manages to squeeze an 'It's okay' from us. Damn.



Martin Mathers

continued >

continued >

Videos

Chicken Run

Publisher Pathé
Price £13.99
Cert U

You've had to suffer *Wallace And Gromit* every Christmas since it was made, so it was only a matter of time before the creators made a film as well. Thankfully, this time it's about chickens rather than an annoying bloke and his dog. Imagine *The Great Escape* with poultry – *Chicken Run* follows a group of chickens as they try to escape Tweedy's Farm before they get turned into pies. It's got some funny moments but is mainly for kids; unlike some other animated movies, there isn't that much for adults to enjoy as well. Shame.



Martin Mathers

Sleepy Hollow

Publisher Pathé
Price £12.99
Cert 15

Mmm, Christina Ricci. Looking slightly the worse for wear after dying her eyebrows white, the delectable Ms Ricci is the icing on the cake in what has to be Tim Burton's best film in recent years. Taking the tale of the Headless Horseman and Ichabod Crane, *Sleepy Hollow* both excites and scares with its blend of intriguing story, beautiful scenery and high-paced action. Wonderfully gothic and darkly humorous, you'll love it to pieces... and it's got Christina Ricci in it. Did we already mention that?



Martin Mathers

Star Wars Trilogy

Publisher Twentieth Century Fox Home Entertainment
Price £34.99
Cert U

After a three year hiatus from shop floors, LucasArts has again decided to release a limited edition boxset of the original *Star Wars* trilogy, but with this being the third set of limited editions, they're not so limited now! Still, that doesn't matter. You know how good these are and if you don't own them, shame on you. Just make sure you get them now, particularly as there's a ten minute preview of *Episode 2* including interviews with George Lucas and other cast members.



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%
Capcom Vs SNK	Capcom	2	✗	✗	ARCADE STICK	14	87%
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%
Seaman	Sega	1	✗	✗	MICROPHONE	14	84%
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%

gearbox

Stuff your stockings full of DC goodies this Christmas!

K.O. Fighting Pad

Venom > £17.99

A six button Joypad for the Dreamcast – who would have thought they'd see the day? The concept itself seems to be sound, but unfortunately the implementation is bad and those extra buttons become a nuisance very quickly. Stop and imagine for a second how frustrating it would be to have all your friends button-bash their way to victory on *Soul Calibur* as you hit the extra buttons impotently, believing them to be the vital ingredient in a killer move. In addition to the decidedly iffy button positioning, the pad itself is about as easy to handle as a charging bull and only slightly less fun. Avoid like the plague.

2/5



X-TENDER

Blaze > £9.99

History is built around folk who seem to have that spark of inspiration to create something simple yet brilliant. Ideal for the gamer that really needs those extra inches, this peripheral is great for those big lounge/distant TV situations. Remember though, just because it's bigger doesn't mean you'll be better (at games).

4/5





Mouse

Sega > £19.99

Along with the eagerly awaited arrival of *Quake III Arena* comes the equally highly anticipated Dreamcast mouse, which should help making fragging everything in sight that much easier. Bigger than the Japanese mouse, which was frankly tiny, the European breed is altogether better and easier to use. But the benefits don't just stop at making first-person shooters easier to play. They also double up to help trawling the Internet a less painful experience, making the Dreamcast mouse a must-have peripheral for all serious gamers and Web surfers alike.

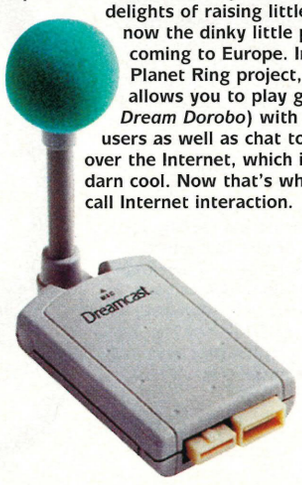
5/5

Microphone

Sega > £14.99

Well, the Japanese and Americans may have been having fun with their microphones for the past few months as they've indulged in the delights of raising little Seaman, but now the dinky little peripheral is coming to Europe. In support of the Planet Ring project, the microphone allows you to play games (such as *Dream Dorobo*) with other online users as well as chat to them over the Internet, which is pretty darn cool. Now that's what you call Internet interaction.

5/5

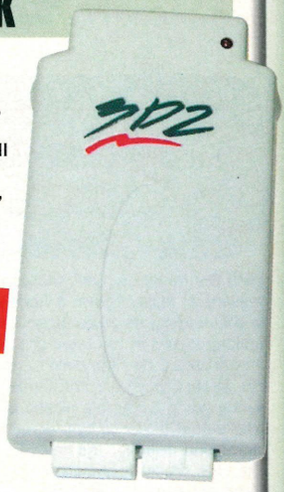


Rumble Pack

Venom > £9.99

So it's a rumble pack. It rumbles when you get shot, when you crash into cars and walls, and when you fall down big holes in the ground – big deal. But then, if you want to feel every sensation that the games have to offer and recreate the perfect gaming experience then you can't really go wrong with this.

3/5



Scart Lead

Blaze > £9.99

What can we say? It's a scart lead... what more do you need to know? That it'll give you a far crisper picture on your TV than a basic console-to-TV lead? Well now you know, so if you want your games to look as good as they're meant to look, you'd better go and get one of these now.

4/5



Pump Action Gun

Thrustmaster > £39.99

Despite the fact that after a year there is still just the one game that uses the light-gun, namely *The House Of The Dead 2*, peripheral manufacturers continue to insist on producing them. This is number three and we reckon it's one of the best. Chunky, comfortable and with a pump action reload, it does the job impeccably. The fact that it's a pump-action reload is the all important selling point, as it means that you don't have to shoot off-screen to reload. This saves you valuable seconds and gives you the chance to shoot even more zombies.

4/5



stuff & nonsense

Last minute Christmas shopping? Well worry not – we're full of ideas, so check this lot out...



Clangers

Manufacturer	Golden Bear
Web site	www.goldenbeartoys.com
Cost	£5.99

So put your hands up if you remember the Clangers. Anyone? No, us neither, but that's probably a sign of our youth (Simon and Nick remember them vividly, of course, 'cos they're old men). Anyway, apparently they were rather cool and went around whistling at each other... and not a lot else. Quality entertainment then. Anyway, these are pretty cute and they even start whistling gaily when you press their tummies. How sweet.

Charlie's Angels Toys

Manufacturer	Kidz Biz
Tel	0208 393 3334
Cost	£12.99

With the fantastic (well, fantastic for three reasons at least) *Charlie's Angels* just released in the cinema, its three biggest stars are making waves in toy town too. If being immortalised on film wasn't enough for Lucy Liu, Drew Barrymore and Cameron Diaz then surely going through a plastic phase will satisfy their egos? If you've ever wanted to bend, shape and do what the hell you like with these three buxom beauties then your wildest dreams are about to come true.



PSAIPlay 120

Manufacturer	Nike
Tel	0800 056 1640
Cost	£269

Have no doubt about it – this is without fail the ultimate (not to mention coolest) gadget this Christmas for all technology freaks. Shaped by Nike's top design bods into an ergonomic oval shape, it looks the part as well as playing the part. You don't get MP3 players that look like this every day. With 64Mb of built-in memory, there's plenty of space to download all your favourite tunes to and along with some nifty headphones, it makes some fairly minty sounds too. In other words, the perfect companion for those early morning runs in the rain... if that's what you like.





South Park Fridge Guards

Manufacturer	Wesco
Tel	0990 168 194
Cost	£14.50

Fed up of everyone nicking your food – and more importantly, your beer – from the fridge? Not any more... well, not if you get yourself one of these classy fridge guards. As soon as the fridge is opened out come the expletive catchphrases from your favourite foul-mouthed school kids, thus catching the criminal red-handed. Sweet!



Bagpuss

Manufacturer	Golden Bear
Web site	www.goldenbeartoys.com
Cost	£5.99-£19.99

It was way back in 1974 that Emily came home with a saggy cloth cat called Bagpuss. Twenty-six years later, Bagpuss is still a family name and just as popular so surprise, surprise there's a new range of toys out just in time for Christmas. Whether you want a little Bagpuss beanie to proudly display on your bedside table or go the whole hog and get a Bagpuss bag, there's no denying that he's just as charming as he ever was.



Interactive ET

Manufacturer	Tiger
Web site	www.tigertoys.com
Cost	£34.99

Back in the Eighties, ET dispelled everyone's fears of aliens being nasty creatures planning to take over earth. Now with BT's latest advertising campaign based around him, he's never been more popular. Hence this Interactive ET. With some incredible Artificial Intelligence, ET will learn things and his behaviour will develop as you interact with him. With over 400 words and 1,000 phrases this is one clever alien.





Jungle Jam

Manufacturer	Flitzbogen
Web site	www.iwantoneofthose.com
Cost	£16.75

With Christmas fast approaching, what everyone needs is a good drinking game. The Dreamcast team can confirm, after hours of testing, that as games go this is the real deal, guaranteed to leave you under the table and with no memory. Reactions and the power of observation are the name of the game as players match cards and run for the wooden totem pole before downing a few drinks. Complete mayhem.

Gooze

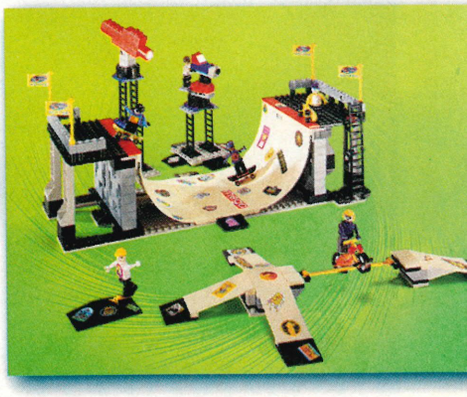
Manufacturer	Kidz Biz
Tel	0208 393 3334
Cost	£6.99

It might come as a surprise but this stuff was recently announced as the best-selling 'activity toy' across the pond in the old US. After all, it is only gooey stuff. The fact that it's been branded with Nickelodeon no doubt had something to do with it along with appearances on various shows. But hey, the kids love it and who can blame them – it's cool stuff. Gooey, messy stuff yes, but cool all the same.

Xtreme Sports Skateboard

Manufacturer	Mega Bloks
Tel	01235 820055
Cost	£14.99

So what do you get if you cross Mega Bloks with *Tony Hawk's Skateboarding*? D'uh! Your very own skate park, of course. But this isn't just another skate park – bikers and roller-bladers are open to invite too, which equals a whole lot of fun. It might not be as addictive as *Tony Hawk's*, but it's guaranteed to keep you busy for a fair old while. Only problem is you've got to make the damn thing first.



Robot Wars Toys

Manufacturer	Logistix Kids
Available	Toys R Us, Argos, Woolworths
Cost	£9.99-£49.99

Prepare for battle Roboteers – the robots are coming home. Or at least the toys are. In an inevitable move (inevitable due to the massive success of the show) the house robots of *Robot Wars* will be invading homes all over the country in the next month – but don't worry folks, there's no flame throwers or chainsaws here. With remote control versions of Matilda and Shunt, as well as a range of smaller toys of the rest of the killing machines, no home is going to be safe this Christmas.



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Half Life
Giant Gram 2000
M-SR
Ferrari 355

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Quake 3
Silent Scope
NBA 2K1
Sega GT
Evil Dead

Virtua Tennis
Phantasy Star Online
Space Channel 5
18 Wheeler Truckin'
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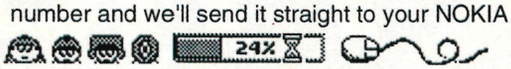
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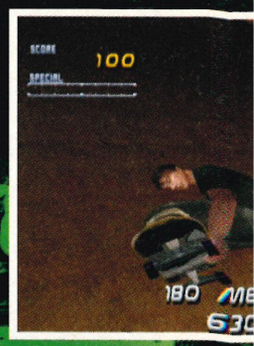
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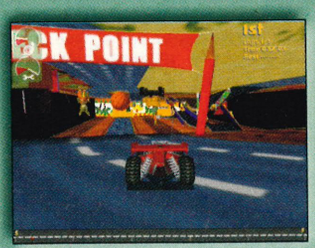
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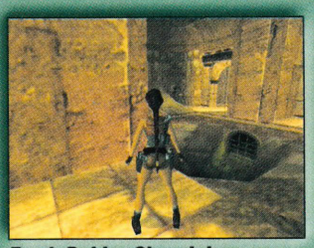
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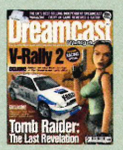
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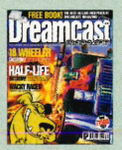
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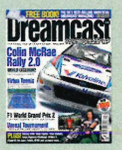
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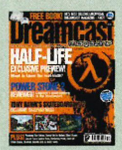
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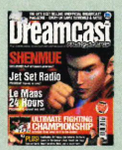
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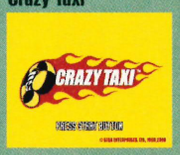
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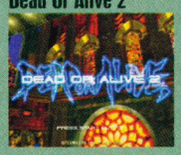
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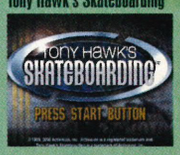
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dream moment

Number 013

Quake III Arena

House Of Pain Four-Player Online Deathmatch





"Finally, after months of waiting... we have a decent online game!"

Just over a year ago, when the Dreamcast was first arriving on store shelves around the country, what was it that made you want to buy one? The small but perfectly formed line-up of launch titles? The fact that it was a better machine than all the current ones put together? Possibly, but if you were anything like us, it was probably that advert with the three barbers all racing against each other... you know, the one that ended claiming that you and six billion other gamers could all take part online together. Pretty staggering claim, eh? Being the first home console to offer fully online gaming possibilities though, you'd have thought that there'd be more online games around for it by now...

Still, at least one more arrives on 8 December. After the enthusiastic but ultimately tiresome *Chu Chu Rocket!* (it was great, but how long could you play it for?) lucky Dreamcast owners across the land will finally be able to get their hands on a real man's online game in the form of *Quake III Arena*. Offering plenty of death-dealing weapons and complex arenas to battle it out in, gamers will at last know what it's like to go head-to-head against people from all over the globe. Face facts – herding mice is for wimps... fragging people with your BFG10K is the way of the future. Sure, it's still not quite up to the six billion player mark yet but at least it's a start...

If you would like to submit a Dream Moment to Dreamcast Magazine, please send in your suggestions to: 'Dream Moment' at Dreamcast Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

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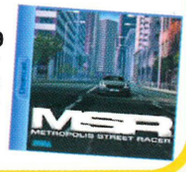
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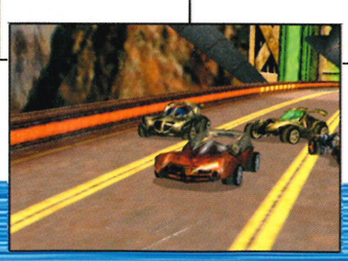
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